



Phonics Board Game with '-tch' vs '-ch'

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 '-tch' vs '-ch', and we have included a set of flash cards from our '-tch' vs '-ch' 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

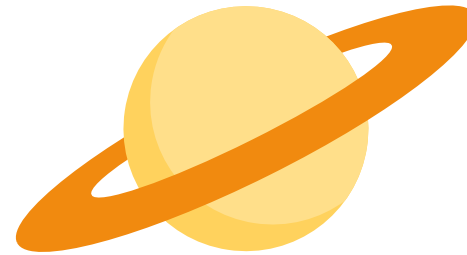
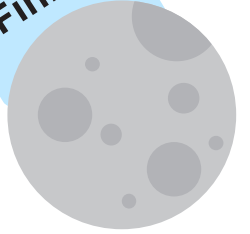
Go back
3 spaces.

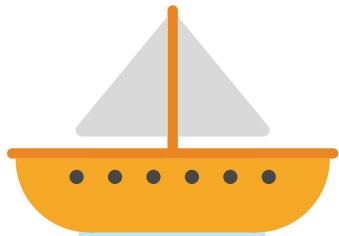
Go
forward
2 spaces.

Roll
Again

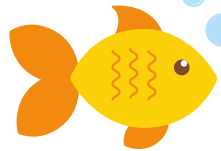
Go back
3 spaces.

Finish





Start



Under the Sea

Directions:

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

Roll Again

Go forward 2 spaces.

Roll Again

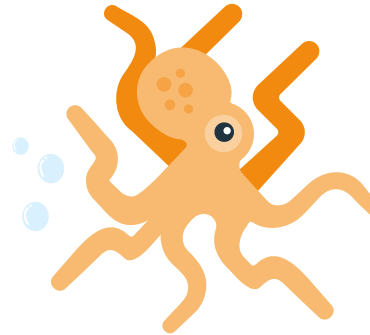
Go back 3 spaces.

Go forward 2 spaces.

Go back 3 spaces.

Roll Again

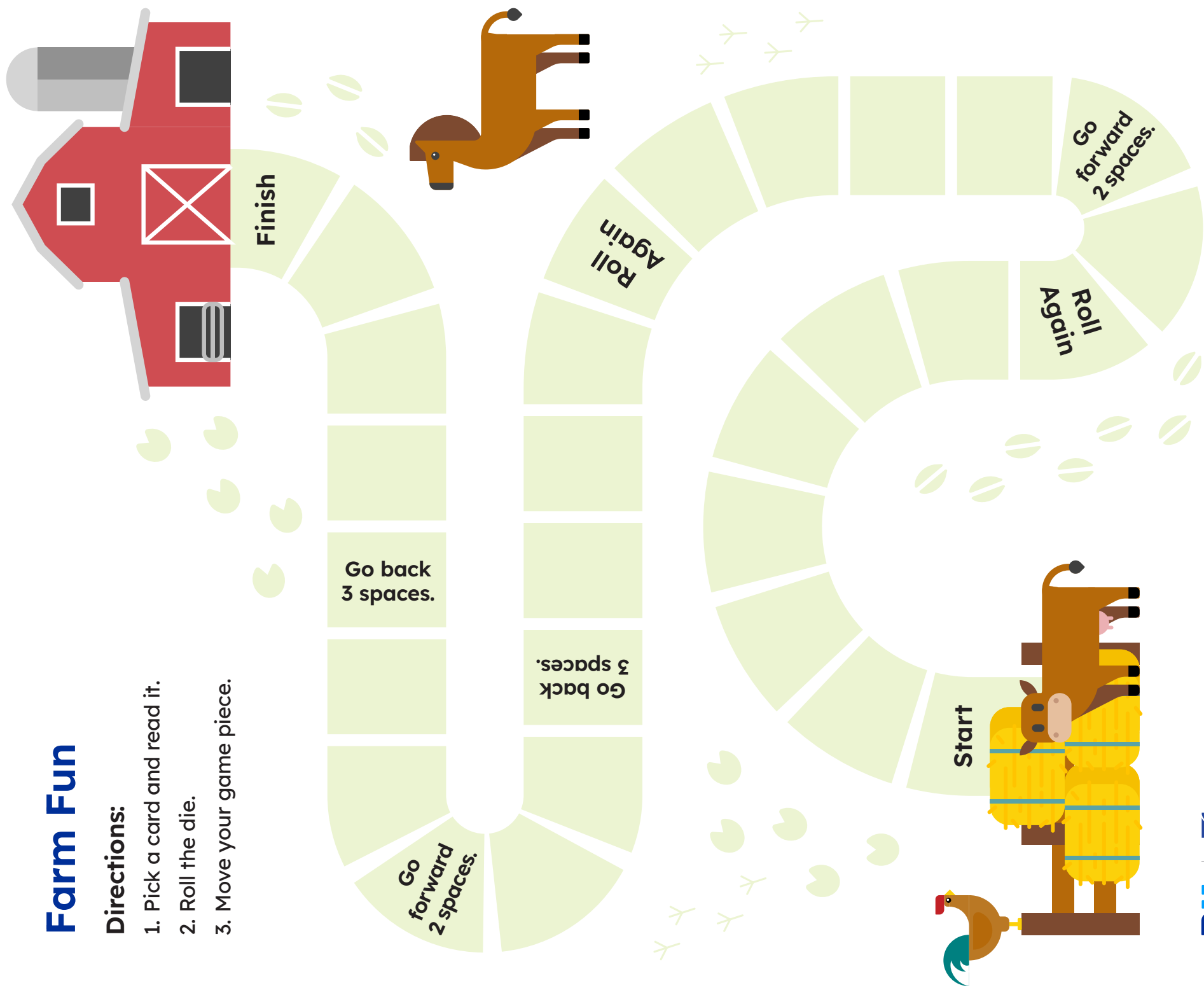
Finish



Farm Fun

Directions:

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





batch

catch

hatch

latch

match

patch

scratch

snatch



thatch

etch

fetch

sketch

stretch

itch

ditch

hitch



pitch

witch

stitch

switch

twitch

botch

notch

blotch



splotch

Dutch

hutch

clutch

crutch



beach

each

peach

reach

teach

coach

speech

ranch



branch

bench

drench

stench

inch

cinch

pinch

clinch



bunch

hunch

lunch

punch

brunch

crunch

zilch

belch



gulch

mulch

arch

march

perch

porch

torch

birch



church

lurch