



Phonics Board Game with Blends

Use this fun phonics board game to practice any phonics pattern or syllable type. Students roll a die and select a card to read aloud. You can make cards from our lists of words, phrases, or sentences. This version of the game is for blends, and we have included a set of flash cards from our blends word lists.

The goal is to reach the finish line first!

Games are a perfect opportunity for a cumulative review of skills. Each group can use the same game board, but you can swap out the cards depending on the skills that particular group needs to practice.

Teacher's Note: You can print one of the game boards in this packet or you can print all three and have students choose between the space, farm, and sea themes. Laminate the boards to have on hand for practice anytime!

Materials:

- Copy of game board (pick one or have students choose)
- One die per game board
- Game piece for each player
- Deck of word, phrase, sentence, or syllable cards
- Whiteboard and marker for each player

Teacher Instructions:

1. Two to four players can play at a time.
2. The first person draws a card and reads it aloud.
3. The other players use their whiteboards to write the word (or phrase, sentence, or syllable) that was read.
4. After all students are done writing, the first person shows the card and everyone checks both the reader's pronunciation and the writers' spelling for accuracy.
5. Then the student who drew the card rolls the die and moves their game piece the correct number of spaces.
6. If the student lands on "roll again," they roll again. If they land on "go ahead two spaces," they must go ahead. If they land on "go back three spaces," they go back.
7. Whoever reaches the finish first wins!

Space Race

Directions:

1. Pick a card and read it.
2. Roll the die.
3. Move your game piece.

Start



Roll
Again

Go
forward
2 spaces.

Roll
Again

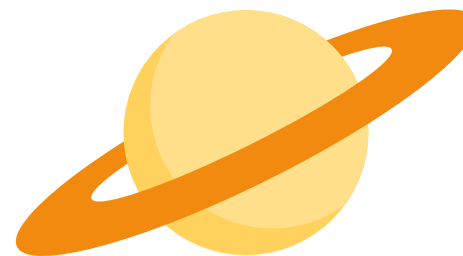
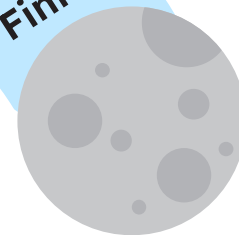
Go back
3 spaces.

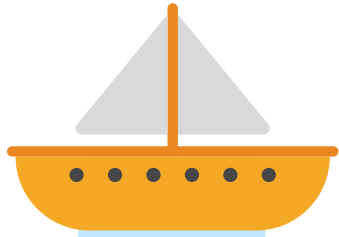
Go
forward
2 spaces.

Roll
Again

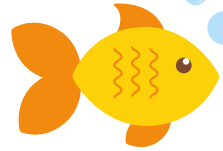
Go back
3 spaces.

Finish





Start



Under the Sea

Directions:

1. Pick a card and read it.
2. Roll the die.
3. Move your game piece.

Go back 3 spaces.

Go forward 2 spaces.

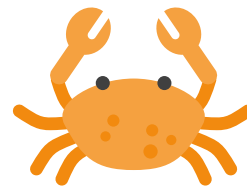
Go back 3 spaces.

Roll Again

Roll Again

Go forward 2 spaces.

Finish





blab

clam

clan

clap

flag

flap

flat

glad



plan

slab

slam

slap

brag

bran

brat

crab



cram

drab

bled

fled

sled

bred

fret

sped



flex

blip

clip

flip

flit

glib

slid

slim



slip

slit

brim

crib

drip

grid

grim

grip



grit

prim

trim

blob

blog

blot

clog

clot



glob

slob

slot

drop

frog

prod

prom

prop



trot

stop

spot

blob

club

glum

plug

plum



slug

crud

drug

drum

grub

spud

spun



pant

rant

camp

damp

lamp

ramp

cast

fast



last

mast

past

ask

task

mask

band

hand



land

sand

bent

dent

lent

rent

sent

tent



vent

went

best

nest

pest

rest

test

vest



west

zest

belt

felt

hint

lint

mint

tint



limp

fist

list

risk

wind

lisp

wimp

wind



disk

milk

silk

pinch

finch

gift

bond

pond



cost

lost

romp

fond

golf

loft

soft

font



fund

bunt

hunt

punt

runt

bump

dump

hump



jump

lump

pump

bust

dust

just

must

rust



dusk

thump