

Games for EFL Phonics 4



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 4.

A game is recommended for each unit. However, feel free to choose any game at anytime that you feel it's suitable.

Unit 1 Slam the cards!

- ▶ **Materials:** flashcards
- ▶ **Grouping:** two teams
- ▶ **Instructions**
 - ① Select target flashcards and have students spread them out on the table with the word side facing up.
 - ② Ask students to put their hands on their heads.
 - ③ Call out a target consonant blend and a word that begins with that blend (Ex. /b/ /bl/ black). 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 can 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 Snowball

- ▶ **Materials:** flashcards
- ▶ **Grouping:** N/A
- ▶ **Instructions**
 - ① Select the target flashcards and have students spread them out on the table with the word side facing up.
 - ② Ask a student to choose any card and read it out loud (Ex. brake). Then ask the next student to choose a card and repeat the first student's word followed by

their word (Ex. brake, brave).

- ③ Continue until a student forgets a word or makes a mistake. Then start over if time allows.

NOTE You can make it a competition by having the students stand up. When they forget a word, they must sit down. Play until there's one student standing.

▶ Adaptation

- Have students speed up as they complete each round.

Unit 3 Missing Cards

- ▶ **Materials:** flashcards
- ▶ **Grouping:** N/A
- ▶ **Instructions**
 - ① Select the target flashcards and have students spread them out on the table with the word 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 missing card. If correct, the student gets a point.
 - ⑤ Repeat steps ② ~ ④. The winner is the student with the most points.

Unit 4 Show me!

- ▶ **Materials:** paper, pencil, flashcards
- ▶ **Grouping:** N/A
- ▶ **Instructions**
 - ① Have students make word cards by writing down the target words on separate pieces of paper.
 - ② On the count of three, show a flashcard with the picture side facing the students. Ask students to hold up the relevant word card above their heads.
 - ③ The student who raises their word card first and is correct gets a point. The winner is the student with the most points.

Unit 5 Run to the Board

- ▶ **Materials:** flashcards, whiteboard, marker, tape
- ▶ **Grouping:** two teams of 3-4 students
- ▶ **Instructions**
 - ① Tape the target flashcards to the whiteboard with the word side facing the students.
 - ② Have the two teams line up close to the whiteboard.
 - ③ Read out a target word and have the first student in each line run to the whiteboard and touch the correct flashcard.
 - ④ The first student who touches the card correctly gets a point for his/her team.
 - ⑤ Repeat steps ③~④. The winner is the team with the most points.
- ▶ **Adaptation**
 - Tape the target flashcards to the whiteboard with the picture side facing the students. The procedure is the same.

Unit 6 Group them!

- ▶ **Materials:** flashcards, paper, marker
- ▶ **Grouping:** N/A
- ▶ **Instructions**
 - ① Write the group headings on the pieces of paper (Ex. -ng, -nk) 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:

-ng	-nk
bang	bank
king	wink

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

Unit 7 Pass the Pouch

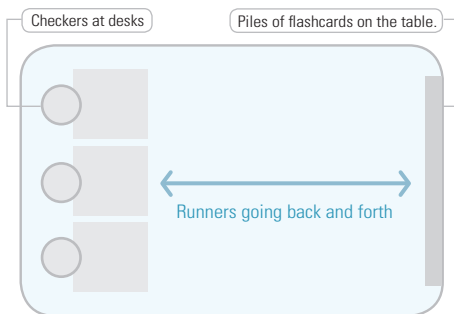
- ▶ **Materials:** paper, marker, pouch
- ▶ **Grouping:** N/A
- ▶ **Instructions**
 - ① Prepare cards by writing the consonant digraphs on the pieces of paper (Ex. ch-, -ch, sh-, -sh) and put the cards in the pouch.
 - ② Pass the pouch around the classroom.
 - ③ As each student receives the pouch, they choose a card and say a word that contains the consonant digraphs.
NOTE Encourage students to use new words and not to repeat words already used.
 - ④ The student who says the word correctly gets a point. If the student says the wrong word, take away a point.
 - ⑤ Repeat ②~④. The student with the most points wins the game.

Unit 8 Four in a Row

- ▶ **Materials:** flashcards
- ▶ **Grouping:** pairs
- ▶ **Instructions**
 - ① Select 9 target flashcards for each pair and arrange them on a large table or on the floor in a 3x3 grid.
 - ② Students will choose and read a card. 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.

Review 1 and 2 Run and Tell

- ▶ **Materials:** paper, pen, flashcards list, flashcards
- ▶ **Grouping:** pairs
- ▶ **Instructions**
 - ① Make copies of the flashcards list found in the student book on page 103. Give each pair a copy of the list.
 - ② Choose 10 different flashcards for each pair.
 - ③ Move the desks to one side of the classroom.
Across from the desks, on a table or on the floor, place the flashcards in small piles (one pile for each pair). In pairs, one student (runner) should look and report the words from the flashcard pile to the other student (checker) who will check them off from the list.



Sample Classroom Layout

- ④ After you say begin, the runner should run to the pile of flashcards and remember as many as they can. Then run to their partner and tell them the words to check off from the list. The runner goes back as many times as necessary until they have relayed all the words.
 - ⑤ The team to first check off 10 words from their list wins.
- NOTE 1** Make sure students checked off the correct words when finished.
- NOTE 2** Feel free to use as many flashcards per pair as you feel necessary.

Challenge Bingo

- ▶ **Materials:** flashcards list, paper, pen
- ▶ **Grouping:** N/A
- ▶ **Instructions**
 - ① Prepare 5x5 bingo boards.
 - ② Give each student a bingo board.
 - ③ Select 25 target words referring to the flashcards list found in the student book on page 103. Read each word as students write them on their bingo board. Make sure students understand that they can write the word anywhere on the grid as they like.
 - ④ To play, call out a target word. Students mark the square with a check, dot, or other symbol.
 - ⑤ Repeat step ④. The winner is the student who creates a line. This line can be straight or diagonal.
- ▶ **Adaptation**
 - To make the game shorter, use a smaller bingo board (3x3 or 4x4).
 - Instead of reading the word in Step ③, you can show flashcards with the picture side allowing students to figure out the word.

