

# Sound-it-out

## Vowel Games

Alphabet Level Games

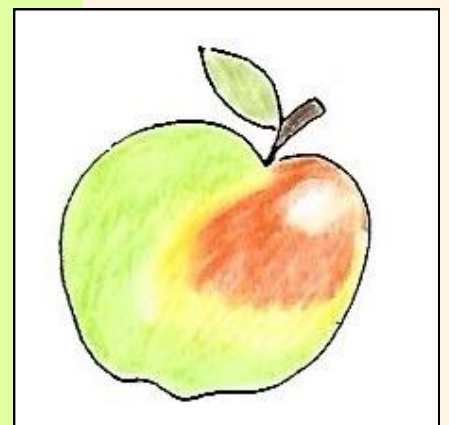
By J. Arrowsmith & V. Conway

Illustrated by V. Conway



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# Vowel Games

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# Vowel Games

This pack contains equipment to play three games that will help a child learn to differentiate between the five vowels. The vowel sounds are all similar and are all made in the back of the throat, with the mouth open and so the child needs to be able to hear the subtle difference between them. This skill is of vital importance for the further building of words if they are to advance in reading and spelling.

## Key to the pictures

a- apple, anchor and ant

e - elephant and egg

i - ink and insect

o - ostrich, orange and octopus

u - umbrella and up (the stairs)

## Games to play:

### 1) Vowel Match

#### Printing Instructions:

Print pages 5, 6 and 7 on card.

Laminate the base board (page 7) if possible to make it more durable.

Cut up the picture cards on page 5. Laminate them if you wish.

#### How to play

Give the child the base board (page 7).

Scatter one set of the picture cards face down on the table.

Ask the child to pick a card, look at the picture, say the initial sound and match it to the right letter on the base board. You can of course use both sets of picture cards if the child can cope with a longer game. I suggest only one to start with anyway.

### 2) Snap

#### Printing Instructions:

Print two copies of page 5 (or 6 as the pictures are the same but in a different arrangement).

Laminate them if desired to make them more durable.

### How to play:

Lay all the picture cards, scattered face down on the table.

Ask the child to pick two cards and say the initial sound of each. If they both begin with the same sound, they are a pair and they can keep them. If not they should return them to the pool of cards.

If they need help, say:

'What sound does ..... (say the name of the object) begin with?' Give help by emphasising the initial sound if needed. 'aaaaapple', 'uuuuumbrella'

The other player now has a turn and picks two cards, says the initial sound of each. If they match, they keep them, if not they return them to the pool of cards.

Play is continued until all the cards are taken. The winner has the most pairs.

Bear in mind however that winning is not the aim of the game.

Do: Give plenty of praise where it is due and plenty of encouragement along the way. Stop if at any time you sense that the child is struggling or too tired.

If it is too difficult, spend more time working generally on developing an awareness of initial sounds, before trying again.

### **3) Fill the Board**

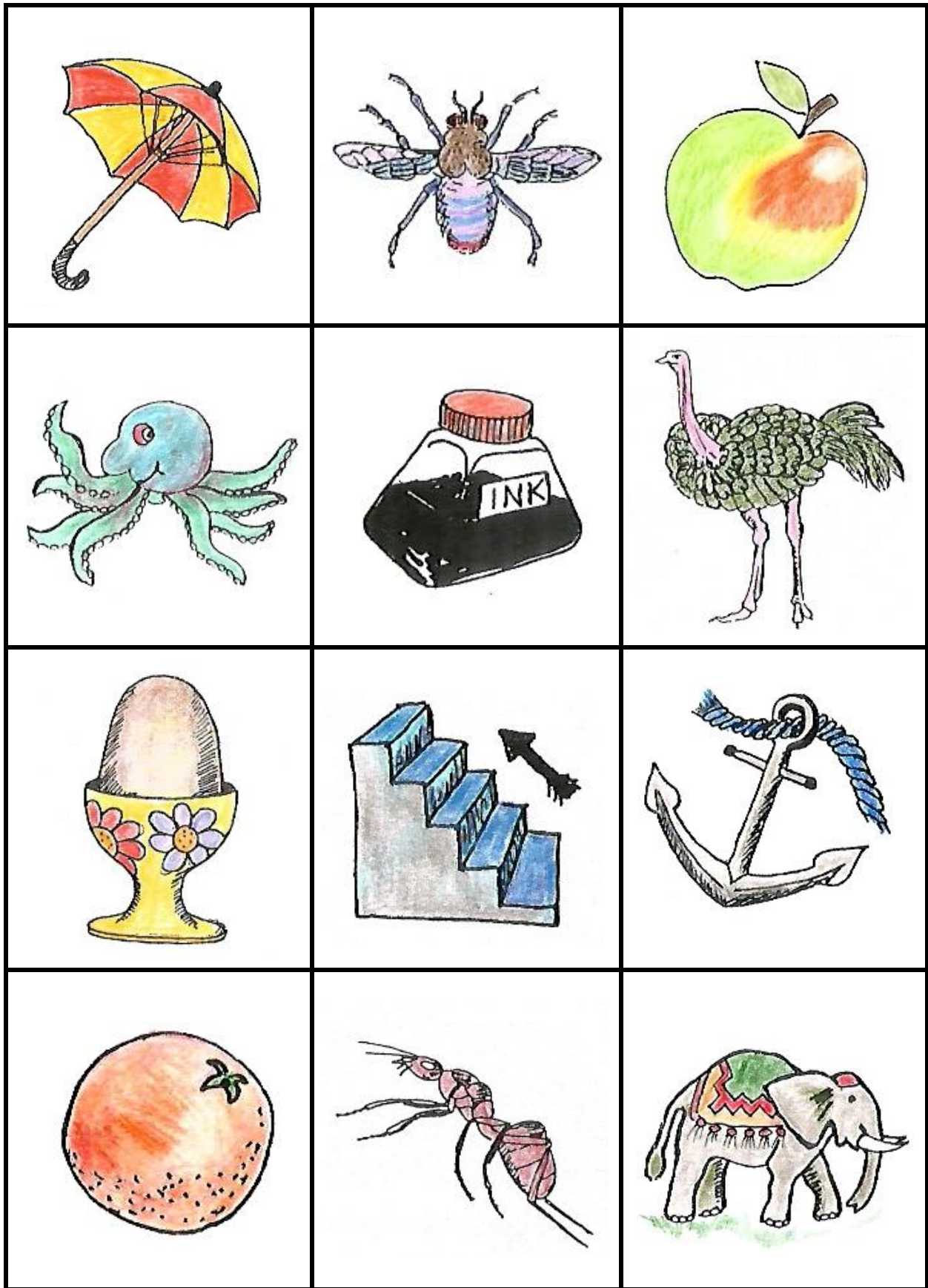
#### Printing instructions:

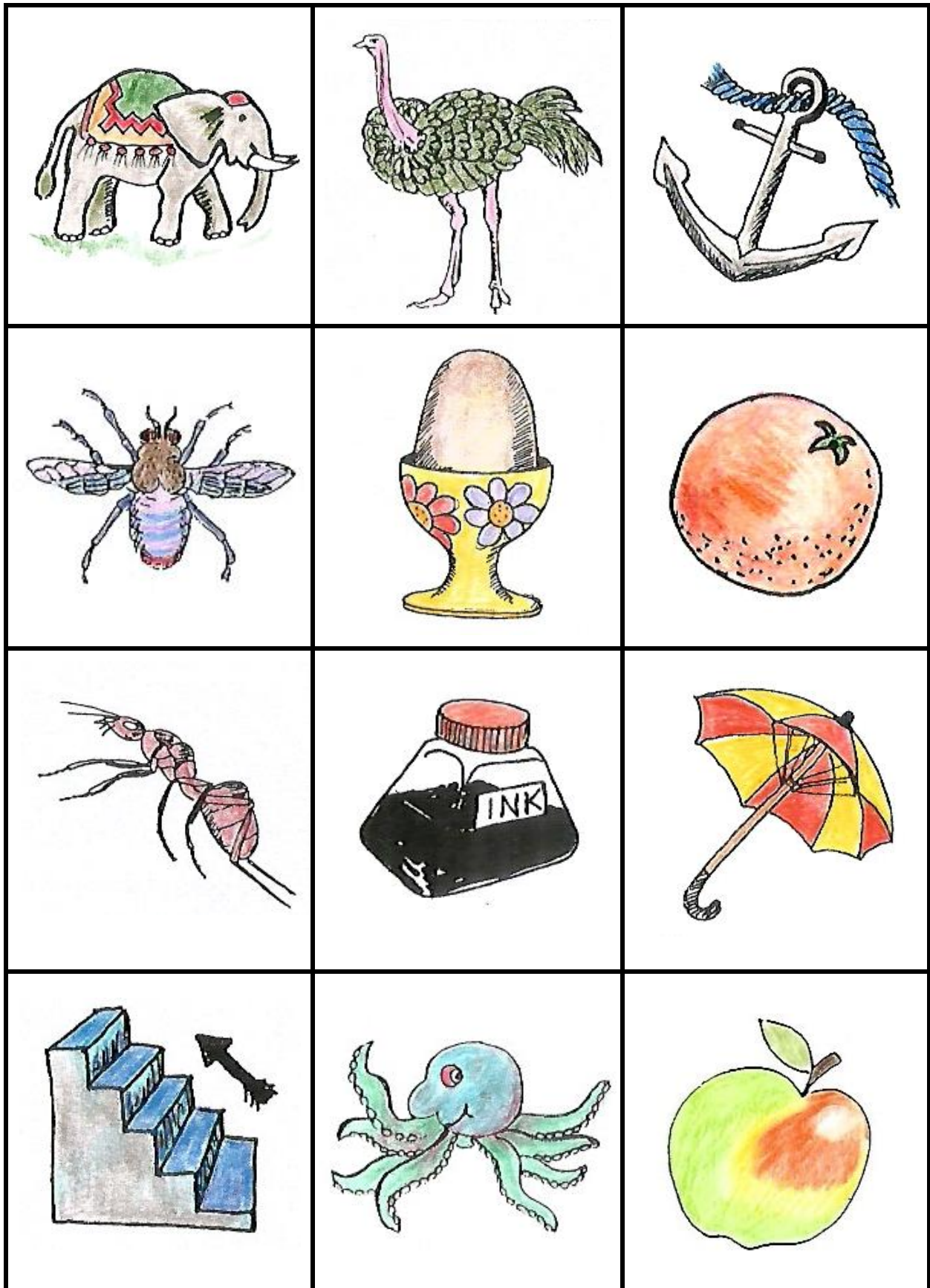
For one game, cut up the two sheets of vowels (pages 8 and 9) and keep the picture sheets for boards.

For a second game, cut up the picture sheets and use the letter sheets for boards.

#### How to play:

First make sure that the pupils know which sounds the pictures represent (see the key page 3). Players choose one board each (both boards are the same but with a different arrangement). The individual cards are scattered, face down, on the table. Players take it in turns to choose a small card and place it in an appropriate place on their board. If the picture is already covered, the spare letter must be returned, face-down, to the table. The winner's board is filled first.





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