Games for all Steps of Books/Gamecards VERSION 2

(As I add more games, I will increase the version so you can see if you want to download the next version.)

Play the boardgames

Choose the gamecards you want to practice and the gameboard that your child/students want to play. As they move along the board and land on Tup spots or "special" spots, have them pick the appropriate card then read the card. If the card is a "special" card, let them act out the directions on the card. If you do not have the gameboards or the kids don't want to play the game, they can also use the gamecards as playing cards or flashcards. Some board games may have special rules that will be provided with that game.

Use the Gamecards as Playing Cards

Go Find Tup or **Get Tup**: See how many sets of matching WORD cards you can get.

1. Use the gamecards that you want your child/students to practice. Print two sets of those cards.
2. Deal 5 to 7 picture cards to each player.
3. Place the rest of the cards in a stack in the center.
4. The first player chooses a card in their hand, They ask another player, "Do you have a card that says…(word on one of their cards.)"
5. If the second player does, they give the card to the first player and the first player sets their two cards in front of them.
6. If the second player does not have the same sound card, they say, "Go Find Tup," or "Get Tup." Then the first player draws a card from the center stack.
7. That player's turn is over and the next player repeats the steps.
8. The game is over when all the cards have been played.

Go Find Tup or **Get Tup Single Deck:** See how many sets of matching SOUNDS you can get. This reinforces both reading the words, but also considering which letter combinations make which sounds.

1. You will only need one deck of cards. You will choose which Steps of cards/phonics to include based on your goals. Tell all the players what sounds they will need to match. For example, "long i" could be in an "ie" word, a "silent e" word, or an "ight" word. So, a card that says "tie" could be matched with "pies," "five," or "night." All depending on what sounds and cards you choose to work with.
2. You will NOT match the cards in your hand until the end of the game.
3. Deal 5 to 8 picture cards to each player. You will go through the cards quickly so a higher number doesn't need to be replaced as often. However, make sure the amount of cards in each player's hands is manageable.
4. Place the rest of the cards in a stack in the center.

5. The first player chooses a card in their hand. They ask another player, “Do you have a card that has the sound…(one of the sounds you are working on that is on one of their cards.)”
6. If the second player does, they give the card to the first player. The second player states the word on the card they are relinquishing. The first player says the word on the card they already had. and the first player sets their two cards in front of them.
7. If the second player does not have the same sound card, they say, “Go Find Tup,” or “Get Tup.” Then the first player draws a card from the center stack. PLAYERS DO NOT MATCH CARDS IN THEIR HANDS as the game would be over rather quickly.
8. That player’s turn is over and the next player repeats the steps.
9. When all the cards have been played from the center pile, if the players have matching cards in their hands, they match whatever cards they are holding and add them to their pile of matched cards.

Memory: This can be a challenging game and may not be appropriate for all children. Print two sets of the cards that you want to work on. Choose how many based on your child’s ability to recall the cards they have seen. Lay all the cards face down. Each player turns over one card then a second card. If the cards match, they get to keep them. If the cards do not match, then turn them face down. The next person takes a turn and the play continues until all the cards are matched.

Chickens and Pig: Pam the pig and all the chickens have had breakfast. They would like to have an after-breakfast Yum. To figure out how many Yums Pam gets and how many Yums the chickens get, you will play a card game. (The rules are similar to the card game War.) This game helps students sound out words as well as figure out which phonics rules each word uses. They also get to practice their sight words, if you use sight words, as well as basic addition. Please note, some kids will find the addition in this game too challenging. If that is the case, it would probably be better if the teacher/parent does the addition and the child simply focuses on reading the cards and figuring out the phonics.

Choose which Step(s) of cards you want to use. Choose which cards you want to include: sight words, words, and/or silly words. Make sure you have an even number of cards. Shuffle the selected cards.

Decide whose cards will be for Chicken Yums and whose cards will be for Pig Yums. Deal the cards so that each player has the same number of cards.

Each player will turn one card face up. The point value of each card will be determined. The parent/teacher will help the child figure out the letters and phonics rules related to each word. Points are assigned as below:

Step 1 words

Closed syllable* word with 2 letters _____ 1 point
Closed syllable word with 3 or more letters _____ 2 points
Sight words _____ 5 points

Included for future steps add as appropriate

For words with suffix -s add _____ 1 point
For each consonant or vowel digraph add: _____ 1 point
Single syllable words that are not closed syllables _____ 3 points
For words with letter buddies add _____ 1 point
For multi-syllable words (second syllable not -ed or -ing)
    Each closed syllable gets _____ 2 points
    Every other syllable gets _____ 3 points
    Each syllable that is a sight word gets _____ 5 points
For words with suffix -ed or -ing add _____ 1 point

The person with the highest number of points gets all the cards that were presented in this turn. If the points on more than one player's cards are equal, you must determine who gets all the cards. Each player who tied for highest points lays down two cards. One card should be face down and the other card face up. Whichever player's face up card has the highest points wins all the cards from this turn. If the face up cards have the same point value, then each player lays down two more cards with one being face down and another being face up. The cards go to the person with the highest value card. If the cards have the same points, then it is a tie and each person keeps their own cards. The cards can either be added back to their stack for replay or the cards can be used for either Pig or Chicken Yums.

The game is over when all the cards have been played. Count your cards to see how many Yums the chickens get and how many Yums Pam the Pig gets.

*A closed syllable is a syllable with a short vowel sound followed by a consonant. For example: "bat" "am" "un" "spring" The words "seven" and "habit" are examples of words with two closed syllables.

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