

AGO Phonics Games

These simple games cater to the specific needs of students learning to read.

Time Bomb: *(Like hangman with a timer!)*

Set Up: *Draw a time bomb on a whiteboard, perhaps with a long wick that you can gradually erase over time. Mix some phonic cards face up on a desk (the more cards, the more difficult it will be). Secretly select any key word from one of the phonic cards, and (a la hangman) write an underscore to represent each letter of the secret word on the whiteboard. (i.e. cat would be _ _ _). Get an egg timer (or smart phone). Set it to count down from two minutes or so. Press start.*

Play: *Like in hangman, students raise their hand to suggest letters (or it can work better if students take turns in order). If they guess a letter that is part of your secret word, fill in the appropriate space, otherwise mark the letter down on the board. The basic idea is students scan the cards, and try to figure out the secret word. On their turn a student can either suggest a letter, or guess the word (not both). First student to guess the word wins (and takes over your role as quiz master). If the timebomb goes off, you win!*

Tip: *When a student selects a secret word, get them to whisper it to you secretly, and write it down on a piece of paper for them to refer to later.*

MEMORY MATCH:

If you are lucky enough to own two copies of an AGO deck, you can play memory games. A little preparation is required to ensure that there are two copies of each card you wish to practice. Obviously, the more cards you play with, the more skill required and the longer the game will take. You can add a few wild cards (change color) into the mix as well if you wish.

EPIC SPEED MATCH: (for AGO Phonics)

If you have a fairly big class, and want to make it epic, try playing Memory match with pairs of all 36 cards at the same time spread out on a big table. Pair up players (or groups of three), and have each group simultaneously playing memory match (i.e. all players are involved at the same time). (Note the teacher has to be very vigilant here, otherwise students will cheat. Once again, a good way to stop cheating seems to be to catch a cheater, and make an example of them, by resetting their score.

More AGO Phonics Games

These simple games cater to the specific needs of students learning to read.

TARGET PHONEME GAME:

A challenging classroom game for advanced players!

The teacher shows the header of a phonic card (i.e. the rest of the card is covered). Students raise their hands and can win the card by pronouncing its target phoneme, and saying a word that has this target phoneme. (e.g. if the phoneme was 'ai', a correct answer would be "ai, train"). Students score the number of points indicated on the card. Most points at the end wins.

SPEED SLAP:

(Thanks to Chris Sharp for his inspiration and suggestions regarding this game).

In this game, spread numbered AGO phonic cards face up on a table. One player takes the role of leader. They select a card on the table, and read it out, without touching it, or indicating its location. The other players then race to locate this card. The first player to touch it, wins the card, then takes the role of leader. Most points at the end, wins.

You can set limits such as a player may only touch one card per turn.