

fan

fan

mad

mad

dab

dab

lap

lap

cat

cat

jam

jam

bad

bad

gas

gas

cell

cell

pet

pet

bet

bet

keg

keg

wag

wag

hen

hen

ran

ran

fed

fed

wed

wed

rig

rig

vet

vet

gill

gill

red

red

fig

fig

ten

ten

did

did

pin

pin

cot

cot

nip

nip

boss

boss

lid

lid

win

win

Jim

Jim

sit

sit

job

job

pop

pop

hop

hop

not

not

fog

fog

mob

mob

dog

dog

log

log

fun

fun

puff

puff

dug

dug

nut

nut

cub

cub

jug

jug

but

but

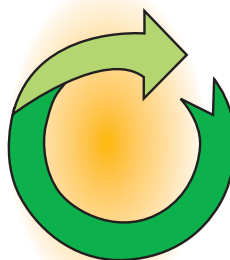
gum

gum

leg

leg

Skip It



Skip It

hat

hat

tub

tub

sun

sun

toss

toss

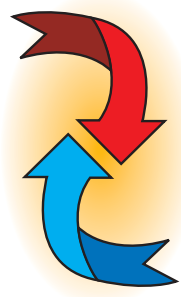
rug

rug

pill

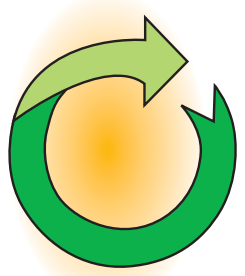
pill

Switch It



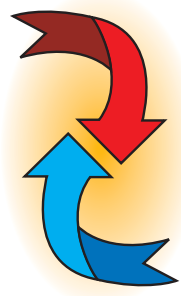
Switch It

Skip It



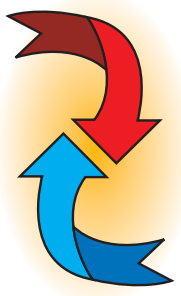
Skip It

Switch It



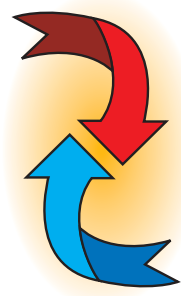
Switch It

Switch It



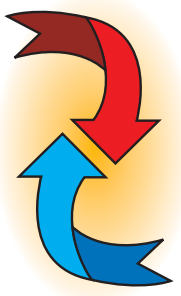
Switch It

Switch It



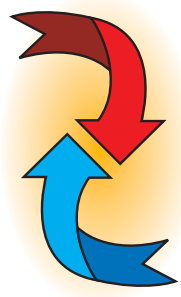
Switch It

Switch It



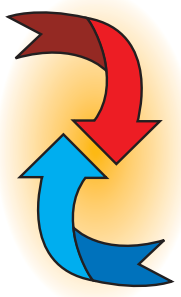
Switch It

Switch It



Switch It

Switch It



Switch It



## Crazy Eights! Short Vowel Game Instructions

*Two to six players*

*Object of the game: To use all the cards in your hand by matching short 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 letter printed in red and then reads the word. For example, “a like in ran.” If Player 1 has a card that matches the vowel sound, the player places it on top of the pile saying, “a like in cat.” 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 *cat* on top and the player has *hop*, *pot*, and *tub*, a *Switch It Card* could be used to change the vowel to *o* as in *hop* and the *hop* 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 short 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.