Games with Sounds

It is important that the sounds of the letters are

used and not their names – a, b, c and not ai, bee, sea.

This will help when making words or when breaking words up into sounds.

They also need to be pronounced softly and without an added ‘i’ sound – s = ssssss not ‘si’ r = rrrrrrrr not ‘ri’

Actions

The sounds will have been introduced using a multi-sensory approach, including using an action for each sound. You can find the ‘Jolly Phonics’ songs and actions on YouTube – search ‘Jolly Phonics sounds’.

Remember, sounds are not taught in the order of the alphabet so only sing the sounds you child has been taught!

Game Suggestions

Quick as a flash

Show a sound one at a time. If the child says it correctly, they ‘win’ the card. If they get it wrong or are unable to have a go, tell them the sound and put it onto another pile. When you have shown all the sounds, allow the child another chance to ‘win’ the cards in the unknown pile. Count up the total number correct. The next time you play, they can try to beat their score.

Noughts and crosses

Draw a noughts and crosses grid on a piece of paper. Use a selection of the sound cards and put them upside down in a pile. The child picks the first card. If they can say the sound correctly, they can put an **x** on the grid. If they get it wrong, tell them the sound and put it to the bottom of the pile. They don’t draw an **x**. Now it’s your turn. The child will tell you if you get it right. If you do, you can draw an **o**. The winner is the one who gets three noughts or crosses in a row.

Snap

Choose a selection of sounds and use three copies of each. Muddle up the cards and divide them between the people playing. Each person turns over their top card and puts it in on the middle pile, saying the sound as they do so. Shout **snap** if you notice two sounds the same together on the pile. You must be able to say the sound to win.

Pairs

Use two sets of cards. Lay out a selection in straight rows. 1st player turns over two cards and say their sounds. If the child is stuck, just tell him/her what it says. If the player turns over two card the same, they win the pair.

Hide the Sound

Hide a card behind an object. Show a little of the card at a time. Can the child guess the sound before all is revealed? If they do, they win the card and it is their turn.

Spot the object

Lay the cards upside down in a pile. The first player turns over the top card, says the sound and finds an object in the room beginning with that sound. If they do, they win the card.

**A wee bit trickier …**

Bob the Builder

Use a selection of cards, including 2 of each vowel (a, e, i, o, u) and show the child how to build words by pushing letters together. How many two or three letter words can ‘Bob’ build?

Scrabble

Use one set of cards and an extra set of vowels (a, e, i, o, u). Keep the vowels in a separate pile. Lay out five cards, including a vowel, in front of each person. Each player then tries to make a two or three letter word. A successful word wins a counter (or similar) and the cards are replaced for their next turn.