Objective
The student will identify variant correspondences in words.

Materials
- Game board (Activity Master P.012.AM1a - P.012.AM1b)
- Number cube (Activity Master P.012.AM2)
- Word cards (Activity Master P.012.AM3a - P.012.AM3b)
- Game pieces (e.g., counters)

Activity
Students read words containing doubled consonants (ff, ll, ss) by playing a board game.
1. Place game board, game pieces, and number cube at the center. Place word cards face up in rows beside the game board.
2. Taking turns, students roll the number cube and move game piece that many spaces.
3. Read word and state target letters (ff, ll, ss) and sound that game piece lands on (e.g., lands on “boss” say, “boss, ss, /s/”). Point to a word card containing the same target letters and sound (e.g., point to and say “class, ss, /s/”). If students cannot read or identify another matching word, go back to original spot.
4. Continue until both students reach the end of the game board.
5. Peer evaluation

Extensions and Adaptations
- Make other word cards to use with game.
- Sort the words from the game board.
Phonics

Knoll Stroll

START

puff

You press on, go ahead two spaces.

knoll

bless

full

stiff

boss

will

stroll

stress

cross

Miss falling off a cliff, go ahead two spaces.

Bull in your path, go back two spaces.

You press on, go ahead two spaces.
Go hear the bell in the dell, go back two spaces.

No stalling, go ahead two spaces.

You stop at the bluff, go back two spaces.

You feel swell, go ahead two spaces.

You are starting to huff and puff, rest one turn.
1. Cut along solid line
2. Fold along dotted lines
<table>
<thead>
<tr>
<th>fuss</th>
<th>glass</th>
</tr>
</thead>
<tbody>
<tr>
<td>hiss</td>
<td>class</td>
</tr>
<tr>
<td>stress</td>
<td>bluff</td>
</tr>
<tr>
<td>sniff</td>
<td>stuff</td>
</tr>
</tbody>
</table>