

Phonics Bingo Game – Blends & Digraphs

Designed to meet these objectives:

Language

- Students will identify beginning blends and digraphs.
- Students will show an understanding of the alphabetic principle.
- Students will generate sounds from letters to decode words.

Searching for words in an exciting bingo game is a terrific way to reinforce knowledge of blends and digraphs! Game play is similar to traditional bingo, so it's super-easy to learn. Ideal for use with small groups or the entire class, this game features 75 words with initial blends or digraphs. Mastering these words will boost decoding skills and reading fluency!

What's Included

- 36 game cards
- 75 calling cards
- 500 markers

Before You Begin

Cut apart the word cards along the dotted lines and tear apart the markers along the perforations. (To make this step easier, fold the cards along the perforations before tearing.) If any students are unfamiliar with bingo, explain how the game is played. (You'll find rules and variations on the following pages.) Before having students play on their own, you may want to try a game or two with the entire class, taking the role of caller yourself to make sure the rules are clear to your students.



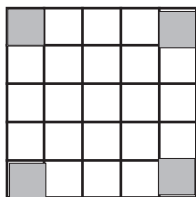
WARNING:

CHOKING HAZARD — Small parts.
Not for children under 3 yrs.

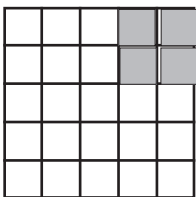
Bingo Rules

1. Give a game card and markers to each player. Have players read the words on their cards and cover the “free” space with a marker.
2. Place all of the word cards in the box lid. Take one word card from the lid and “call” the card, using the method that best suits your students’ skill level:
 - Read the column letter and say the beginning blend or digraph sound that is highlighted in the word, such as “B.../fr/.” Students mark the word in that column that has the same beginning sound.
 - Read the column letter and say the word students need to match, such as “N...*whale*.”
 - Read the column letter, pronounce the initial blend or digraph, and then say the word, such as “B.../fr/...as in *frog*.” Ask, “What blend or digraph do you hear at the beginning of this word?” After students respond “/fr/,” have them look for the word on their cards.
 - Read the column letter and segment the word into its phonemes, such as “G.../ch/ /i/ /n/.” Prompt students to blend the sounds together and say the word (*chin*). Ask, “What is the beginning sound? What letters make that sound?” and then have them look for the word on their cards.
3. Players who have the word on their cards should cover it with a marker. (Remind children to look in the column under the letter that was called with the word.)
4. Place the word card on the table. Continue playing until one player has five markers in a straight line on the card—either vertically, horizontally, or diagonally. That player then shouts, “Bingo!”
5. Have the winner read each winning word aloud. Prompt the student to identify the beginning blends or digraphs. Then, check the word cards on the table to make sure all the words were called. (If not, the player corrects the error, and everyone continues playing.)
6. Invite the winner to become the new caller, and play again.
7. To keep the game fresh, try some fun variations! Instead of a straight line, challenge players to be the first to cover their squares in one of the patterns shown on the next page.

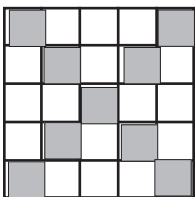
Winning Pattern Variations



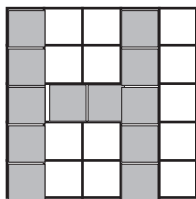
4 Corners



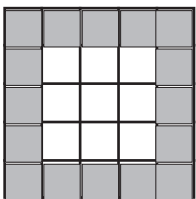
Postage Stamp



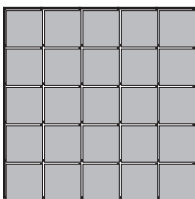
Crisscross



Big H



Picture Frame



Blackout

Calling Cards

Following is a reference list of the words included in this game.

Digraphs	whale	flag	plant	spin
chain	wheat	flat	play	spoon
chair	wheel	floor	plug	sport
chick	white	flower	plum	star
chin	why	fly	skate	stem
chip	Blends	fresh	skin	stick
shark	brain	friend	skip	stone
shell	bread	frog	skirt	stop
shirt	brick	fruit	sky	train
shoe	brown	fry	snack	treat
shop	brush	grab	snail	tree
thank	clam	grape	snake	trick
thick	clap	great	snap	truck
think	clean	green	snow	
third	clock	grow	speak	
thumb	cloud	plane	spell	