

Skyline Phonics Book 1 *Game Package*

Lesson 1: *Game 1* (8 minutes)

Materials: Name tag (sticker label or 3 x 5 card) for each student; a list of common English names for boys and girls; a marker; a ball.

1. Ask if each student has an English name. If not, give them an English name.
2. Write their English names on their name tags. Have them put their name tags in a visible place on their chest where everybody can see.
3. **[Modeling]** Greet one student by saying “*Hello, (say their name, e.g., John)!*” and throw the ball to him/her. Then have that student throw the ball back to you and say “*Hello, Mr./Mrs. (your name)!*”
4. Ask them to do the same to their classmates. Have a student throw the ball to another student and say “*Hello*” to him/her by reading his/her name.
5. Make sure everyone’s name is pronounced correctly.

Lesson 2: *Game 2* (8 minutes)

Materials: Flashcards 01, 02, 03, 04, 05, 06, 09, 12, 15, 16, 18, 19.

1. Tape all 12 flashcards—alligator, ant, apple, ax, bag, bat, bib, bug, can, cat, cup, and cut—on the board with only the picture side visible and have students identify them together.
2. Separate students into two teams. On one team, assign each student with a number to represent himself/herself: any number between one and eight. Do the same with the other team.
3. **[Modeling]** Point to one flashcard, for example, “cat.” Ask students “*What is this?*” Call out a student’s number to answer the question, e.g., student #2. Student #2 from each team should compete to say the word first. When a student says the word correctly, flip the flashcard over to show the class the word. The student who says it correctly first gets the point for his/her team. Mark one point on the board for his/her team.
4. Play this game with students until all 12 flashcards have been flipped over.
5. Play the game again but with the word side. Tally their scores on the board.
6. The team who scores highest wins.

Lesson 3: *Game 3* (8 minutes)

Materials: Flashcards 20, 23, 24, 26, 27, 28, 29, 30, 31, 32, 33, 34.

1. Review all previously-learned flashcards from Lesson 2—dad, desk, dig, duck, egg, elbow, elephant, elf, fan, fat, fish, and fit.
2. Pair-up students.
3. **[Modeling]** Have two students come to the front and face each other with a set of flashcards spread out between them on a desk with the picture side facing up. Randomly choose a picture and say its corresponding word. Have both students compete to find the correct card first by holding it up high. The student who finds the correct flashcard first can keep it. The student who collects the most flashcards wins the game.
4. Play this game with all paired students until all flashcards are collected.

Lesson 4: *Game 4* (8 minutes)

Materials: Flashcards 37, 38, 39, 40, 42, 43, 45, 47, 48, 49, 50, 51.

1. Review all the previously-learned flashcards from Lesson 3—gas, gate, gum, gun, hand, hat, hip, hut, igloo, inch, ink and insect.
2. Separate students into two teams.
3. Put a chair at each end of the board.
4. **[Modeling]** Have one student from each team come to the front and sit in a chair facing away from the board. Tape one flashcard on the board with the picture side facing out. Have students from each team perform actions for their teammate that represent the posted word. The first student to guess the word correctly gets a point for their team. Play this game until all the flashcards are guessed correctly.
5. The team which scores highest wins.

Lesson 5: *Game 5* (8 minutes)

Materials: Flashcards 52, 53, 55, 56, 58, 59, 60, 61, 62, 65, 66, 67.

1. Review all the previously-learned flashcards from Lesson 4—jam, jar, jet, jog, key, kid, king, kite, lamp, lid, lip and lock.
2. Separate students into two teams.
3. **[Modeling]** Have a student from each team come to the front. Have them stand back-to-back. Give each of them a flashcard with the picture side facing away from them. Have both students slowly take three steps forward, counting off each step aloud. On three, have both students quickly turn around and show the picture side of their flashcard to their competitor. The first student to say the word on their competitor's flashcard wins.
4. Have each team's members take turns playing this game until all the flashcards are used.
5. The team with the most winners wins the game.

Lesson 6: *Game 6* (8 minutes)

Materials: Flashcards 69, 70, 71, 72, 73, 74, 75, 77, 78, 79, 80, 81.

1. Review all the previously-learned flashcards from Lesson 5—mad, man, map, milk, mop, mug, nap, nest, net, nod, nun and nut.
2. Separate students into two teams.
3. **[Modeling]** Have each team line up three meters away from the whiteboard. When students are ready, slowly show the picture side of a flashcard to both teams. The first student in each line runs to the whiteboard and writes the word. The first student who writes the word neatly and correctly gets a point for their team.
4. Play this game until all the flashcards have been used.
5. The team which scores highest wins.

Lesson 7: *Game 7* (8 minutes)

Materials: Flashcards 82, 83, 84, 85, 87, 88, 89, 90, 92, 95, 96, 97.

1. Review all the previously-learned flashcards from Lesson 6—octopus, on, ostrich, otter, pen, pig, pill, pin, queen, quill, quilt and quiz.
2. Pair up students with one being Student A and one being Student B.
3. **[Modeling]** Place a stack of flashcards between Student A and Student B with the picture side facing up. Set a timer for a given amount of time, e.g., 30 seconds. Once the timer starts, have Student A flip and show the word side of the flashcards and say the words aloud one by one to Student B. Encourage students to do this as quickly as possible. Once time is up, have students count how many flashcards they were able to say in the given time. Then have pairs switch roles.
4. Repeat the same steps as above, but this time stack the flashcards with the word side facing up. Have students show their partners the picture side and say the words aloud one by one.
5. The student with the most flashcards wins the game.

Lesson 8: *Game 8* (8 minutes)

Materials: Flashcards 101, 102, 103, 104, 105, 106, 108, 110, 111, 112, 113, 114 and a long strip of tape.

1. Review all the previously-learned flashcards—ring, rock, rug, run, sand, sit, sock, sun, tag, tent, tiger and top—from Lesson 7.
2. **[Modeling]** Put a long strip of tape on the floor and designate one side “True” and the other side “False.” Hold up a flashcard and say its word. If students think that you have said the correct word, they jump on the “True” side. If not, they jump on the “False” side. The students who jump on the wrong side come to the front and stand behind you.
3. Play this game until all the flashcards are used.
4. The students who are still remaining until the end win the game.

Lesson 9: *Game 9* (8 minutes)

Materials: Flashcards 116, 117, 118, 119, 120, 121, 122, 123, 124, 126, 127, 128.

1. Review all the previously-learned flashcards from Lesson 8—umbrella, umpire, under, up, van, vase, vest, vet, web, wig, wind and wing.
2. Separate students into two teams. On one team, assign each student with a number to represent him/her—any number between one and eight. Do the same with the other team.
3. **[Modeling]** Hold a pack of flashcards with the picture sides facing you. Turn the flashcard that's closest to you around so the picture side is facing the students but is hidden, as it is behind the pack. Slowly pull the flashcard up inch by inch so the students can only see part of the flashcard. As the picture is slowly revealed, students try and guess what it is. The first student who guesses it correctly keeps the card. (Variation: you can do the opposite side of the flashcards so students can guess what word it is. You can turn the flashcard picture side or word side upside down as well.)
4. Play the game until all the flashcards are used.
5. The student with the most flashcards wins the game.

Lesson 10: *Game 10* (8 minutes)

Materials: Flashcards 10, 36, 86, 107, 129, 130, 131, 132, 133, 134, 135, 136 and chairs.

1. Review all the previously-learned flashcards from Lesson 9—“box, fox, ox, six, yak, yawn, yellow, yo-yo, zebra, zero, zip and zoo”.
2. **[Modeling]** Set up chairs to play to musical chairs. Place one flashcard on each chair with the picture side facing up. Start the music. When the music stops, the students pick up their flashcards and sit down. They have to hold the flashcard up high and read the sound out loud. The student who is unable to correctly read it is out of the game. After two or three rounds, put new flashcards on the chairs.
3. Play this game until all the flashcards are used.
4. The students who stay until the end win the game.

Lesson 11: *Game 11* (8 minutes)

Materials: Flashcards 06, 15, 20, 21, 31, 43, 52, 69.

1. Review all the flashcards from Lesson 10—“bat, can, dad, dam, fan, hat, jam mad”.
2. Separate students into two teams.
3. **[Modeling]** Make a row of eight chairs side by side. Place one flashcard on each chair with the picture side facing up. Have one student from each team stand in front of the chairs. Call out a word. The first student to sit on the correct flashcard gets a point for the team.
4. Play the game until all the flashcards are called out.
5. The team with the most points wins the game.

Lesson 12: *Game 12* (8 minutes)

Materials: Flashcards 07, 08, 22, 55, 64, 76, 78, 99.

1. Review all the flashcards from Lesson 11—“bed, beg, deck, jet, leg, neck, net and red”. Write a word from the flashcards on one side of the whiteboard, and another word on the opposite side. Have students stand in a line near the middle of the whiteboard. Hold up a flashcard that matches one of the words written on the board with the picture side facing the students. Students must walk to the side of the whiteboard which has the word that matches the picture you held up. Students that walk to the incorrect side must sit down.
2. Play this game until all the flashcards are used.
3. The last student standing wins the game.

Lesson 13: *Game 13* (8 minutes)

Materials: Flashcards 09, 45, 46, 59, 65, 66, 100, 106.

1. Review all the flashcards from Lesson 12—“bib, hip, hit, kid, lid, lip, rib and sit”.
2. Separate students into two teams.
3. **[Modeling]** Put some flashcards on the board with the picture side facing out. Have each team send a representative to the front facing the flashcards. Say a word from the flashcards on the board and have the two students touch the correct flashcard as fast as they can. Whoever touches more flashcards in five rounds wins.
4. Play the game until all the students have come to the front.
5. The team with the most winners wins the game.

Lesson 14: *Game 14* (8 minutes)

Materials: Flashcards 10, 17, 25, 35, 36, 68, 79, 91.

1. Review all the flashcards from Lesson 13—“box, cod, dot, fog, fox, log, nod and pot”.
2. Line up students into two teams.
3. **[Modeling]** Give the first in line of each team a flashcard. When you say “Go!” the first in line says the word and passes the flashcard over his/her head. The next student says the word and passes the flashcard under his/her legs. The next student over, then the next under etc. The last student in line races to the front to hand the flashcard to you and says the word. If the last student says the word correctly, the team gets a point.
4. The team with the most points wins the game.

Lesson 15: *Game 15* (8 minutes)

Materials: Flashcards 11, 18, 26, 74, 103, 109, 115, 119.

1. Review all the flashcards from Lesson 14—“buck, cup, duck, mug, rug, sub, tub and up”.
2. Have students sit in a circle with a bottle in the middle.
3. **[Modeling]** Put the flashcards with the picture side up around the bottle. Spin the bottle. When it stops spinning, it will point to a flashcard. Ask students what it is. The first student who answers correctly gets one point. Mark the point on the whiteboard. Students who get a point can spin the bottle.
4. Play the game until all the flashcards are reviewed.
5. The student who gets the most points wins the game.

Lesson 16: *Game 16* (8 minutes)

Materials: Flashcards 05, 06, 11, 15, 16, 20, 26, 30, 31, 33, 37, 40, 59, 63, 64, 69, 74, 76, 115, 124.

1. Review all the flashcards from Lesson 15—“bag, bat, buck, can, cat, dad, duck, elf, fan, fish, gas, gun, kid, leaf, leg, mad, mug, neck, tub and web”
2. Separate students into two teams.
3. **[Modeling]** Put flashcards in a line on the floor with: the picture side facing up. Line up each team at each end of the row of flashcards. The first student from each team starts by pointing to the card nearest to them and saying the sound and word. They will continue to the next flashcard, and the next etc. When they meet in the middle, have both students play rock-paper-scissors. The winning student continues down the flashcard line. The losing student returns to the back of their team’s line while the first student from that team takes over.
4. The first team to reach the other end wins the game.

Lesson 17: *Game 17* (8 minutes)

Materials: Flashcards 21, 39, 41, 42, 44, 45, 46, 50, 52, 55, 56, 57, 59, 60, 65, 68, 70, 72, 73, 125.

1. Review all the flashcards from Lesson 16—“dam, gum, ham, hand, hill, hip, hit, ink, jam, jet, jog, jump, kid, king, lid, log, man, milk, mop and well”.
2. Separate students into two teams.
3. **[Modeling]** Have one student from each team come to the front of the class. Give each student a flashcard without letting them see the picture and have them put it on their forehead with the picture side facing out. Have the other students from each team give them hints about the word. Once the student correctly guesses the word, that team gets a point. Have another student come up and take a turn.
4. Play the game until all the flashcards are used.
5. The team with the most points wins the game.

Lesson 18: *Game 18* (8 minutes)

Materials: Flashcards 13, 18, 37, 66, 78, 80, 87, 89, 90, 93, 94, 96, 97, 98, 101, 103, 104, 105, 108.

1. Review all the flashcards from Lesson 17—“bus, cup, gas, lip, net, nun, pen, pill, pin, quick, quiet, quilt, quiz, rat, ring, rug, run, sand and sock”.
2. Separate students into two teams. On one team, assign each student with a number to represent him/her: (e.g. any number between one and eight. Do the same thing to the other team.
3. **[modeling]** Tape all flashcards on the board with the picture side facing out. Perform an action that represents one of the flashcard words. Call out a student’s assigned number: (e.g. the number 4) to guess which flashcard you acted out. The number 4 students on both teams should compete to guess the word. The first student to say the word correctly gets a point for their team. Mark one point on the board for his/her team.
4. Play the game until all the flashcards are used.
5. The team with the most points wins the game.

Review: *Game 19* (8 minutes)

Materials: Flashcards 02, 04, 10, 14, 36, 54, 78, 86, 111, 114, 120, 121, 122, 123, 124, 126, 127, 128, 129, 130, 131, 132, 135, 136.

1. Review all the flashcards from Lesson 18—“ant, ax, box, buzz, fox, jazz, net, ox, tag, top, van, vase, vest, vet, web, wig, wind, wing, yak, yawn, yellow, yo-yo, zip and zoo”.
2. Have students sit in a circle with all the flashcards spread out in the middle, picture side facing up.
3. **[Modeling]** Ask all students to stand up. Have one of them point to a flashcard and say that word out loud. Have the student next to him/her point to the same card and repeat after the first student, and then point to another card and say it out loud. The third student follows the same pattern but says two words, creating a word chain. Have students continue pointing at cards and repeating the growing chain of words until all of the flashcards have been practiced. If a student makes a mistake, he/she must sit down.
4. The students standing at the end win the game.

Flashcard numbers

01 (alligator), 02 (ant), 03 (apple), 04 (ax), 05 (bag), 06 (bat), 07 (bed), 08 (beg), 09 (bib), 10 (box), 11 (buck), 12 (bug), 13 (bus), 14 (buzz), 15 (can), 16 (cat), 17 (cod), 18 (cup), 19 (cut), 20 (dad), 21 (dam), 22 (deck), 23 (desk), 24 (dig), 25 (dot), 26 (duck), 27 (egg), 28 (elbow), 29 (elephant), 30 (elf), 31 (fan), 32 (fat), 33 (fish), 34 (fit), 35 (fog), 36 (fox), 37 (gas), 38 (gate), 39 (gum), 40 (gun), 41 (ham), 42 (hand), 43 (hat), 44 (hill), 45 (hip), 46 (hit), 47 (hut), 48 (igloo), 49 (inch), 50 (ink), 51 (insect), 52 (jam), 53 (jar), 54 (jazz), 55 (jet), 56 (jog), 57 (jump), 58 (key), 59 (kid), 60 (king), 61 (kite), 62 (lamp), 63 (leaf), 64 (leg), 65 (lid), 66 (lip), 67 (lock), 68 (log), 69 (mad), 70 (man), 71 (map), 72 (milk), 73 (mop), 74 (mug), 75 (nap), 76 (neck), 77 (nest), 78 (net), 79 (nod), 80 (nun), 81 (nut), 82 (octopus), 83 (on), 84 (ostrich), 85 (otter), 86 (ox), 87 (pen), 88 (pig), 89 (pill), 90 (pin), 91 (pot), 92 (queen), 93 (quick), 94 (quiet), 95 (quill), 96 (quilt), 97 (quiz), 98 (rat), 99 (red), 100 (rib), 101 (ring), 102 (rock), 103 (rug), 104 (run), 105 (sand), 106 (sit), 107 (six), 108 (sock), 109 (sub), 110 (sun), 111 (tag), 112 (tent), 113 (tiger), 114 (top), 115 (tub), 116 (umbrella), 117 (umpire), 118 (under), 119 (up), 120 (van), 121 (vase), 122 (vest), 123 (vet), 124 (web), 125 (well), 126 (wig), 127 (wind), 128 (wing), 129 (yak), 130 (yawn), 131 (yellow), 132 (yo-yo), 133 (zebra), 134 (zero), 135 (zip), 136 (zoo)