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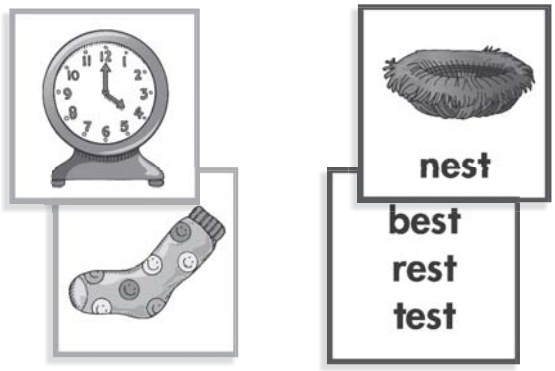
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Introduction

Language Games Galore! Rhyming Words and Word Families contains 10 ready-to-use games and 10 reproducible activity pages that teach and reinforce essential language arts skills. The activities in this resource have been designed to allow you to differentiate for the varying ability levels of your students. Like the classic memory match game, the objective is to find the most pairs of matching cards using visual recall. This game supports standards-based skills that require equivalent matching.



A variety of reproducible pages have been provided for students to reinforce the skills practiced in the games. Use these pages as review, as homework, or as written assessment tools. Show children's work to parents during conferences, or send their work home for parents to use in supporting their children's learning.

Students are provided practice in the following skills:

- Distinguishing between print and pictures
- Identifying the same sounds in different words
- Identifying rhyming words
- Blending individual phonemes in simple, one-syllable words
- Decoding simple, one-syllable words
- Using the knowledge of common word families to sound out unfamiliar words

The games include several features designed for both successful and meaningful independent use. Every game plays by an identical set of rules and directions. Once students learn how to play one game, they have learned how to play all 10 games. Another feature that promotes autonomy is the easy-to-use answer key card included with every game. This self-check tool allows students to compare their cards against possible matching pairs. The answer key card becomes the game's teacher. It ensures that students are learning correct information, and it eliminates the troubles that come from guessing. Lastly, the back of each game card includes a solid line to indicate the bottom edge. This facilitates game setup and helps prevent students from reading the cards upside down or sideways.



answer key



back of game card

Begin using *Language Games Galore! Rhyming Words and Word Families* today. The ready-to-use card stock game cards and answer key cards require minimal preparation. Once introduced, the materials store easily and travel anywhere students need them. Get children excited about language arts with the activities in this resource.

Getting Started

Preparing Game Materials

1. Copy card stock game cards and answer key cards if multiple copies of the same game are needed.
2. Pull out the colored card stock game cards. Separate the pieces along the perforated lines.
3. Laminate the answer key cards and the game cards for durability.
4. Attach the answer key card to a sandwich-size resealable plastic bag or small manila envelope, and place the game cards inside.
5. Store the games in a plastic or cardboard shoe box.

Game Play:

Number of Players: 1–3

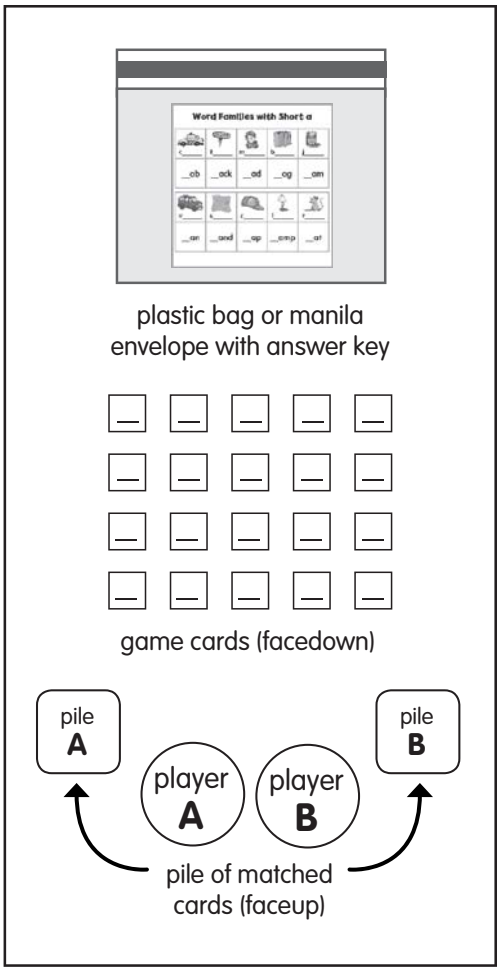
Objective:

1 player: Match all pairs of cards in the fewest number of turns.
2–3 players: Find the most pairs of matching cards.

Game Directions:

1. Determine which player goes first.
2. Player 1 turns over two cards image-side up, allowing the other player(s) to see. Have students consult the answer key if they are not sure if a pair matches.
   - **A.** If the cards match: Player 1 removes the cards and places them faceup in his or her designated pile area. This helps to avoid accidental re-inclusion with the cards still in play, and it leaves two vacant spots in the field of unmatched cards.
   - **B.** If the cards do not match: Player 1 returns them to their facedown positions.
3. Player 2 turns over two cards, following steps A and B outlined above.
   Note: Students do not continue with their turn if they make a match. This assures equal playing/learning time and creates less confusion.
4. Repeat until all 10 pairs are matched. The player with the most pairs of matching cards wins.
5. The player with the fewest matching cards starts the next game. Or in the event of a tie, the player who started the game will go last in the next game.
6. When game time has ended, have players gather the cards, place them in the plastic bag or manila envelope, and return them to the storage container.

Game Setup



Tips for Trouble-Free Game Play

- Choose from one of the following methods for determining who starts the first game: alphabetical order by first or last name, youngest player, or player with the closest birthday. Thereafter, have the player with the fewest matching cards start the next game.
- Teach good sportsmanship: Remind students to wait their turn, play fair, and shake hands and/or say "good game" after each game.
- Teach quiet game play: Encourage students to be respectful of others by using quiet voices.
- Teach game organization: Have students maintain a 5 x 4 game card layout, keep unmatched cards in their original positions, keep matched cards faceup, and follow cleanup procedures.
- Create a game grid mat (similar to the game cards layout shown in the diagram on page 4) on poster board or a large sheet of construction paper to facilitate the setup of the game cards.

Additional Uses for Games

Use the game pieces in the following ways:

- As a transition or time-filling activity (Randomly pass out one card to each student, and have students find their matching partners to demonstrate their understanding of a concept.)
- As a method of selecting classroom partners
- To play classic card games like Go Fish and War
- As flash cards for review by individual students or small groups
- To play Around the World

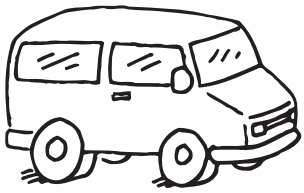
Use the complete games for the following:

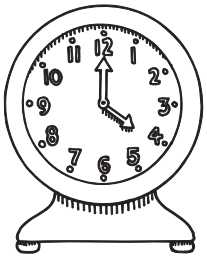
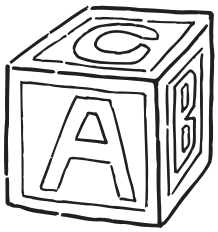
- To support the home-school connection by assigning games for homework
- To play with an older buddy class
- To make teacher-created or student-created games for themes or different skills practice using the Blank Game Template on page 16 (For example, for student-created gifts, have students make matching pictures or words about their moms for Mother's Day. Use stickers for quick game enhancement.)
- As an indoor recess activity
- To play during a reading night event

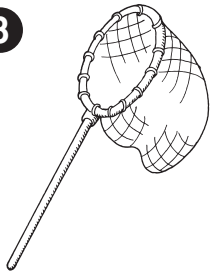
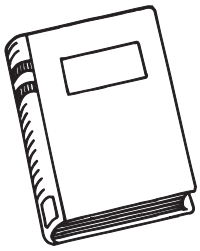
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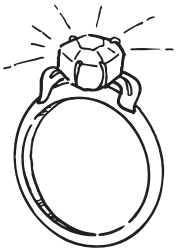
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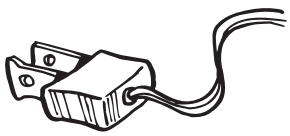
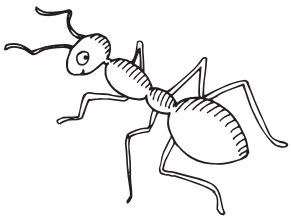
Look at each pair of pictures. Color the picture pairs that rhyme.

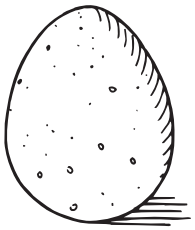
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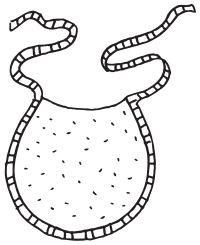
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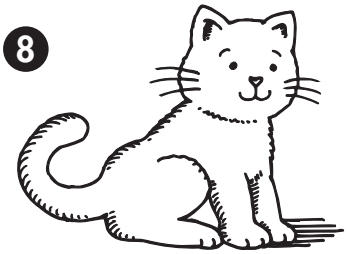
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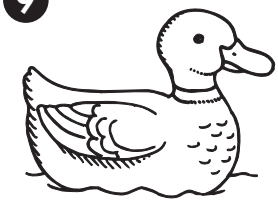
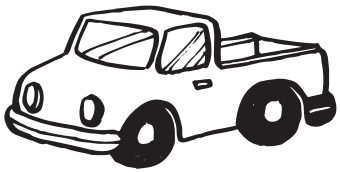
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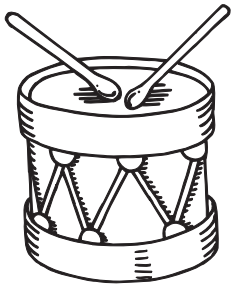
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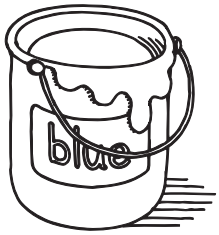
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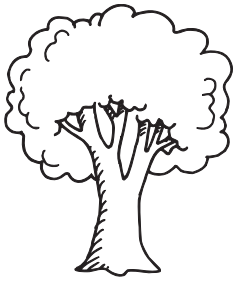
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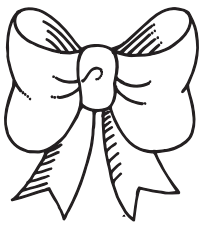
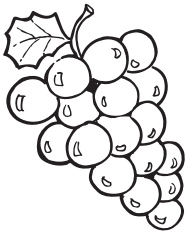
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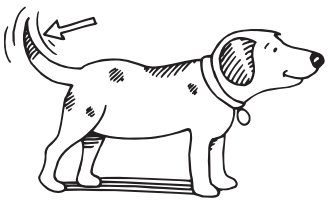
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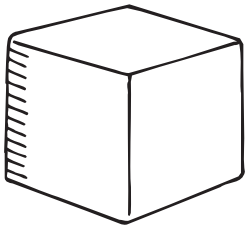
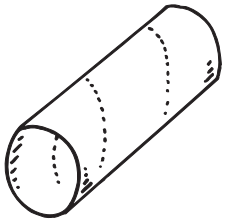
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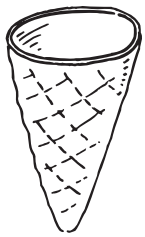
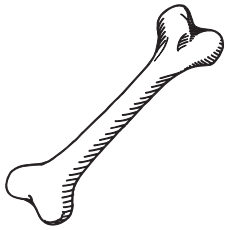
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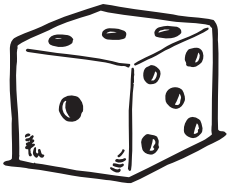
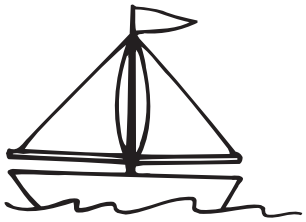
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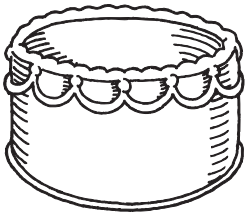
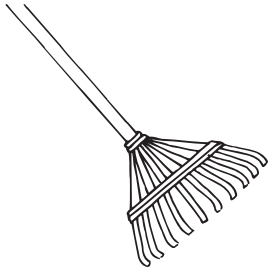
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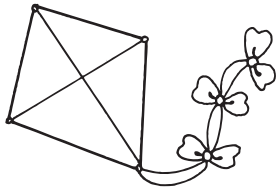
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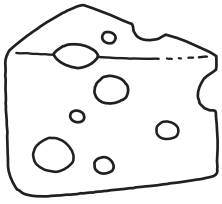
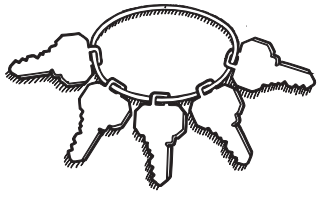
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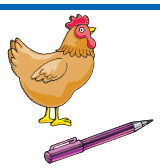
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Rhyming with Short and Long Vowels



bat
hat



hen
pen



fish
dish



frog
log



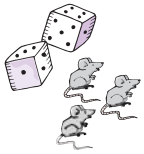
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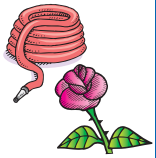
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skate



jeep
sheep



dice
mice



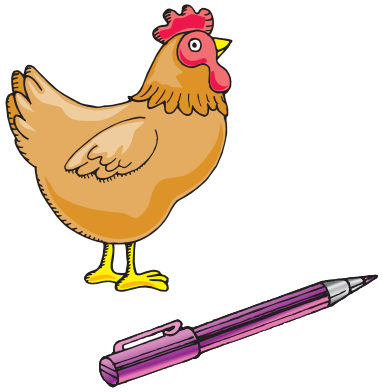
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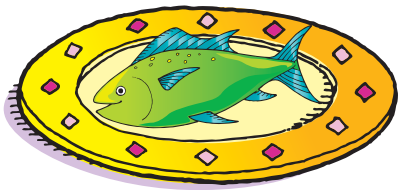
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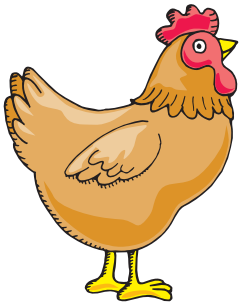
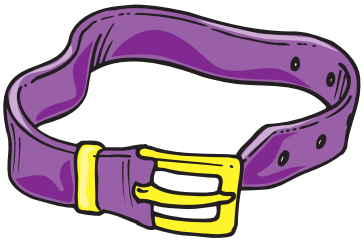
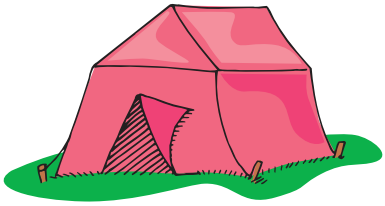
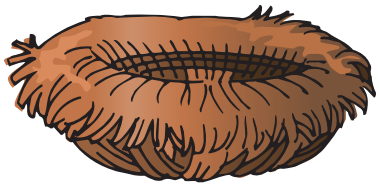
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