

dash

dash

sand

sand

crab

crab

hang

hang

chat

chat

gram

gram

black

black

glad

glad

check

check

send

send

best

best

nest

nest

yank

yank

fret

fret

wrap

wrap

deck

deck

then

then

lick

lick

swell

swell

grim

grim

spend

spend

drink

drink

sled

sled

chill

chill

shrink

shrink

chop

chop

shin

shin

block

block

ring

ring

whip

whip

quit

quit

skid

skid

knot

knot

throb

throb

glob

glob

strong

strong

drop

drop

spot

spot

clog

clog

rock

rock

hush

hush

slug

slug

crust

crust

shut

shut

chug

chug

plum

plum

bump

bump

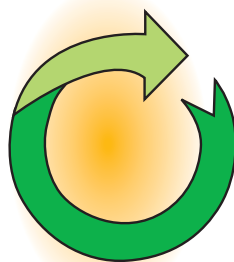
junk

junk

wet

wet

Skip It



Skip It

stack

stack

rush

rush

wrung

wrung

dot

dot

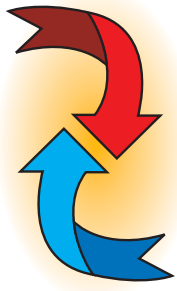
trunk

trunk

tick

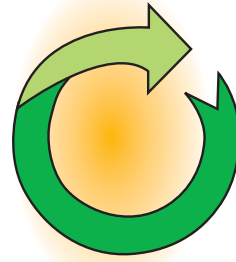
tick

Switch It



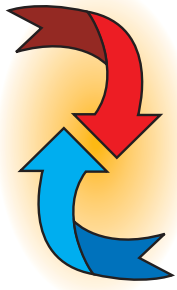
Switch It

Skip It



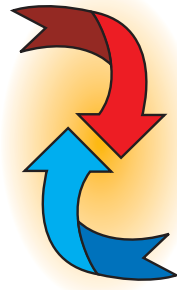
Skip It

Switch It



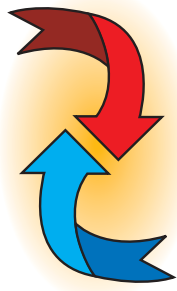
Switch It

Switch It



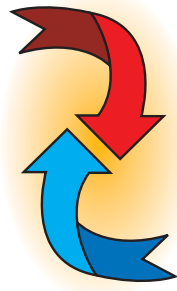
Switch It

Switch It



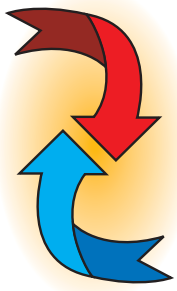
Switch It

Switch It



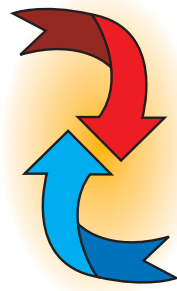
Switch It

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, “o like in *spot*.” If Player 1 has a card that matches the vowel sound, the player places it on top of the pile saying, “o like in *block*.” 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 *ring* on top and the player has *gram*, *dash*, and *nest*, a *Switch It Card* could be used to change the vowel to a as in *dash* and the *dash* 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.