

came

came

lame

lame

base

base

gate

gate

bake

bake

face

face

ate

ate

cave

cave

take

take

file

file

sale

sale

dime

dime

rage

rage

bike

bike

made

made

vane

vane

life

life

size

size

ice

ice

site

site

hive

hive

pipe

pipe

fine

fine

mice

mice

cone

cone

lone

lone

code

code

hole

hole

vine

vine

doze

doze

tide

tide

dome

dome

rode

rode

cube

cube

robe

robe

woke

woke

poke

poke

vote

vote

owe

owe

rope

rope

fuse

fuse

rude

rude

dune

dune

mute

mute

dude

dude

June

June

cute

cute

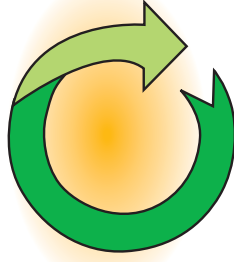
huge

huge

use

use

Skip It

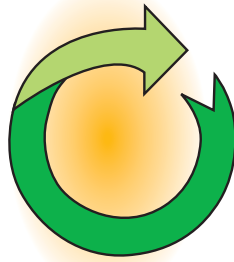


Skip It

tune

tune

Skip It

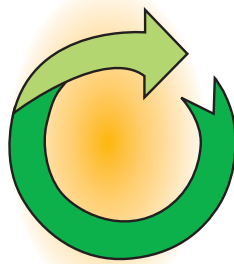


Skip It

tube

tube

Skip It

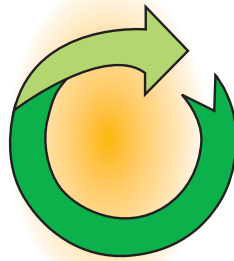


Skip It

rule

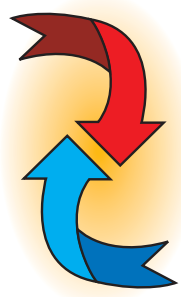
rule

Skip It



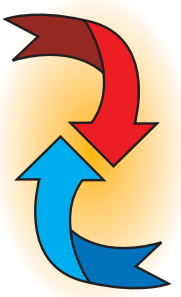
Skip It

Switch It



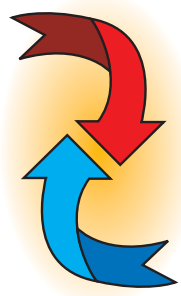
Switch It

Switch It



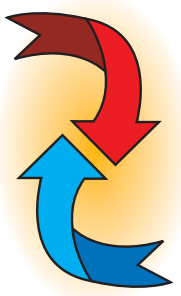
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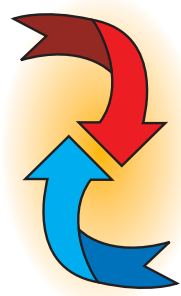
Switch It

Switch It



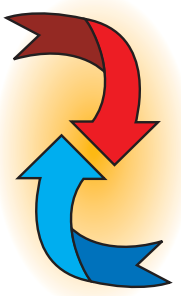
Switch It

Switch It



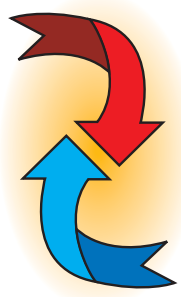
Switch It

Switch It



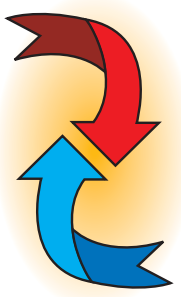
Switch It

Switch It



Switch It

Switch It



Switch It

Crazy Eights! Silent “e” Game Instructions

Two to six players

Object of the game: To use all the cards in your hand by matching long vowel sounds and go out first.

1. Shuffle the deck and deal five cards to each player. Have students read their cards to themselves before the game begins. Decide on the order of play.
2. Place all the remaining cards in a stack facedown in the middle of the table. This stack will be the Draw pile.
3. Turn over the top card and place it face up next to the Draw pile. This will be the Play pile.
4. The first player reads this card by pronouncing the sound of the first letter printed in red and then reads the word, for example, “o like in robe.” If Player 1 has a card that matches the vowel sound, the player places it on top of the Play pile saying, “o like in cone.” If the player does not have a card that matches that vowel sound, the player draws a new card. If the card picked is a match, Player 1 can put it down, if not, the card is kept and the turn is over.
5. If a player does not have a match but has a *Switch It Card*, the player can change the sound being matched. For example, if the Play pile has *cone* on top and the player has *hive*, *fine*, and *mice*, a *Switch It Card* could be used to change the vowel to *i* as in *hive* and the *hive* card becomes the new card on top of the Play pile.
6. If the player does not have a match but has a *Skip It Card*, it can be put down. Play continues using the long vowel sound of the word before the *Skip It Card*.
7. Players take turns matching vowel sounds and reading the words aloud. If necessary, shuffle the Play pile, turn it over, and continue playing until someone is out of cards.
8. The first player to have no cards left is the winner.