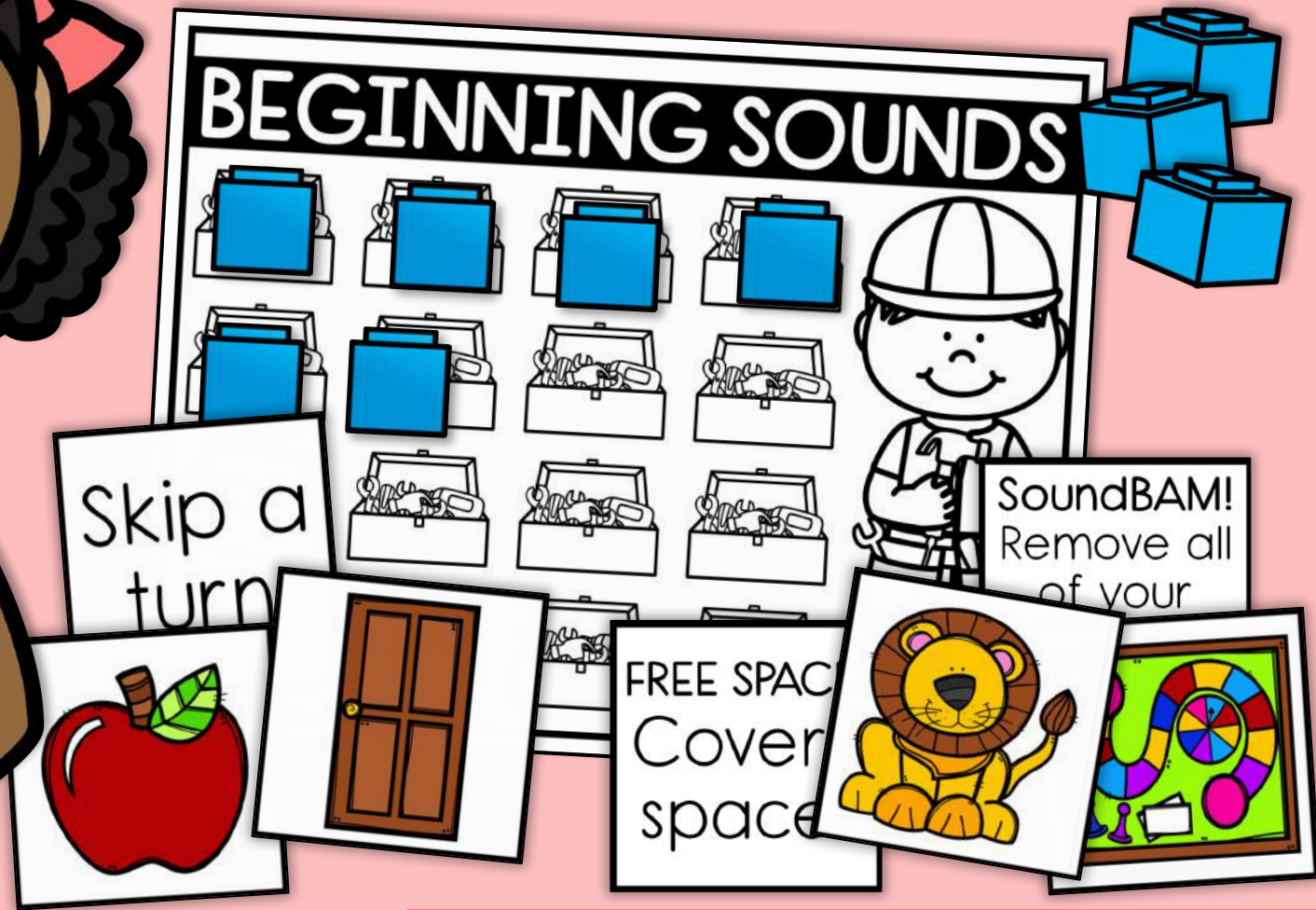


# SOUND GAMES

## Beginning Sounds



*Created by The Printable Princess*

# About this packet...

**Sound Games 1:** Print, cut apart, and laminate the game boards. Students play with a partner. Each group needs a dot cube. Players will also need plastic math cubes or mini erasers to cover the pictures on their board.

Players will take turns rolling the dot cube and counting the dots. Using the code at the top of the game board, they will identify the corresponding letter and letter sound. They will cover a picture with the matching beginning sound.

If all of the corresponding pictures have been covered, the player skips their turn. The first player to cover all of the pictures on their game board is the winner.

**Sound Games 2:** This game is great for small group instruction. There are five different game boards included. Each player needs their own game board and plastic math cubes or mini erasers.

Print the game boards and slide in a page protector. Print, cut apart, and laminate the picture cards and "special" cards. You do not have to use all of the picture cards at one time. Place the cards in a container, face down.

Players will take turns selecting a game card and identifying the beginning sound. If the player is correct, they can cover a picture on their game board. If they are incorrect, the card goes back in the container. If a player draws a "special card", they must follow the directions on the card. The first player to cover all of the pictures on their game board is the winner.



**Sound Games 3:** This game is also great for small group instruction. It is a modified version of the Sound Games 2. There are five different game boards included. Each player needs their own game board and one plastic math cube or mini eraser.

Print the game boards and laminate. Print, cut apart, and laminate the picture cards and "special" cards. Place the cards face down.

Players will take turns selecting a card and determining the beginning sound of the pictures. If the player identifies the sound correctly, they can move forward one picture/place on their game board. If they are incorrect, the card goes back in the pile and the player doesn't move on the game board. If a player draws a "special card", they must follow the directions on the card. The first player to reach the end of their game board is the winner.

**Sound Games 4:** Print the game board and slide in a page protector. Print, cut apart, and laminate the picture cards. Students will play in a small group. Each group will need a dot cube to share.

Students will turn the cards face down. They will place one card, face down, in each section on their game board. Students will take turns rolling the dot cube and turning over the corresponding picture card. If they identify the beginning sound of the picture correctly, they keep the card and replace it with another face down card. If they are incorrect, they place the card back down on the game board. At the end of the game, the player with the most correct cards is the winner.



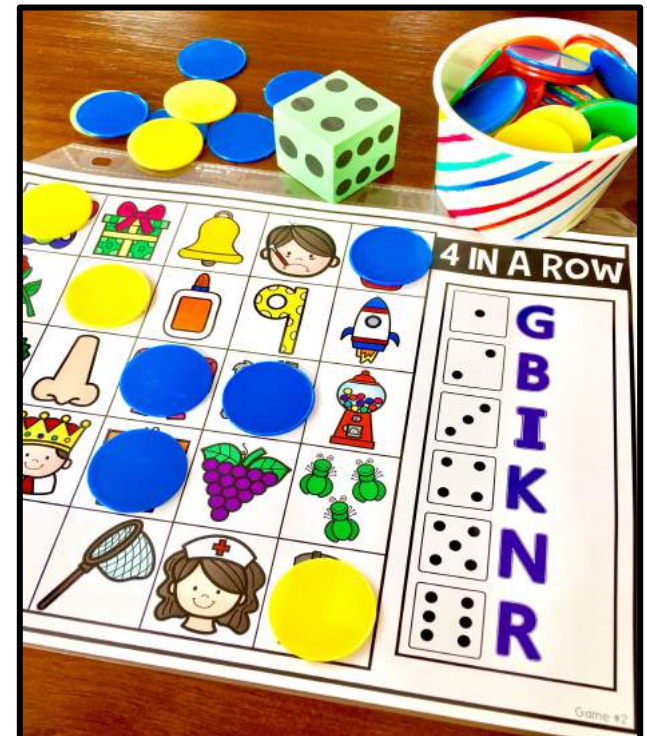
**Sound Games 5:** Print, cut, and laminate the game mats. You can cut them apart or leave them together. Students will need a paperclip and a pencil to make a spinner and manipulatives to cover their answers. Students can play with a partner or individually.

Students take turns spinning the spinner and covering a picture with the corresponding beginning sound. If a player spins a letter and all of the corresponding pictures have been covered, the player skips their turn. The game is over when all of the pictures have been covered. The player that covered the most pictures is the winner.

Students can also use this activity individually. They will spin the spinner, identify the letter/letter sound and cover a matching picture. They will continue to spin and cover the pictures until the board is full.

**Sound Games 6:** Print the game board and slide in a page protector. Students will play with a partner. Each group will need a dot cube.

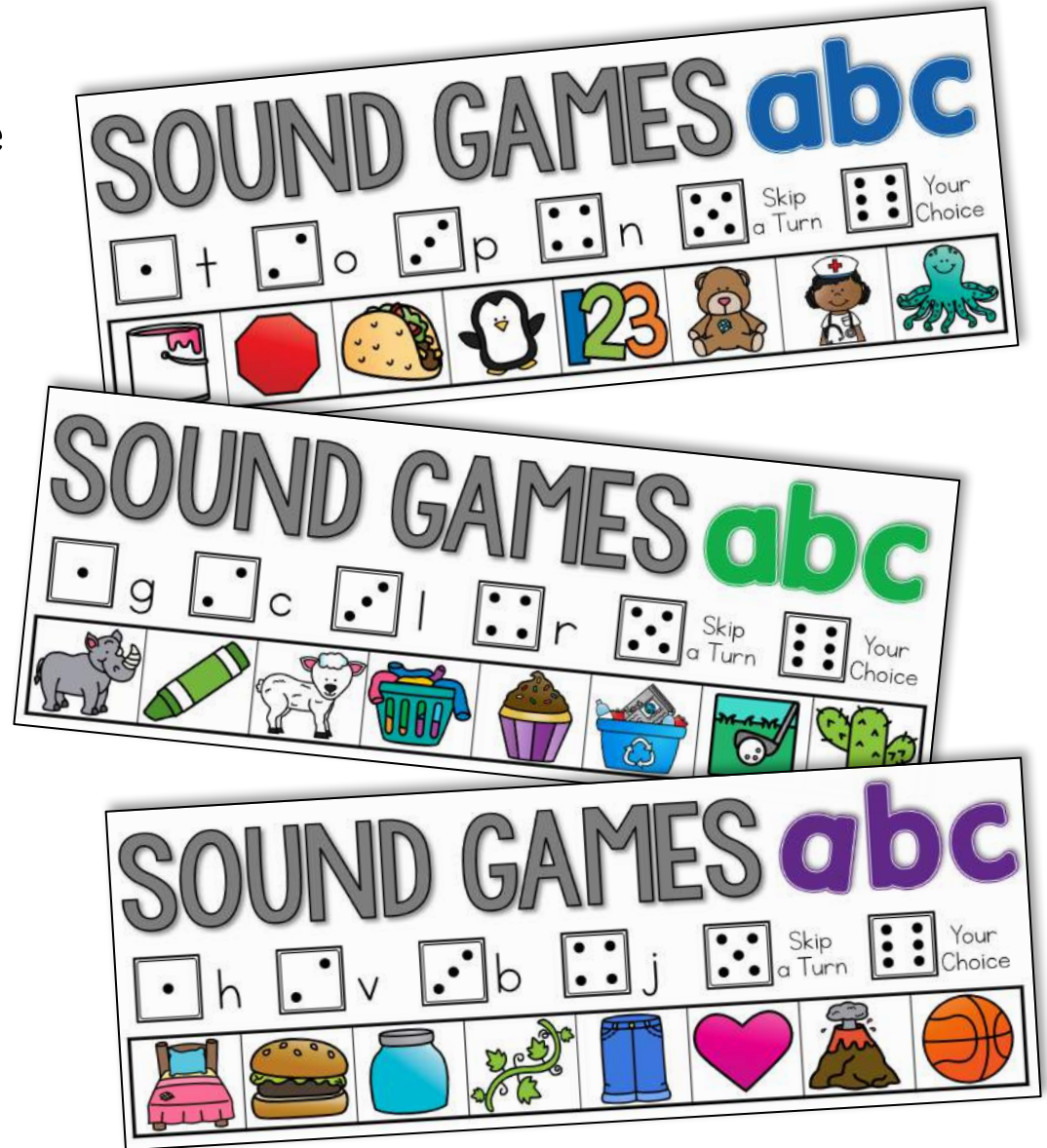
Students will take turns rolling the dot cube. Using the code on the right, they will cover a picture with the corresponding beginning sound. If a player rolls a letter and all of the corresponding pictures have been covered, the player skips their turn. The first player to cover four in a row is the winner.



# Sound Games I

Players will roll a dot cube and count the dots. Using the code at the top of the game mat, they will identify the letter sound. They will cover a picture with the matching beginning sound.

If all of the corresponding pictures have been covered, the player skips their turn. The first player to cover all of the pictures on their mat is the winner.

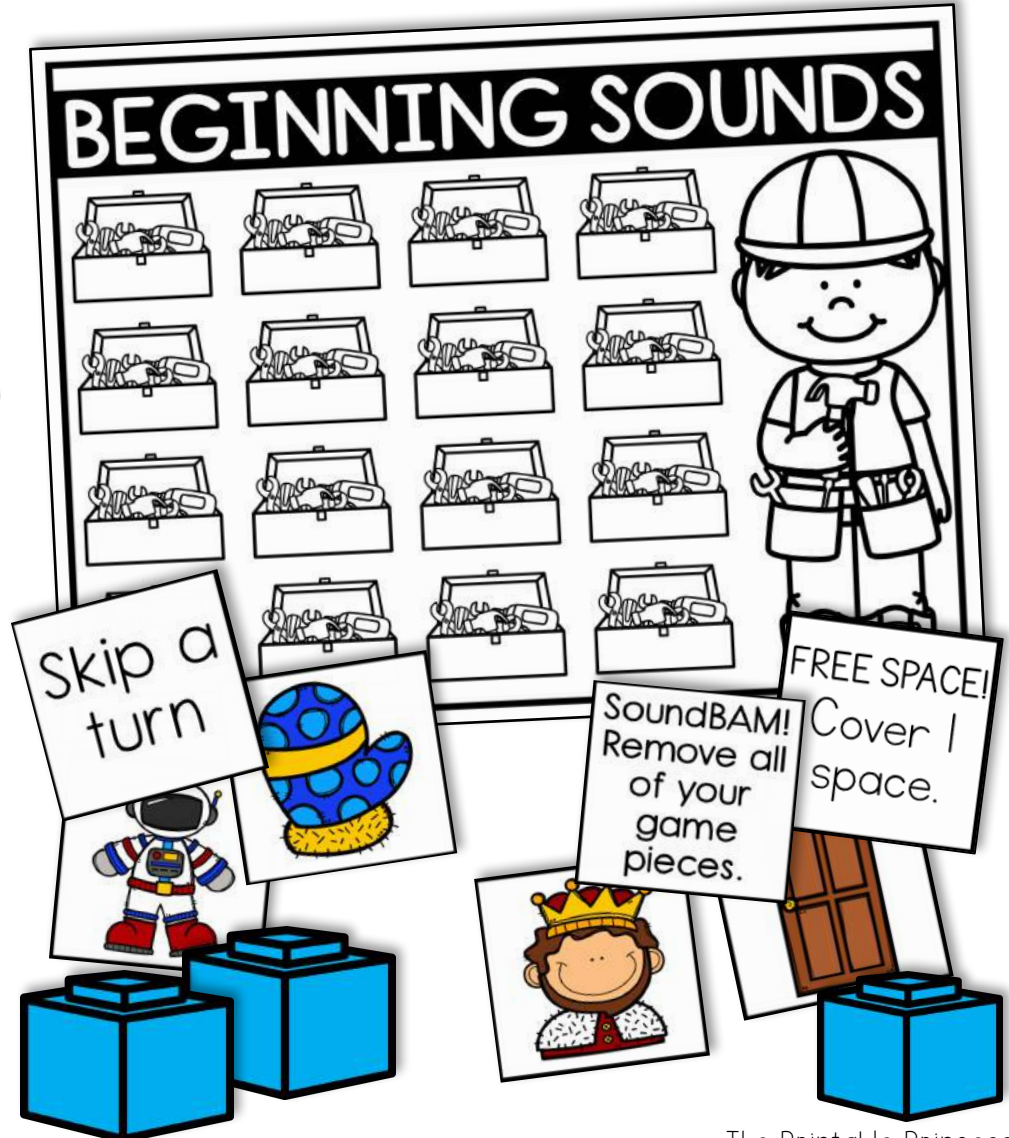


# Sound Games 2

Students will play in a small group. Each player needs their own game board. Players will take turns selecting a game card and identifying the beginning sound.

If the player identifies the beginning sound correctly, they can cover a picture on their game board. If they are incorrect, the card goes back in the container. If a player draws a “special card”, they must follow the directions on the card.

The first player to cover all of the pictures on their game board is the winner.



# Sound Games 3

Students will play in a small group. Each player needs their own game board. Players will take turns selecting a game card and determining the beginning sound.

If the player identifies the sound correctly, they move forward one space on their game board. If they are incorrect, the card goes back in the pile. If a player draws a "special card", they must follow the directions on the card.

The first player to reach the end of the game board is the winner.



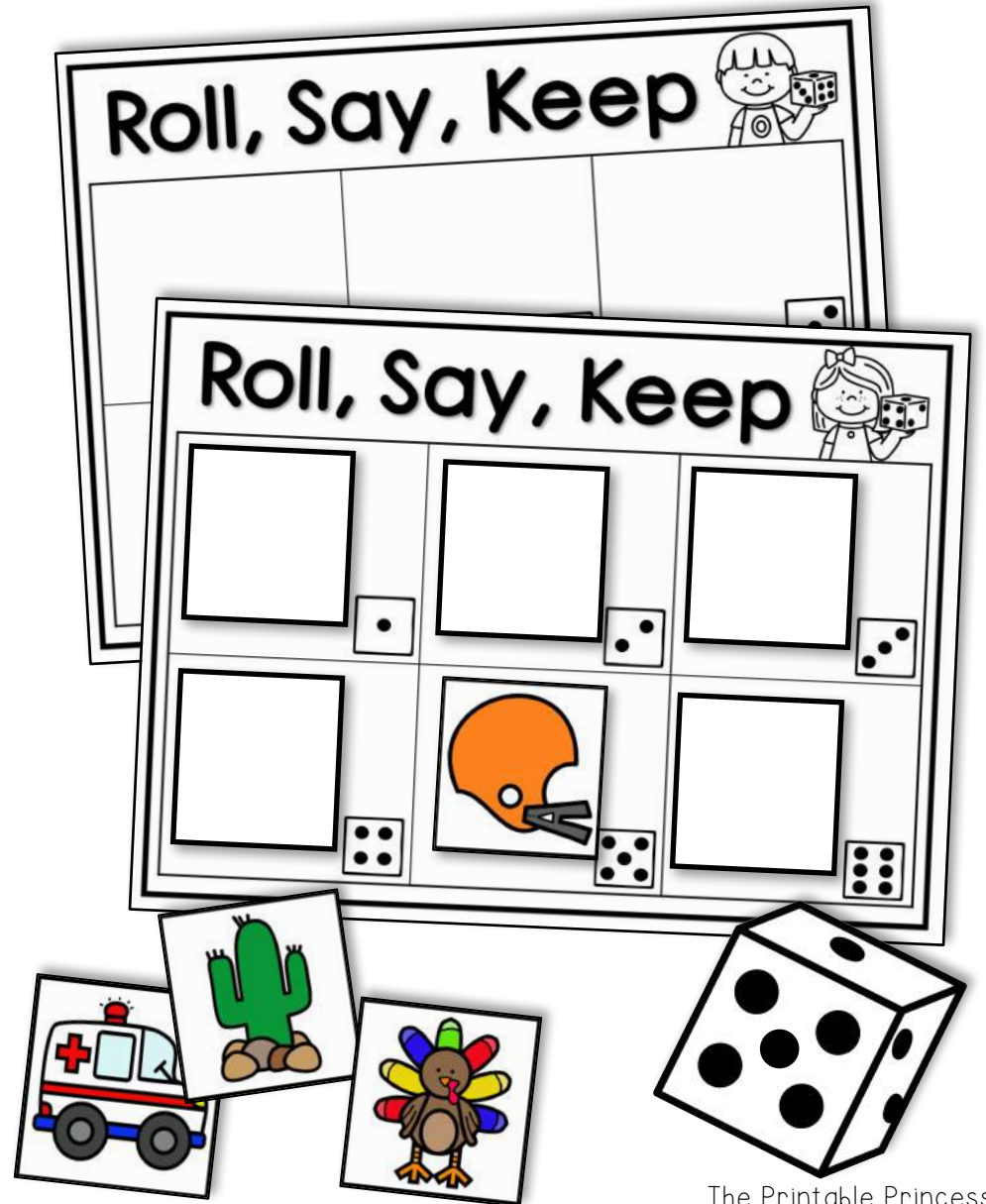
# Sound Games 4

Students will play in a small group. They will need a dot cube and their own game board. Players will select six cards from the deck and lay them face down on the board mat.

Players will take turns rolling a dot cube. They will determine the number they rolled and turn over the corresponding card.

If the player identifies the beginning sound correctly, they can keep the card and replace it with another card facedown. If they are incorrect, they place the card back down on their board.

At the end of the game, the player with the most cards is the winner.

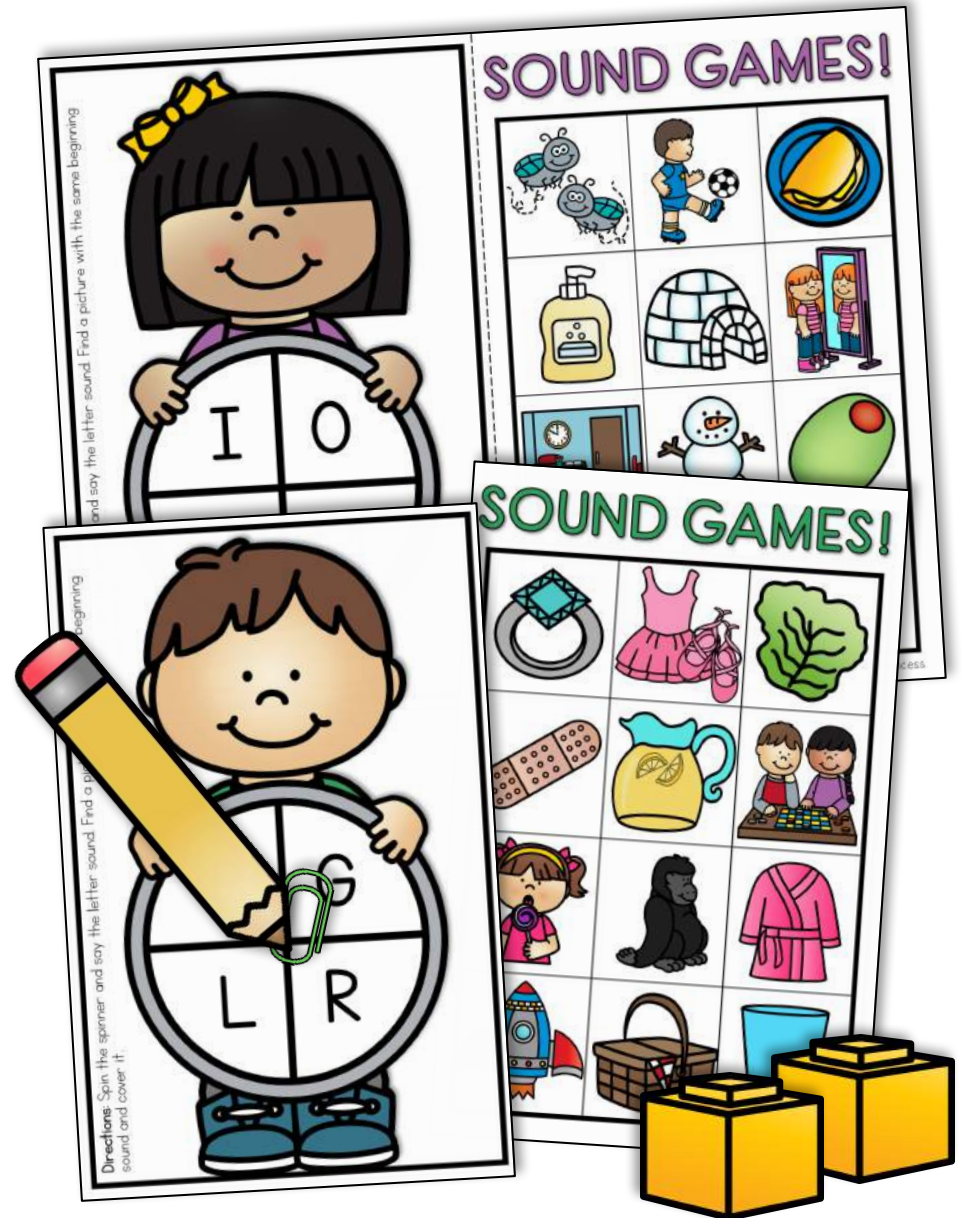


# Sound Games 5

Students play with a partner. They will use a paperclip and a pencil to make a spinner.

Students spin the spinner, identify the letter sound, and cover a picture with the same beginning sound. If all of the corresponding pictures have been covered, the player skips their turn.

The game is over when all of the pictures have been covered. The player that covers the most pictures is the winner.



# Sound Games 6

Students play with a partner. They will take turns rolling a dot cube.

They will determine the number they rolled and use the code on the mat. They will identify the letter sound and cover a picture with the corresponding beginning sound. If all of the corresponding pictures have been covered, the player skips their turn.

The first player to cover four in a row is the winner.

