

ROLL & READ

sub mat den hid Skip a Turn Your Choice

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Created by The Printable Princess

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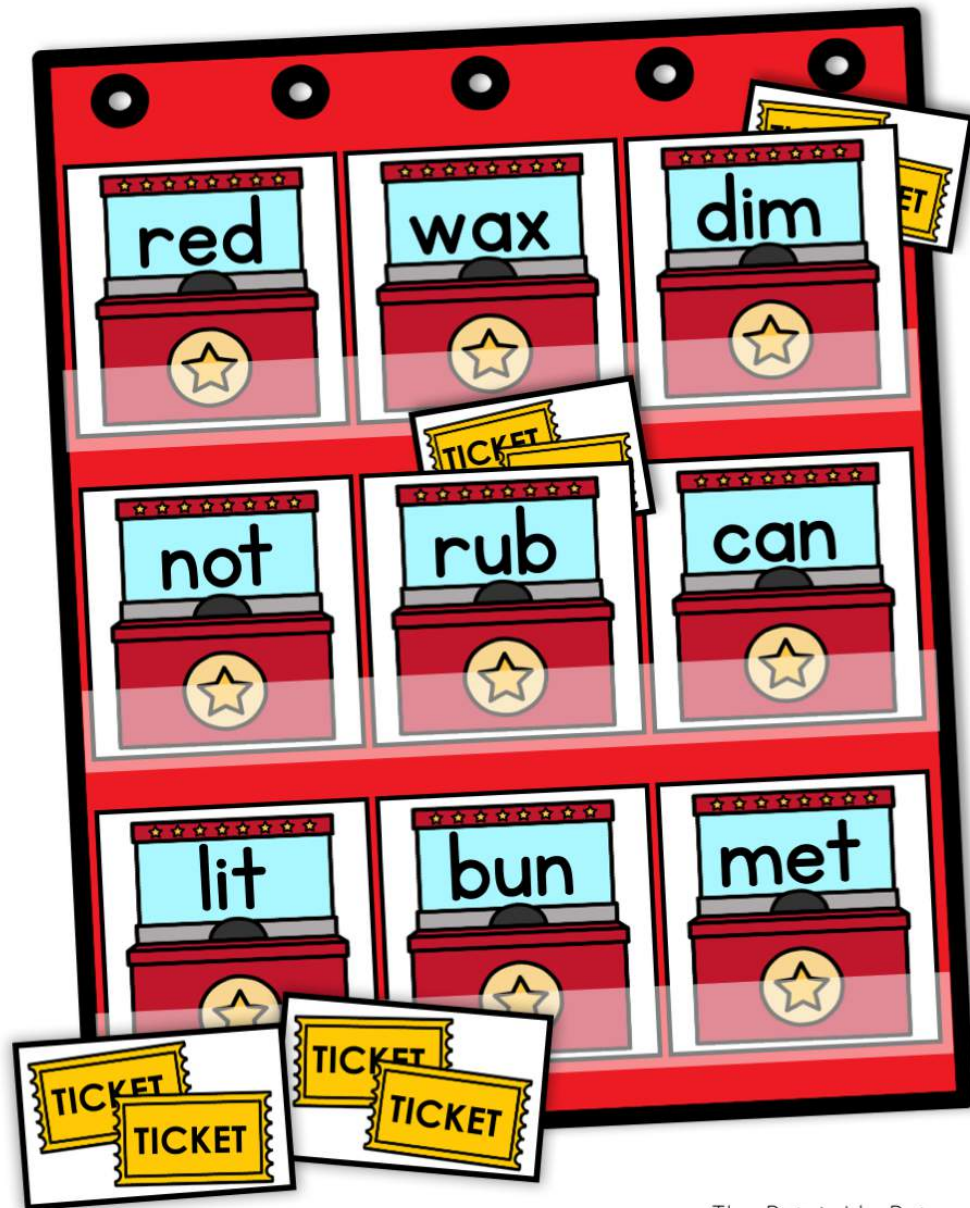
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CVC Games I

To use this activity print, cut, and laminate the CVC cards and the special picture cards. You can choose to use just a few word cards at a time or use them all.

Place the CVC word cards in a pocket chart. Hide the special picture cards behind the words. Call on students to read the words and guess which words the special cards are hiding behind.

Note: The CVC cards included are a 3.5" square. You can make the cards smaller by reducing the print size in your printer settings.

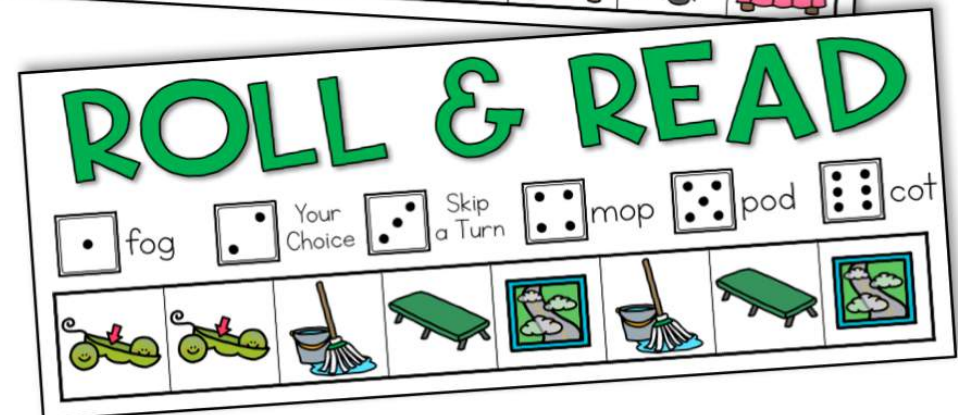
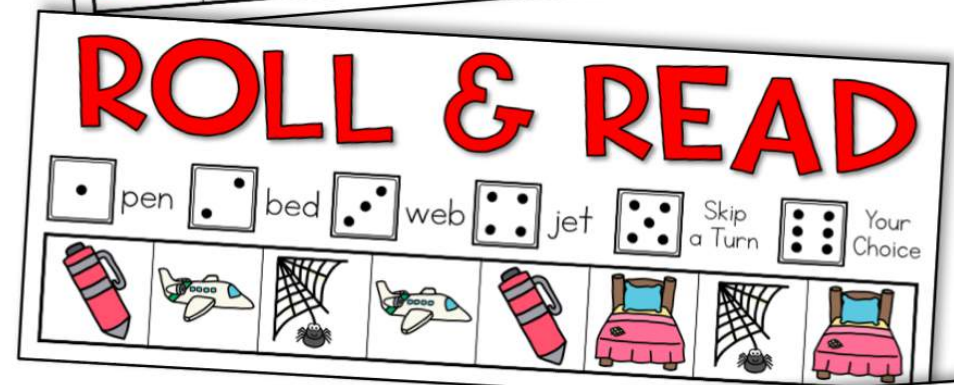
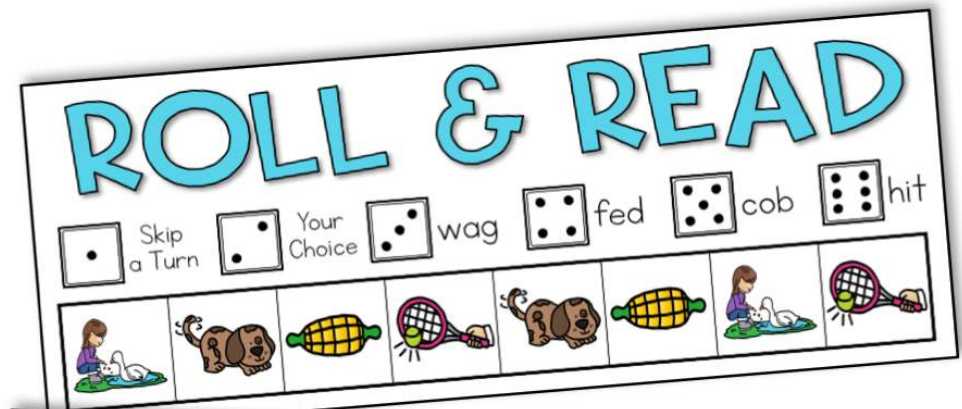


CVC Games 2

Players will roll a dot cube and count the dots. Using the code at the top of the game mat, they read the CVC word. They will cover a picture to match.

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.



CVC Games 3

Print, cut, and laminate the game mats and letter cards. Game mats and letter cards are color-coded for organization. You could also use magnetic letters for this activity. Students will need a basket or bag to put the letters in.

Students will reach in and select a letter. If they can use the letter to spell a word on their board, they place the letter in the correct space. If they cannot use it to spell a word, they put the letter back. The first player to spell all of the words on their game board is the winner.

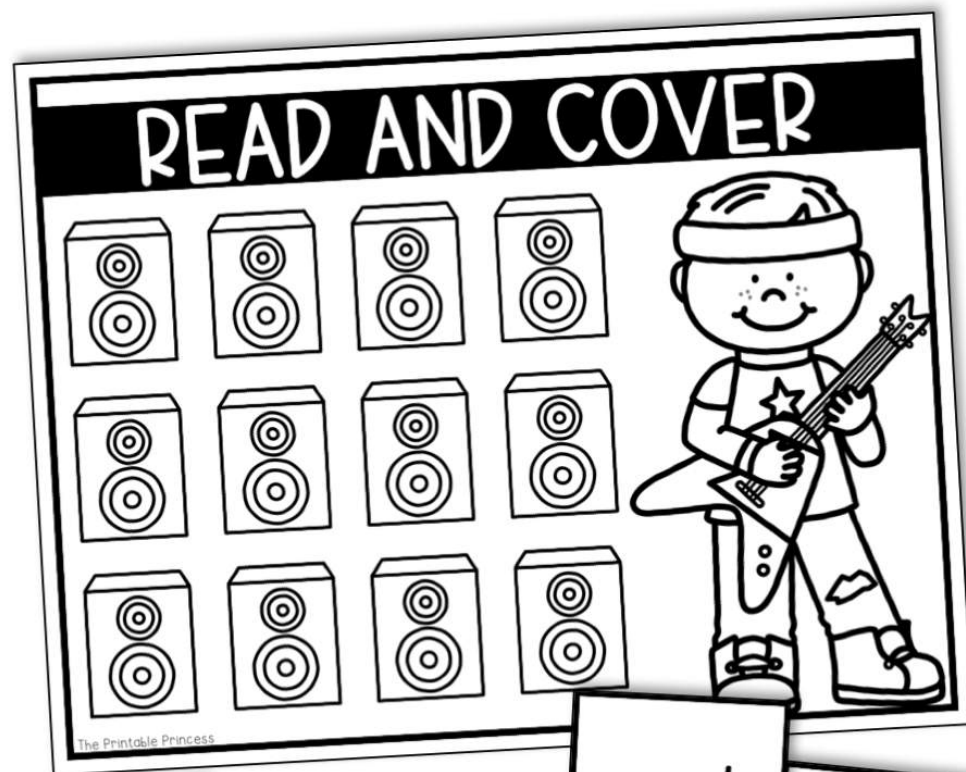


CVC Games 4

Students will play in a small group. Each player needs their own game board. Players will take turns selecting a game card and reading the CVC word.

If the player reads the word 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.



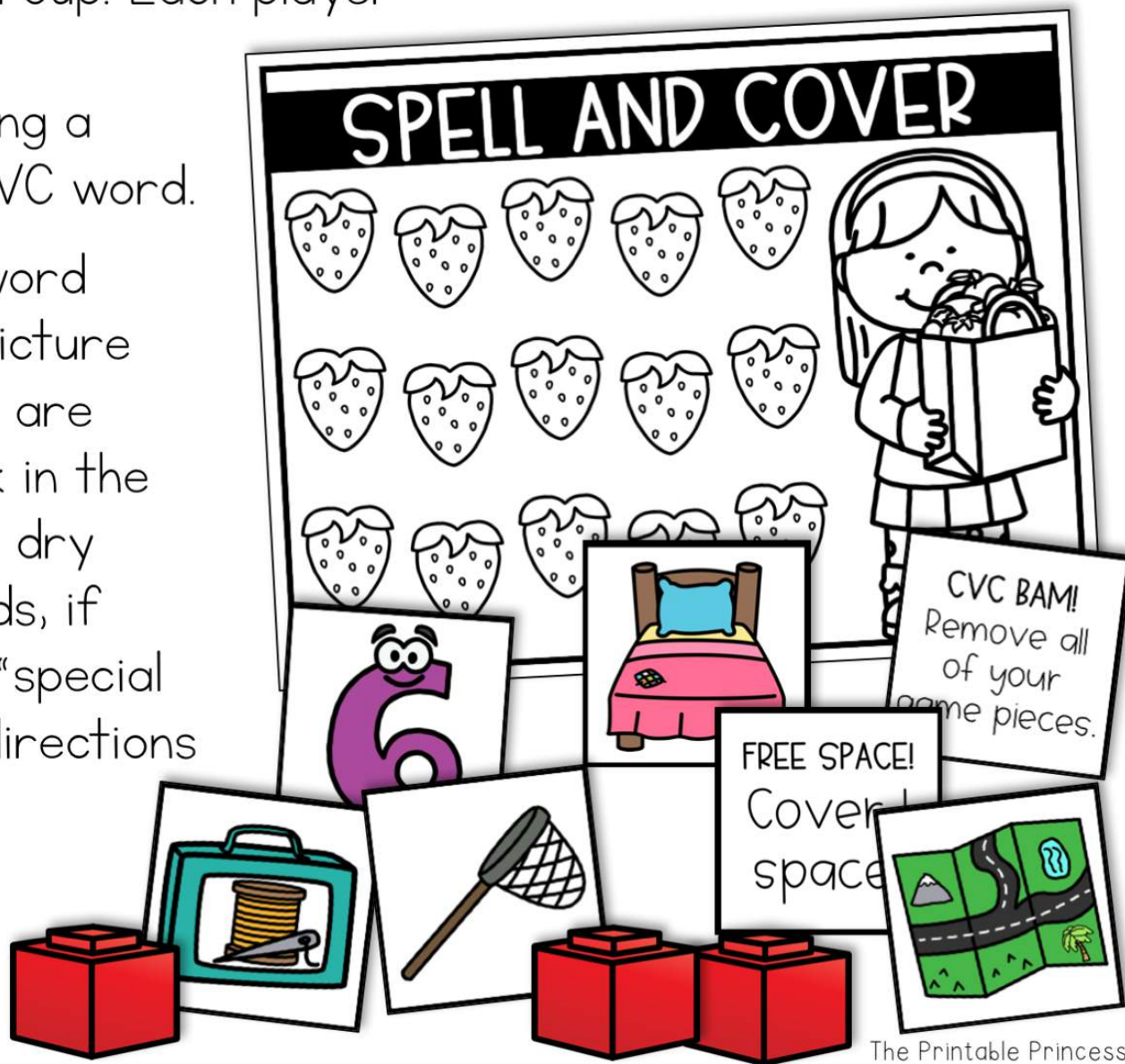
CVC Games 5

Students will play in a small group. Each player needs their own game board.

Players will take turns selecting a game card and spelling the CVC word.

If the player spell the CVC word correctly, they can cover a picture on their game board. If they are incorrect, the card goes back in the container. Students can use a dry erase board to spell the words, if needed. 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.

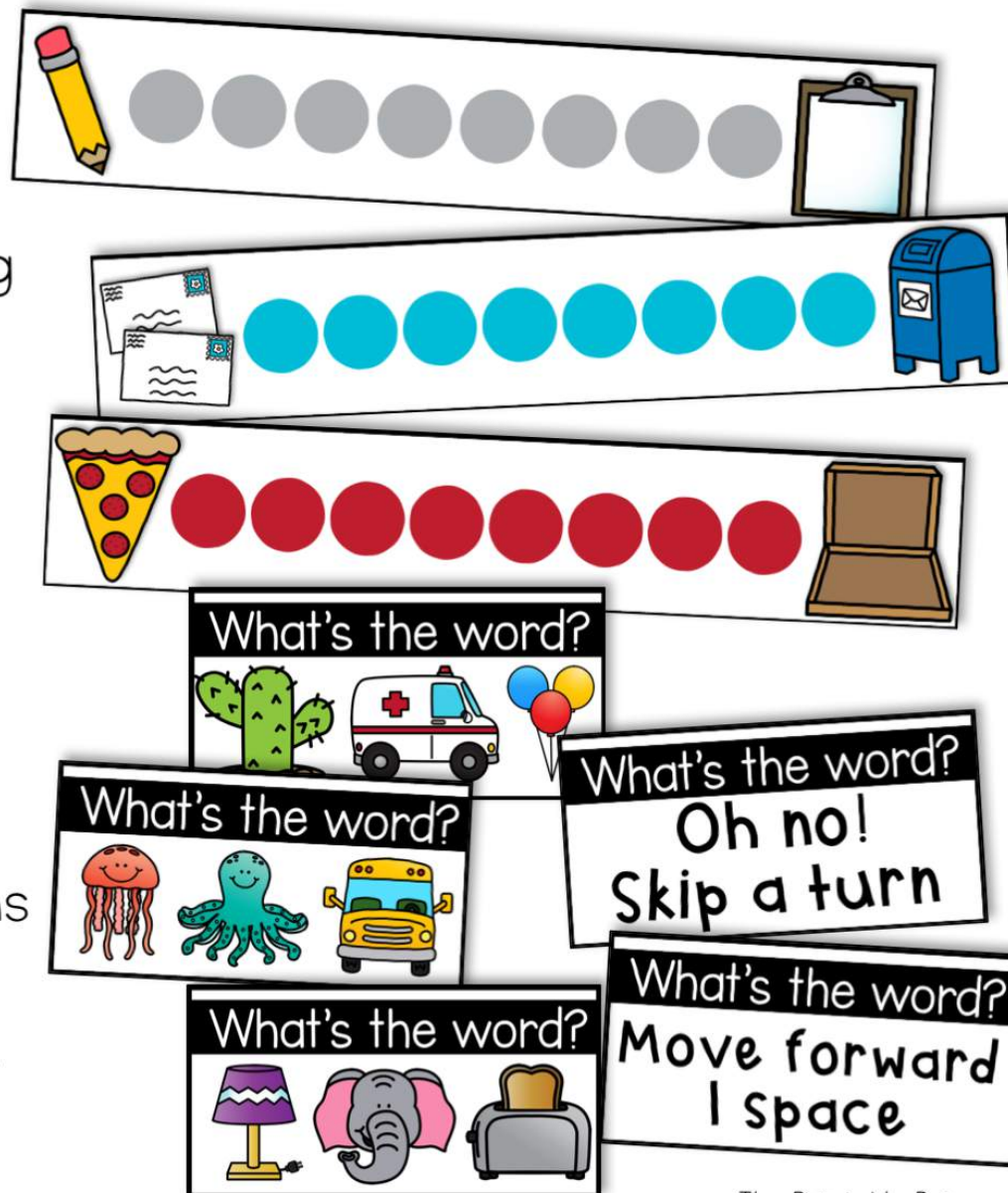


CVC Games 6

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 of each picture to spell a CVC word.

If the player identifies the word 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.



CVC Games 7

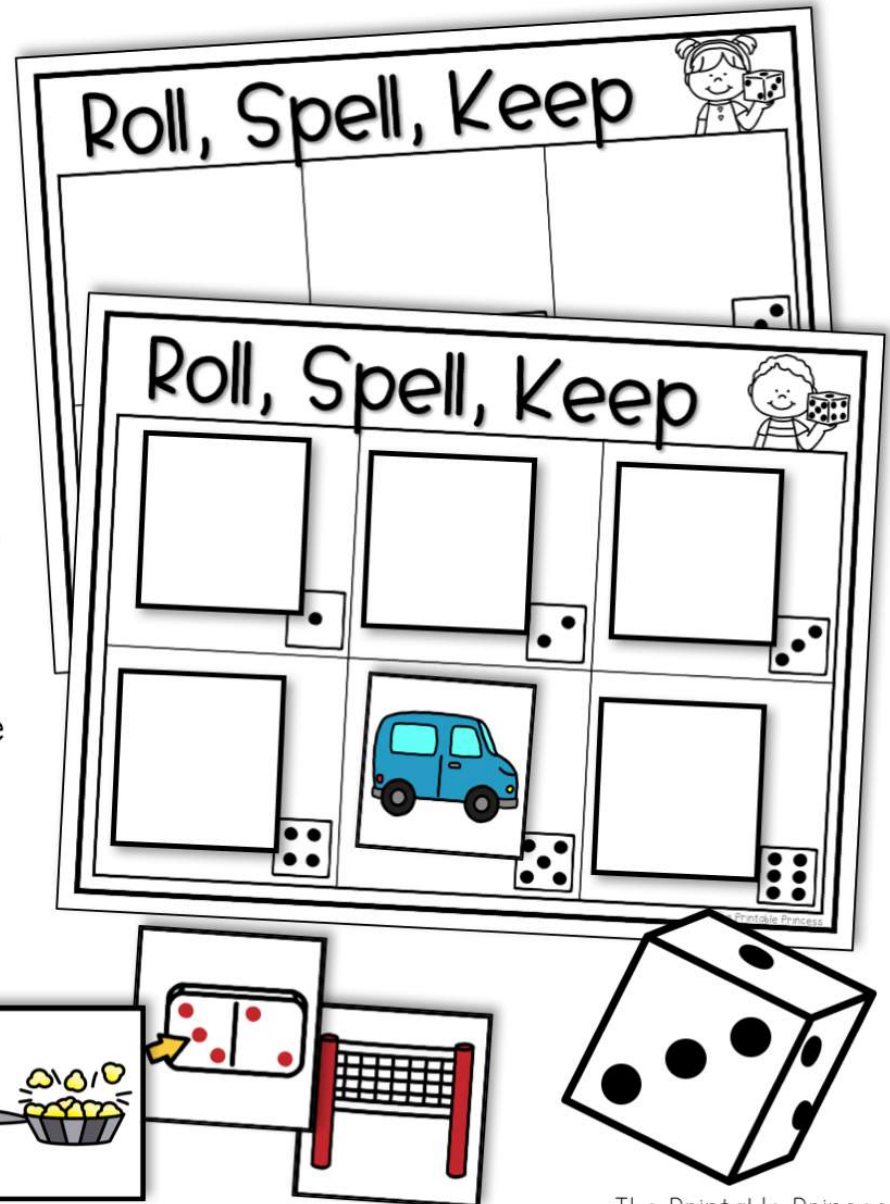
Students will play in a small group. They will need a dot cube and their own game board. Players will select six cards from the deck and lay them face down on the board mat.

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

If the player spells the word 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. Students can use a dry erase board to spell the word, if needed.

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

If a student plays a special card, they must follow the directions and put their cards back in the deck.



CVC Games 8

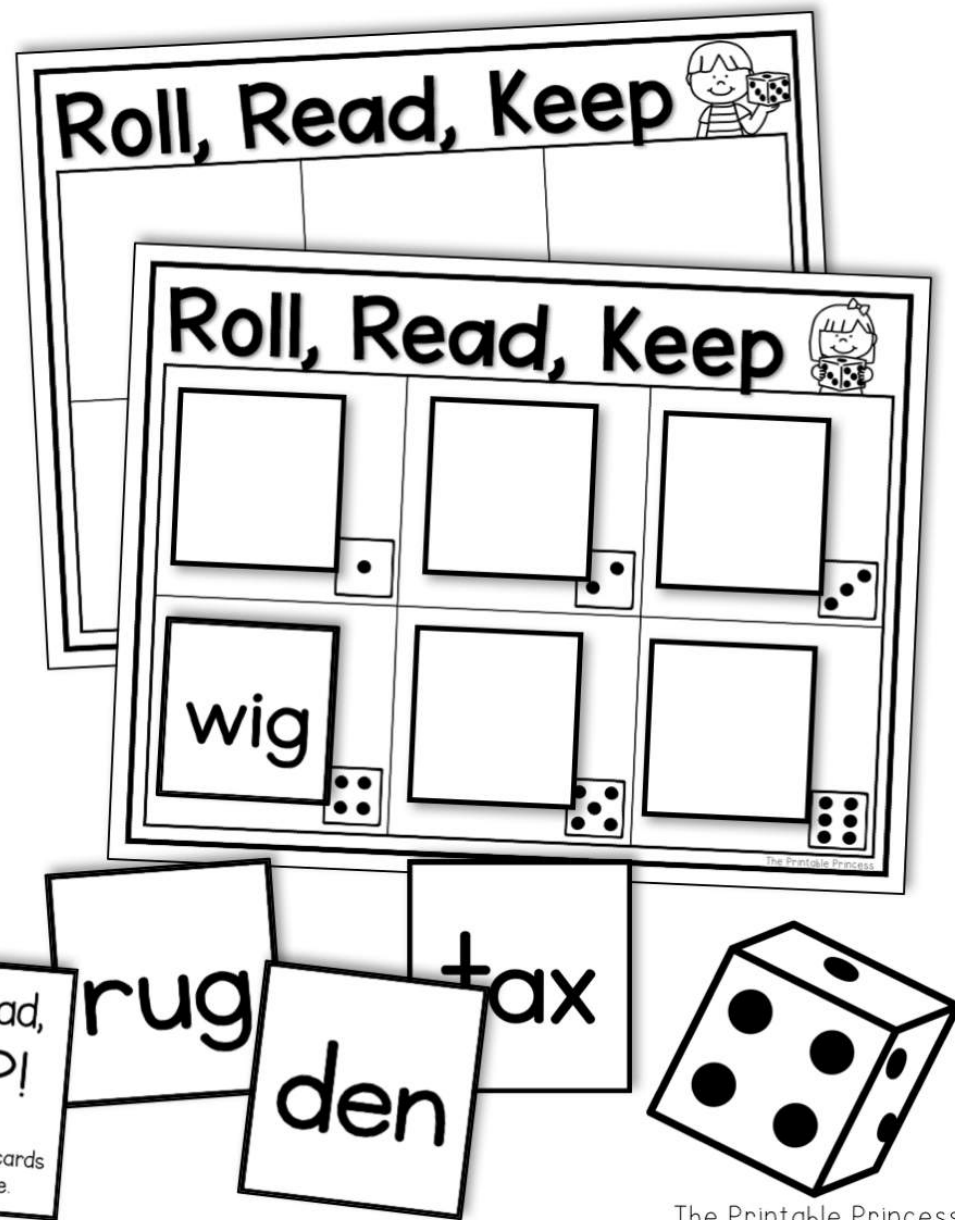
Students will play in a small group. They will need a dot cube and their own game board. Players will select six cards from the deck and lay them face down on the board mat.

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

If the player reads the word 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.

If a student plays a special card, they must follow the directions and put their cards back in the deck.



CVC Games 9

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 read the word and cover a matching picture. 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.

