

# Bingo Blast

a	b	★	c	d	e
★	f	g	h	i	★
j	k	l	m	n	o
p	★	q	r	s	t
u	v	w	x	y	z

A	B	★	C	D	E
★	F	G	H	I	★
J	K	L	M	N	O
P	★	Q	R	S	T
U	V	W	X	Y	Z

**LEVEL 1:** Kindergarten - grade 1

**SKILLS:** Letter recognition, sound/symbol

**PLAYERS:** 2

**EQUIPMENT:** - one thirty-sided alphabet die  
- one gameboard per player  
- letter tiles

**GOAL:** To be the first player to cover five squares in a row

## GETTING STARTED:

Each player has their own thirty-squared letter Bingo Blast card. Player One begins by rolling the alphabet die and verbalizing the name of the letter. They cover this letter with a letter tile. If a ★ is rolled, they may cover any square of their choice.

Player Two now rolls a letter, identifies the letter rolled, and covers it with a letter tile on their own gameboard. Players continue to alternate turns. If a letter rolled is already covered, that player misses a turn and their opponent proceeds. The winner is the first player to cover five squares in a row horizontally, vertically or diagonally.

## VARIATION:

The player must also spell a word beginning or ending with the letter rolled before this letter can be covered.





# More Games to Play with Dice and Letters

## ALPHA SCRAMBLERS

Each player needs a complete set of letter tiles A-Z (yellow tiles or white capital letters or magnetic letters).

Each player secretly thinks of a word for the other player to unscramble. You might want to choose a topic or a theme (i.e., animals, space, four letter words) to make it easier. Select the tiles you need to spell the word. Don't let your partner see until you have scrambled the letters. Whoever unscrambles the word the fastest wins the round and gets one point. Keep playing, choosing new words, until one player gets 5 points and wins the game.



Eye

SPY

## With My Alphabet Die

You will need the big alphabet die and the white board with markers. Divide the board into rows for the number of players in the game. Like traditional eye spy, one player will give clues and other players will try to guess the "mystery" item.

Player One: Rolls the die. It is S. Look around the house to see what starts with the letter S. Player One says "Eye spy with my alphabet die something that begins with S." Only Player One knows what the item is!

Other players take turns guessing. The player that guesses the word gets to write (or you can help them write) the word in their row. The first player with five guessed words wins.

I'm thinking of a word...

I'm thinking of a word and it starts with C. (pick any letter)

Parent says...

Use a letter tile or magnet or write the first letter on the white board.

Child gets five guesses...

cake

camp

cat

cookie

car

If the guesses are not correct give another clue...

"I'm thinking of a word and it starts with C and the next letter is H." Write H or place the H letter tile beside the C.

Child guesses again... "cheese, chair..."

If they guess correctly **CHEER!** If not keep giving more letter clues until the whole word is spelled on the white board or with letter tiles.

# Word Play Ideas

Making words is an active, hands-on activity that children learn by doing. Every day that you make words your child learns more about letters, letter sounds (phonics) and their word knowledge.

Read aloud poetry, nursery rhymes and sing songs. Ask your child what rhymes with... dog, cat, mouse. See the Literacy-on-the-Run cards for more ideas.

Challenge your child to find everything in the house that starts with a specific letter or sound. Make a list of everything they find. Write each word on a card and cut the letters apart. Put the word back together and place the word on or beside the thing they found.

Choose just a few letters (pick a vowel and few consonants) and then work together to see how many words you can make. Write the words you make on the whiteboard. Try writing a sentence with as many of the words you made. Write it on a sentence strip and cut all the words apart. Mix up the words and then put it back in order.

Ask your child to figure out what every family member's name would be if it started with a "b" sound or an "s" sound – or any letter you choose. Write the names on the white board and put a letter tile over top of the first letter in the name so they can see what happens when a letter sound changes.

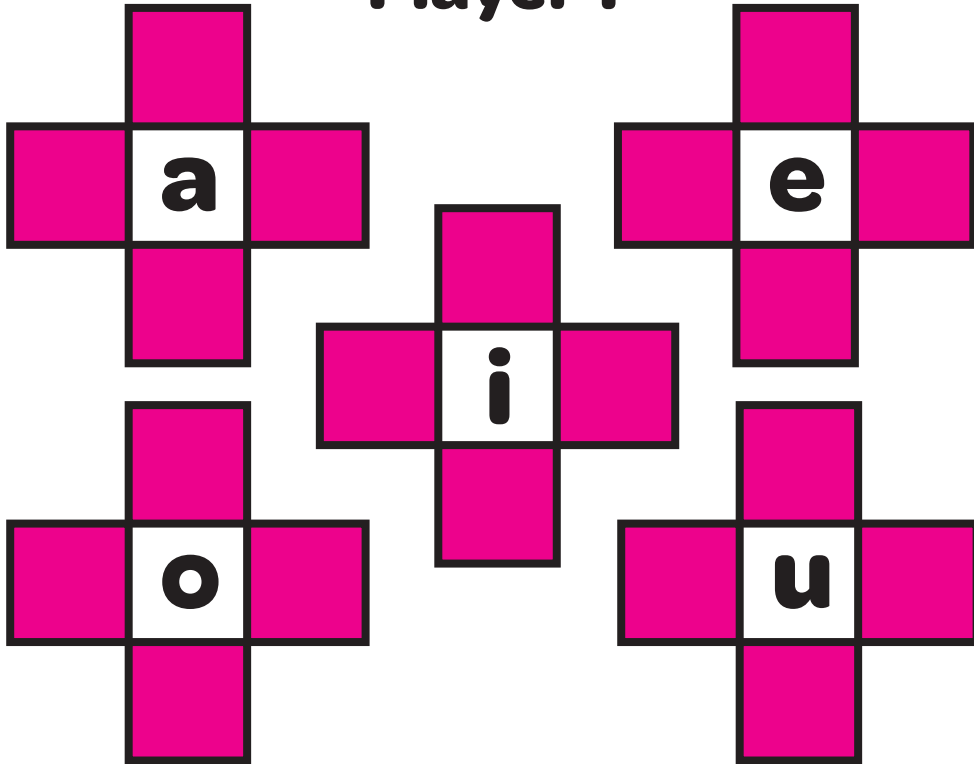
Clap and count the syllables in words (a syllable is a single, unbroken vowel sound within a word – some say the beats in a word). A handy way for children to identify syllables is to think about whether they need to change the shape of their mouth to say the next bit of the word. For example, touch your chin as you say the word "elephant" and count the number of times your chin dropped. You probably pronounced the syllables like this: "e-le-phant" and your chin would have dropped three times.

Stretch out one word in a sentence. Ask your child to "pass the salt" but say the individual sounds in the word "salt" instead of the word itself. Ask you child to "put on your coat" but say the sounds in "put" or "coat" instead. Have fun robot talking!

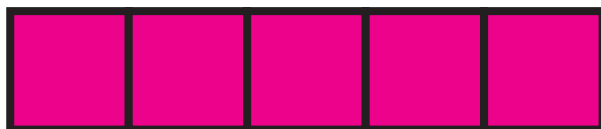


# Don't Cross Me

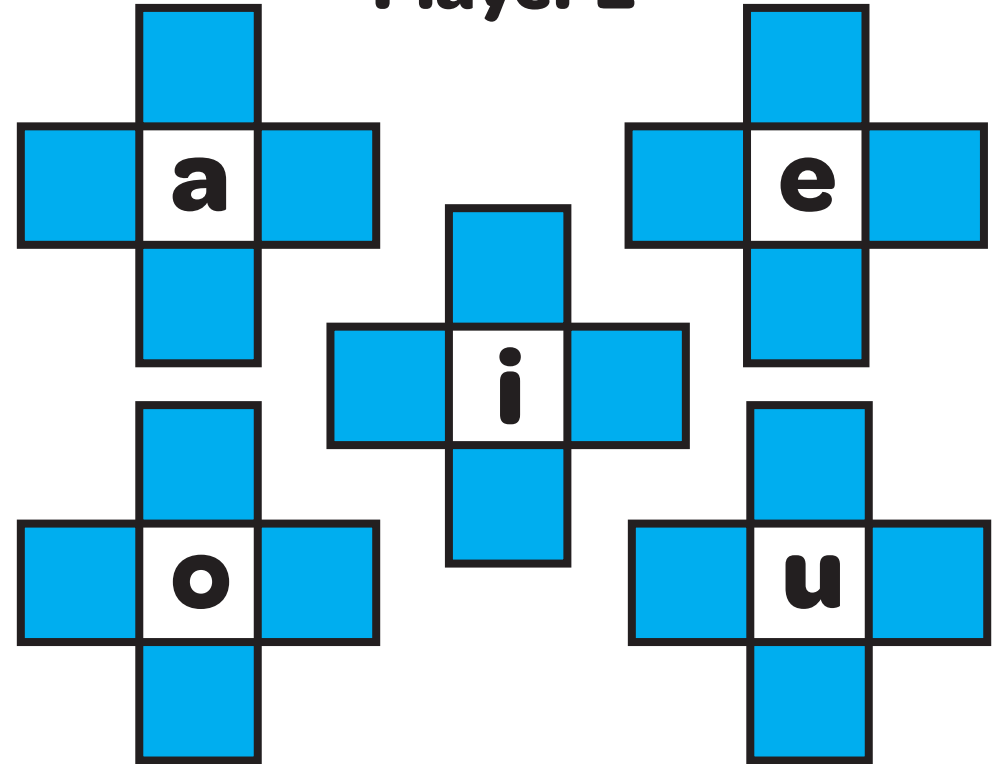
**Player 1**



**Rejects**



**Player 2**



**Rejects**

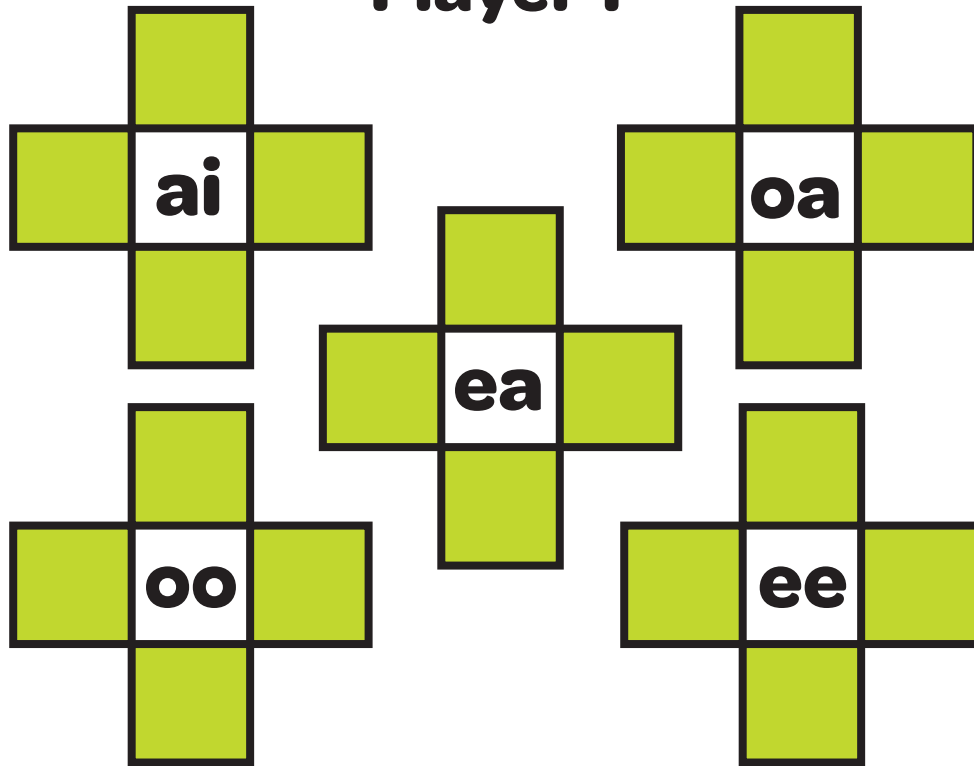


**How to Play:** You need one alphabet die, letter tiles and the mat. The goal of the game is to fill the crosses with correctly spelled words. Roll the die and put the matching letter tile onto any one of the spaces on any of the crosses. If a \* is rolled you can select any letter. Remember, "A tile laid is a tile played!" Keep rolling until you have correctly spelled ten words.



# Don't Double Cross Me

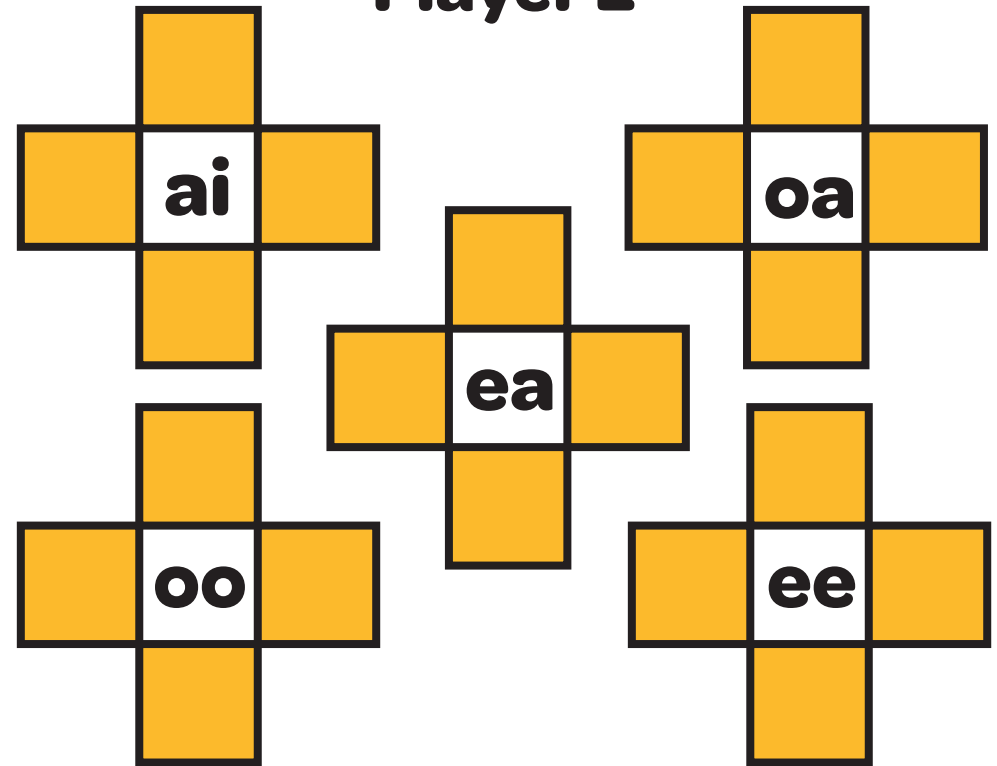
**Player 1**



**Rejects**



**Player 2**



**Rejects**



**How to Play:** You need one alphabet die, letter tiles and the mat. The goal of the game is to fill the crosses with correctly spelled words. Roll the die and put the matching letter tile onto any one of the spaces on any of the crosses. If a \* is rolled you can select any letter. Remember, "A tile laid is a tile played!" Keep rolling until you have correctly spelled ten words.



# Making Words

Making Words is an active, hands-on, manipulative activity in which children are given letters and they use the letters to make words. They discover letter-sound relationships and learn how to look for patterns in words. It helps children realize that changing one letter or a sequence of letters changes the whole word. (You can make words with any of the letter tiles or magnetic letters in the box.)

## **MAKE SOME WORDS:**

With silent letters (silent e – like)

That start alike (box, bear...)

That end the same (hat, cat...)

That start and end the same (ball, bell)

With a vowel in them (words with a – car, apple)

With blends - beginning letter clusters (like tr - try/tree)

With digraphs – beginning letter clusters (like ch – cheese/chop)

With endings (looking, played)

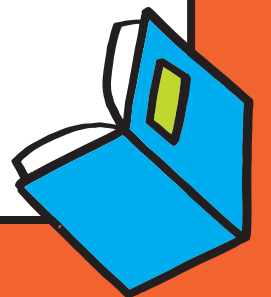
With plural endings (cats, wolves)

With one syllable (dog), two syllables (rabbit), three syllables (kangaroo)

With two letters (up, go)

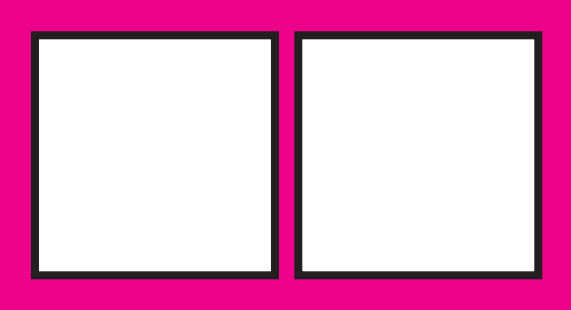
With three letters (day, sun)

With the CVC pattern (constanant/vowel/constanant - cow, sad)



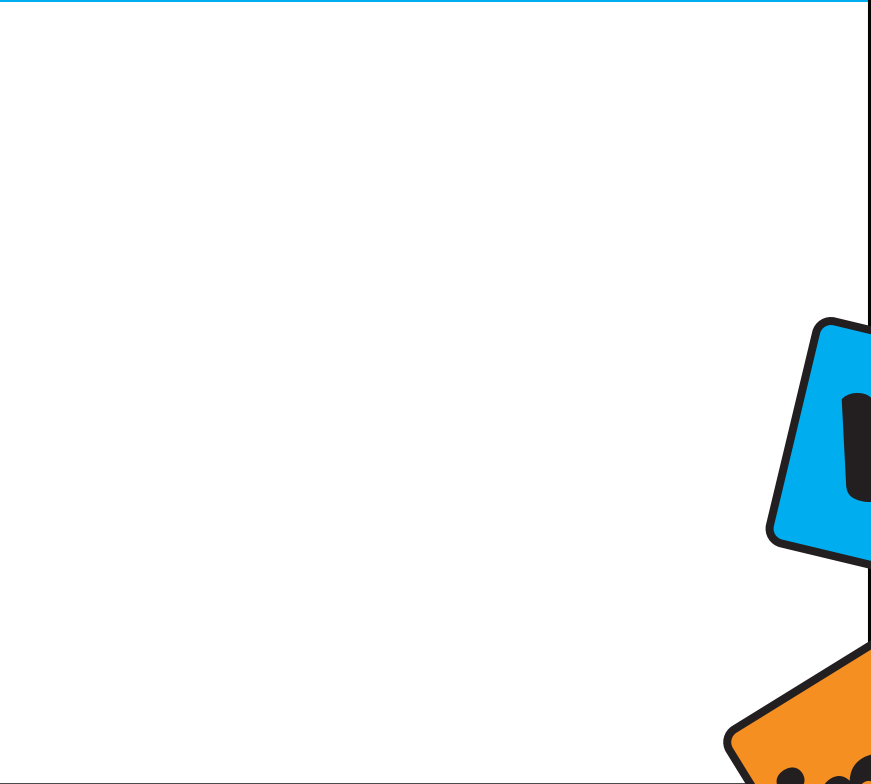
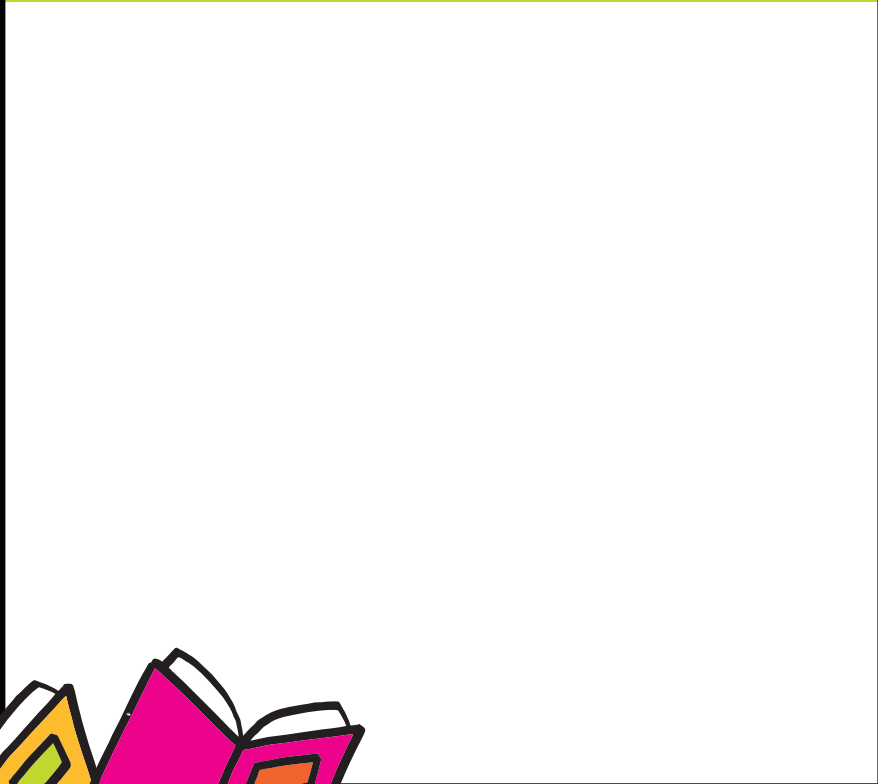
# Onset + Rime = ?!

**RULES:** Use the letter tiles for the onsets and make rimes with the paper strips or recipe cards cut to fit the box on this mat (rime examples: at/all/ink/up/eep/ip/ap/ig/ash/an....)



**REAL**

**NONSENSE**





# Elkonin Sound Boxes

1	2	3



1	2	3	4



Elkonin boxes teach phonemic awareness by having a child listen for individual sounds and marking where they hear them in the boxes. Each box represents one phoneme, or sound. Segmenting words is a difficult skill for children to acquire but it is worth working at as it is one of the best predictors of future success in reading.

