

Three/Four in a Row Game to learn phonic spelling patterns



Materials

- Sheet of paper, filled in as a 'board'
- A dice
- Different coloured pens

Preparing the board

- Create a landscape page with 6 columns and 6-7 rows (or use the one provided in Additional Resources).
- On the first row number each column from 1-6.
- Select the short vowels or vowel digraphs that the children need to reinforce. For example: *a, e, i, o, u, y* or *ay, ai, ee, ea, oi, oy*
- Next to each number write a different vowel or vowel digraph that the children need to reinforce.
- Establish the sound of each one with the players.



Playing the game

1. Give each player a different coloured pen.
2. The first player rolls the dice and chooses any of the empty boxes in the column that corresponds to the number on the dice.
3. They write a word containing whichever short vowel or vowel digraph is at the head that column. For example, if they throw a 3 and the 3 column is 'ee' they could write the word see. They write it in their own colour, underline the vowel or vowel digraph and read the word out loud.
4. No one else can now use that box.
5. Each player has one throw per turn.
6. If one of the columns becomes full and the player throws that number they are allowed one more throw. If it's still the same number they cannot write a word during that go.
7. The winner is the first person to get 4 words in a row either horizontally, vertically or diagonally, (or play until the board is full the person with the most number of 'three in a row' wins). If there is a time issue it can be 2 or 3 in a row.

1	2	3	4	5	6
-ai-	-ea-	-or-	-ar-	-oi-	-ee-
rain					
wait	beat	cord		coin	seed
		sort	card	boil	
	feat	born		coil	
			part		



Blank Four in a Row Spelling Game

1	2	3	4	5	6



CVC Four in a Row Spelling Game

1 -a-	2 -e-	3 -i-	4 -o-	5 -u-	6 -e-

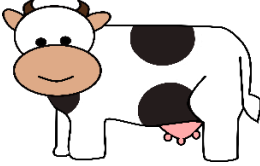



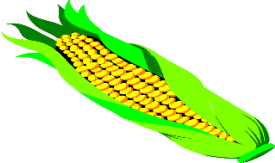



Four in a Row Spelling Game

1 -oa-	2 -ai-	3 -ea-	4 -ee	5 th-	6 sh
					shell
boat			tree		
				them	
	train				
		bean			




Three in a row – long vowel sounds

1. ow	2. ar	3. ai	4. ie	5. or	6. oa
					




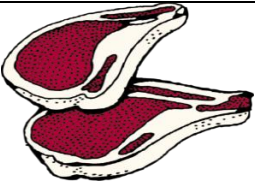


Three in a row – common word endings









1	2	3	4	5	6
-tion	-ible	-ful	-ure	-able	-less
					

Three in a row – long vowel sounds



1	2	3	4	5	6
ay	ie	oy	ea	ou	ai
					

Three in a row – Long 'a'

1	2	3	4	5	6
eigh	ay	ai	ey	-a-e	a
					

3 in a row for spelling HFW and other vocabulary



This is particularly good for developing confidence as the player is able to look at the work immediately before writing it. Any grid of words – e.g. scientific terms, characters in ‘Romeo and Juliet’, may be used.

Materials

- Sheet of paper, filled in as a ‘board’
- A dice
- Different coloured pens
- Whiteboard and whiteboard pens or stick it notes.

Preparing the board

- Create a landscape page with 6 columns and 6-7 rows (or use the one blank one below)
- On the first row number each column from 1-6.
- Select the statutory words or other words that children need to reinforce.
- Under each number write a different word

Playing the game

8. Give each player a different coloured pen (in example two players)
9. The first player rolls the dice and chooses any of the words in the column that corresponds to the number on the dice.
10. That word is covered while s/he writes the word on a whiteboard, paper or stick it note.
11. The player shows it to the group. The person to the right of the speller checks the word with the player and if it is correct, the player underlines the word in the grid, in their own colour.
12. No one else can now use that box.
13. If it is incorrect, the player re-writes the word correctly on their whiteboard/stick it note and then deletes/destroys it, but does not underline the word on the grid.
14. Each player has one throw per turn.
15. If one of the columns becomes full and the player throws that number they are allowed one more throw. If it’s still the same number they cannot go.
16. The winner is the first person to get 3 words in a row either horizontally, vertically or diagonally, (or play until the board is full. The person with the most number of ‘three in a row’ wins.
17. If there is a time issue it can be 2 in a row or if no time issue – 4 in a row.

1	2	3	4	5	6
appreciate	accident	appear	circle	<u>centre</u>	earth
desperate	naughty	accidentally	<u>earth</u>	address	breathe
communicate	notice	bicycle	disappear	decide	breath
conscious	different	caught	<u>difficult</u>	<u>certain</u>	<u>busy</u>
conscience	business	<u>answer</u>	complete	century	experience
convenience	build	<u>appear</u>	eight	exercise	actual
controversy	guide	<u>enough</u>	eighth	arrive	actually





1	2	3	4	5	6
appreciate	accident	appear	circle	centre	earth
desperate	naughty	accidentally	earth	address	breathe
communicate	notice	bicycle	disappear	decide	breath
conscious	different	caught	difficult	certain	busy
conscience	business	answer	complete	century	experience
convenience	build	appear	eight	exercise	actual
controversy	guide	enough	eighth	arrive	actually

Three-in-a-Row Spelling Game



1	2	3	4	5	6

Three-in-a-Row Phonics Spelling Game



1	2	3	4	5	6