



Objective

The student will identify variant correspondences in words.

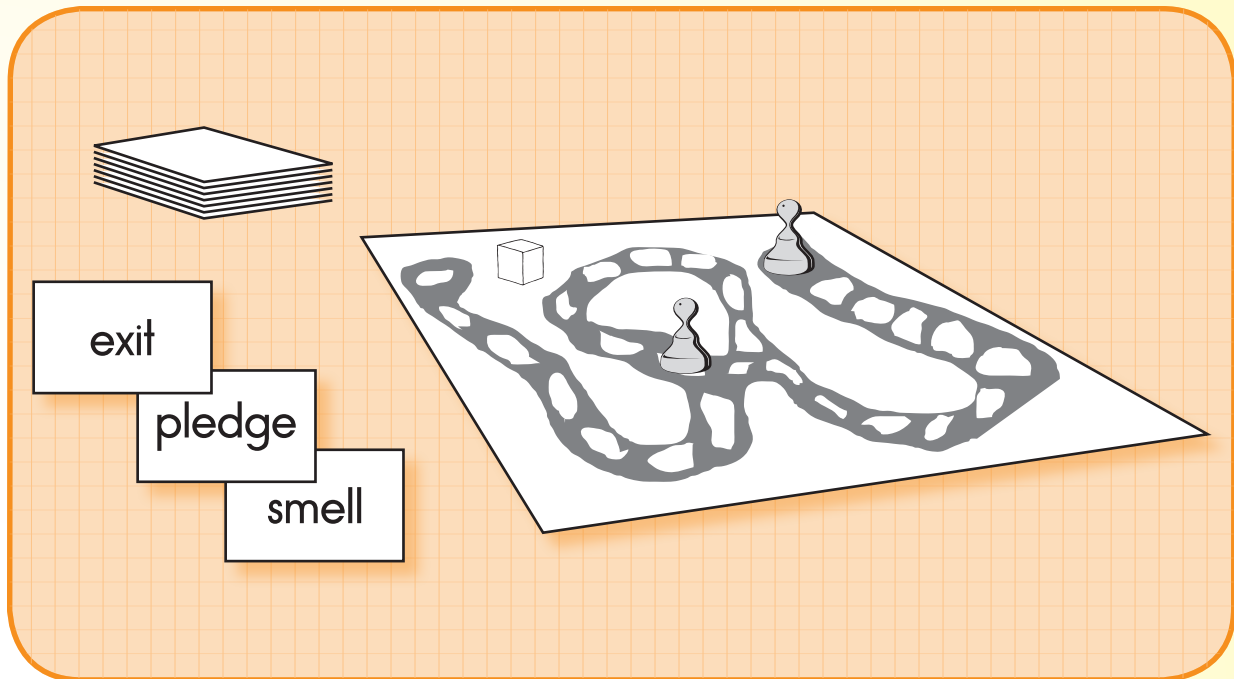
Materials

- ▶ Game board (Activity Master P.014.AM1a - P.014.AM1b)
- ▶ Number cube (Activity Master P.012.AM2)
- ▶ Word cards (Activity Master P.014.AM2a - P.014.AM2e)
- ▶ Game pieces (e.g., counters)

Activity

Students read words containing doubled consonants, hard and soft sounds of “g” and “c,” and multiple pronunciations of “x” by playing a board game.

1. Place game board, number cube, and game pieces at center. Place word cards face down in a stack.
2. Taking turns, students roll the cube and pick up the number of word cards as indicated on the cube.
3. Read the words. For every word read correctly, move one space forward. If a word is read incorrectly, move back one space. After all cards are read, return them to the bottom of stack.
4. Continue game until all players reach the end.
5. Peer evaluation



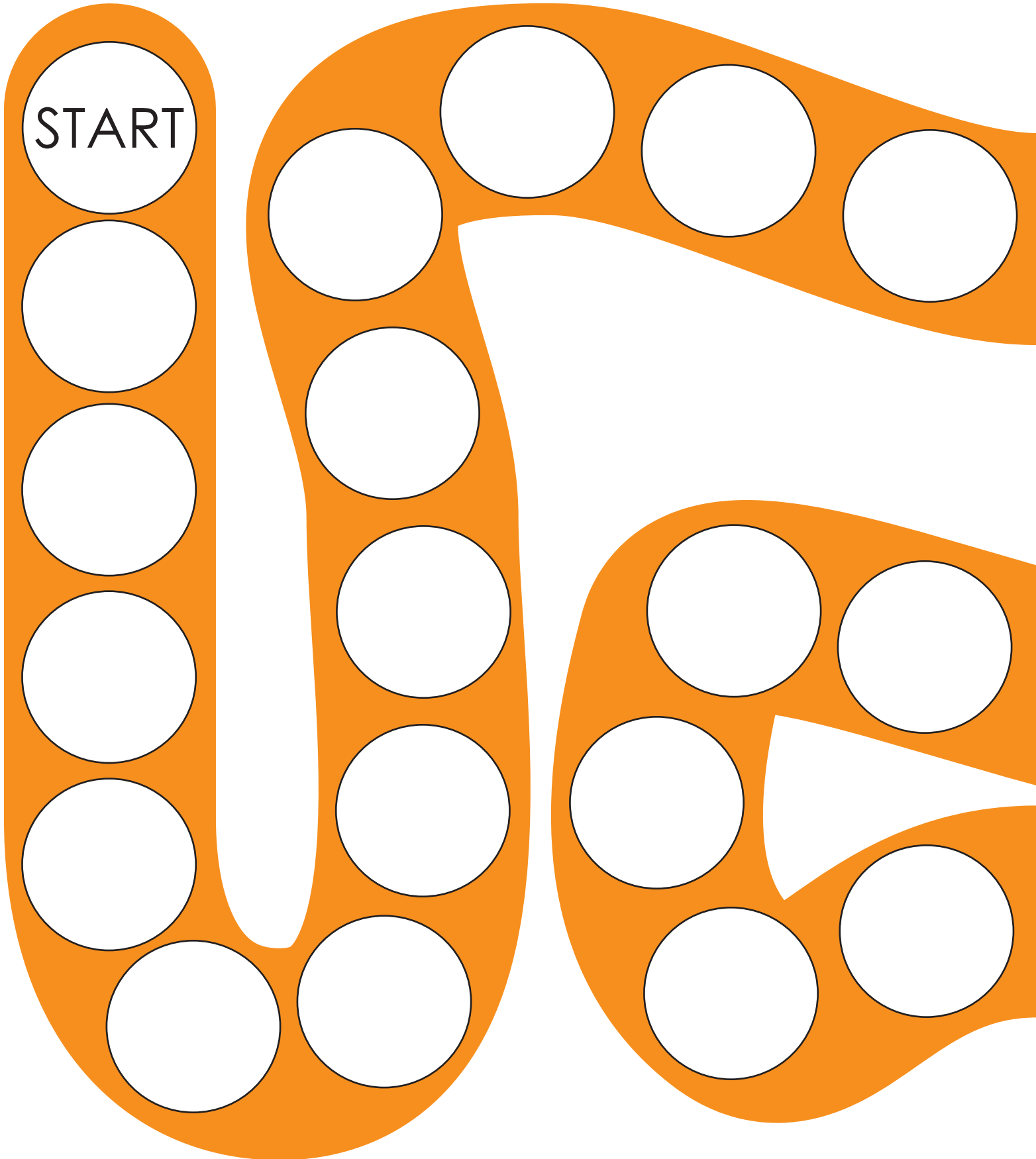
Extensions and Adaptations

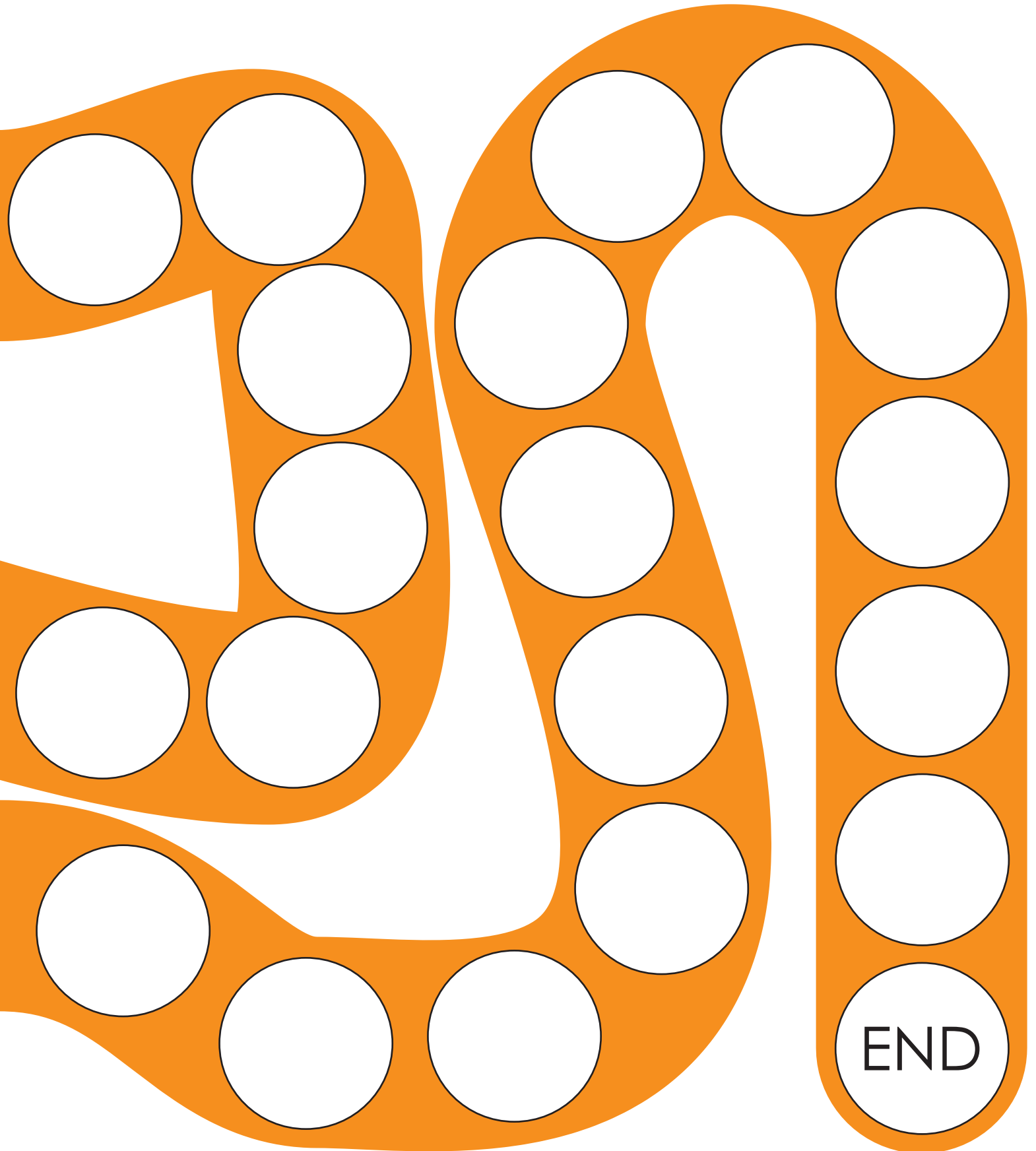
- ▶ Do an open sort with cards.
- ▶ Use other word cards (P.HFW.005 – P.HFW.064).

Phonics

Roll and Read

P.014.AM1a





Phonics

Roll and Read

P.014.AM2a

dress

fuss

bliss

class

huff

sniff

fluff

stuff



frill

smell

farewell

doorbell

gentle

nudge

stage

giant



Phonics

Roll and Read

P.014.AM2c

germ

igloo

begin

flag

bugle

given

center

price



city

celebrate

trace

coin

care

climb

escape

actor



Phonics

Roll and Read

P.014.AM2e

exit

exact

example

exam

axle

extra

box

extend

