

Sample Games from our new book,  
The Reading Gym Book of Phonics Games

## Little Boxes

**Number of Players:** 2 is best, but the game can be played with up to 4.

**Materials:** Little Boxes sheet of words, pencil

**Directions for Play:**

Player 1 reads and connects 2 words that are either next to each other or directly above/below one another. Player 2 does the same. When 4 words are connected to form a box, the player who completes the box by drawing the last line puts his initials in the newly created box, reads all four words and takes another turn.

**Winner:** The person who creates the most boxes when all the words are connected is the winner.

### Little Boxes

[www.thereadinggym.net](http://www.thereadinggym.net)

can	bit	sad	got	sun	bad	bed
lap	red	win	hot	tub	dad	men
tip	top	rub	man	hen	fin	rot
nut	cat	leg	sip	dog	pug	tag
let	rip	not	rug	fan	den	lip

## Wordyword

**Number of players:** unlimited

**Materials:** Wordyword sheet of sounds, paper, pencil, timer

**Directions for play:**

Make a word using sounds from the different groupings. (To form initial and final blends, you may use more than one consonant from a group.)

Write down as many words as you can in a set amount of time.

When the time runs out, players compare words crossing off words discovered by other players. Each player counts his/her remaining words.

**Winner:** The person with the most words remaining is the winner. (Alternate scoring: Do not cross out repeated words. Player who finds the most words is declared the winner.)

**Number of players:** 2 players or 2 teams

**Materials:** Wordyword sheet of sounds, paper, pencil, number die

**Directions for play:**

Photo-copy the Wordyword sheet. Pre-cut the sound squares from the sheet. Duplicate the targeted middle sounds so that both players/teams can use them. (Some sheets do not have middle sounds.) Place beginning sounds in one area and end sounds in another. Player 1 rolls the die, picks the number of sounds that match the roll of the die and places them in front of him/her. (Player 1 should choose some from the beginnings pile and some from the endings pile.) Player 2 rolls and chooses his/her sounds. Players continue to roll until all the squares have been chosen.

Players form words with their sound squares and then write the words on a piece of paper.

**Winner:** The first person/team to make 10 words **or** the person/team to make the most words is the winner

**Wordyword** www.thereadinggym.net

b	j		d	f
c	l		k	ge
d	m	ar	l	m
f	n	s	n	p
h	p	t	sh	t
ch	sh	y	ch	ve

## Bingo

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very	your	friend	from	they
put	done	were	could	want
said	was		do	to
where	there	the	talk	some
you	are	school	one	what

# Tic-Tac-Toe-Two

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flat	slip	club
block	plum	glad
slam	clam	flip

black	flap	slim
clip	glass	class
clock	bless	flock

## 4 to Win

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1            2            3            4            5            6

tilted	asked	landed	fixed	twisted	banged
dressed	drilled	spelled	ended	checked	blended
licked	melted	buzzed	jumped	thanked	spilled
quacked	listed	lasted	printed	filled	yelled
helped	cracked	trusted	tricked	tested	rusted
rested	smelled	grilled	lifted	winked	kissed