

## 4-In-A-Row: Long Vowel Patterns Game

This Really Good Stuff® product includes:

- 7 Game Mats
- 420 Word Cards
- 7 zippered Management Baggies
- Storage Box
- This Really Good Stuff® Instructional Guide

Congratulations on your purchase of the Really Good Stuff® **4-In-A-Row: Long Vowel Patterns Game**, a hands-on activity that helps primary students master decoding words with long vowel patterns.

### Objective

Read common long vowel patterned words in isolation, fluently and automatically.

### Meeting the Standards

The Really Good Stuff® **4-In-A-Row: Long Vowel Patterns Game** 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.2.3a** Distinguish long and short vowels when reading regularly spelled one-syllable words.

### Overview

This game consists of seven game mats. Each game mat focuses on three to six common long vowel patterns. The game mats are designed for two students to play at a time; with seven game mats, up to fourteen students can play simultaneously.

Five of the mats feature three target long-vowel patterns of the same vowel so that children can practice distinguishing their letter-sound correspondence. Two mats focus on mixed long-vowel patterns. Each student has a set of word cards for that particular mat (card colors match each mat). The two players' words are different, so your students need to pay attention to their opponent's word to make sure it is read correctly.

Mats and word cards are color-coded with the target vowel patterns at the top for easy, at-a-glance management.

The game is very simple, however, it encourages critical thinking because each player needs to plan his or her next move in advance.

ai	ay	ai	ay	a_e
hay	rain	fade	snail	ay
ay	a_e	ai	a_e	ay
a_e	ai	ay	ai	a_e
tray	stage	braid	a_e	ay
ai	ay	a_e	ai	a_e

### Management

- Should you need this or any other Really Good Stuff® Instructional Guides, download them from our website at [www.reallygoodstuff.com](http://www.reallygoodstuff.com).
- You may choose to put each game mat and its word cards in each of the seven zippered baggies for storage.

### Introducing the 4-In-A-Row: Long Vowel Patterns Game

1. Begin by modeling the activity, discussing every step with students. Set the object of the game: to be the first player with 4 spaces in a row that are covered by word cards. The words can be lined up vertically, horizontally, or diagonally. Select a student to model playing the game with you. Place a game mat, such as the blue and red aCe/ay/ai mat, in front of you and sit next to each other so you can both read the mat. Take a set of red aCe/ay/ai word cards for yourself and give the blue word cards to your student partner.
2. Each player shuffles his or her cards and places them facedown in a pile. Going first, pick up the top red card in your pile, read the word aloud, and place it on any space showing that vowel pattern. Explain that you need to read the word correctly before you get to put the card on the mat. If the word is not read correctly, the turn is over. Player 2 takes a turn in the same way, drawing from the blue pile.
3. Continue taking turns. When enough cards are placed on the mat, show students how they can block another player from getting 4-in-a-row. Think aloud as you choose a space, for example, "I can place a word on this space (pointing) to help me get closer to my 4-in-a-row. But if I do, my opponent will probably choose this space (pointing) to get 4-in-a-row, so I will block her by choosing this other space (pointing and placing the card on the space)."
4. The game ends when one player gets 4-in-a-row, winning the game. Alternatively, the game ends if time runs out or no further matches are possible. In this case, players count the cards on the board, and the player with the most words wins.