

## Short Vowel Pattern Word Building Board Games

Congratulations on your purchase of **Short Vowel Pattern Word Building Board Games**, a set of engaging games that strengthens students' word building and phonics skills.

### Objective

Build short vowel words.

### Meeting the Standards

**Short Vowel Pattern Word Building Board Games** aligns with the Common Core State Standards for English Language Arts below. For alignment with other state standards, please refer to our website's Standards Match.

### Phonics and Word Recognition

**RF.K.3** Know and apply grade-level phonics and word analysis skills in decoding words.

**RF.1.3.b** Decode regularly spelled one-syllable words.

#### This Really Good Stuff product includes:

- 6 Short Vowel Pattern Word Building Game Boards with Spinners
- 12 Pawns
- This Really Good Stuff Instructional Guide

The **Short Vowel Pattern Word Building Board Games** give early readers practice building short vowel words with different spelling patterns—CVC, CVCC, and CCVC. Students take turns building words combining the letters on the spinners with those on the game spaces. Each game board offers the opportunity to build up to 80 words. Through repeated play of all six games, students practice building up to 240 words.

#### Managing the Short Vowel Pattern Word Building Board Games

- Visit our website [www.reallygoodstuff.com](http://www.reallygoodstuff.com) to download Really Good Stuff Instructional Guides.
- Demonstrate to students how to store the game parts when the activity is complete.

### Introducing the Short Vowel Pattern Word Building Board Games

The **Short Vowel Pattern Word Building Board Games** provide a fun setting for students to practice building words with short vowels. Students must use the letter or letters on the spinner to complete a word on the

game path. Designed to correlate with the sequence of word study, each game board focuses on a specific vowel pattern making it easy to differentiate and give students the targeted practice they need.

- The orange game board targets beginning consonants in consonant-vowel-consonant (CVC) words.
- The green game board targets middle short vowels in CVC words.
- The blue game board targets ending consonants in CVC words.
- The pink game board targets beginning consonants in consonant-vowel-consonant-consonant (CVCC) words.
- The purple game board targets ending consonants in CVCC words.
- The yellow game board targets beginning blends in consonant-consonant-vowel-consonant (CCVC) words.

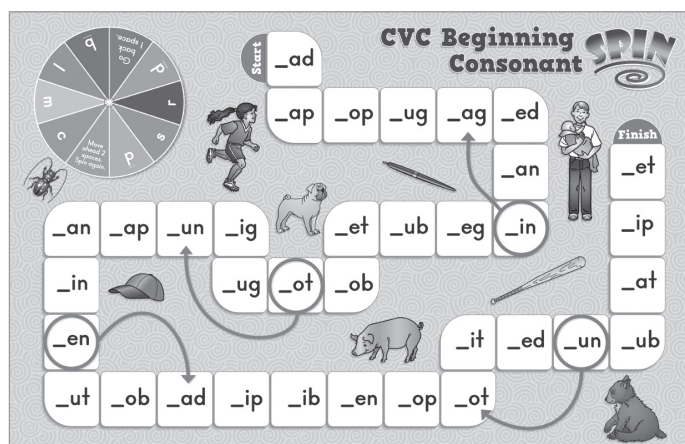
The rules for all the game boards are the same, making it easy for students to play any of the games independently.

### Model the Game

Begin by modeling the game, discussing each step with students. Start with the orange CVC game board, which targets beginning consonants. Place two game pawns on Start. Name the pictures sprinkled around the game path with your students and point out how they are examples of words that can be made during play. Explain that the object of the game is to move forward by using the beginning consonant (or consonants) on the spinner and the ending rime (or other word part) on the game path to build a word. Players advance to the nearest space that can make a word. Point out that some spaces on the spinners and on the game boards direct players to either move forward or backward.

Spin the arrow and have students pronounce the beginning consonant, for example, *s*. Move the game pawn to the first space on the path, *\_ad*, and ask students if “*sad*” is a real word. Since it is a real word, stay on that space. Spin again and pronounce the consonant, for example, *d*. Move the second game pawn to the next unoccupied space (*\_ap*) and ask students if “*dap*” is a real word. Because it is not, move to the next space, and again, pronounce the new word—*dop*—and ask if it’s a real word. Keep going until a real word can be formed.

## Short Vowel Pattern Word Building Board Games



Move to the next space that you can use to build a real word.

Remind students that the object of the game is to advance by building real words and that only one player can occupy any given space at a time. Have students practice taking turns and moving along the game path until they are familiar with the rules of play. The game is over when one player builds a real word with the last ending rime on the path and reaches Finish.

For a longer version of the game, introduce the rule that two players can occupy the same space.

### Short Vowel Pattern Word Building Game

2 students

**Object:** To build real words and reach Finish

**Materials:** Game Board and two Pawns

#### Directions:

1. Place the pawns on Start. Decide on the order of play.
2. Player 1 spins the arrow and pronounces the letter or letters. Player 1 moves space by space, combining that letter with the word part on the game space, and stops when a real word is made. If the player lands on a space with a green or red arrow, the player follows the arrow, moving either forward (green) or backward (red), and the turn is over. Note: no two players can occupy the same space. Each player advances until he or she reaches an unoccupied space that can be used to form a real word.
3. Players take turns spinning the arrow and moving to the next unoccupied space with which a real word can be made.
4. The game ends when one player makes a real word on the last space of the game path.

#### Challenge Version

Follow the steps above but add a challenge. If a player skips over a space that could have been used to form a real word, another player can declare a challenge. If the challenger is correct, Player 1 must return to their original space and the turn is over. If the challenger is incorrect, he or she loses a turn, and Player 1 stays on the space.

#### Challenge Version

For an advanced version of the **Short Vowel Pattern Word Building Board Games**, add an additional challenge. In the regular game, players move to the first unoccupied space that forms a real word. In the challenge version, if a player skips over a space with a word part that could have been used to form a real word, another player can declare a challenge. If the challenger is correct, Player 1 must return to his or her original space and the turn is over. If the challenger is incorrect, he or she loses a turn, and Player 1 stays on the space.