

Game 1 - Dominoes

The vowel combinations can be:

- Copied onto 3” by 5” index cards that are cut in half horizontally
- Written onto rectangular tiles
- Printed on card stock and cut

Directions: Play on a surface with a lot of cleared space or play on the floor. Shuffle the deck or tiles. Decide which player begins and play proceeds in a clockwise rotation. Each player or team should be dealt ten cards or tiles. You can play open or closed handed. Beginners should always play with their vowel combinations visible to everyone, so that the teacher or parent can assist them. Place the rest of the deck/tiles face down and turn one card/tile over and display it in the middle of the playing field (the beginning card). The first player must select one of their cards/tiles that makes the same sound as one side of the beginning card/tile and then place it aside the beginning card/tile. Like dominoes, you can only play off the ends. If a player cannot make a move, they must select from the card deck or remaining tiles until they can. The winner is the first one to use all of his or her cards.

Please note that you can color-code the cards/tiles to remind students the number of sounds that each vowel combination can make: red = 1 sound, blue = 2 sounds, green = 3 sounds. For example, ai is red because it only makes one possible sound, whereas ea is green because it can make three possible sounds. If you would like to play this game before you have introduced all of the vowel combinations, you can make two decks of the red cards/tiles and play with the vowel combinations that make a single sound.

Here is a list of all the playing cards/tiles.

ai	ee	au	oi	ou	ew
ai	oe	aw	oy	ie	ea
ay	io	oi	eigh	ie	ei
ee	ai	igh	oa	ei	ou
ee	oy	oy	aw	ew	ue
ey	au	oa	ey	ew	oo
eigh	oe	oa	ay	oo	ow
eigh	igh	oe	aw	ue	ei
igh	ay	ow	ie	ue	ea
au	ey	ow	ou	ea	oo

Game 2 -Climbing the Ladder

1. Write the following vowel combinations on index cards. There should be one sound per card. (oa ee ea ei ew ey ai ay oy oi ow ou oe aw au oo ue ui ie eigh igh)
2. Place the index cards in a row as if each card was a rung of a ladder.
3. At the “top” of the ladder (about 1 foot in front of the “top”) place a basketball goal, trash can or large bowl.
4. The child starts at the “bottom” of the ladder and walks his or her way up the ladder rung by rung saying the sound of the vowel combination on each rung and/or by saying a word that has that sound in it.
5. If a mistake is made, he or she must throw the object in the target from the point that he or she missed. For the basketball goal it would be a basketball, for a trashcan it would be a wad of paper or a soft ball, etc. After the object is thrown, he or she must start back at the bottom of the ladder.
6. The goal is to make it up the ladder without making a mistake.

7. You can also challenge the student by playing along. You can intentionally make a mistake and see if he or she catches it!

Game 3 - Ball Toss

With a partner, toss a ball back and forth. The teacher gives the student a vowel combination then tosses the ball to them. The student catches the ball and says the sound the vowel combo makes as he/she is throwing the ball back to the teacher. For example, with the vowel combination 'ay,' the teacher starts by spelling 'a-y' and tosses the ball to the student. The student catches the ball and says the sound 'a' (long a sound) and throws the ball back to the teacher, etc. Keep tossing back and forth until practice is completed. *Variation - the student would say a word that has the vowel combination sound in it, not just the sound the combination makes.