

# Dealing with Sounds

60 cards to a pack

## Basic Playing Instructions

1. Deal 7 cards to each player and put the rest face down in the centre.
2. The first child (Jon) chooses a card from his hand (eg "bluebird") and asks "(Ann), do you have /ue/ glue?" Ann answers "Yes, I do." and hands over the card and Jon continues or "No, I don't. Take a card (from the pack).", then play passes to the next player.
3. When a child has a set of 4 cards he lays them face up on the table. The game ends when all the cards are in sets. Note it is possible to mix packs and/or use 2 cards to a set; in this version a player is only allowed one question before play moves on.



## Dealing with Sounds 1



ee ea ch sh oo  
ar ou oo ow or  
oy ir oa ow ai

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## Dealing with Sounds 2



ay a-e e-e i-e o-e  
u-e th th or er ie  
oe ue ace ice

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## Vocabulary list:

### Pack 1

ee: tree bee queen sheep  
ea: seal leaf sea peach  
ch: chicken sandwich chess beach  
sh: ship shop fish brush  
oo: foot book cook hook  
oo: spoon igloo moon zoo  
ar: car card carpet shark  
ou: house mouse cloud blouse  
ir: girl bird shirt skirt  
or: horse fork storm ornament  
ow: cow owl crown town  
oy: boy toy toyshop cowboy  
oa: boat coat goat cockroach  
ow: window bowl snowman pillow  
ai: tail sail train rainbow

Pack 2

ay: tray crayon spray playground

or: doctor tractor conductor sailor

er: teacher carpenter river flower

th: bath mouth thirteen math

th: mother father brother grandfather

ace: ace face race bracelet

ice: dice mice rice Iceland

ie: pie tie lie die

oe: toes hoe aloe oboe

ue: blue glue glue bluebird

a\_e: cake lake snake game

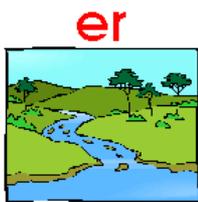
e\_e: athlete concrete millipede evening

i\_e: five kite nine crocodile

o\_e: bone rose rope nose

u\_e: cube puke cute mule

As you can see below, I have used color coding to help distinguish between sounds where the spelling doesn't.



er

river

flower

teacher

carpenter



er

flower

teacher

carpenter

river



th

bath

mouth

thirteen

math



th

mouth

thirteen

math

bath



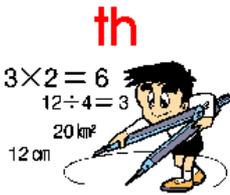
th

thirteen

math

bath

mouth



th

math

bath

mouth

thirteen



th

mother

father

brother

grandfather



th

father

brother

grandfather

mother



th

brother

grandfather

mother

father



th

grandfather

mother

father

brother

## More games

### 1. Phonic Snap

Shuffle the cards and deal the whole pack face down to the players. Players should not look at their cards.

In unison children turn over the top card of the pile saying "phonic snap" (or something else) and each player lays the card face up in front of him or herself and says what is on the card i.e. "ee tree", "ou mouse" whatever. Players keep going over cards until a suitable match is seen, for example 'ee tree' and ee bee', and then players 'jan-ken' saying "phonic snap". The winner then picks up both piles of cards. If someone loses all of his cards, then he can join in any "Jan-Ken" and get back into the game, when played this way cards don't get bent, hands don't get crunched and everyone has a chance of staying in the game, so it's best to set a time limit (say 10 minutes) and then the winner, if you need one, will be the person with the most cards.

Best played with only one pack otherwise a match will be hard to come by, though it is possible to play around with the rules to overcome this problem.

### 2. Pelmanism

Shuffle the pack and layout all the cards face down in a grid. In this version each player turns over two cards, reads the 'sound' and word and if there is a match he keeps those cards and play passes to the next player. If there is no match, then leave those two cards face up but every time there is a match one face up card must be turned face down. This way the game will only last about 10 minutes instead of 30 minutes or so.

### 3. Rummy

Basically each player is dealt seven cards and the remainder of the pack is placed face down on the table and the top card turned over and placed next to the pack. The idea of the game is to collect a set of three or four cards belonging to the same set. Each player has a choice of taking the face up card or taking the top card from the pile. A player cannot keep more than seven cards in his hand and so must discard one of his cards by placing it on top of the face up pile on the table and while doing this he must read his card i.e. "oa cockroach". When a player has a set of three or four cards in his hand then he can lay them down face up on the table but each card must be read in turn.

These rules are off the top of my head, so if you're not familiar with the game of rummy, then look it up on the Internet.

### 4. Silly Sentences

Play "Pelmanism" or some other game and then have the students create sentences using whatever pair of cards is turned over. This can be even more challenging by using all four cards in a single sentence. For example: "The Queen bee has a nest in the tree in the sheep field." Silly enough?