

Phonics pair-game templates

Pair games and activities encourage students to develop their phonics skills with peers during independent practice. By engaging the majority of the class in meaningful, interesting tasks related to their phonics learning, teachers are able to focus on students who need targeted support.

The templates on the following pages can be used in many ways. Try the ideas below or use them in your own way. Laminate the sheets for longevity; add words using permanent marker, then clean them by wiping with hand sanitiser.

Roll and read

Aim

This game gives students independent practice and revision of blending and reading whole words.

Set up

Add words to the template that include the focus phonemes your students have already learned; or, add irregular words your students have already learned. Not all the words need to be different; you can repeat them in columns and rows. Students could also set up the template themselves, by choosing the words they would like to practise from a teacher-provided word list.

Place students in pairs and give each pair a die. Students take turns in rolling the die and reading the words in the column that matches the number on the die.

Strategies for differentiation

- For beginning students, write single graphemes on the template; for students who are ready to be challenged, write more complex consonant-consonant-vowel-consonant (CCVC) or consonant-vowel-consonant-consonant (CVCC) words.
- Students can challenge each other to spell the words aloud without looking at the sheet.

Speed reading

Aim

This activity challenges students to independently and fluently read words they know.

Set up

Insert words with the focus phonemes your students have already learned into each box around the racetrack; alternatively, add irregular words your students have already learned.

Place students in pairs and give each pair a timer, or allocate one person to call start and finish according to the classroom clock, iPad or other timer. One partner watches the clock, and the other partner is the speed reader. Challenge students to read as many words as they can in 30 seconds.

Strategies for differentiation

- Add graphemes instead of whole words around the racetrack to practise taught phonemes.
- Students can challenge each other to spell the words aloud without looking at the sheet.

Four in a row

Aim

This game allows students to practise decoding skills.

Set up

Insert words with the focus phonemes your students have already learned. Encourage students to take turns reading a word, crossing off with a pen or marking with a counter each word they read correctly. The winner is the first person to get four pen marks or counters in a row horizontally, vertically or diagonally.

Strategy for differentiation

- Use different sets of word types with targeted spelling patterns from other curriculum areas.

Card template

The blank card template can be used in many ways. Fill out the boxes with target words, cut into individual cards, then try some of the following activities:

- Print duplicate sets of cards for students to play 'snap', 'go fish' or 'memory'.
- Ask students to choose a card and use the word in a sentence to demonstrate reading and comprehension.
- Encourage correct letter formation by asking students to trace over letters on laminated cards.
- Ask students to sort the cards in different ways: number of syllables; parts of speech; or alphabetical order.

Useful links and further reading

[Literacy Hub professional learning: Explicit instruction for phonics - an instructional model](#)

[Phonological and phonemic awareness lesson activities](#)

[Research supporting the use of game-based learning](#)



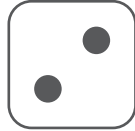
Visit the **Literacy Hub website** at www.literacyhub.edu.au to access more free, evidence-based literacy resources for teachers.



Roll and read

Name: _____

Roll the die and read the words in the column that match the number on your die.



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Name:

Speed reading

One partner is the timer, and the other partner is the speed reader. See how many words you can read in 30 seconds. Swap roles until the time is up. Try to read more words each time you have a go reading.





Four in a row

Name:

Take turns reading a word. If you can read the word correctly place a counter over the word. The winner is the first person to get four counters in a row. Your words can go horizontal, vertical or diagonal.

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Card template

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