

CVCe Games

Includes:
9 Small Group &
Partner Games
with Multiple
Versions

Created by
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About this Resource...

These activities are designed to offer fun, engaging, and interactive ways to practice CVCe words. This resource includes nine different games to help your students practice recognizing, reading, and spelling CVCe words. Each of the nine games includes multiple versions so that students can play again and again without needing further directions.

You can use these activities as morning work bins, fast finisher activities, small group work, or as independent literacy stations. These activities require basic classroom supplies such as plastic math cubes, dot cubes, magnetic letters, and dry erase boards and markers. Some of the activities are available as a black and white option. You can print these on color paper.

The activities are designed for students to play with a partner or in a small group. They would be perfect for an adult-led station. It is a good idea to go over the name of each picture before giving the games to students to complete individually.



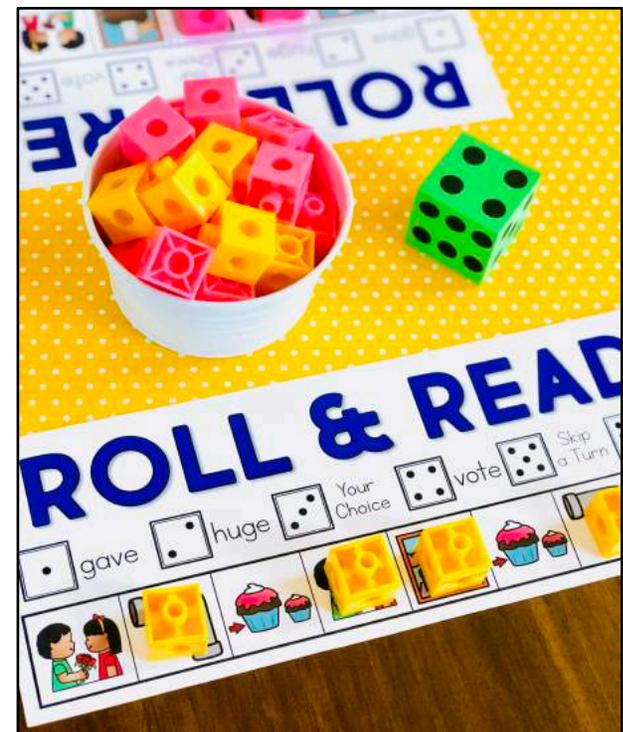
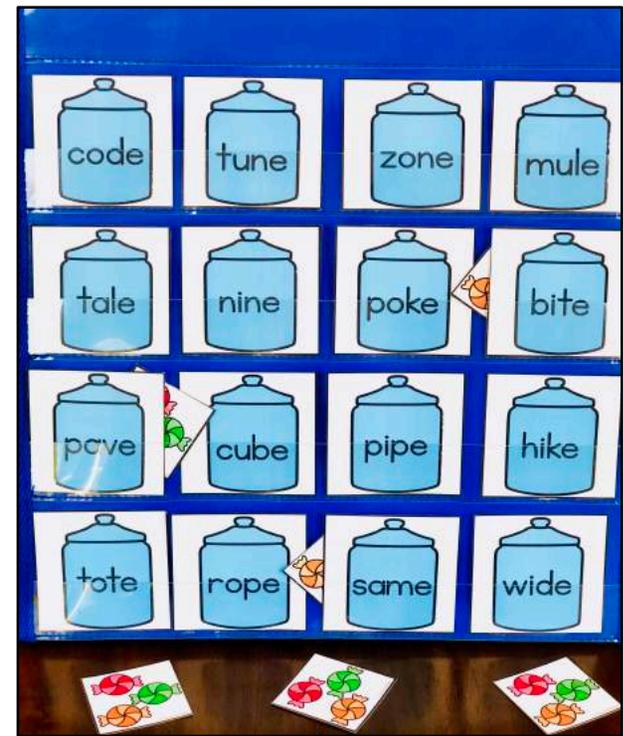
CVCe Games:

Hide and Find: To use this activity print, cut, and laminate the CVCe 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 CVCe 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.

Roll and Read: Players will roll a dot cube and count the dots. Using the code at the top of the game mat, they read the CVCe 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.



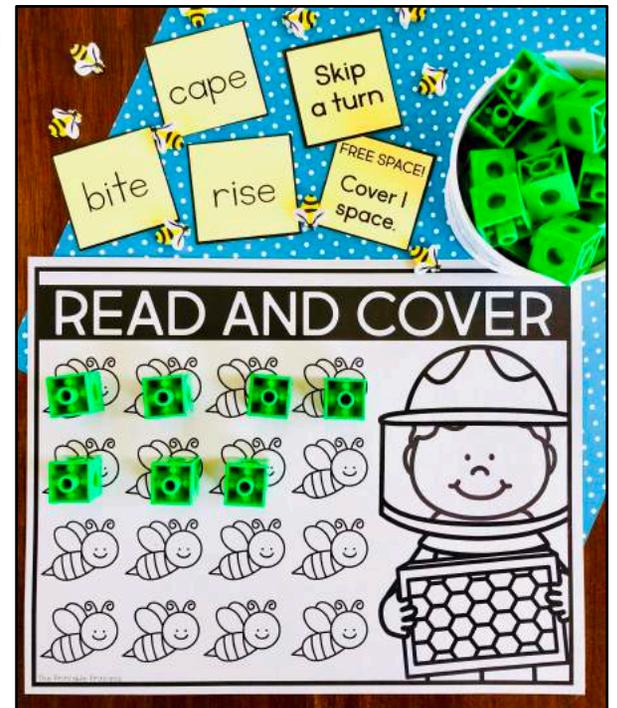
Read and Cover: Students will play in a small group. Each player needs their own game board. Players will take turns selecting a game card and reading the CVCe word. If the player reads the word correctly, they can cover a picture on their game board. If they are incorrect, the card goes back in the 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.



Spell and Cover: 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 CVCe word. If the player spells the CVCe 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.



Roll, Spell, Keep: 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.

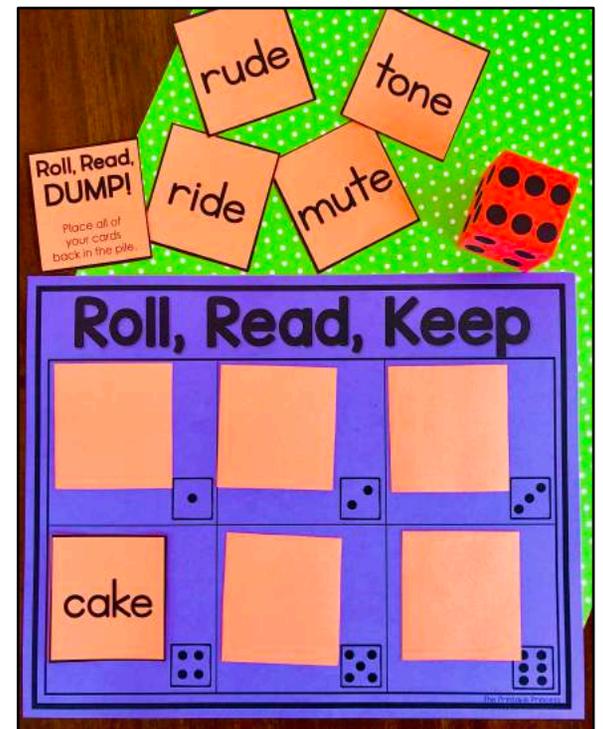
Players will take turns rolling a dot cube. They will determine the number they rolled and turn over the corresponding card. If the player spells the word correctly, they can keep the card and replace it with another card facedown. If they are incorrect, they place the card back down on their board. 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.

Roll, Read, Keep: 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.



Cover 4 in a Row: 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.

Bump: Students play with a partner. Each player needs 12 plastic cubes in the same color. Players will take turns rolling the dot cube and covering the word/ space with a plastic cube.

If a player rolls the same word they can "BUMP" the other player off the space. If the player rolls the same word again, without being bumped off, they can add a second cube to "lock" the space. Locked spaces cannot be bumped. The first player to use all of their cubes is the winner.



Roll, Read, and Move / Roll, Spell, and Move: Students will play with a partner. Players take turns rolling the dot cube and moving that many spaces.

Students will either read the word or spell the name of the CVCe picture that they land on. If they are correct, they can move to the new space. If they are wrong, they stay on their current space. The first player to reach the finish star is the winner.

