Reading and Spelling Games

This pack includes 5 free reading and spelling games that you can incorporate into your literacy program.

If you’re after more activities, games and worksheets for teaching reading and spelling, click the link below to have a look at The Complete Phonics Kit:

http://topnotchteaching.com/downloads/phonics-kit/

By Melinda Crean of Top Notch Teaching

Thank you for downloading my product.

I hope this item is all that you require for your students and classroom. If you have any questions, comments or feedback please email me at melinda@topnotchteaching.com.

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4 In A Row Instructions

Resources

- Copies of the ‘4 in a row’ board;
- 2 different colored markers / pencils; and
- Spinner - paper clip and pencil / chopstick.

Instructions

1. On paper or card, print and laminate the board game.
2. If you have students that have large writing the game can be enlarged so that the writing squares are bigger.
3. To play the game, students will need 2 different colored markers (or pencils). They will also need a spinner. To make a spinner use a paper clip and either a pencil or chopstick.
4. The students take turns to spin a word, read the word and then write it on the grid. The winner is the first player to get 4 words in a row in any direction.
4 in a Row

Play with 2 different colored markers. Take turns to spin a word, read it and write in on the grid. The winner is the first player to get 4 words in a row in any direction.

Board 1 - b, c, g, h

(can gas
mob
cot
hit
bag
sag
Bob)
Resources:
- Copies of the Bingo Boards
- Matching Cards and What Am I Cards
- Counters

Instructions:
1. This game is suitable for 6 players.
2. Cut and laminate the ‘Matching’ and ‘What am I’ cards and ‘Bingo Boards’.
3. Select one person to be the Bingo Master.
4. The Bingo Master shuffles the matching cards and then stacks them in a pile face down in front of them.
5. The Bingo Master chooses a card from the pile and calls out the name on the card.
6. If a player has the matching picture on their board they cover it with a counter.
7. The first person to have all pictures covered calls bingo, and is the winner.
8. For a more advanced game, use the What Am I clues. The players use the clues from these cards to find the matching picture on the bingo board.
| ~ I start with ‘ch’.                        | ~ I end with ‘ch’.                        | ~ You can write with me.              |
| ~ I am little.                             | ~ I have sand and water.                 | ~ I come in different colors.         |
| ~ I have hair.                             | ~ You can build a sandcastle at me.      | ~ You use me on a blackboard.         |
| ~ I have a Mum and Dad.                    |                                            |                                  |
| **Answer:** child                          | **Answer:** beach                        | **Answer:** chalk                    |

| ~ I am brown.                              | ~ I end with ‘ch’.                        | ~ I start with ‘ch’.                 |
| ~ A bird can sit on me.                    | ~ I am a group of things.                 | ~ I have links.                      |
| ~ You can find me in a tree.               | ~ I rhyme with lunch.                     | ~ I can be made from metal.          |
|                                            |                                            |                                  |
| **Answer:** branch                         | **Answer:** bunch                        | **Answer:** chain                    |

| ~ I start with ‘ch’.                        | ~ You can eat me.                         | ~ I start with ‘ch’.                 |
| ~ You can do this when watching sport.     | ~ I am made from milk.                    | ~ I have a young chicken.            |
| ~ I can also be called a shout.            | ~ I can be yellow in color.               |                                  |
|                                            |                                            |                                  |
| **Answer:** cheer                          | **Answer:** cheese                       | **Answer:** chick                    |

| ~ You can eat me.                          | ~ You can eat me.                         | ~ I end with ‘ch’.                   |
| ~ You eat me in the middle of the day.     | ~ I am a fruit.                           | ~ I can give light.                  |
|                                            | ~ I am orange in color.                   | ~ I rhyme with porch.                |
|                                            |                                            |                                  |
| **Answer:** lunch                          | **Answer:** peach                        | **Answer:** torch                    |

|                                            |                                            |                                  |
|                                            |                                            |                                  |
Instructions

Fly the Kite Reading and Spelling Game

Resources

- Copies of the game board;
- Different colored counters for each player;
- 6 sided dice; and
- Mini white boards and markers (or paper and pencils).

Instructions

1. This game is suitable for 2 - 4 players.
2. Print and laminate the game board.
3. Each student selects the place they would like to start - either the child, magpie, fly or kite. The students place their counter on the chosen picture.
4. Students take turns rolling the dice. They move around the game board in a clockwise direction.
5. If a student lands on a word, they read the word.
6. If a student lands on a picture, they write the matching word on their white boards.
7. If a student lands on an instruction, they follow that instruction.
8. Students move around the game board until they are back to their starting place.
9. They then move up towards the kite in the middle.
10. The first student to reach the kite is the winner.
Cootie Catcher Instructions

How to assemble

Chatterboxes are easy to assemble, follow the below steps.

1. First, print and/or copy the chatterbox you want to use.
2. Cut out around the outside edge of the chatterbox.
3. Have the chatterbox facing with the pictures down.
4. Fold each corner in so that they meet in the center of the square.
5. Turn over and repeat the procedure, folding corners in to meet in the center. This will create four triangular flaps.
6. Turn the chatterbox over so the pictures are facing up.
7. Place thumbs and forefingers under the square flaps. Move thumbs and forefingers in an open and shut motion. This will mean the chatterbox opens and shuts, revealing four of the eight words each time.
Instructions

How to use

This is how I use the chatterboxes with my students, but feel free to create your own ways that suit the needs of your students.

1. Have students work with a partner. One student (student 1) operates the chatterbox.

2. The other student (student 2) picks one of the pictures.

3. Student 1 opens and closes the chatterbox while saying the sounds. For example, if the picture is of a tooth, the student would say: /t/ /oo/ /th/, so that student would open/close the chatterbox 3 times.

4. Student 2 picks one of the words.

5. Again Student 1 opens/closes the chatterbox for the number of sounds in the word.

6. Student 2 picks another word.

7. This time Student 1 opens the flap to reveal a spelling for the sound focus. For example, the spelling could be ‘oo’.

8. Student 2 then needs to write a word that includes this spelling of the sound. The student can use some of the words from the chatterbox, or think of their own. For example, the student could write: ‘hoop’.

9. Students alternate taking turns operating the chatterboxes.
Sound Bingo Instructions

Resources

- Copies of the bingo board;
- Set of bingo word cards; and
- Pens / pencils / white board markers.

Instructions

Sound bingo is great for spelling practice that is an alternative to spelling tests.

1. Copy the bingo board so there are enough for all students. Laminate the boards so they can be reused.
2. Copy and cut the bingo word cards. The first five rows of the bingo word cards are for the words used in this pack. The remaining words are more words that include the sound focus.
3. Provide each student with a bingo board.
4. Students write one of each of the spellings on the board in random squares. They repeat the spellings until all the squares contain a spelling for the sound.
5. The teacher randomly chooses words and calls them out.
6. Students select a square with the correct spelling for the word. They write the word in that square and then cross out the spelling.
7. Students call bingo when they have 3 words in a row (vertical, horizontal or diagonal) or when all squares are filled.
8. For a student to win all words need to be spelled correctly.
Sound Bingo
Sound /æe/, spellings: a  ai  ay  a-e  ea
## Bingo Words

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<td>demonstrate</td>
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