

change

change

parade

parade

brace

brace

grade

grade

blame

blame

flake

flake

became

became

chase

chase

trade

trade

drive

drive

strange

strange

decide

decide

shape

shape

chime

chime

place

place

whale

whale

provide

provide

thrive

thrive

mobile

mobile

stride

stride

knife

knife

spice

spice

glide

glide

smile

smile

chose

chose

phone

phone

broke

broke

globe

globe

white

white

explode

explode

whine

whine

drove

drove

stove

stove

brute

brute

smoke

smoke

wrote

wrote

slope

slope

throne

throne

quote

quote

those

those

fortune

fortune

prune

prune

flute

flute

prude

prude

crude

crude

plume

plume

chute

chute

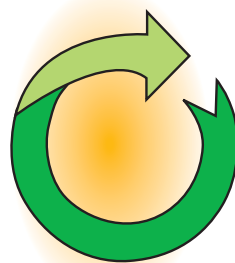
immune

immune

truce

truce

skip It

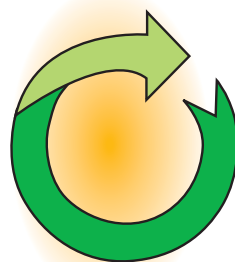


skip It

spruce

spruce

skip It

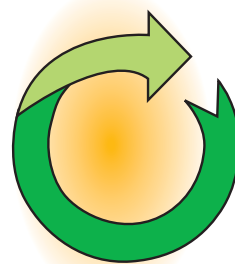


skip It

refuge

refuge

skip It

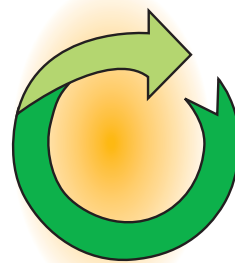


skip It

reduce

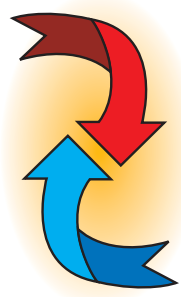
reduce

skip It



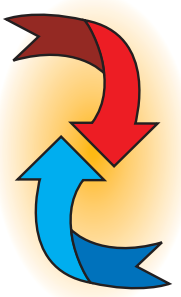
skip It

Switch It



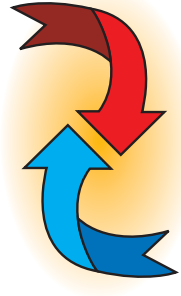
Switch It

Switch It



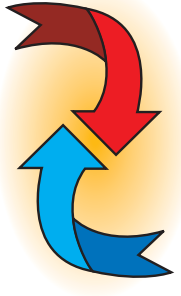
Switch It

Switch It



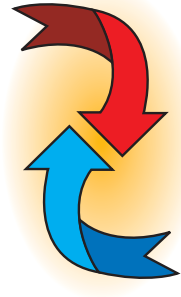
Switch It

Switch It



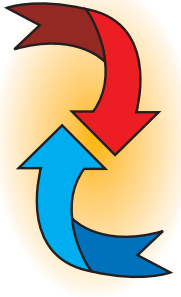
Switch It

Switch It



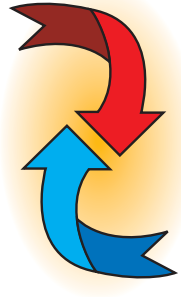
Switch It

Switch It



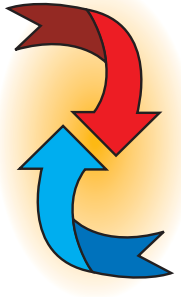
Switch It

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, "i like in drive." If Player 1 has a card that matches the vowel sound, the player places it on top of the Play pile saying, "i like in knife." 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 *throne* on top and the player has *flute*, *prune*, and *blame*, a *Switch It Card* could be used to change the vowel to *u* as in *flute* and the *flute* 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.