

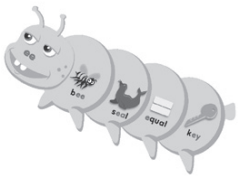


Contents

- 3 x board games
- 1 x matching game
- 11 x word puzzles
- counters
- die

This set of educational games and activities is designed for teaching vowel sounds. Children will love practicing their spelling skills to win the game. These games have been designed to cover alternative spellings including long vowels and r-controlled vowels. This set follows on from 6 Blend Games and leads on to 6 Spelling Games.

How to Play:



Long Vowel Caterpillars

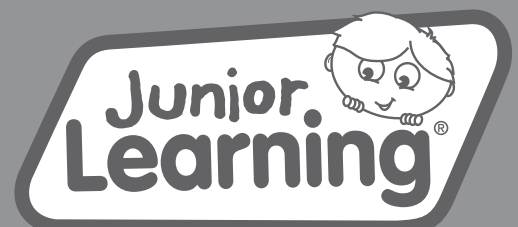
This collection of 6 caterpillars allows children to match words using the same long vowel with different spellings. Place the caterpillar segments together to produce word families that share the same long-vowel sound. Self-correcting puzzle join ensures the correct sounds are connected together.



Long Vowel Valley

This board game requires children to complete the spelling of each word using the correct letter patterns for long vowels. By starting on the red squares, children must choose an /ai/ sound to complete the spelling (from either ai, ay, or a_e). Each section has its own letter answers to choose from. Answers are provided on the board for self-checking / correcting. An incorrect spelling means the player must return to the square they started their turn from. First to the finish wins.

WARNING:
CHOKING HAZARD-Small parts.
Not for children under 3 years.





Yes or No

This matching game provides an opportunity for children to read words that contain long and r-controlled vowels in context. Each question requires a yes or no answer. Match each on the Yes or No answer board and when complete turn cards over to see if the answers are correct.



R-Controlled Ice-Creams

These 5 ice-cream puzzles compare the different spelling patterns of r-controlled vowel sounds. Build up ice-creams with the same r-controlled vowel sound. Each ice-cream scoop represents a different spelling pattern and the unique puzzle join allows children to connect together the same vowel sounds to build their ice-creams.



Magic Spells

The Magic Spells board game is designed to teach the magic e (or split digraph). On the green side, children are required to add a magic e to the word and point to the correct image in order to stay on the square. As they progress on to the red side, children are required to remove the magic e and point to the correct image of the new word. If they cannot, they must go back to the square where they rolled from. First to the finish wins.



R-Controlled Ranch

A board game where children complete the spelling of words that contain r-controlled patterns. By starting in the blue section, children must spell the ar sound (by either choosing ar or al). Each section provides the possible spelling alternatives for completing the r-controlled word. Answers are provided on the board for self-correction / checking. Incorrect spellings require the player to go back to the square that they were on before they rolled. First to the finish wins.

If you've enjoyed this game visit our website to see more of the fantastic Junior Learning range.

www.juniorlearning.com

