

Games for EFL Phonics 1



Using games in a phonics class can help students develop their knowledge of English sounds, letters, and the relationships between them more effectively. Read the instructions below for the games to be used in EFL Phonics 1. A game is recommended for each unit. However, feel free to use any game at anytime that you feel it's suitable.

Unit 1 Slam the pictures!

- ▶ **Materials:** flashcards
- ▶ **Grouping:** two teams
- ▶ **Instructions**
 - ① Select target flashcards and have students spread them out on the table with the picture side facing up.
 - ② Ask students to put their hands on their heads.
 - ③ Call out a target sound and a word that begins with that sound (Ex. /a/ /a/ ant). The student who slams their hand on the correct card first gains a point for their team.
NOTE By giving a pause in between the target sound and the word, you give students a chance to take a guess.
 - ④ Repeat steps ② and ③. The winner is the team with the most points.
- ▶ **Adaptation**
 - Have students from opposing teams take turns calling out the target sounds and words.

Unit 2 Group Slam

- ▶ **Materials:** paper, marker, flashcards
- ▶ **Grouping:** two teams
- ▶ **Instructions**
 - ① On the pieces of paper, write out one target letter per piece of paper (Ex. Dd, Ee, Ff).
 - ② Put the pieces of paper in a row.
 - ③ Have students spread out a set of target flashcards on the table with the picture side facing up.
 - ④ Assign a number for each student and have the first

student on each team get ready for the game.

- ⑤ Ask students to put their hands on their head.
 - ⑥ Call out a target word (Ex. desk). The student who is first to slam their hand on the correct picture and put the card under the correct letter gains a point for their team.
 - ⑦ Repeat steps ⑤~⑥. The winner is the team with the most points.
- ▶ **Adaptation**
- When students are familiar with the game, allow them to take turns calling out the words.

Unit 3 Catch the Ball

- ▶ **Materials:** beach ball, marker
- ▶ **Grouping:** N/A
- ▶ **Instructions**
 - ① With the marker, write the target letters on the beach ball.
 - ② While holding the ball, call out a hand and a finger (Ex. "Left hand! Pinky!"). Then throw the ball to a student.
 - ③ After the student catches the ball, they say the words that begin with the target letter their finger is on.
 - ④ Have the student call out a hand and a finger and throw the ball to another student.
 - ⑤ Repeat steps ②~④.

Unit 4 Snowball

- ▶ **Materials:** flashcards
- ▶ **Grouping:** N/A
- ▶ **Instructions**
 - ① Select the target flashcards and have students spread them out on the table with the picture side facing up.
 - ② Ask a student to choose any card and read it out loud (Ex. /j//j/ jacket). Then ask the next student to choose a card and repeat the first student's word followed by their word (Ex. /j//j/ jacket, /k//k/ key).
 - ③ Continue until a student forgets a word or makes a mistake. Then start over if time allows.

Unit 5 Missing Letters

- ▶ **Materials:** flashcards
- ▶ **Grouping:** N/A
- ▶ **Instructions**
 - ① Select the target flashcards and have students spread them out on the table with the picture side facing up.
 - ② Ask students to memorize them and then to close their eyes. Hide a card while their eyes are closed.
 - ③ Once you've removed a card, tell students to open their eyes. Tell them one card is missing.
 - ④ Ask students to raise their hands when they have identified the missing card. Call on one student to say the beginning sound and the word (Ex. /m/ /m/ map). If correct, the student gets a point.
 - ⑤ Repeat steps ②~④. The winner is the student with the most points.

Unit 6 Write the Letter

- ▶ **Materials:** paper, pencil
- ▶ **Grouping:** two teams
- ▶ **Instructions**
 - ① Say a target word and have students write down the beginning letter of the target word.
 - ② When they have written the beginning letter, students should hold the paper above their heads to show they have finished.
 - ③ The student who raises their paper first and is correct gains a point for their team.
- ▶ **Adaptation**
 - Shout "Capital letter/Small letter" to indicate uppercase or lowercase letters after saying the target word.

Unit 7 Show me!

- ▶ **Materials:** paper, pencil, flashcards
- ▶ **Grouping:** N/A
- ▶ **Instructions**
 - ① Have students make letter cards by writing down the target letters on separate pieces of paper (Ex. Ss, Tt, etc.).
 - ② On the count of three, show a flashcard with the

picture side facing the students. Ask students to hold up the relevant letter card above their heads.

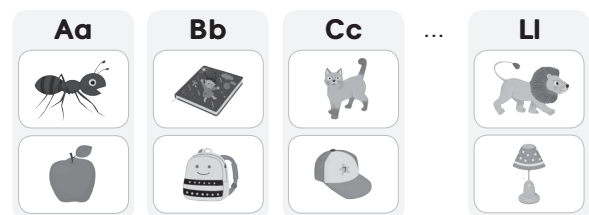
- ③ The student who raises their letter card first and is correct gets a point. The winner is the student with the most points.

Unit 8 Run to the Board

- ▶ **Materials:** flashcards, whiteboard, marker
- ▶ **Grouping:** two teams
- ▶ **Instructions**
 - ① Have the two teams line up close to the whiteboard.
 - ② When ready, show a flashcard with the picture side facing the students.
 - ③ The first student in each line runs to the whiteboard and writes the beginning letter of the word.
 - ④ The first student who writes the letter neatly and correctly gets a point for their team.
 - ⑤ Repeat steps ②~④. The winner is the team with the most points.
- ▶ **Adaptation**
 - Post all the target flashcards on the whiteboard with the picture side facing the students. Read out the target word and have students touch the correct flashcard.

Review 1 and 2 Group them!

- ▶ **Materials:** flashcards, paper, marker
- ▶ **Grouping:** N/A
- ▶ **Instructions**
 - ① Write the group headings on the pieces of paper (Ex. Aa, Bb, etc.) and place them on the table.
 - ② Place the target flashcards in a pile.
 - ③ Have students take turns selecting a card from the pile and placing it on the table under the correct heading. Help students arrange the cards as shown below.



- ④ Continue the game until all the cards are played.

Challenge Four in a Row

- ▶ **Materials:** flashcards
- ▶ **Grouping:** pairs
- ▶ **Instructions**
 - ① Select 16 target flashcards and arrange them on a large table or on the floor in a 4x4 grid.
 - ② Students will choose and read a card (Ex. /a/ /a/ apple). When read correctly, they take the flashcard.
 - ③ To determine which student chooses first, have the students play rock-paper-scissors.
 - ④ Repeat steps ②~③.
 - ⑤ When the cards are all taken, the game ends.
 - ⑥ The winner is the student with more flashcards.

Memo

A large rectangular area with a light gray border and rounded corners, containing 20 horizontal dashed lines for writing.

