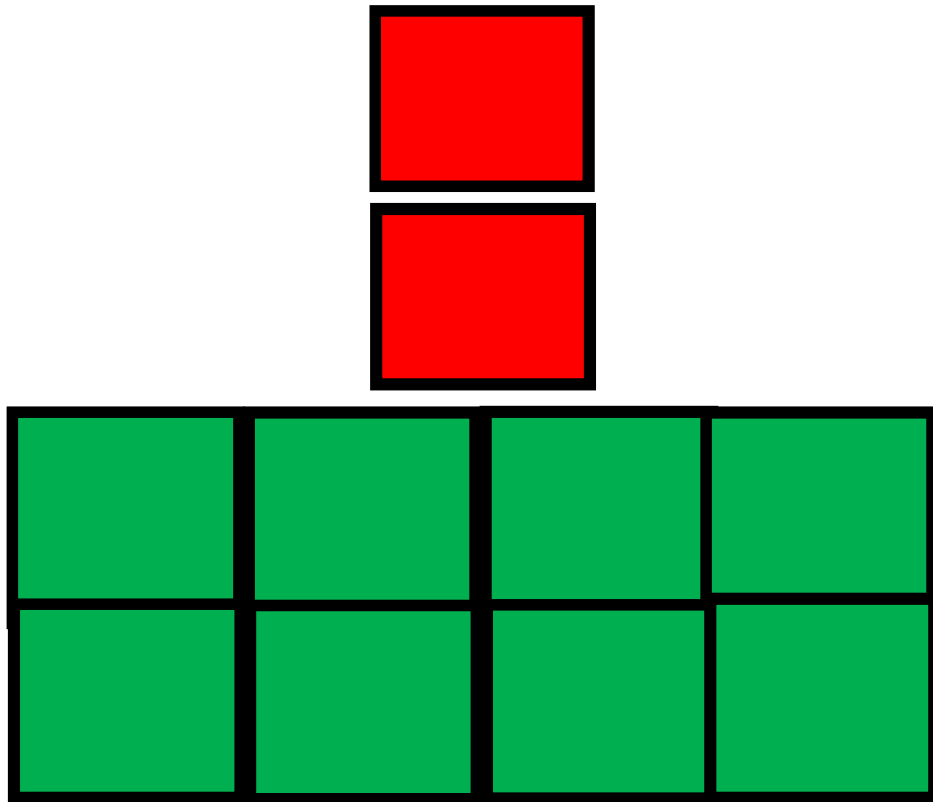


PHONICS WORD SORT GAME BOARDS

GRADE 2+



**Phonics Game Boards Include High Frequency Words, Grade 2
An Enjoyable Way to Practice Important Phonics Skills
Excellent for All Ages**

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CONTENTS

Teacher Instructions, Pages 2-4

GAME BOARDS

	PAGE
Short Vowels	1
Long Vowels, Silent e	7
Consonant Combinations	9
Vowel Digraphs	13
Ending Consonant Combinations	15
Consonant Digraphs	17
R-Controlled Vowels	19
Vowel Diphthongs	23
Long Vowel Review	24
Sounds for /oo/	25
Soft Sounds for <u>c</u> and <u>g</u>	27
Word Patterns <u>-ight</u> and <u>-ng</u>	28
Final Review, Soft Sounds for <u>c</u> and <u>g</u>	30
Two and Three Syllable High Frequency Words (Organized by Similar Endings / Syllable Types)	31
Compound Words	52

Duplication of this book on a scale larger than the individual classroom is permitted only with the publisher's written approval.

PHONICS WORD SORT GAME BOARDS, GRADE 2+

INTRODUCTION

Students enjoy the game-like features of *Phonics Word Sort Game Boards, Grade 2+*, while learning to read and spell important high frequency grade 2 words. The words are from the *National Reading Vocabulary* and other words important for grade 2. The key to the program's success is word organization and rhyming. The word organization makes them much easier to learn.

PRESENTING THE PROGRAM

Students begin the program with the first game board and work through the game boards in sequence, or they read the words on the word sort game boards to determine where to begin. They read the words down and across and begin where they have reading difficulty.

Most of the game boards have the same structure. Presenting the program requires only that teachers become familiar with the structures of game boards 1, 2, 3, and 4, on pages 1, 2, 3, and 4.

FOR THE TEACHER:

Word Sort Game Board 1, Page 1 (Words Rhyme Across)

(In game board 1, students practice matching and reading rhyming words and non-rhyming words.)

- Pronounce and discuss the words with students.
- Students trace the words. They say each word as they are tracing. They trace the words from left to right, the rhyming words.
- After students have traced the words, they cut the words on the right, the words with the dotted lines.
- Students practice sorting the words (matching the words by identical endings).
- Students practice reading the words across, the rhyming words.

- After practice, students read the words down, the non-rhyming words.
 - The word cards also can be used for speed sorts, to see how quickly students can complete the word sorts, and for games such as *Concentration* and other card games.
-

Word Sort Game Board 2, Page 2 (Word Completion)

(In game board 2, students place the correct endings next to the words as you say them.)

- The word endings in the bottom of the page are in the correct order for the completed words. Keep the page as your master. For example, the words for page 2, Word Sort Game Board 2, are **had, get, mix, fix, dot, hug, win, top.**
 - Help students cut out the letter cards on the bottom of the page. They put the correct word endings next to the beginning consonants as you say the words.
 - For added practice, students match the word endings on their own. For extra credit, they match any letters that make a word. Even if the letters do not make real words, they benefit from pronouncing them.
-

Word Sort Game Board 3, Page 3 (Words Rhyme Down)

(In game board 3, students practice matching and reading rhyming words and non-rhyming words.)

- Pronounce and discuss the words with students.
- Students trace the words. They say each word as they are tracing. They trace the words down, the rhyming words.
- After they have traced the words, help students cut out the word cards.
- Students practice sorting the words (matching the words by

identical endings).

- Students practice reading the words down, the rhyming words.
- After practice, students read the words across, the non-rhyming words.
- The word cards also can be used for speed sorts, to see how quickly students can complete the word sorts, and for games such as *Concentration* and other card games.

Word Sort Game Board 4, Page 4 (Word Completion)

(In game board 4, students place the correct beginning consonants next to the words as you say them.)

- The word endings in the bottom of the page are in the correct order for the completed words. Keep the page as your master. For example, the words for page 4, Word Sort Game Board 4, are **ball, fell, sell, tell, well, bill, fill, hill, will, still**.
- Help students cut out the letter cards on the bottom of the page. They put the correct word endings next to the beginning consonants as you say the words.
- For extra credit, students find other letters that will make words. Even if the letters do not make real words, they benefit from pronouncing them.

SPELLING NOTEBOOKS

After practice, students write teacher selected words to develop spelling notebooks.

AFTER STUDENTS COMPLETE THE GAME BOARDS,
SAVE THEM TO USE WITH OTHER STUDENTS

GAME BOARD 1

had	sad
jet	get
mix	fix
dot	hot
bug	hug
win	pin
hop	top

GAME BOARD 2

1. h

3. m

5. d

7. w

2. g

4. f

6. h

8. t

ad	et	ix
ix	ot	ug
in	op	

GAME BOARD 3

-ell

-ill

bell	bill
fell	fill
sell	hill
tell	will
well	still

GAME BOARD 4

• ell

○ ill

• b	• f	• s	• t
• w	○ b	○ f	○ h
	○ w	○ st	

GAME BOARD 5 (Rhyming Down)

-ock

-ick

rock	sick
sock	stick
lock	pick
clock	kick
block	brick

GAME BOARD 6

ock

ick

• r	• s	• l	• cl
• bl	○ s	○ st	○ p
	○ k	○ br	

GAME BOARD 7 (Rhyming Across)

gate	late
time	dime
hope	rope
rose	nose
life	wife
date	late
use	fuse

GAME BOARD 8

1. g

3. h

5. n

7. l

2. d

4. r

6. i

8. f

ate	ime	ope
ose	ose	ife
ate	use	

GAME BOARD 9

had	glad
block	clock
class	glass
game	flame
slip	clip
lane	plane
ride	slide

GAME BOARD 10

1. gl

2. cl

3. g

4. fl

5. sl

6. cl

7. pl

8. sm

ad	ock	ame
ame	ip	ip
ane	ile	