

## Long and Tricky Vowel Pattern Word Building Board Games

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

### Objective

Build words with long and ambiguous vowels.

### Meeting the Standards

**Long and Tricky 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.1.3.c** Know final -e and common vowel team conventions for representing long vowel sounds.

**RF.2.3.b** Know spelling-sound correspondences for additional common vowel teams.

#### This Really Good Stuff product includes:

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

The **Long and Tricky Vowel Pattern Word Building Board Games** give early readers practice building words with different long vowel patterns—CVCe, CVVC, CV, CVV—and words with diphthongs, ambiguous, and r-controlled vowels. Students take turns building words by combining the letters on the spinners with those on the game spaces. Each game board offers the opportunity to build between 45 and 65 unique words. Through repeated play of all six games, students practice building up to 330 words.

#### Managing the Long and Tricky 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 Long and Tricky Vowel Pattern Word Building Board Games

The **Long and Tricky Vowel Pattern Word Building Board Games** provide a fun setting for students to practice building words with long and tricky vowels.

Students use the letter or letters on the spinner to complete a word on the game path. Designed to correlate with the sequence of vowel study, each game board focuses on a specific vowel pattern, making it easy to differentiate patterns and give students targeted practice.

- The green game board targets long vowels in silent -e words.
- The blue game board targets vowel teams in consonant-vowel-vowel-consonant (CVVC) words.
- The orange game board targets ending vowels in consonant-vowel (CV) and consonant-vowel-vowel (CVV) words.
- The pink game board targets r-controlled vowels within words.
- The purple game board targets r-controlled vowel endings.
- The yellow game board targets diphthongs and ambiguous vowels.

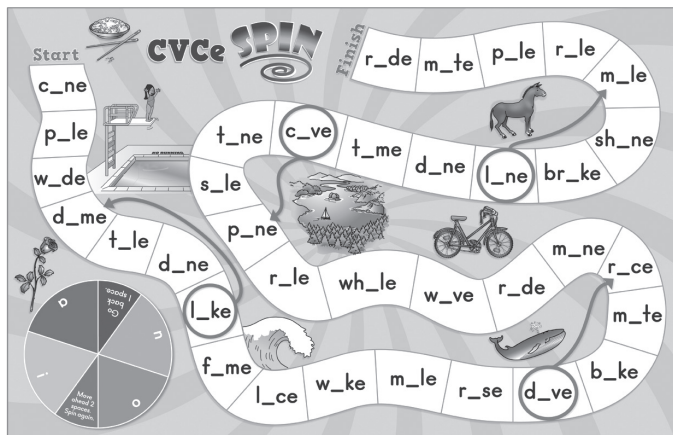
The rules for all the game boards are the same, making it easy for students to play any of the games independently.

#### Model the Game

Begin by modeling the game, discussing each step with students. Start with the green CVCe game board, which targets silent-e words. 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 vowel on the spinner and the word part on the game path to build a word. Players advance to the nearest space that can make a real 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 vowel sound, for example, i. Move the game pawn to the first space on the path, c\_ne, and ask students if “cine” is a real word. Because it is not, move to the next space, p\_le, and again, pronounce the new word—pile—and ask if it's a real word. Since it is a real word, stay on that space. Spin again and have a student go through the same process of pronouncing the vowel sound and then seeing if it completes a real word using the first space on the game path. If that student spins the same vowel,

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i, he or she advances to the next space that can be used to build a real word (in this case, w\_de) as only one player can occupy any given space at a time. Move to the next space that you can use to build a real word.

Have students practice taking turns and building real words until they are familiar with the rules of play. The game is over when one player builds a real word on the last space of the path and reaches Finish.

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

## Challenge Version

For an advanced version of the **Long and Tricky 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.

## Long and Tricky 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 vowel pattern. Player 1 moves space by space, adding the vowel pattern on the spinner to 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 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.