

Imagine It Game Cards Playing Directions

These cards are all based on the words from the unit blending. Each set of cards can be played in multiple ways. The Getting Started cards are alphabet letters while the rest of the units are all word cards.

Give students a blank game board and playing pieces. You could also include some squares for “move ahead 2 spaces” or “lose a turn”, etc. to change the game a little. Place all cards in a draw pile face down. Students take turns. The other players’ job is to make sure the player taking a turn gives a correct answer. Draw a card and move forward one space if the word is read correctly. If they misread the card, it’s put back at the bottom of the pile and the student does not move. Cards read go in a discard pile.

Variations:

Getting Started

- Name the letter
- name the sound
- name the sound card that has that spelling
- say a word that has that sound in it

Unit 1-10

- Read the word to move one space.
- Read the card and name how many syllables are in the word and move that many spaces if correct (“baseball” would move 2 spaces while “stink” would move 1 space).
- Name the number of phonemes (sounds) in the words and move that many spaces if correct (“stop” would move 4 spaces while stacked would move 5 spaces).
- Read the word and if correct roll a number cube to determine how many spaces to roll.