



Phonics Board Game with Magic 'e'

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 magic 'e', and we have included a set of flash cards from our magic 'e' 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

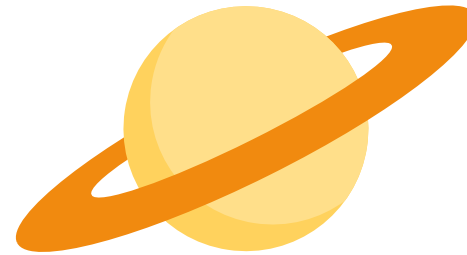
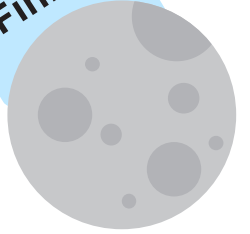
Go back
3 spaces.

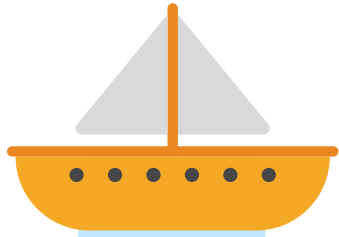
Go
forward
2 spaces.

Roll
Again

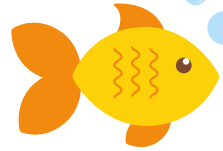
Go back
3 spaces.

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.

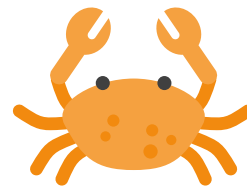
Go back 3 spaces.

Roll Again

Roll Again

Go forward 2 spaces.

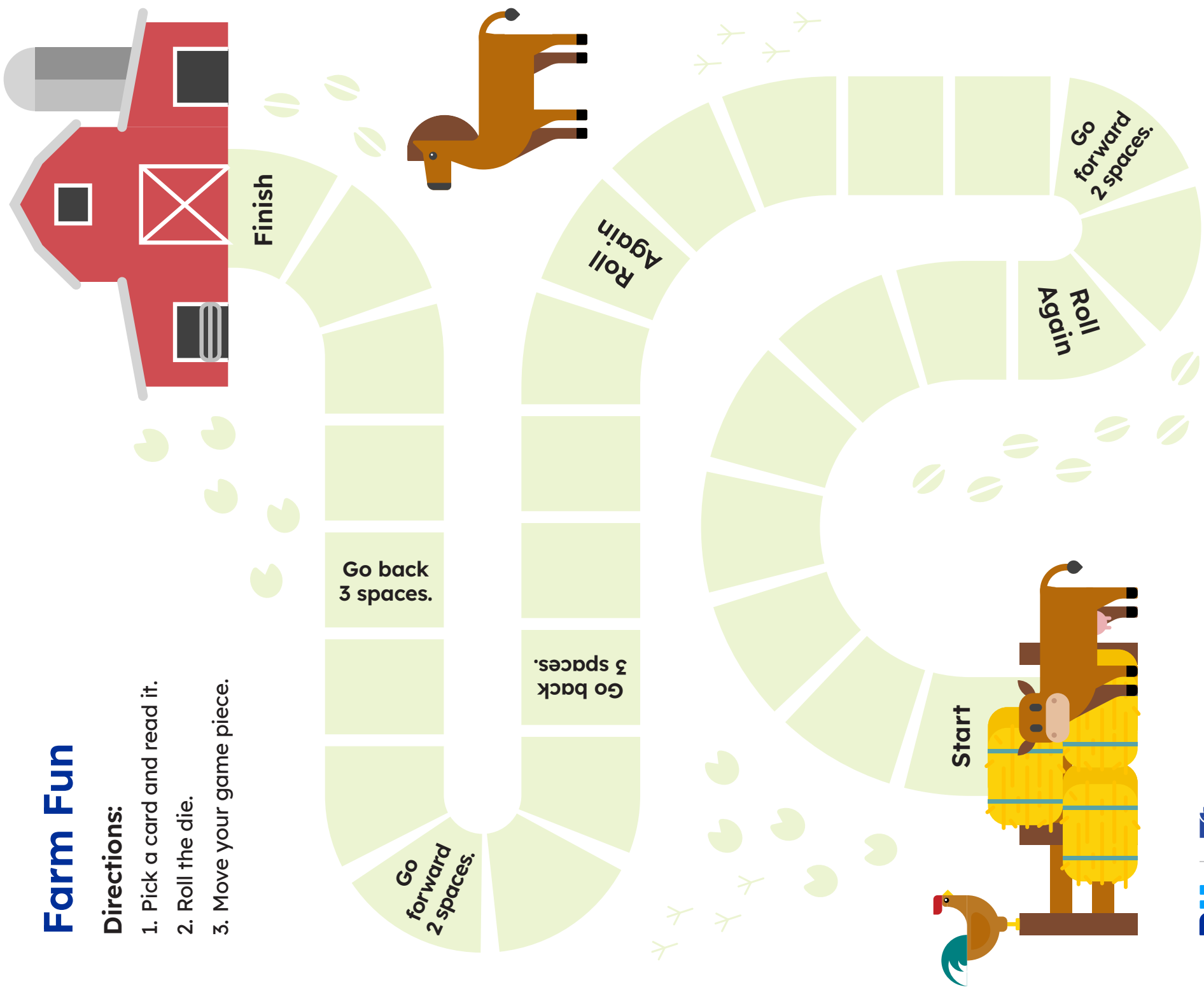
Finish



Farm Fun

Directions:

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





fade

jade

made

wade

bake

cake

fake

lake



make

rake

sake

take

wake

bale

kale

male



pale

sale

tale

came

fame

game

name

same



tame

cane

lane

mane

pane

sane

vane

wane



cape

tape

bare

care

dare

hare

mare

rare



base

case

vase

ate

date



eve

here

theme

these



hide

ride

side

tide

wide

life

wife

bike



hike

like

pike

file

mile

pile

rile

tile



vile

dime

lime

mime

time

dine

fine

line



mine

nine

pine

vine

wine

pipe

ripe

wipe



bite

kite

dive

five

hive

live

size



robe

code

mode

rode

hole

pole

sole

dome



home

bone

cone

tone

zone

cope

hope

mope



nope

rope

note

tote

vote

quote

cove

dove



wove

joke

poke

woke

yoke



cube

tube

dude

rude

puke

mule

rule

fume



dune

June

tune

use

fuse

cute

mute

flute



prune

fluke

plume