

Card Game Instructions

Consonant Party MEMORY

Object: The player with the most pairs* at the end wins the game.

Set Up: Sort the deck into pairs of target sounds, shuffle up to 9 pairs and place them into rows and columns.

Play: Players take turns turning over 2 cards, one at a time. Players should say the next card they are looking for after turning over the first. For example, if a player turns over <ch> they should read the sound then say, "I'm looking for /j/" before choosing another card. If the second card does not reveal a match, both cards are placed face-down in their original spots, and the next player takes a turn. The game continues until all matches have been found. The player with the most pairs at the end of the game wins.

Special Cards:

Wild Cards should be removed from the deck for this game.

*See "What is the Consonant Party?" Explanation Card and Consonant Key Cards for examples.

Consonant Party GRAB

Object: The player with the GRAB pile at the end wins the game.

Set Up: Place the deck face-down in the middle of the table. Turn over the top card to begin a DISCARD pile. If the top card is a Wild card, return it to the pile and turn over a different card.

Play: Players take turns flipping over one card at a time from the pile and reading the sound on that card. If a Wild card is turned over, that player takes the DISCARD pile and any other player's winnings. Play continues until all cards have been turned over; the player with the GRAB pile wins.

If using the full curriculum, players can also name the label and/or brainstorm a word containing that sound. For example, if /th/ is turned over, the player would say "loud tongue leaker" and might say "those."

Card Game Instructions

Code Quest: Consonant Party CRAZY SOUNDS (similar to Crazy Eights)

Object: The first player to run out of cards wins the game.

Set Up: Deal each player 7 cards. Place the remaining cards face-down in a DRAW pile. Turn over the top card of the DRAW pile to begin a DISCARD pile. If the top card is a Wild card, return it to the pile and turn over a different card.

Play: Match the top card on the DISCARD pile either by shape or sound type. For example, if the top card is '■ b,' the next player may play another square, another Popper*, or a Wild card. The player **must also read and name the sound type correctly**. If the player does not have anything that matches, he or she chooses a card from the DRAW pile, and the turn ends. When a player is down to just one card, he or she should say "Last one!" If the player forgets to say "Last one" and another player catches it and calls "Last one," the first player must draw a card from the DRAW pile. The first person to play all of his or her cards wins.

Special Cards:

Wild Card = When a Wild card is played, the player can choose a new sound type. For example, Nosey Neighbors can be changed to Poppers.

Code Quest: Consonant Party SORT

Object: Sort the deck into sound types or pairs* as quickly as possible.

Set Up: Pull out the Wild cards and place them face-up in a line on the table. Shuffle the deck.

Play: Start the timer. Sort the deck by category into 4 piles – Poppers, Leakers, Neighbors, and Borrowers – as fast as possible. On the second attempt, have the player try to beat his or her previous time. When finished, check answers using the Consonant Key cards.

If using the full curriculum, sort Poppers and Leakers into pairs by label.

*See "What is the Consonant Party?" Explanation Card and Consonant Key Cards for examples.

Card Game Instructions

Code Quest: Vowel Adventure WAR

Object: The player with the most cards at the end wins the game.

Set Up: Deal out the entire deck. All players should have the same number of cards.

Play: Players keep their cards face-down in a pile in front of them. Simultaneously, each player flips a card face-up, and **they take turns saying the sound on their (own?) card**. The player with the higher number card wins that pair and takes both cards. If the numbers are the same, it's WAR! Each player then turns over another card, and the player with the higher number wins all cards. When all cards are played, the player with the most cards wins.

Alternatively, players can set a time limit. The player with the most cards at the end of the set time wins.

Code Quest: Consonant/Vowel/Consonant WAR

For use with both the consonant and vowel decks:

Object: The player with the most cards at the end wins the game.

Set Up: Sort consonant cards into beginning and ending border cards. Place the vowels between the 2 stacks of consonants.

Play: Each player reveals 1 card from each stack, and they take turns reading their consonant-vowel-consonant word. **The borders keep the nonsense words within the guidelines of the English language.** For each of the pairs, the player with the higher number on his or her card wins that pair and takes both cards. If the numbers are the same, it's WAR! Each player then turns over another card from each of the three piles and reads the new nonsense word. The player with the higher number on their card wins all cards. **If a player's consonant-vowel-consonant combination makes a real word, they win all the cards in that hand.** When all cards are played, the player with the most cards wins.

Special Cards:

Wild Cards should be removed from the deck for these games.

Card Game Instructions

Code Quest: Vowel Adventure MEMORY

Object: The player with the most pairs* at the end wins the game.

Set Up: Sort the deck into pairs of target sounds, select up to 9 pairs, shuffle those cards, and spread them out in rows and columns.

Play: Players take turns flipping over 2 cards, one at a time. Players should read the sound aloud and name the sound type. For example, if a player turns over <ie> they should say “/ie/ is a slider” and try to find the other ‘ie’ card. If the second card does not reveal a match, both cards are placed face-down in their original spots, and the next player takes a turn. The game continues until all matches have been found. The player with the most pairs at the end of the game wins.

Special Cards:

Wild Cards should be removed from the deck for this game.

*A pair is made up of any two cards with the same vowel – ‘ay’ and ‘ay’ for example. See “What is the Vowel Adventure?” Explanation Card and Vowel Key Cards for examples.

Code Quest: Vowel Adventure GRAB

Object: The player with the GRAB pile at the end wins the game.

Set Up: Place the deck face-down in the middle of the table. Turn over the top card to begin a DISCARD pile. If the top card is a Wild card, return it to the pile and turn over a different card.

Play: Players take turns flipping over one card at a time from the pile and reading the sound on that card. If a Wild card is turned over, that player takes the DISCARD pile and any other player’s winnings. Play continues until all cards have been turned over; the player with the GRAB pile wins.

If using the full curriculum, players can name the sound type, keyword, and/or brainstorm a word containing that sound. For example, if /oo/ is turned over, the player would say “round sound, foot” and might say “shook.”

Card Game Instructions

Code Quest: Vowel Adventure CRAZY SOUNDS (similar to Crazy Eights)

Object: The first player to run out of cards wins the game.

Set Up: Deal each player 7 cards. Place the remaining cards face-down in a DRAW pile. Turn over the top card of the DRAW pile to begin a DISCARD pile. If the top card is a Wild card, return it to the pile and turn over a different card.

Play: Match the top card on the DISCARD pile either by shape or sound type. For example, if the top card is '■ a,' the next player may play another square, another Smiley*, or a Wild card. The player **must also read and name the sound type correctly**. If the player does not have anything that matches, he or she chooses a card from the DRAW pile, and the turn ends. When a player is down to just one card, he or she should say "Last one!" If the player forgets to say "Last one" and another player catches it and calls "Last one," the first player must draw a card from the DRAW pile. The first person to play all of their cards wins.

Special Cards:

Wild Card = When a Wild card is played, the player can choose a new sound type. For example, Sliders can be changed to Opens.

Vowel Adventure SORT

Object: Sort the deck into sound types* as quickly as possible.

Set Up: Pull out the Wild cards and place them face-up in a line on the table. Shuffle the deck.

Play: Start the timer. Sort the deck by category into 7 piles – Smileys, Opens, Rounds, Sliders, Growling 'r,' Boat Trip, and Borrower 'y' – as fast as possible. On the second attempt, have the player try to beat his or her previous time. When finished, check answers using the Vowel Key cards.

If using the full curriculum, sort the vowel sounds into story order.

*See "What is the Vowel Adventure?" Explanation Card and Vowel Key Cards for examples.

Card Game Instructions

Discovery Dig WAR

Object: The player with the most cards at the end wins the game.

Set Up: Place the entire deck in one pile.

Play: Each player flips a card face-up from the pile and they take turns reading the word on their card. The phonetic word card wins over the Discovery word (red, non-phonetic word) card. If both cards are the same word type, it's WAR! Each player then turns over another card, and the player with the phonetic word card wins all cards. When all cards are played or the timer runs out, the player with the most cards wins.

Special Cards:

Tool Belt Wild Card = This card wins over a regular phonetic word card.

Compass Wild Card = This card wins over a regular Discovery word card.

Shovel Wild Card = When this card is played, the opponents must give one Discovery word card from their winnings to the player.

Discovery Dig GRAB

Object: The player with the GRAB pile at the end wins the game.

Set Up: Place the deck face-down in the middle of the table. Turn over the top card to begin a DISCARD pile. If the top card is a Special Card (Tool Belt, Compass, Shovel), return it to the pile and turn over a different card.

Play: Players take turns flipping a card from the pile and reading the word on that card. If a WILD card is turned over, that player gets to take the DISCARD pile and any other player's winning cards. Play continues until all cards have been turned over or time runs out. The player with the GRAB pile at the end wins. *Additionally, players can be required to use their words orally in a sentence.*

Card Game Instructions

Discovery Dig Game

Object: The player with the most "Discoveries" wins the game.

Set Up: Deal each player 5 cards. Place the remaining cards face-down in a DRAW pile. *You may want to limit the number of word cards in the DRAW pile or set a time limit.*

Play: The first player reads a word from their hand and uses it in a sentence; the next player attempts to spell it. If the word is spelled correctly, the speller takes the card and places it face-up in front of themselves, displaying their "Discoveries." If the word is spelled incorrectly, the card is placed face-up in the DISCARD pile. Each time a card is given up, players must take another card from the DRAW pile, always keeping 5 cards in hand. Play continues until the last card in the DRAW pile is played or time is up.

Special Cards:

Tool Belt Wild Card = You have the tools to read these words! When this card is played, the player takes two phonetic (black) words from one opponent's hand without having to spell them.

Compass Wild Card = You are onto a discovery! When this card is played, the player takes two Discovery (red) words from one opponent's hand without having to spell them.

Shovel Wild Card = Keep digging! This card gives the player a chance to spell 2 cards from one opponent's hand.

Blank Cards: Use the blank cards to add Discovery Dig words of your own to the deck.

Card Game Instructions

Tiger Trek R-controlled Vowel WAR

Object: The player with the most cards at the end wins the game.

Set Up: Deal out the entire deck. All players should have the same number of cards.

Play: Players can choose from three WAR game options:

1). R-controlled vs. Closed = A word containing an R-controlled vowel* beats a closed syllable. For example, "terk" beats "tron."

2). Real vs. Nonsense = A real word beats a nonsense word. For example, "scarf" beats "fram."

3). Number of Sounds = The word with the highest number of sounds wins. For example, "thirst" has 4 sounds and beats "arm" which has 2. For this version, players should say each sound aloud and count the sounds on their fingers. For example, a player reads "thirst" then says, "/th/ - /ir/ - /s/ - /t/. Four," and the opponent reads "arm" and says, "/ar/ - /m/. Two."

Players keep the cards face-down in a pile. Simultaneously, each player flips a card face-up, and they take turns saying the word on their card. If the cards are a tie, it's WAR! Each player turns over another card, and the winner takes all cards. When all cards are played, the player with the most cards wins.

Alternatively, players can set a time limit. The player with the most cards at the end of the set time wins.

Special Cards:

Wild Cards should be removed from the deck for this game.

* See "What are Tiger Trek Words?" Explanation Card

Card Game Instructions

Tiger Trek GO FISH

Object: The player with the most pairs* at the end wins the game.

Set Up: Deal each player 5 cards. Place the remaining cards face-down in a GO FISH pile.

Play: Players begin by identifying any pairs in their hands and placing the pairs face-up in front of them. The first player tells the next player a card he or she is holding and asks for a match. For example, "I have 'start.' Do you have 'strat'?" The player being asked gives up the requested card or says "Go Fish" if he or she does not have it. If a match is made, the first player takes a second turn. If a match is not made, the first player must then take a card from the GO FISH pile, and it is the next player's turn. Each time players get a match, the pair should be placed face-up in front of them. Play continues until someone runs out of cards and wins the game.

Alternatively, players can set a time limit. The player with the most cards at the end of the set time wins.

Special Cards:

Wild Cards should be removed from the deck for this game.

* A pair is comprised of a word with an R-controlled vowel and its closed syllable counterpart. See R-controlled Vowel Pair Key Card for examples and "What are Tiger Trek Words?" Explanation Card.

BLANK CARDS

Use the blank cards to replace lost cards or to create a game of your own.

Card Game Instructions

Tiger Trek MEMORY

Object: The player with the most pairs* at the end wins the game.

Set Up: Choose 11 pairs (22 total cards) from the deck, shuffle them, and place them face-down on a table in rows and columns.

Play: Players take turns turning over 2 cards, one at a time. Players should say the next card they are looking for after turning over the first. For example, if a player turns over "sport," he or she should read the word then say, "I'm looking for 'sprot'" before choosing another card. If the second card does not reveal a match, both cards are placed face-down in their original spots, and the next player takes a turn. The game continues until all matches have been found. The player with the most pairs at the end of the game wins.

Special Cards:

Wild Cards should be removed from the deck for this game.

Tiger Trek SORT

Object: Sort the deck by R-controlled vowel as quickly as possible.

Set Up: Pull out the Wild Cards and place them face-up in a line on the table. Shuffle the deck.

Play: Start the timer. Sort the deck into 5 piles, one for each R-controlled vowel sound, as quickly as possible. Place the words that do not contain an R-controlled vowel in a DISCARD pile. On the second attempt, have the player try to beat his or her previous time.

* A pair is comprised of a word with an R-controlled vowel and its closed syllable counterpart. See R-controlled Vowel Pair Key Card for examples and "What are Tiger Trek Words?" Explanation Card.

Card Game Instructions

Tiger Trek RUMMY

Object: The first player with a complete hand* wins the game.

Set Up: Deal each player 7 cards. Place the remaining cards face-down in a DRAW pile. Turn over the top card of the DRAW pile to begin a DISCARD pile.

Play: The first player chooses to pick up a card from either the DISCARD or the DRAW pile and decides whether to keep or discard it. If the card is kept, the player must choose another card from his or her hand to place face-up in the DISCARD pile. Each time a card is discarded the player **must read the word aloud and correctly identify the vowel sound**. One card must be discarded on every turn, and players will always have 7 cards in hand. Play continues until someone has 4 cards with one vowel and 3 with another. When a player has a complete hand, he or she calls out, "Rummy!" and places the cards face-up on the table. The other players then read each word, and, if the sets are complete, declare the winner.

Special Cards:

Wild Cards can be used to complete a set.

*A complete hand is 4 cards with the same vowel sound and 3 cards with another. For example, "sport," "tort," "stork," and "torn" – all words with the /or/ sound, and "prep," "trek," and "breg" – all words with the /e/ sound. See "What are Tiger Trek Words?" Explanation Card

Card Game Instructions

Unlock REVLOC Syllable Type WAR

Object: The player with the most cards at the end wins the game.

Set Up: Deal out the entire deck. All players should have the same number of cards.

Play: Players keep their cards face-down in a pile in front of them. Simultaneously, each player flips a card face-up, and they take turns reading the syllable aloud. Cards are valued from highest to lowest in the following order:*

R = R-controlled
E = Bridge 'e'
V = Vowel Team
L = Consonant 'le'
O = Open
C = Closed

The higher card wins. If the syllable types are the same, it's WAR! Each player then turns over another card, and the player with the most valuable syllable type wins all cards. When all cards are played, the player with the most cards wins.

Alternatively, players can set a time limit. The player with the most cards at the end of the set time wins.

Variation: This game can be played with multisyllabic words by turning over 2 or more syllable cards at a time. This way, students can read the multisyllabic nonsense word, then play WAR with each card separately.

Special Cards:

Wild Card = A REVLOC Wild card automatically wins the hand.

* See "What is REVLOC?" Syllabication Explanation Card and Syllable Type Key Card for examples.

Card Game Instructions

Unlock REVLOC (similar to Crazy Eights)

Object: The first player to run out of cards wins the game.

Set Up: Deal each player 7 cards. Place the remaining cards face-down in a DRAW pile. Turn over the top card of the DRAW pile to begin a DISCARD pile. If the top card is a Wild, return it to the pile and turn over a different card.

Play: Match the top card on the DISCARD pile either by shape or syllable type*. For example, if the top card is '★ per,' the next player may play another starfish, another R-controlled syllable, or a REVLOC Wild card. The player **must also read the syllable and name the syllable type correctly**. If the player does not have anything that matches, he or she chooses a card from the DRAW pile, and the turn ends. When a player is down to just one card, he or she should say "REVLOC!" If the player forgets to say "REVLOC" and another player catches it and calls "REVLOC," the first player must draw a card from the DRAW pile. The first person to play all of his or her cards wins.

Special Cards:

Wild Card = When a REVLOC Wild card is played, the syllable type is changed to the type on the card.

Unlock REVLOC Syllable SORT

Object: Sort the deck by syllable type in the shortest amount of time possible.

Set Up: Pull out the Wild cards and place them face-up on the table in order. Shuffle the deck.

Play: Start the timer. Sort the deck by category into 6 piles, one for each syllable type *, as fast as possible. On the second attempt, have the player try to beat his or her previous time.

* See "What is REVLOC?" Syllabication Explanation Card and Syllable Type Key Card

Card Game Instructions

Multisyllabic Unlock REVLOC (similar to Crazy Eights)

Object: The first player to run out of cards wins the game.

Set Up: Deal each player 7 cards. Place the remaining cards face-down in a DRAW pile. Turn over 2 cards from the DRAW pile and place them side by side on the table. These will be the DISCARD piles. If one of the cards is a Wild, return it to the pile and turn over a different card. *Consonant 'le' syllable type is played only at the end of a nonsense word.*

Play: Match cards on the DISCARD piles by shape or syllable type*. For example, if the cards are '★ per' and '● scope,' the player may play a starfish, another R-controlled syllable, or a REVLOC Wild card on '★ per' and a coin, another Bridge 'e' syllable, or a REVLOC Wild card on '● scope.' The goal is to play 2 cards per turn – one on each DISCARD pile. If the player has only one card that matches, he or she may play that card. If the player does not have anything that matches, he or she chooses a card from the DRAW pile, and the turn ends. Each time a card is discarded, the player **must identify the syllable type(s) and read the whole nonsense word aloud.** The word should be seamlessly blended even if it is not a real word. For example, the player must say "perscope" instead of "per" pause "scope." When a player is down to just one card, he or she should say "REVLOC!" If the player forgets to say "REVLOC" and another player catches it and calls "REVLOC," the first player must draw a card from the DRAW pile. The first person to play all of his or her cards wins.

Variation: This game can be played with 3 or more cards to practice blending longer words. Begin the game by dealing the cards and creating 3 or more DISCARD piles. The goal is to play as many cards as possible on each turn. Players **must identify the syllable types and read the whole nonsense word aloud each time a new word is made.**

Special Cards:

Wild Card = When a REVLOC Wild card is played, the syllable type is changed to the type on the card.

* See "What is REVLOC?" Syllabication Explanation Card and Syllable Type Key Card

Card Game Instructions

Strawberry SMASH

Object: The player with the SMASH pile at the end wins the game.

Set Up: Place the deck face-down in the middle of the table. Turn over the top card to begin a DISCARD pile. If the top card is a SMASH card, return it to the pile and turn over a different card.

Play: Players take turns flipping over one card at a time from the pile and reading the word on that card. If a SMASH card is turned over, that player takes the DISCARD pile and any other player's winnings. Play continues until all cards have been turned over; the player with the most cards wins.

Strawberry SMASH Small Group

Object: The player with the most cards at the end wins the game.

Set Up: Separate the deck by words containing beginning blends, ending blends, and beginning and ending blends. Use only those concepts the student has learned. Review the words with the students; place the cards in a bag.

Play: The first player pulls a card from the bag and reads the word aloud. The player gets to keep that card if the word and the blend are identified correctly. If a SMASH card is pulled from the bag, the player loses his turn and must pass the bag to the next person. The player at the end with the most word cards wins the game.

Strawberry SMASH SORT

Object: Sort the deck by blend type* in the shortest amount of time possible.

Play: Start the timer. Sort the deck into 3 piles – beginning blends, ending blends and beginning and ending blends – as fast as possible. On the second attempt, have the player try to beat his or her previous time.

Special Cards:

SMASH Cards should be removed from the deck for this game.

* See "What are Consonant Blends?" Explanation Card and Blend Type Key Cards for examples.

Card Game Instructions

Strawberry SMASH WAR

Object: The player with the most cards at the end wins the game.

Set Up: Deal out the entire deck. All players should have the same number of cards.

Play: Players can choose from three WAR game options:

1). Blend Type * = Cards are valued from highest to lowest in the following order, and the higher card wins:

- Words with beginning and ending consonant blends
- Words with an ending blend only
- Words with a beginning blend only

2). Real vs. Nonsense * = A real word card beats a nonsense word. For example, "plum" beats "gresp."

3). Number of Sounds = The word with the highest number of sounds wins. For example, "blafft" has 5 sounds and beats "shelf" which has 4. For this version, players should say each sound aloud and count the sounds on their fingers. For example, a player reads "blafft" then says, "/b/ - /l/ - /a/ - /f/ - /t/. Five," and the opponent reads "shelf" and says, "/sh/ - /e/ - /l/ - /f/. Four."

Players keep the cards face-down in a pile. Simultaneously, each player flips a card face-up, and they take turns saying the word on their card. If the cards are a tie, it's WAR! Each player turns over another card, and the winner takes all cards. When all cards are played, the player with the most cards wins.

Alternatively, players can set a time limit. The player with the most cards at the end of the set time wins.

Special Cards:

SMASH Cards should be removed from the deck for this game.

* See "What are Consonant Blends?" Explanation Card and Blend Type Key Cards for examples.

Card Game Instructions

Strawberry SMASH Crazy Blends (similar to Crazy Eights)

Object: The first player to run out of cards wins the game.

Set Up: Deal each player 7 cards. Place the remaining cards face-down in a DRAW pile. Turn over the top card of the DRAW pile to begin a DISCARD pile. If the top card is a SMASH card, return it to the pile and turn over a different card.

Play: Match the top card on the DISCARD pile by either blend type* or real vs. nonsense. For example, if the top card is 'baft,' the next player may play another word with an ending blend, another nonsense word, or a SMASH card. The player **must also read the word and name the blend type correctly**. If the player does not have anything that matches, he or she chooses a card from the DRAW pile, and the turn ends. When a player is down to just one card, he or she should say "Last one!" If the player forgets to say "Last one" and another player catches it and calls "Last one," the first player must draw a card from the DRAW pile. The first person to play all of his or her cards wins.

Special Cards:

SMASH Card = When a SMASH card is played, the player can choose a new blend type. For example, Beginning Blends can be changed to Beginning and Ending Blends.

* See "What are Consonant Blends?" Explanation Card and Blend Type Key Cards for examples.

BLANK CARDS
Use the blank cards to add
words of your own to the deck.

Card Game Instructions

Magic Bridge 'e' WAR

Object: The player with the most cards at the end wins the game.

Set Up: Deal out the entire deck. All players should have the same number of cards.

Play: Players can choose from two WAR game options:

Option 1 - Bridge 'e' vs. Closed = A word containing Bridge 'e'* beats a closed syllable. For example, "cape" beats "cap."

Option 2 - Number of Sounds = The word with the highest number of sounds wins. For example, "plan" has 4 sounds and beats "dote" which has 3. For this version, players should say each sound aloud and count the sounds on their fingers. For example, a player reads "plan" then says, "/p/ - /l/ - /a/ - /n/. Four," and the opponent reads "dote" and says, "/d/ - /oe/ - /t/. Three."

Players keep the cards face-down in a pile. Simultaneously, each player flips a card face-up, and they take turns saying the word on their card. If the cards are a tie, it's WAR! Each player turns over another card, and the winner takes all cards. When all cards are played, the player with the most cards wins.

Alternatively, players can set a time limit. The player with the most cards at the end of the set time wins.

Special Cards:

GRAB Cards should be removed from the deck for this game.

* See "What is Bridge 'e'?" Explanation Card and Answer Key Card.

Card Game Instructions

Magic Bridge 'e' MEMORY

Object: The player with the most pairs* at the end wins the game.

Set Up: Choose 11 pairs (22 total cards) from the deck, shuffle them, and place them face-down on a table in rows and columns.

Play: Players take turns flipping over 2 cards, one at a time. Players should say the next card they are looking for after turning over the first. For example, if a player turns over "kit," he or she should read the word then say, "I'm looking for 'kite' " before choosing another card. If the second card does not reveal a match, both cards are placed face-down in their original spots, and the next player takes a turn. The game continues until all matches have been found. The player with the most pairs at the end of the game wins.

Alternatively, players can set a time limit. The player with the most cards at the end of the set time wins.

Special Cards:

GRAB Cards should be removed from the deck for this game.

Bridge 'e' SORT

Object: Sort the deck by type as quickly as possible.

Set Up: Shuffle the deck. Leave space for two piles.

Play: Start the timer. Sort the deck into 2 piles, one for Bridge 'e' words and one for closed syllables,* as quickly as possible. On the second attempt, have the player try to beat his or her previous time.

Special Cards:

GRAB Cards should be removed from the deck for this game.

* See "What is Bridge 'e'?" Explanation Card and Answer Key Card.

Card Game Instructions

Magic Bridge 'e' GRAB

Object: The player with the GRAB pile at the end wins the game.

Set Up: Place the deck face-down in the middle of the table. Turn over the top card to begin a DISCARD pile. If the top card is a GRAB card, return it to the pile and turn over a different card.

Play: Players take turns flipping over one card at a time from the pile and reading the word on that card. If a GRAB card is turned over, that player takes the DISCARD pile and any other player's winnings. Play continues until all cards have been turned over; the player with the most cards wins.

If using the full curriculum, players can name the sound, identify the keyword, name the category, and/or brainstorm a word containing that sound. For example, if "twin" is turned over, the player would say "/i/, igloo, Smiley" and might think of "swim."

BLANK CARDS

Use the blank cards to replace lost cards or to create a game of your own.

Card Game Instructions

Magic Bridge 'e' GO FISH

Object: The player with the most pairs* at the end wins the game.

Set Up: Deal each player 5 cards. Place the remaining cards face-down in a GO FISH pile.

Play: Players begin by identifying any pairs in their hands and placing the pairs face-up in front of them. The first player tells the next player a card he or she is holding and asks for a match. For example, "I have 'cub.' Do you have 'cube'?" The player being asked gives up the requested card or says "Go Fish" if he or she does not have it. If a match is made, the first player takes a second turn. If a match is not made, the first player must then take a card from the GO FISH pile, and it is the next player's turn. Each time players get a match, the pair should be placed face-up in front of them. Play continues until someone runs out of cards and wins the game.

Alternatively, players can set a time limit. The player with the most pairs at the end of the set time wins.

Special Cards:

GRAB Cards should be removed from the deck for this game.

* A pair is comprised of a Bridge 'e' word and its closed syllable counterpart. See "What is Bridge 'e'?" Explanation Card and Answer Key Card.

Card Game Instructions

Boat Trip WAR

Object: The player with the most cards at the end wins the game.

Set Up: Deal out the entire deck. All players should have the same number of cards.

Play: Players can choose from two WAR game options:

1). Vowel Team vs. Closed = A word containing a vowel team* beats a closed syllable. For example, "claim" beats "clam."

2). Number of Sounds = The word with the highest number of sounds wins. For example, "cloud" has 4 sounds and beats "met" which has 3. For this version, players should say each sound aloud and count the sounds on their fingers. For example, a player reads "cloud" then says, "/c/ - /l/ - /ou/ - /d/. Four," and the opponent reads "met" and says, "/m/ - /e/ - /t/. Three."

Players keep the cards face-down in a pile. Simultaneously, each player flips a card face-up, and they take turns saying the word on their card. If the cards are a tie, it's WAR! Each player turns over another card, and the winner takes all cards. When all cards are played, the player with the most cards wins.

Alternatively, players can set a time limit. The player with the most cards at the end of the set time wins.

Special Cards:

Wild Cards should be removed from the deck for this game.

Reel 'em In Cards should be removed from the deck for this game.

* See "What is The Boat Trip?" Explanation Card and Answer Key Cards

Card Game Instructions

Boat Trip MEMORY

Object: The player with the most pairs* at the end wins the game.

Set Up: Choose 11 pairs (22 total cards) from the deck, shuffle them, and place them face-down on a table in rows and columns.

Play: Players take turns turning over 2 cards, one at a time. Players should read the word on the card face before choosing another card. They are looking to match a vowel team with its Closed syllable counterpart: "rain" with "ran" or "plain" with "plan." If the second card does not reveal a match, both cards are placed face-down in their original spots, and the next player takes a turn. The game continues until all matches have been found. The player with the most pairs at the end of the game wins.

Special Cards:

Wild Cards should be removed from the deck for this game.

Reel 'em In Cards should be removed from the deck for this game.

Boat Trip SORT

Object: Sort the deck by vowel type as quickly as possible.

Set Up: Pull out the Wild Cards and place them face-up in a line on the table. Shuffle the deck.

Play: Start the timer. Sort the deck into 6 piles, one for each vowel team,* as quickly as possible. Place the words that do not contain a vowel team in a DISCARD pile. On the second attempt, have the player try to beat his or her previous time.

Special Cards:

Reel 'em In Cards should be removed from the deck for this game.

* See "What is The Boat Trip?" Explanation Card and Answer Key Cards

Card Game Instructions

Boat Trip Reel 'em In

Object: The player with the most cards wins the game.

Set Up: Deal each player 5 cards. Place the remaining cards face-down in a DRAW pile.

Play: The first player reads a word from his or her hand and uses it in a sentence; the next player attempts to spell it. If the word is spelled correctly, the speller "reels it in" by placing it face-up in front of him or her. If the word is spelled incorrectly, the card is placed face-up in the DISCARD pile. Each time a card is given up, players must take another card from the DRAW pile, keeping 5 cards in hand at all times. Play continues until the last card in the DRAW pile is played.

Special Cards:

Reel 'em In Card = This card gives the player a chance to spell 2 cards in his or her opponent's hand.

Wild Cards = When this card is played, the player takes all the cards with that vowel team from his or her opponent's hand without having to spell them.

Boat Trip GRAB

Object: The player with the GRAB pile at the end wins the game.

Set Up: Place the deck face-down in the middle of the table. Turn over the top card to begin a DISCARD pile. If the top card is a Special card, return it to the pile and turn over a different card.

Play: Players take turns flipping over one card at a time from the pile and reading the word on that card. If a Special card is turned over, that player takes the DISCARD pile and any other player's winnings. Play continues until all cards have been turned over; the player with the GRAB pile wins.

If using the full curriculum, players can name the sound type, keyword, and/or brainstorm a word containing that sound. For example, if "seat" is turned over, the player would say "Boat Trip vowel, sea" and might think of "please."

Card Game Instructions

Boat Trip Crazy Vowel Teams (Similar to Crazy Eights)

Object: The first player to run out of cards wins the game.

Set Up: Deal each player 7 cards. Place the remaining cards face-down in a DRAW pile. Turn over the top card of the DRAW pile to begin a DISCARD pile. If the top card is a Wild card, return it to the pile and turn over a different card.

Play: Match the top card on the DISCARD pile either by shape or vowel type*. For example, if the top card is '★ proud,' the next player may play another starfish, another /ou/ word, or a Special card. The player must also read the word and say the sound/vowel team correctly. If the player does not have anything that matches, he or she chooses a card from the DRAW pile, and the turn ends. When a player is down to just one card, he or she should say "Boat Trip!" If the player forgets to say "Boat Trip" and another player catches it and calls "Boat Trip," the first player must draw a card from the DRAW pile. The first person to play all of his or her cards wins.

Special Cards:

Wild Card = When a Wild card is played, the vowel type is changed to the type on the card.

Reel 'em In = When this card is played, the next player must draw two cards and forfeit his or her turn.

* See "What is the Boat Trip?" Explanation Card and Answer Key Cards

BLANK CARDS

Use the blank cards to replace lost cards or to create a game of your own.

Card Game Instructions

Giants and Cyclops WAR

Object: The player with the most cards at the end wins the game.

Set Up: Deal out the entire deck. All players should have the same number of cards.

Play: Players keep the cards face-down in a pile. Simultaneously, each player flips a card face-up, and they take turns saying the word on their card. Players can choose from two WAR game options:

1). Hard vs. Soft = A word beginning with a hard sound like “gum” or “clee” beats a word beginning with a soft sound like “geem” or “cent.” If both cards have hard sounds or both have soft sounds, the word containing a ‘g’ wins.

2). Nonsense vs. Real = A real word beats a nonsense word. For example “forgot” beats “cym.” If both are real or both are nonsense, the word containing a ‘g’ wins.

If there is a tie (examples: 2 words with the soft ‘g’ sound or 2 real words with the ‘c’ sound), it’s WAR! Each player turns over another card, and the winner takes all 4 cards. When all cards are played, the player with the most cards wins. Alternatively, players can set a time limit. The player with the most cards at the end of the set time wins.

Special Cards:

Giant Card = This is a trump card. If a Giant card is played, that player automatically wins the turn.

Cyclops Card = When a Cyclops card is played, the player automatically loses the turn.

Card Game Instructions

Giants and Cyclops CRAZY SOUNDS (similar to Crazy Eights)

Object: The first player to run out of cards wins the game.

Set Up: Deal each player 7 cards. Place the remaining cards face-down in a DRAW pile. Turn over the top card of the DRAW pile to create a DISCARD pile. If the card is a Wild, return it to the pile and turn over a different card.

Play: Match card on the DISCARD pile by shape or sound. For example, if the card is '■ city,' the player may play either a square or another word with the soft 'c' sound like "cent." If the player does not have anything that matches, he or she chooses a card from the DRAW pile, and the turn ends. Each time a card is discarded, the player must read the word aloud and identify whether the 'c' or 'g' is hard or soft. When a player is down to just one card, he or she should say "Last one!" If the player forgets to say "Last one" and another player catches him and calls "Last one," the first player must draw a card from the DRAW pile. The first person to play all of his or her cards wins.

Special Cards:

Giant Card = This is a Wild card and can be played at any time to change the category to either hard or soft 'g'.

Cyclops Card = This is a Wild card and can be played at any time to change the category to either hard or soft 'c'.

C's and G's SORT

Object: Sort the deck by hard and soft C's and G's as quickly as possible.

Set Up: Pull out the Wild cards and place them face-up in a line on the table. Shuffle the deck.

Play: Start the timer. Sort the deck into 4 piles, one for hard 'c', soft 'c', hard 'g' and soft 'g', as quickly as possible. On the second attempt, have the player try to beat his or her previous time.

Additionally, players can further divide the deck into real and nonsense words.

Card Game Instructions

Giants and Cyclops RUMMY

Object: The first player with a complete hand* wins the game.

Set Up: Deal each player 7 cards. Place the remaining cards face-down in a DRAW pile. Turn over the top card of the DRAW pile to begin a DISCARD pile.

Play: The first player chooses to pick up a card from either the DISCARD or the DRAW pile and decides whether to keep or discard it. If the card is kept, the player must choose another card from his or her hand to place face-up in the DISCARD pile. Each time a card is discarded, the player must read the word aloud and correctly identify whether the 'c' or 'g' is hard or soft. One card must be discarded on every turn, and players will always have 7 cards in hand. Play continues until someone has 4 cards with one sound type and 3 with another. When a player has a complete hand, he or she calls out, "Rummy!" and places the cards face-up on the table. The other players then read each word, and, if the sets are complete, declare the winner.

Special Cards:

Giant Card = This card can be used to complete a set of words with either the hard or soft 'g' sound.

Cyclops Card = This card can be used to complete a set of words with either the hard or soft 'c' sound.

*A complete hand is 4 cards containing the same sound type and 3 cards containing another. For example, "cym," "cell," "cep" and "cish" – all cards with the soft 'c' sound, and "program," "gash" and "goit" – all cards with the hard 'g' sound.

C's and G's GRAB

Object: The player with the GRAB pile at the end wins the game.

Set Up: Place the deck face-down in the middle of the table. Turn over the top card to begin a DISCARD pile. If the top card is a Wild card, return it to the pile and turn over a different card.

Play: Players take turns flipping a card from the pile and reading the word on that card. If a Wild card is turned over, that player gets to take the DISCARD pile and any other player's winning cards. Play continues until all cards have been turned over; the player with the GRAB pile at the end wins.

Additionally, players can be required to use the real words in the deck orally in a sentence.

Card Game Instructions

Giants and Cyclops SLAP

Object: Quickly and correctly identify the sound made by the C's and G's. The player with the most cards wins.

Set Up: Pull out the Wild cards and place them face-up in a line on the table. Shuffle the deck. Select one player to be the "reader" and one or two "slappers."

Play: The reader flips one card at a time from the pile, reads the word on that card aloud and places it face-up on the table. The slappers should race to hit the Wild card representing the correct sound of 'c' or 'g' found on the card the reader flipped over. For example, if "center" is flipped over, players should slap the Cyclops card representing the soft 'c' sound. The first player to slap the correct Wild card gets to keep the word card that was read.

Alternatively, classrooms can be split into two teams. Each student has the opportunity to earn one point for his/her team. The team with the most points wins.