

Oxford Phonics World 3

+1000 PAGES OF COURSE-ALIGNED
WORKSHEETS AND GAMES



Greetings!

Thank you for choosing English Republic. It is my hope that this product saves you hours of preparation time and lets you focus on more creative endeavors for your classroom.

These worksheets and games are aligned to and intended to complement the Oxford University Press coursebook *Oxford Phonics World 3* and should not be considered a substitute for any material produced by the publisher.

If you enjoyed using this product, please leave a review on the product page. It helps me make it more useful for teachers and you earn credits for use on Teachers Pay Teachers.

Happy Teaching,

Mark Armstrong

Table of Contents

Return to the table of contents by clicking on [Oxford Phonics World](#).

- | | |
|--|---------------------------------------|
| • Picture Dictionary | • Concentration |
| • Word Search | • Roll and Read |
| • Unscramble the Words | • Tic-Tac-Toe |
| • Circle the Words | • Snakes and Ladders |
| • Circle the Pictures | • Turn and Search |
| • ABC Order | • Dominoes |
| • Draw Pictures | • UNO |
| • Circle and Write | • Dots and Boxes |
| | • Go Fish |
| | • Scrabble Spelling |
| | • Mr. Penguin's Class |
| | • Island Hoppers |
| | • Space Force |
| | • Flashcards |

Skip to another unit by clicking below.

[Unit 1](#)[Unit 2](#)[Unit 3](#)[Unit 4](#)[Review 1](#)[Unit 5](#)[Unit 6](#)[Unit 7](#)[Unit 8](#)[Review 2](#)

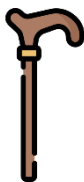
Picture Dictionary



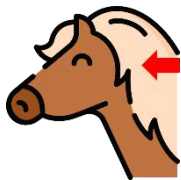
_____	_____
-----	-----
_____	_____



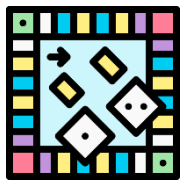
_____	_____
-----	-----
_____	_____



_____	_____
-----	-----
_____	_____



_____	_____
-----	-----
_____	_____



_____	_____
-----	-----
_____	_____



_____	_____
-----	-----
_____	_____



_____	_____
-----	-----
_____	_____



_____	_____
-----	-----
_____	_____





















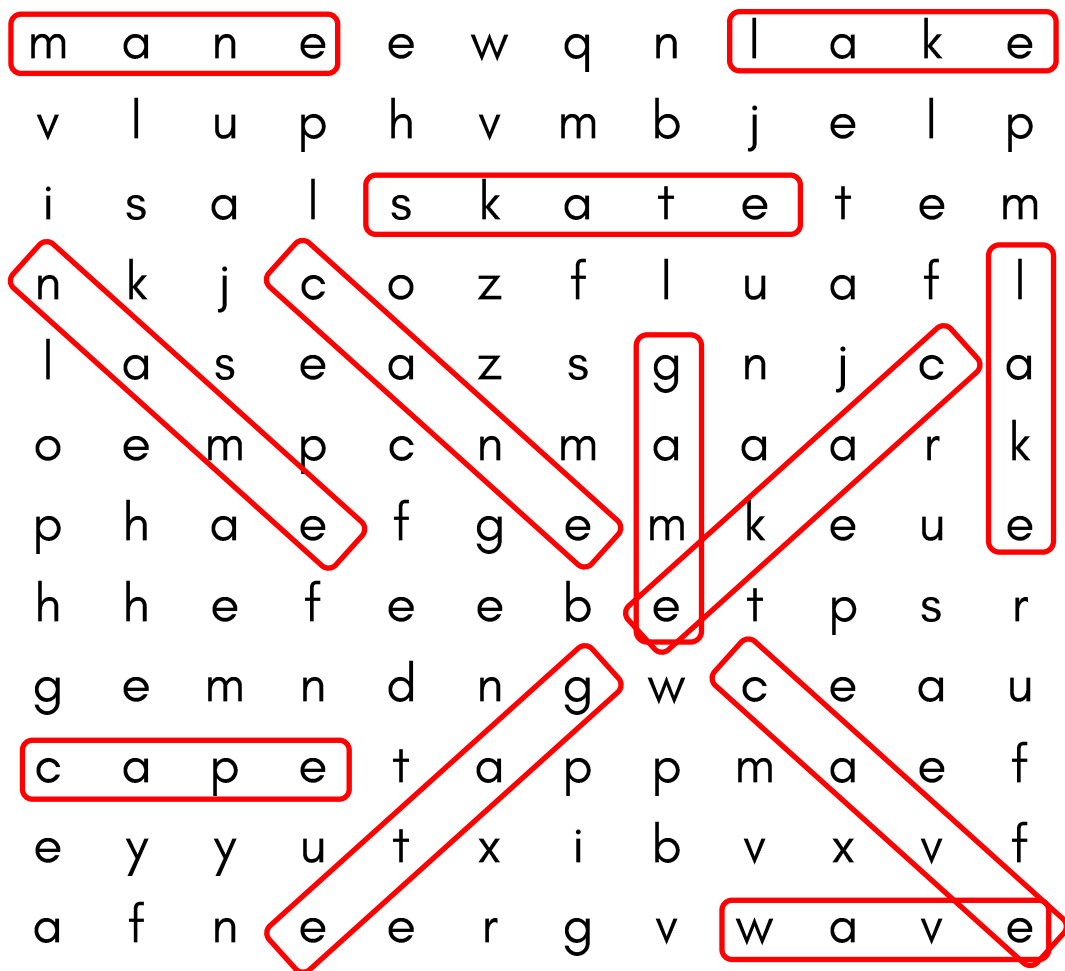
Name: _____













Find the Words

m a n e e w q n l a k e
 v l u p h v m b j e l p
 i s a l s k a t e t e m
 n k j c o z f l u a f l
 l a s e a z s g n j c a
 o e m p c n m a a a r k
 p h a e f g e m k e u e
 h h e f e e b e t p s r
 g e m n d n g w c e a u
 c a p e t a p p m a e f
 e y y u t x i b v x v f
 a f n e e r g v w a v e

tape 	mane 	name 	wave 
cape 	game 	lake 	skate 
cane 	cake 	gate 	cave 

Find the Words



tape 	mane 	name 	wave 
cape 	game 	lake 	skate 
cane 	cake 	gate 	cave 

Name: _____

Make a Word Search

_____	_____	_____	_____
_____	_____	_____	_____

Name: _____

Unscramble the Words and Match

cpae

•

•



aemn

•

•



nmae

•

•



tpae

•

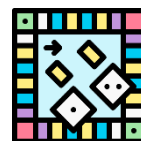
•



ckae

•

•



cnae

•

•



lkae

•

•



aegm

•

•



atesk

•

•



gtae

•

•



cvae

•

•



waev

•

•



Name: _____

Circle the Correct Word



tape

lake

game



name

cake

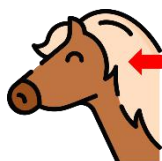
cape



cane

tape

mane



cape

mane

name



cane

cape

game



cake

lake

mane



game

name

cane



tape

lake

cake



gate

wave

cave



cave

wave

skate



wave

skate

gate



cave

gate

skate

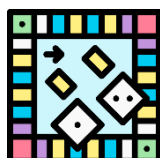
Name: _____

Circle the Correct Picture

tape



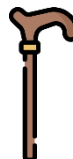
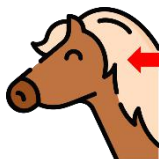
cape



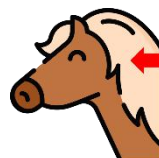
cane



mane



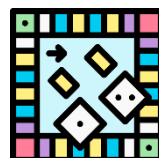
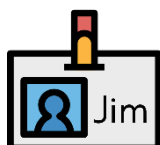
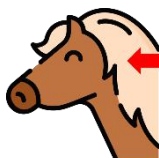
game



cake



name



lake



gate



wave



skate



cave



Name: _____

Put the Words in ABC Order

1. Cut out the words.
2. Put the words in ABC order.
3. Glue the words in the boxes.

1	2	3	4
5	6	7	8
9	10	11	12

cape	cake	wave	cane
tape	skate	lake	game
mane	cave	name	gate

Name: _____

Draw Pictures



I see a lake.



I see a wave.



I see a cave.



I see a gate.



She has a cape.



He has a cake.



She has tape.



He has skates.



There is a cane.



There is a game.



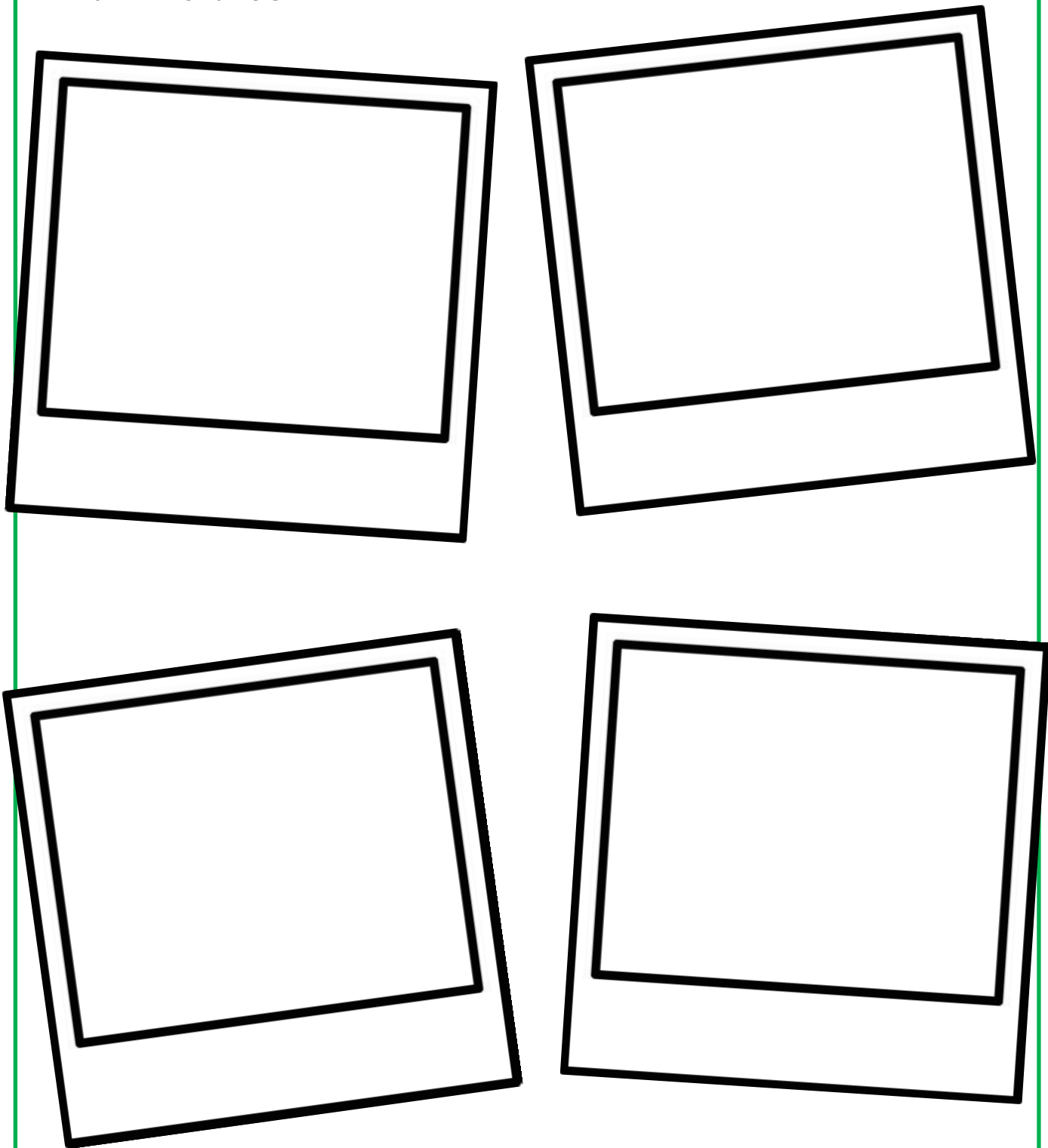
It has a mane.

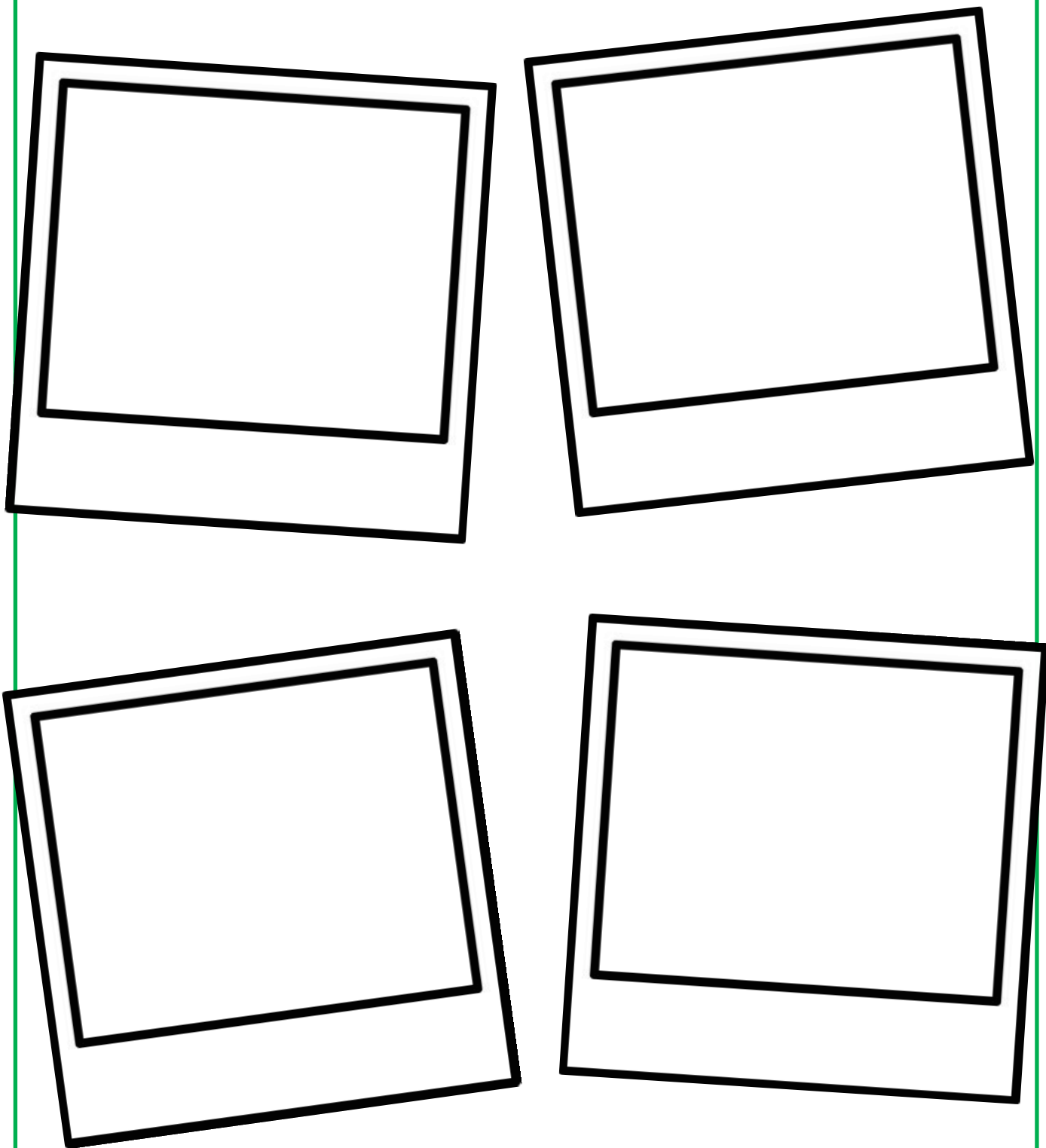


I have a name.

Name: _____

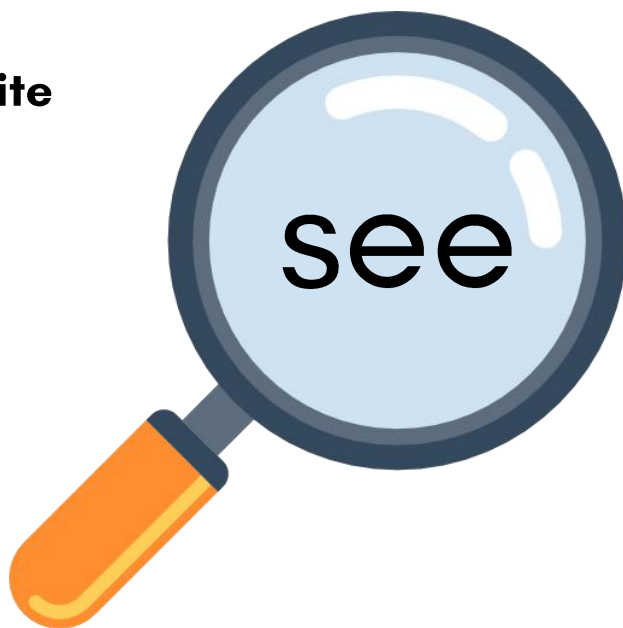
Draw Pictures





Name: _____

Circle and Write



see

in

her

I

and

and

I

see

her

in

in

her

and

I

see

and

see

in

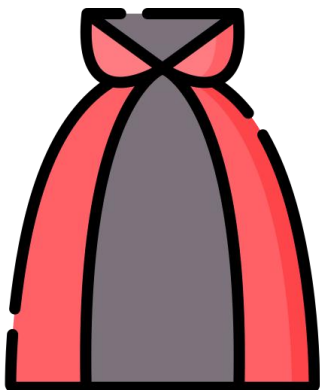
her

I

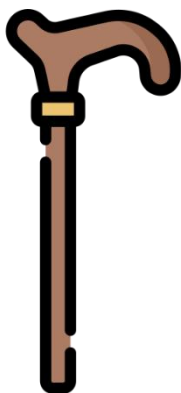
see



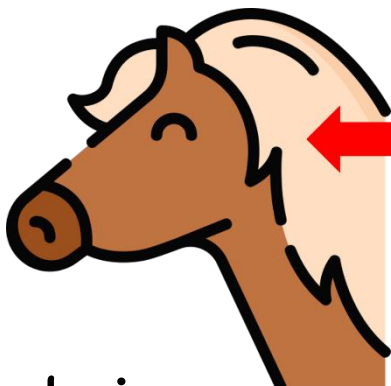
tape



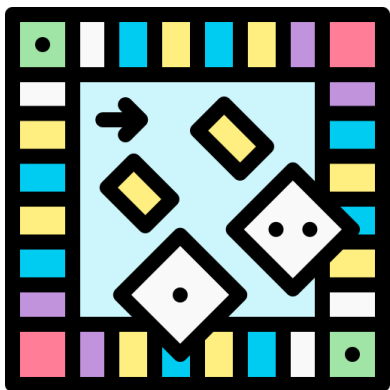
cape



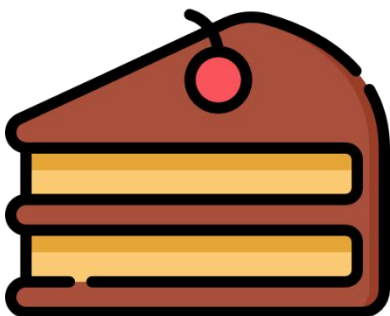
cane



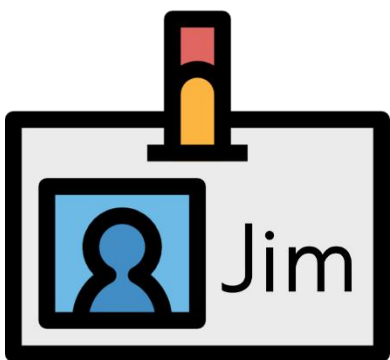
mane



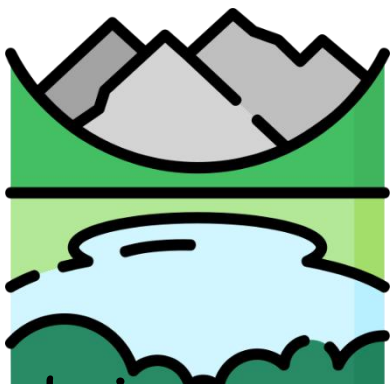
game



cake



name



lake



gate



wave



skate



cave



see

her

I

on

in

are

and

too

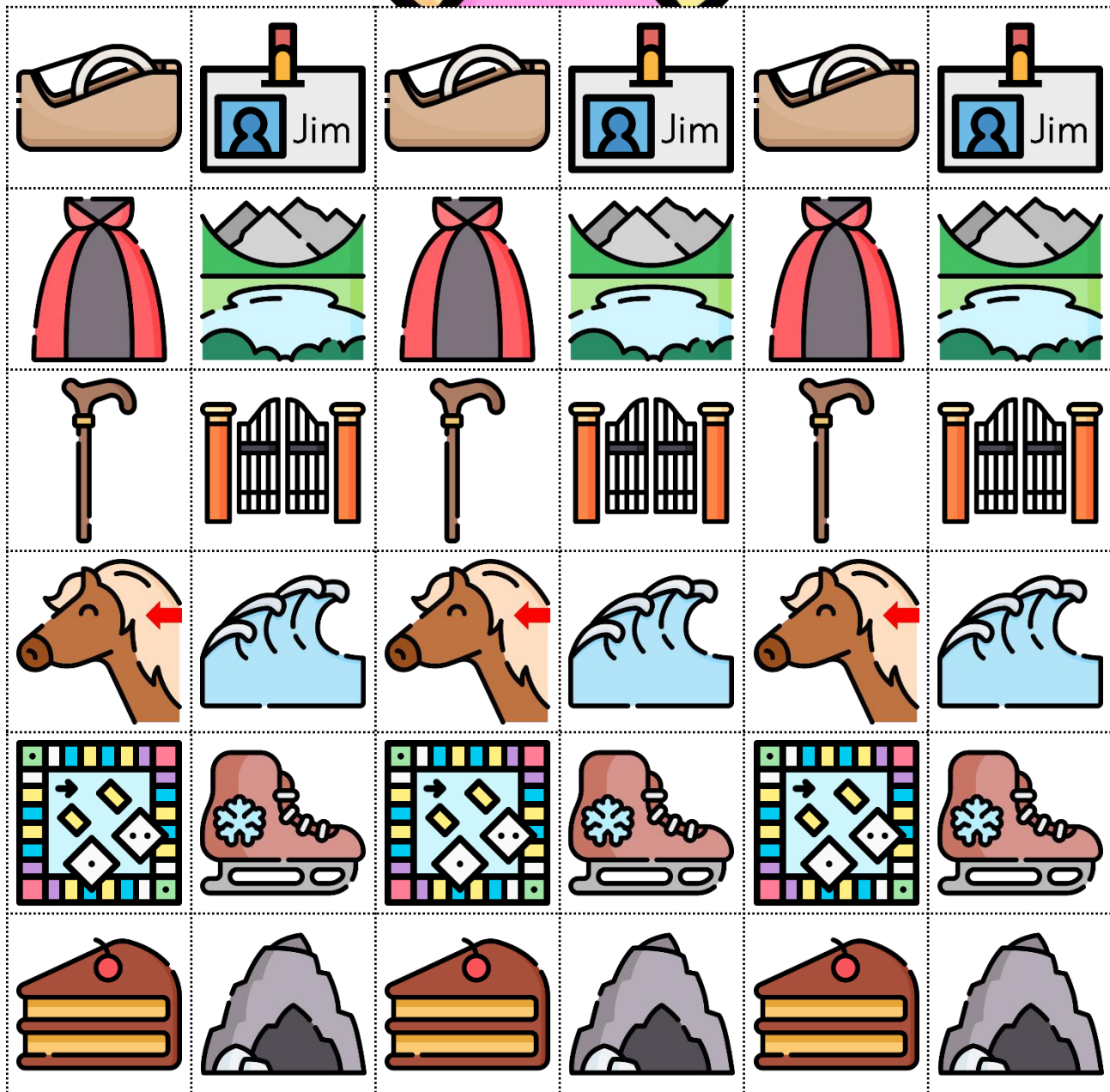
How to Play *Concentration*

Teachers who would like to brush up on the original rules of Concentration (otherwise known as Memory) can watch [this video](#).



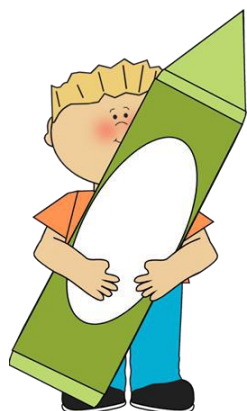


tape	name	tape	name	tape	name
cape	lake	cape	lake	cape	lake
cane	gate	cane	gate	cane	gate
mane	wave	mane	wave	mane	wave
game	skate	game	skate	game	skate
cake	cave	cake	cave	cake	cave

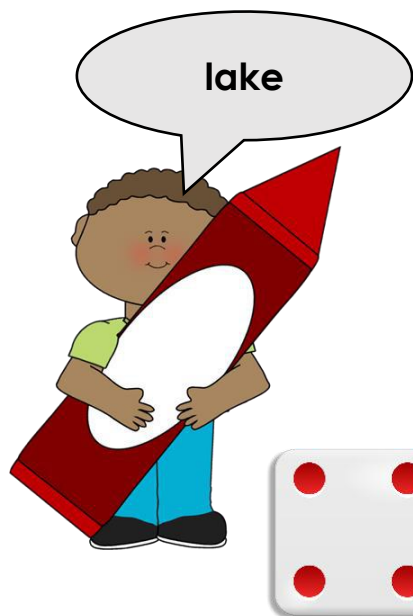


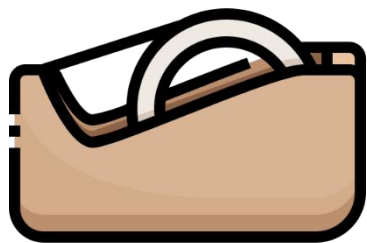
How to Play *Roll and Read*

Here's a quick and easy game to practice reading. Divide the class into pairs and give each set of children a *Roll and Read* sheet, a dice, and two crayons. The first child rolls the dice. If the dice says 2, then the child reads one of the words in the 2-column and colors the box the word is in. The next child does the same. If all the words in a number column have been filled, then the child loses their turn. Continue until all the boxes have been filled. The child with the most filled squares is the winner.

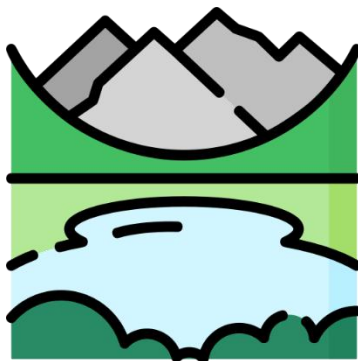


lake	name	lake	name	lake	name
cape	lake	cape	lake	cape	lake
cane	gate	cane	gate	cane	gate
mane	wave	mane	wave	mane	wave
game	skate	game	skate	game	skate
cake	cave	cake	cave	cake	cave

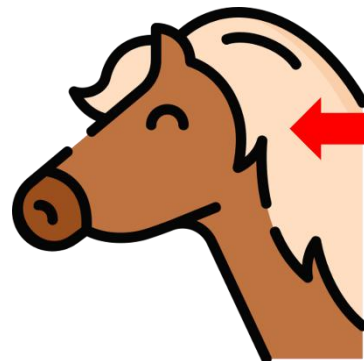




tape



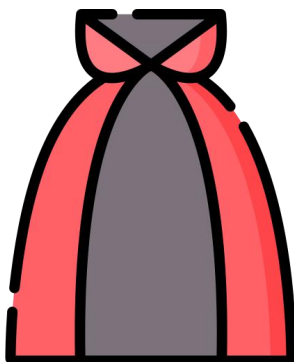
lake



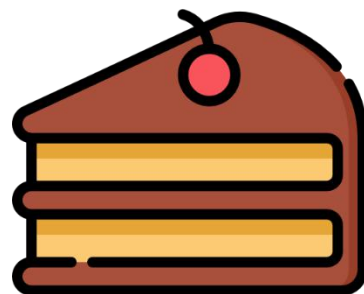
mane



gate



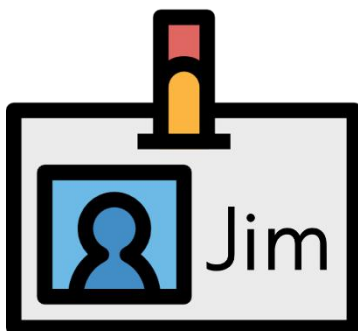
cape



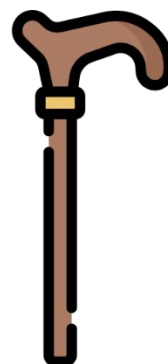
cake



wave



name



cane

tape

lake

mane

gate

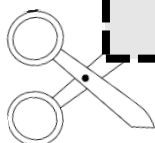
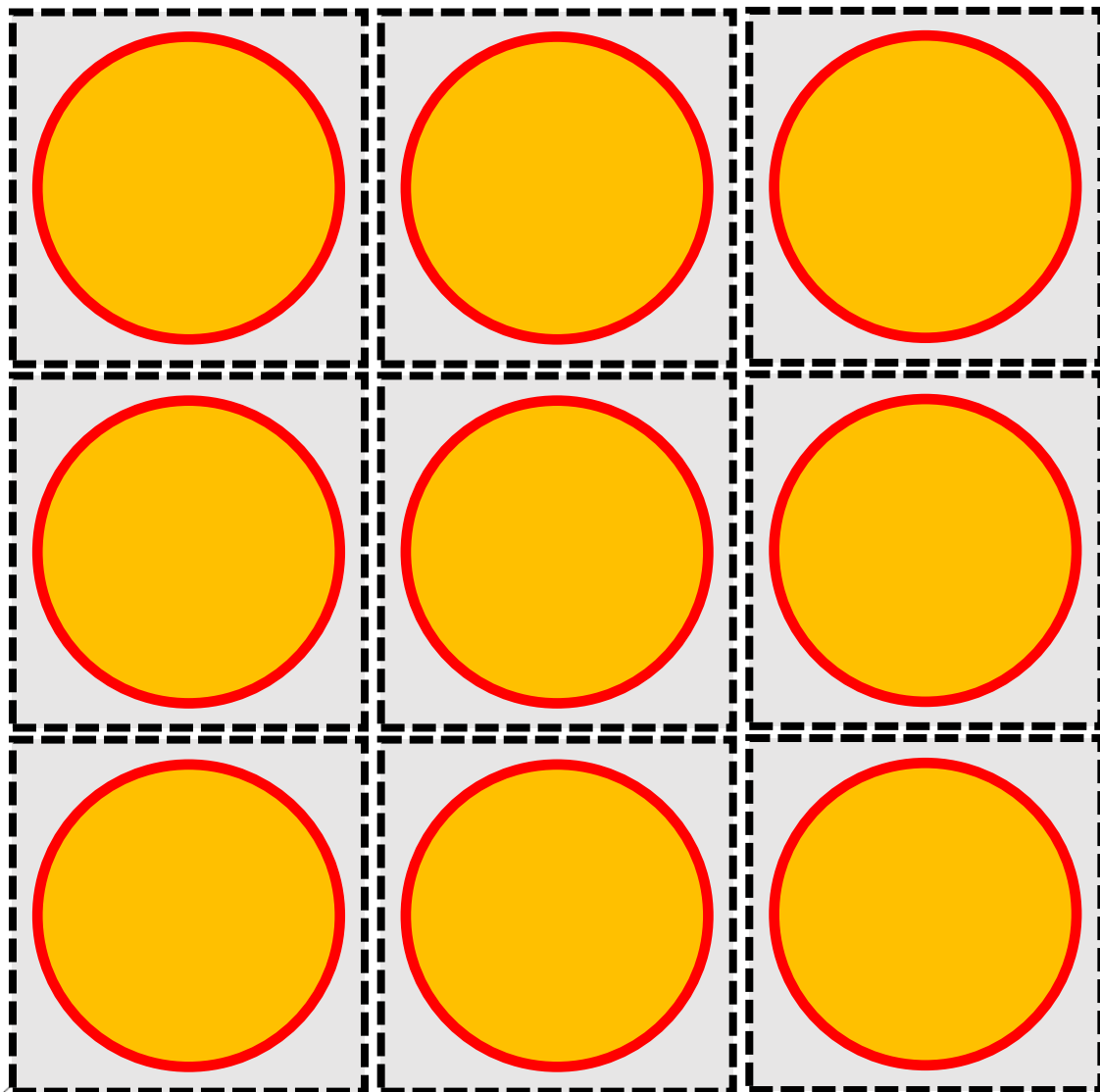
cape

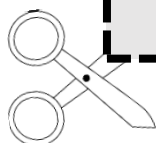
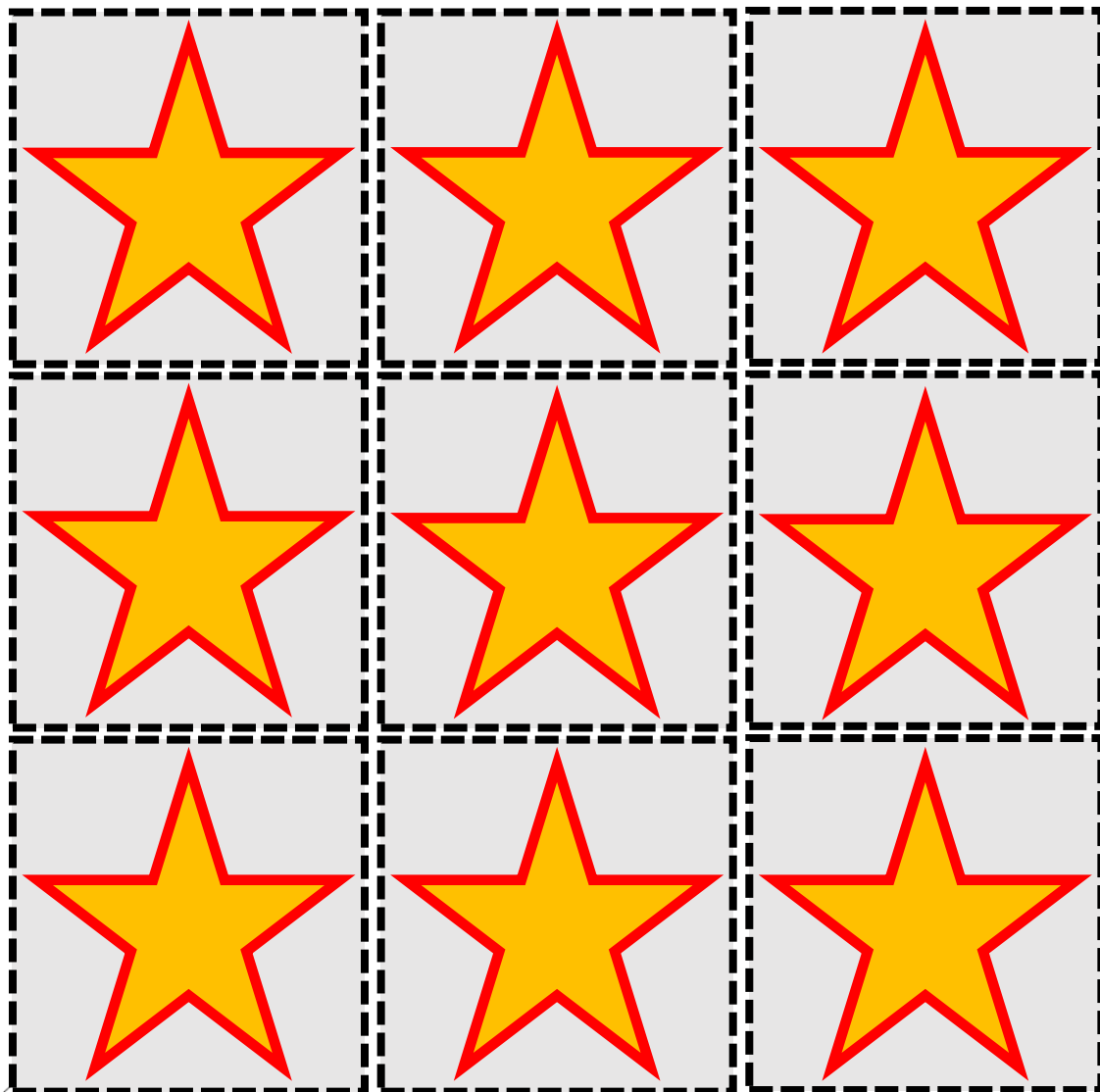
cake

wave

name

cane





How to Play *Tic-Tac-Toe*

Teachers who would like to brush up on the original rules of *Tic-Tac-Toe* can visit [this site](#) or watch [this video](#).



Scoring in Accumulative *Tic-Tac-Toe*

Accumulative tic-tac-toe is a way to inject some excitement into the traditional game. Students play twelve rounds using the attached score sheet. After the first round, the winner circles the number one under their name, thus earning one point. The loser crosses their number one out. Likewise, the winner of the second round circles the number two, earning two points. If the round is a draw, both players cross out their circles and neither receive points. Continue playing until all twelve rounds are complete, and then tally up the total at the bottom. The player with the most points wins.

Name: Billy	Name: Jean
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
Total: 30	Total: 17

Billy wins the first round and gets 1 point.

Jean wins the second round and gets 2 points.

The fifth round is a draw, so nobody gets any points.

After twelve rounds Billy is the overall winner because he has more accumulated points than Jean. Although Jean could easily have won the entire game had she won just once in the eleventh or twelfth round.

3-Person Accumulative *Tic-Tac-Toe*

If there is an odd number of students, three player play is also possible with one player sitting out in rotation. The first player to sit out is decided by a game of rock paper scissor, train straws, or rolling a die. The remaining two students play the first round, the winner awarded points in the normal way. The winner of the first round though must sit out during the second round. In the event of a draw all three students must once again randomly choose who will sit out. They continue in this way until all rounds are completed.

Archie loses rock paper scissors so only Betty and Veronica play in the first round.

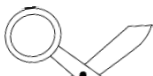
Since Veronica won the first round, Archie and Betty play each other in the second round and Veronica takes a break.

The eighth round is a draw so the three players must once again randomly decide which two players will play in the ninth round.

In 3-person accumulative tic-tac-toe it is impossible for someone to win two consecutive rounds because the winner must always sit out.

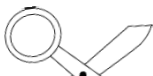
Name: Betty	Name: Archie	Name: Veronica
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
11	11	11
12	12	12
Total: 19	Total: 20	Total: 21

2-Person Accumulative Tic-Tac-Toe Score Board



Name:	Name:	Name:	Name:
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9
10	10	10	10
11	11	11	11
12	12	12	12
Total: www.jnob-jo.com	Total:	Total:	Total:

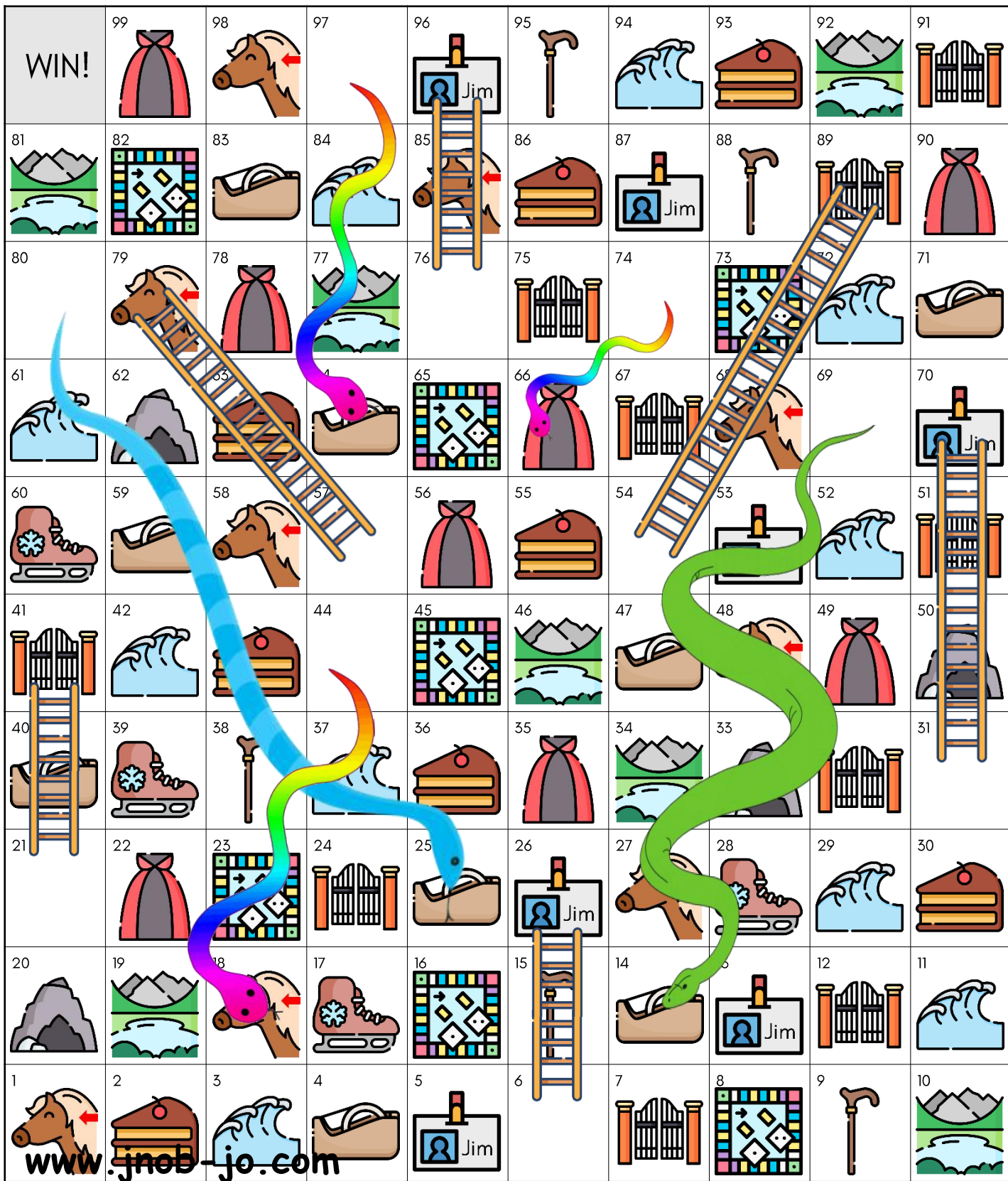
3-Person Accumulative Tic-Tac-Toe Score Board



Name:	Name:	Name:	Name:	Name:	Name:
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5
6	6	6	6	6	6
7	7	7	7	7	7
8	8	8	8	8	8
9	9	9	9	9	9
10	10	10	10	10	10
11	11	11	11	11	11
12	12	12	12	12	12
Total:	Total:	Total:	Total:	Total:	Total:

Snakes and Ladders

Oxford Phonics World 3: Unit 1



How to Play *Snakes and Ladders*

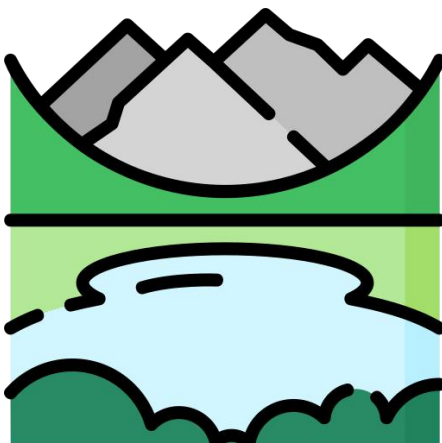
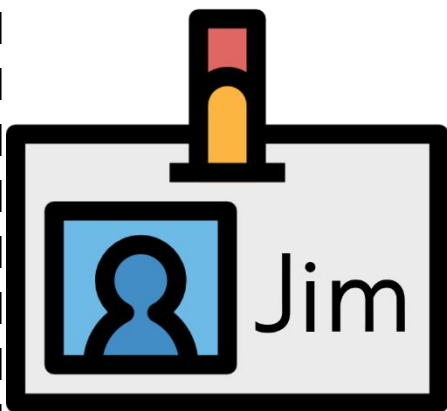
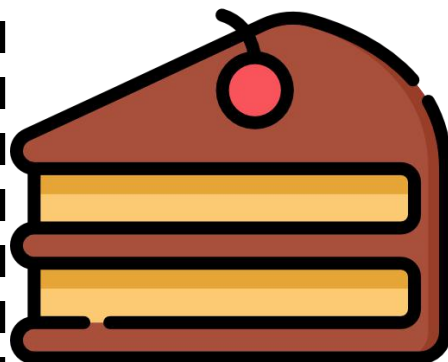
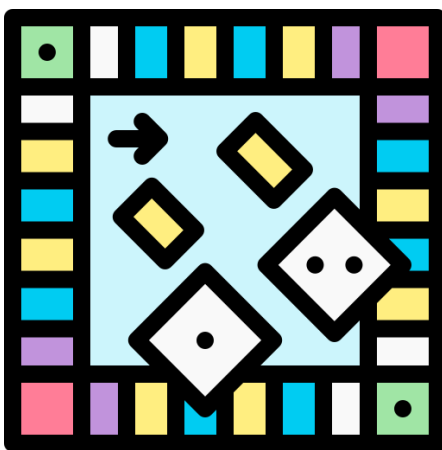
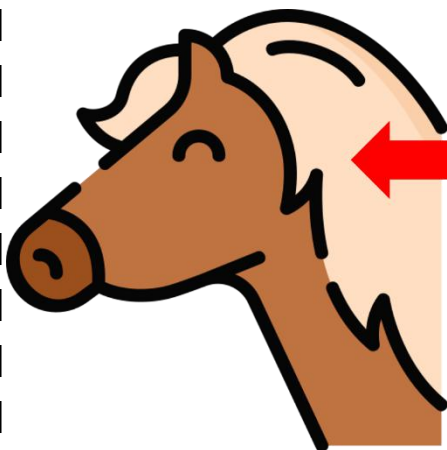
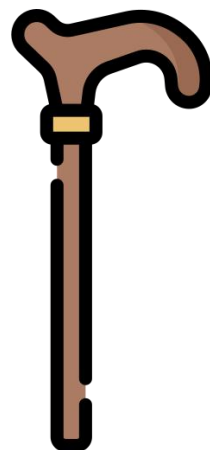
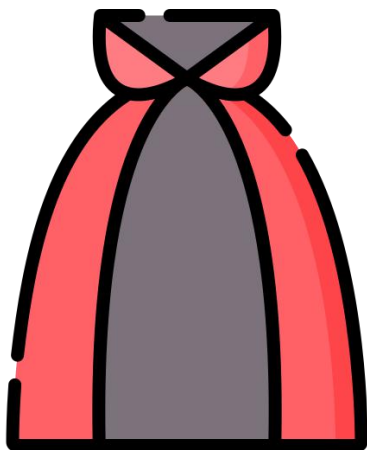
Teachers who would like to brush up on the original rules of *Snakes and Ladders* can visit [this site](#) or watch [this video](#).



Turn and Search



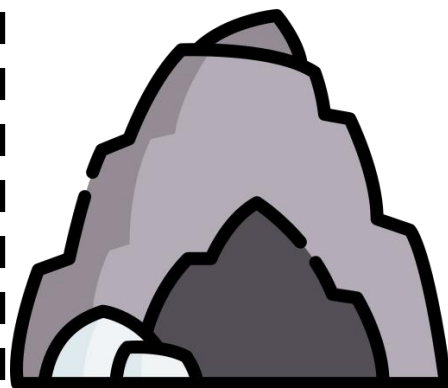
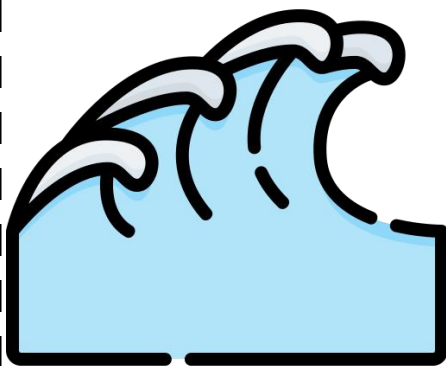
Oxford Phonics World 3: Unit 1



Turn and Search



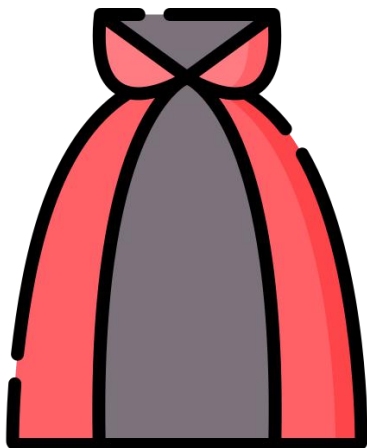
Oxford Phonics World 3: Unit 1



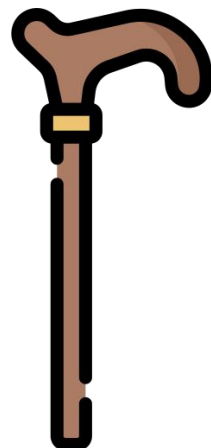
Turn and Search



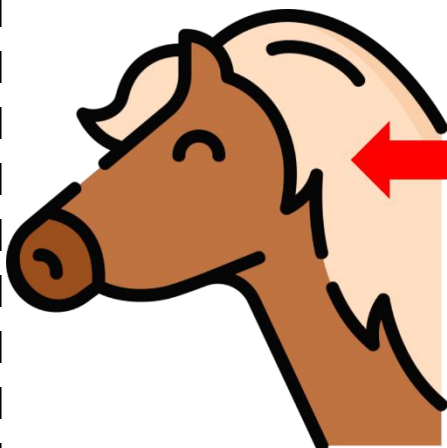
tape



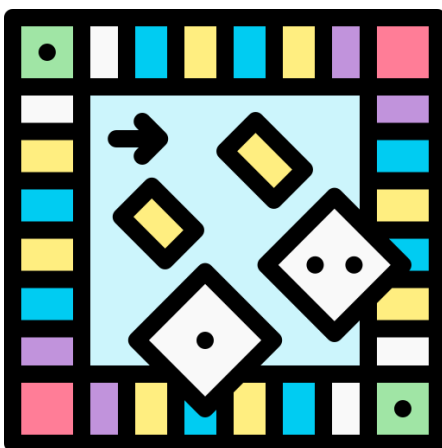
cape



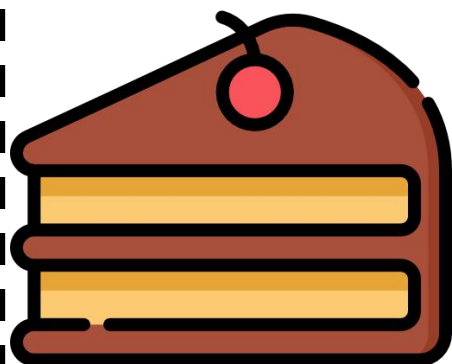
cane



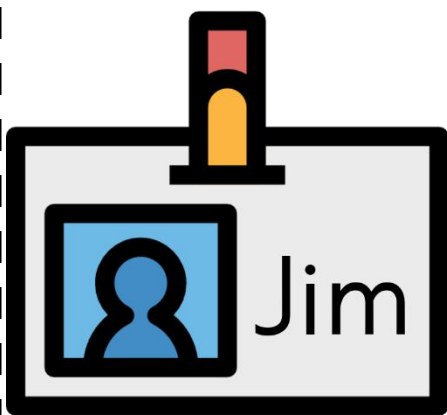
mane



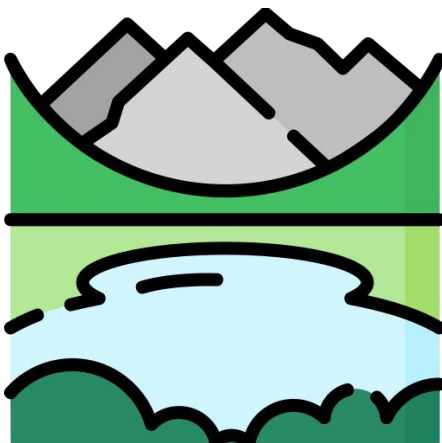
game



cake



name



lake



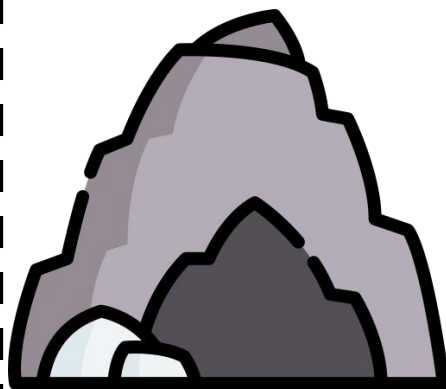
gate



wave



skate



cave



tape

cape

cane

mane

game

cake

name

lake

gate

Turn and Search



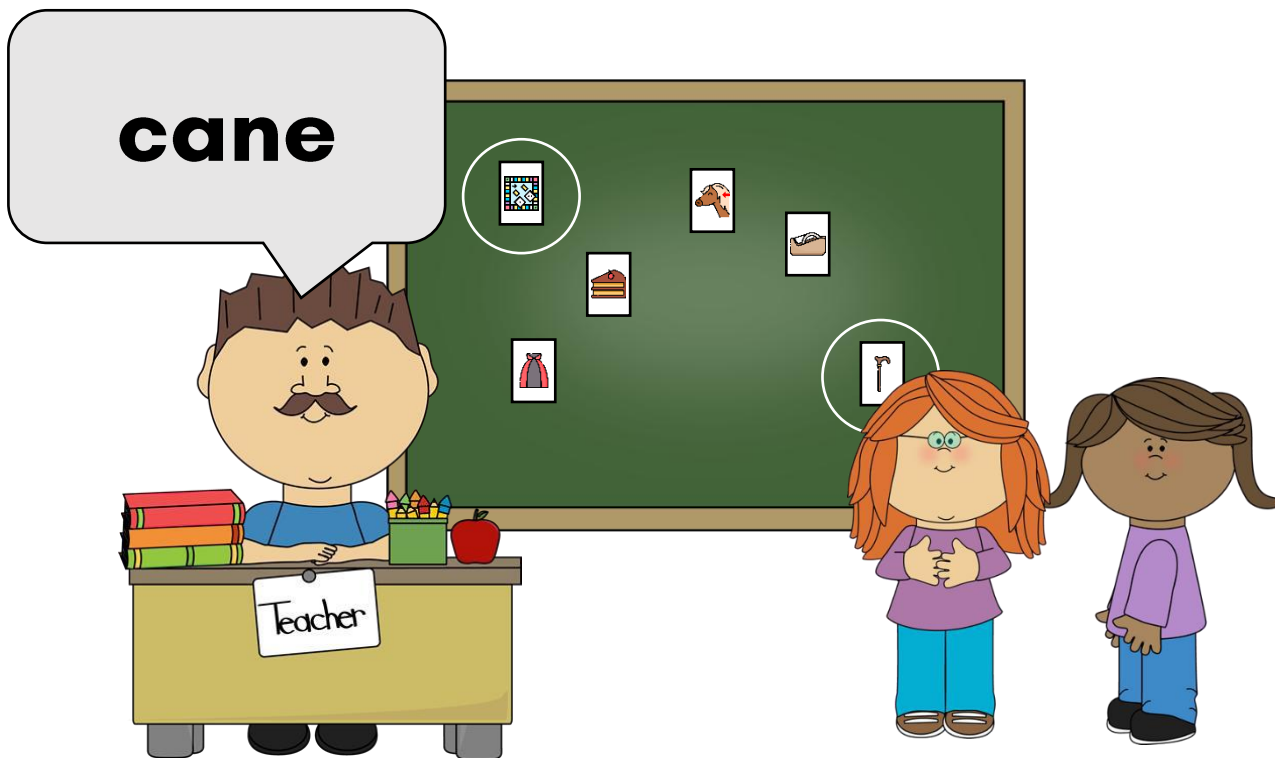
Oxford Phonics World 3: Unit 1

wave

skate

cave

How to Play *Turn and Search*

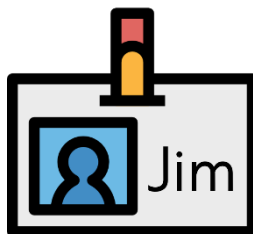


First, print out four to six copies of the game cards. Cut out all of the cards and attach them to the board at the front of the class. After dividing the class into two teams, one member from each team comes up to the front of the class.

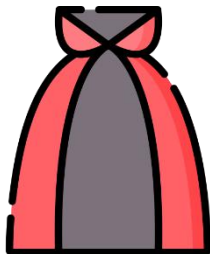
The teacher then says one of the words on the board, and the children turn race to find it. The first one to find the correct word gets a point for their team. Now circle the finished card with a board marker and go again with the next two students. Continue until all the cards have been circled. The team with the most points is the winner.



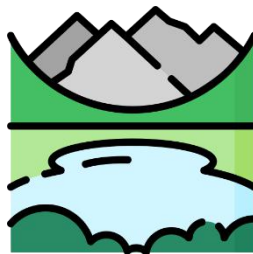
tape



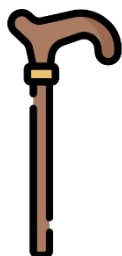
tape



tape



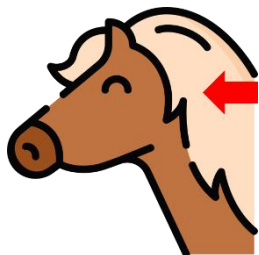
tape



tape



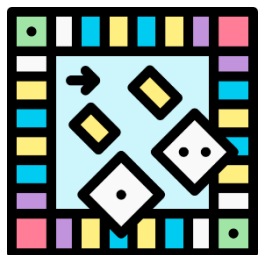
tape



tape



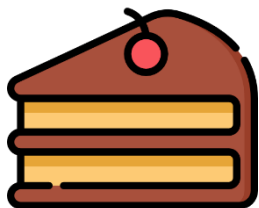
tape



tape



tape



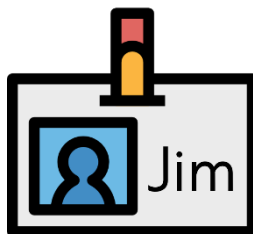
tape



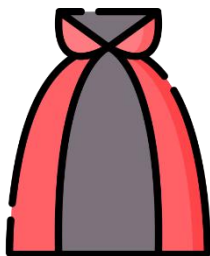
tape



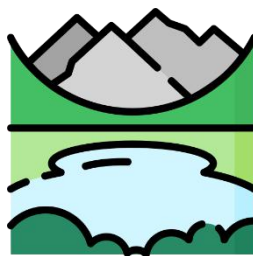
cape



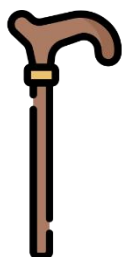
cape



cape



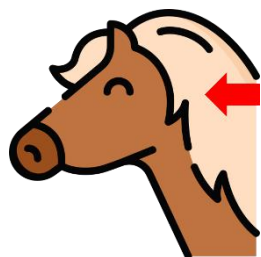
cape



cape



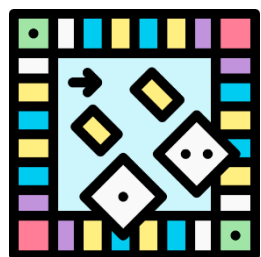
cape



cape



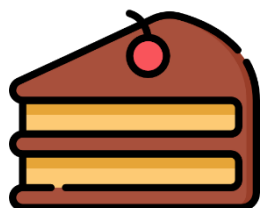
cape



cape



cape



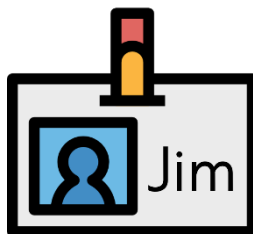
cape



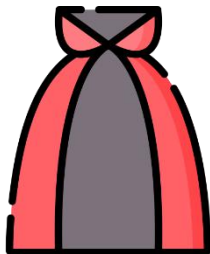
cape



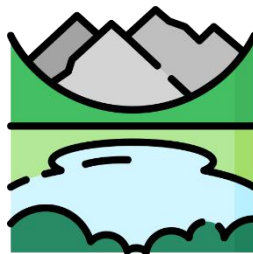
cane



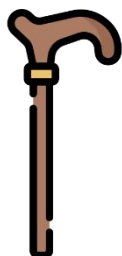
cane



cane



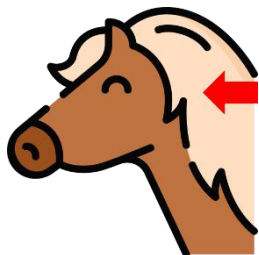
cane



cane



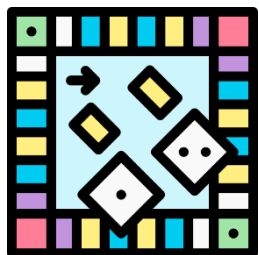
cane



cane



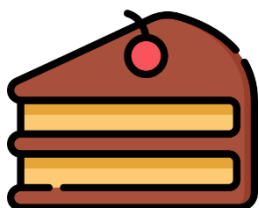
cane



cane



cane



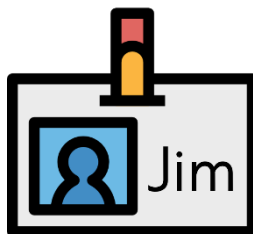
cane



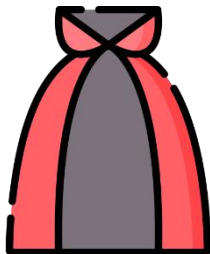
cane



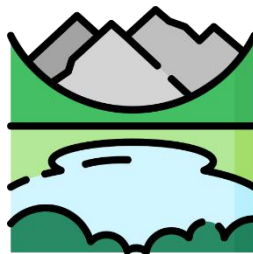
mane



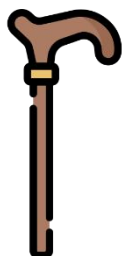
mane



mane



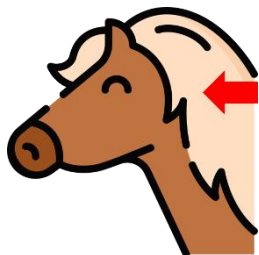
mane



mane



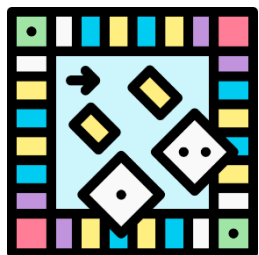
mane



mane



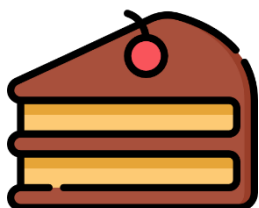
mane



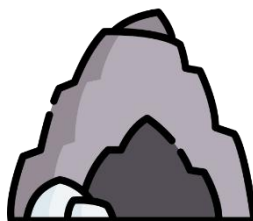
mane



mane



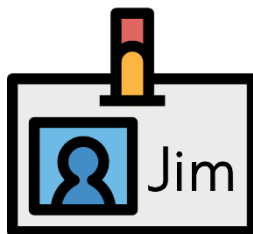
mane



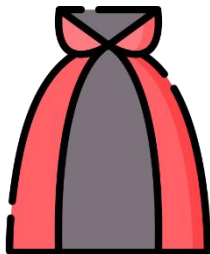
mane



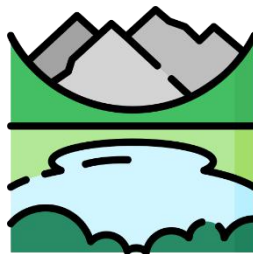
game



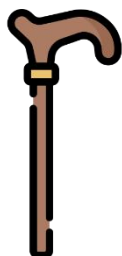
game



game



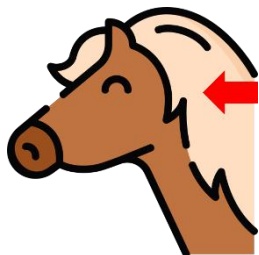
game



game



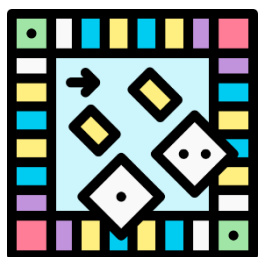
game



game



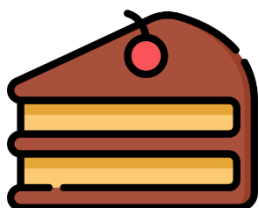
game



game



game



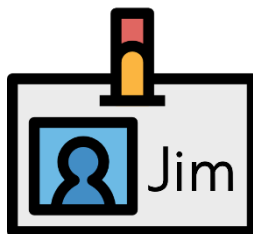
game



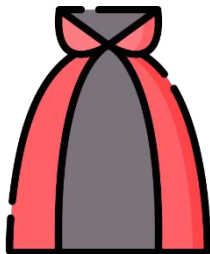
game



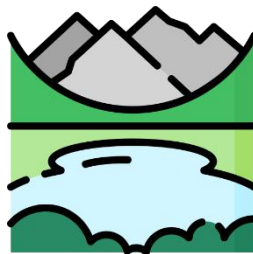
cake



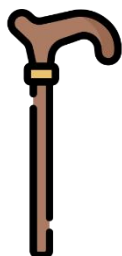
cake



cake



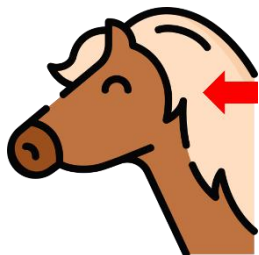
cake



cake



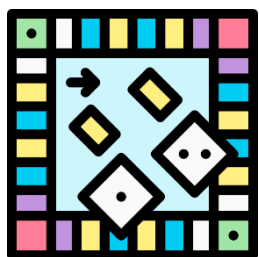
cake



cake



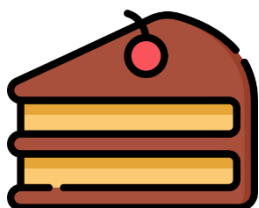
cake



cake




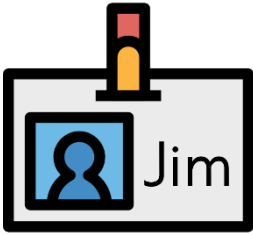
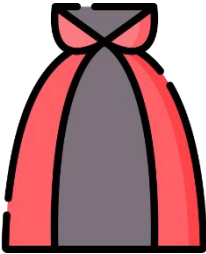

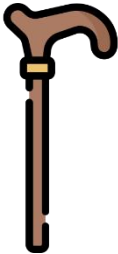

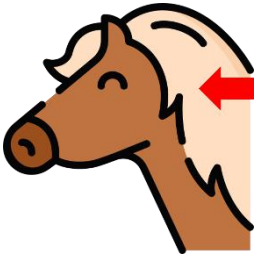

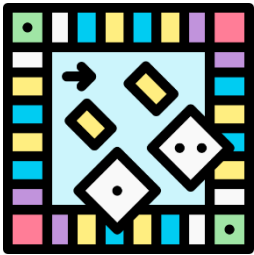

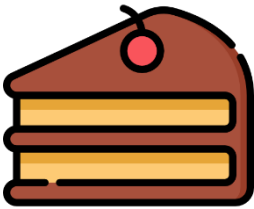

cake



cake

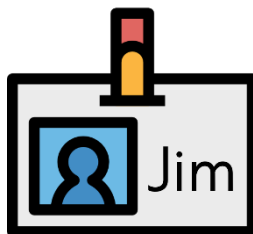


cake

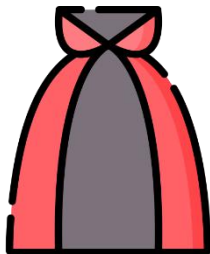
	name		name
	name		name
	name		name
	name		name
	name		name
	name		name



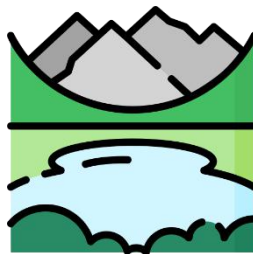
lake



lake



lake



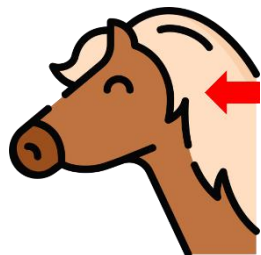
lake



lake



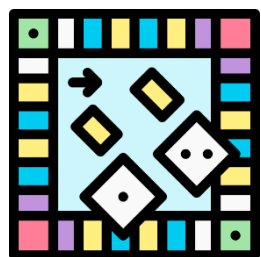
lake



lake



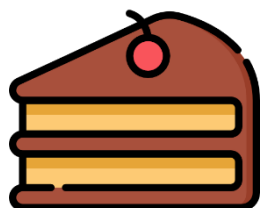
lake



lake




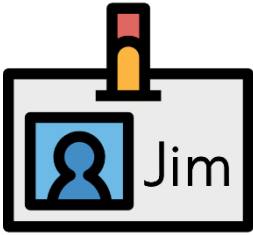
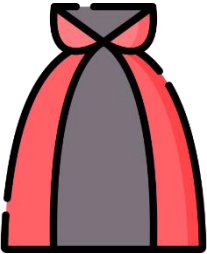

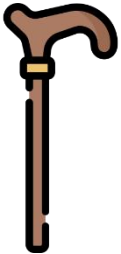

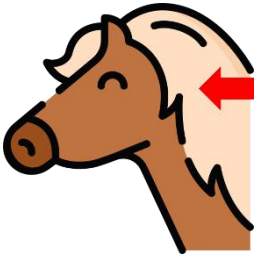

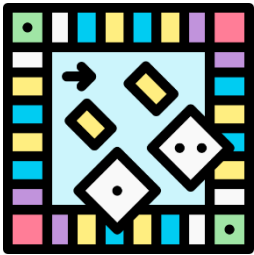

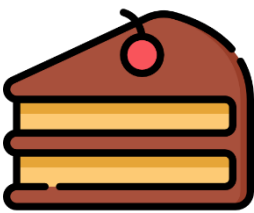

lake


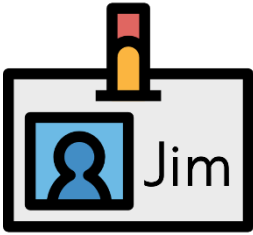
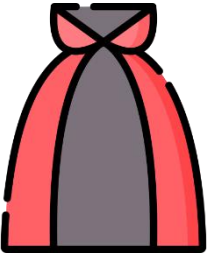

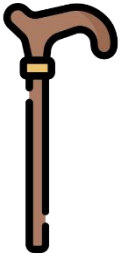

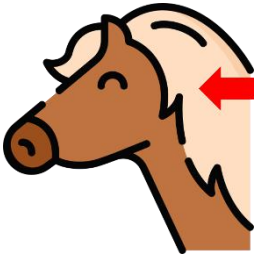

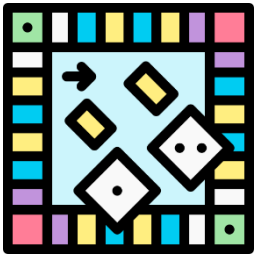

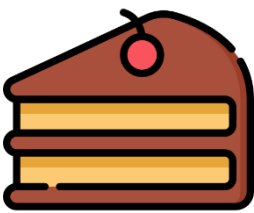



lake



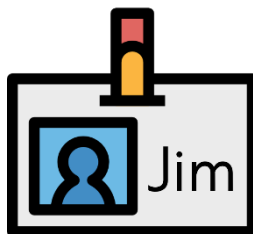
lake

	gate		gate
	gate		gate
	gate		gate
	gate		gate
	gate		gate
	gate		gate

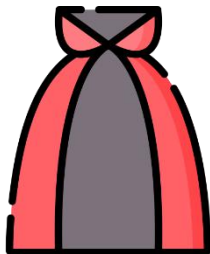
	wave		wave
	wave		wave
	wave		wave
	wave		wave
	wave		wave
	wave		wave



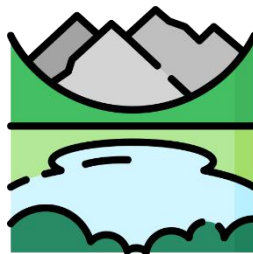
skate



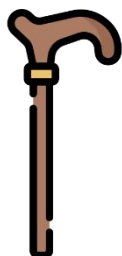
skate



skate



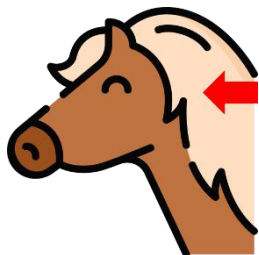
skate



skate



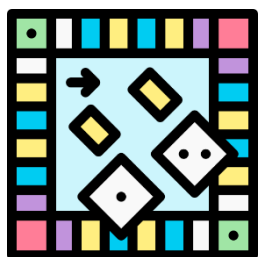
skate



skate



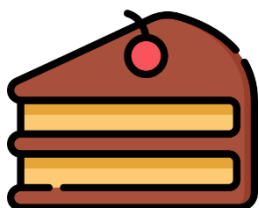
skate



skate




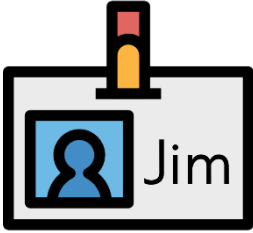
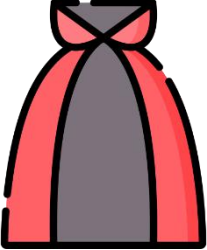

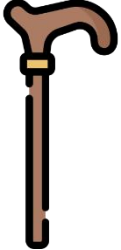

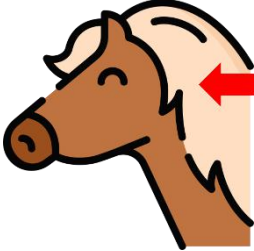

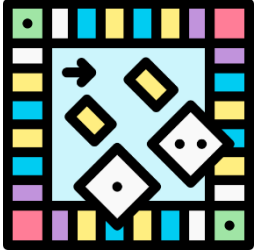

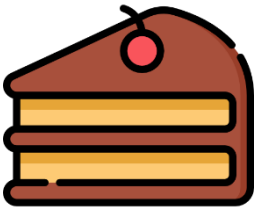

skate



skate



skate

	cave		cave
	cave		cave
	cave		cave
	cave		cave
	cave		cave
	cave		cave

How to Play *Dominoes*

Deal 7 dominoes to each player. Then, take one domino from the deck and place it face up at the center of the table. The first player adds a domino to either end, in any direction. A domino can only be added if the pictures or words match, and only at the ends of the domino chain.

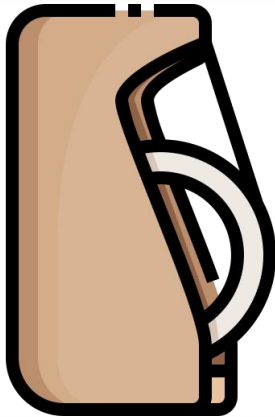
If you can't play onto either end, the player passes their turn and draws a domino from the deck. Players continue adding dominos until someone runs out. The first person to use up all their dominoes wins the game.

Those who would like to brush up on the original rules of Dominoes can visit [this site](#) or watch [this video](#).

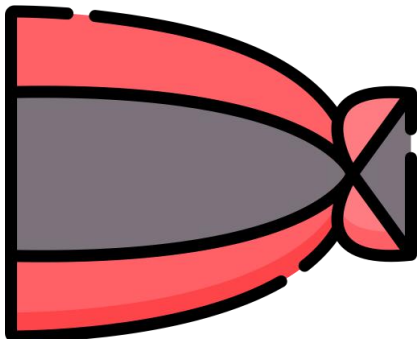




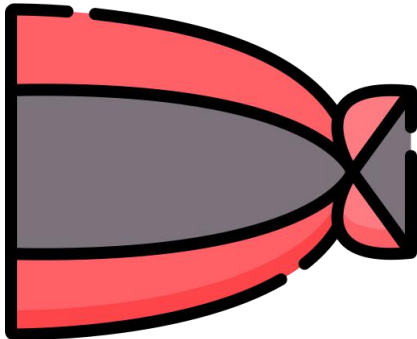
tape



tape



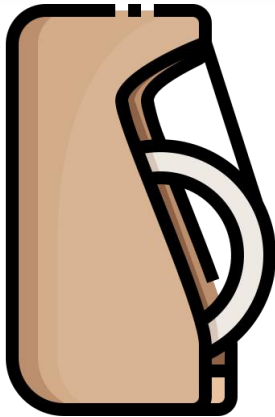
cape



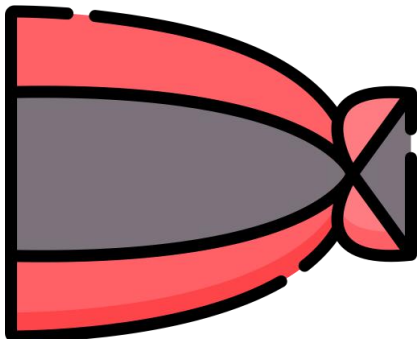
cape



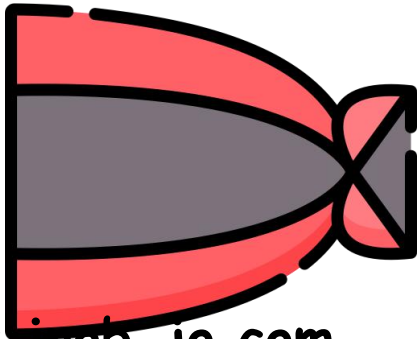
tape



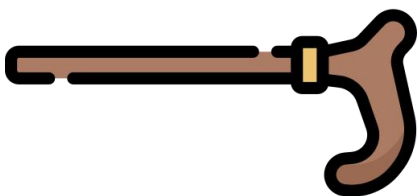
tape



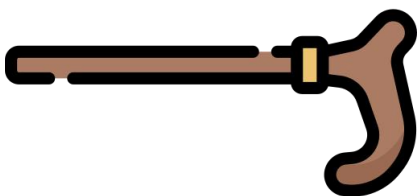
cape



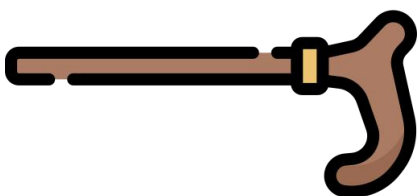
cape



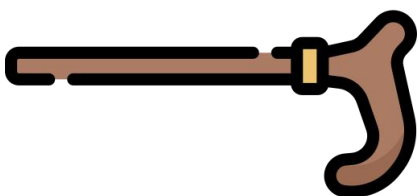
cane



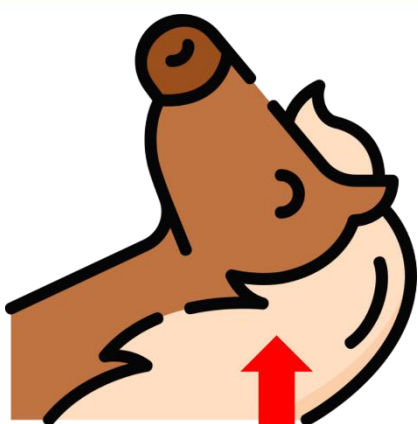
cane



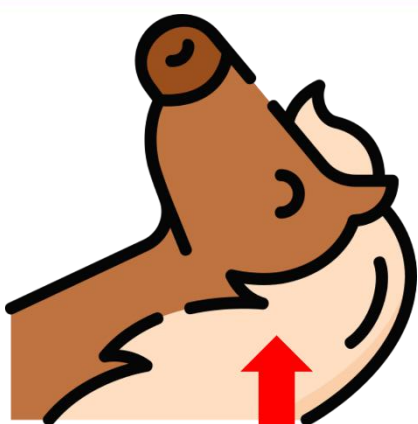
cane



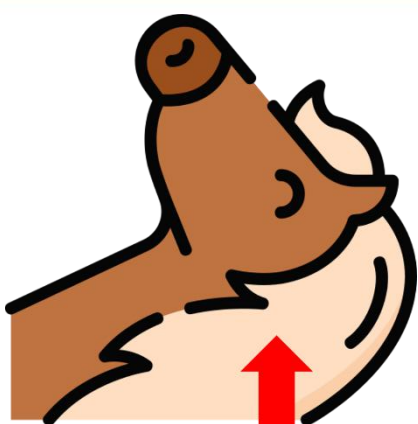
cane



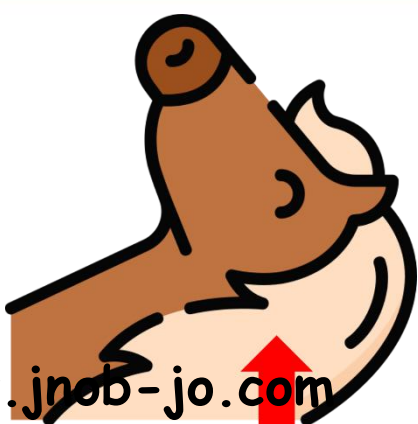
mane



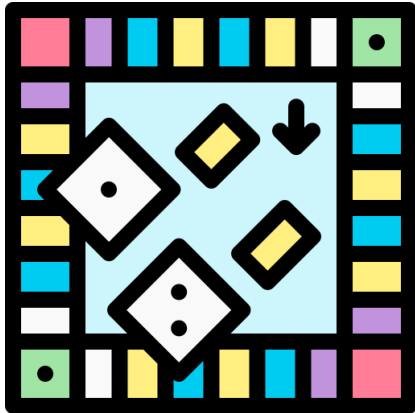
mane



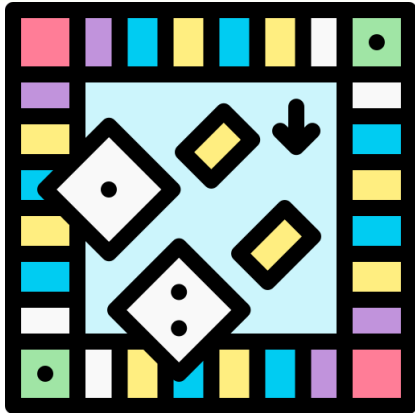
mane



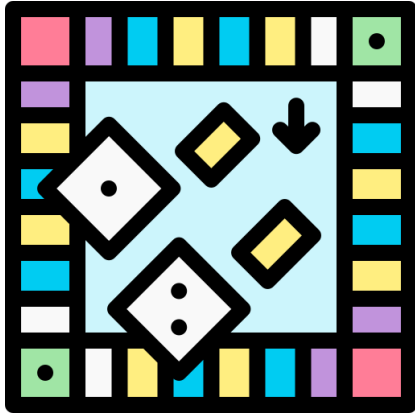
mane



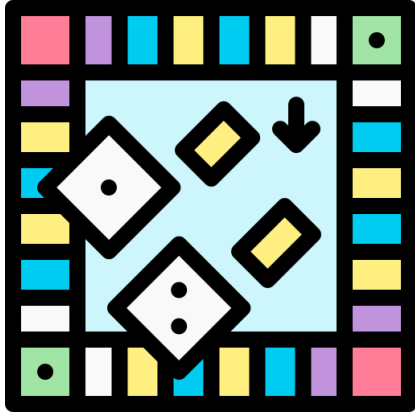
game



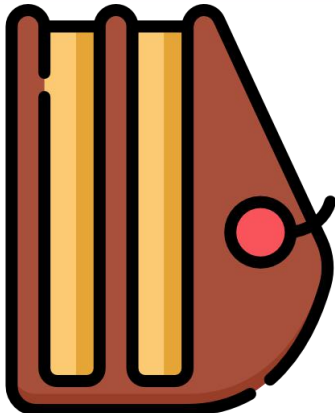
game



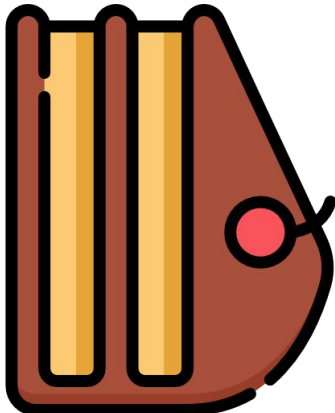
game



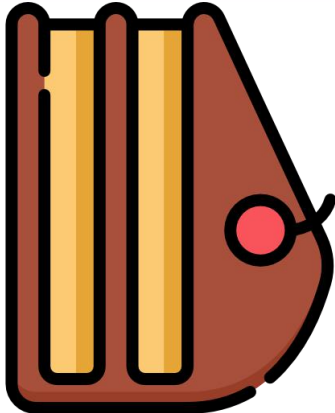
game



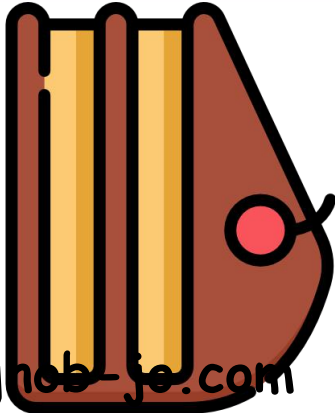
cake



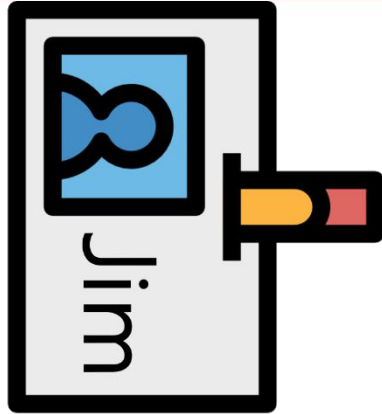
cake



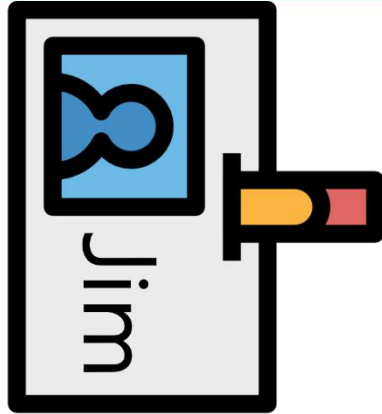
cake



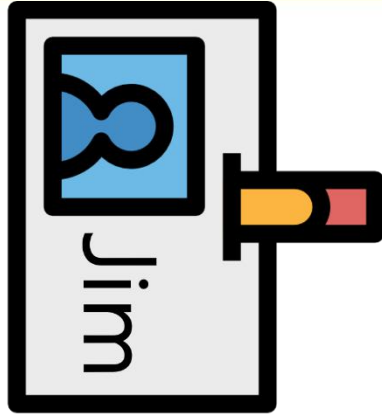
cake



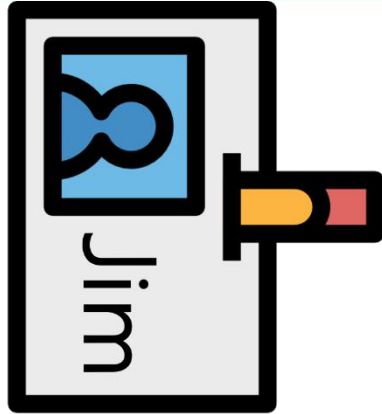
name



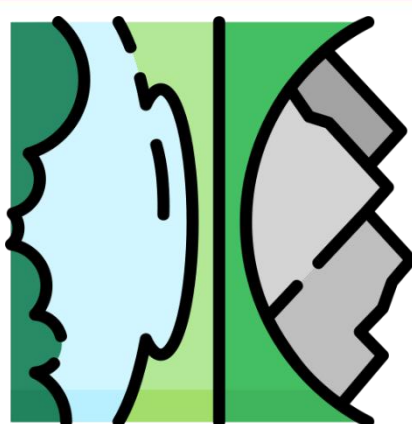
name



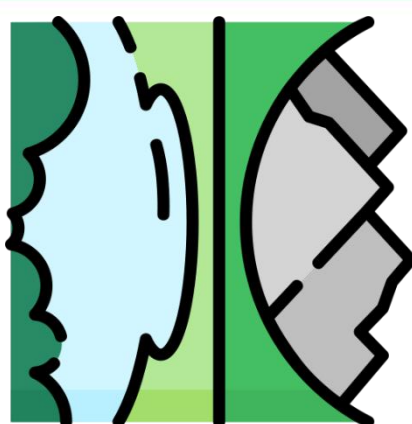
name



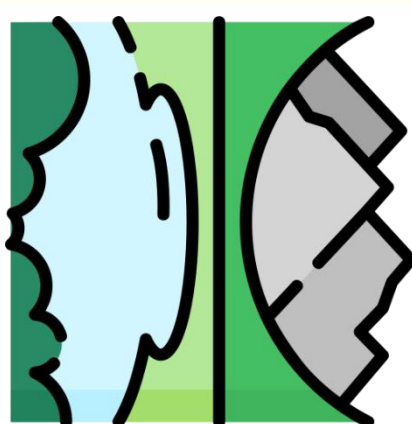
name



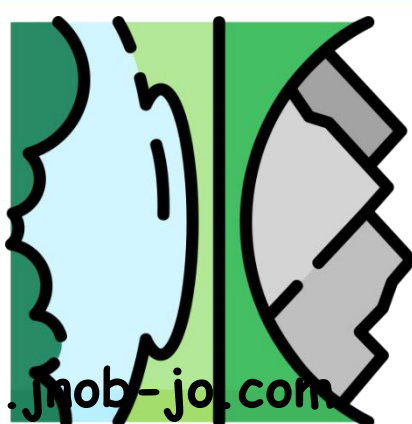
lake



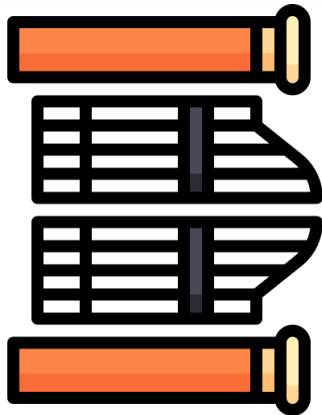
lake



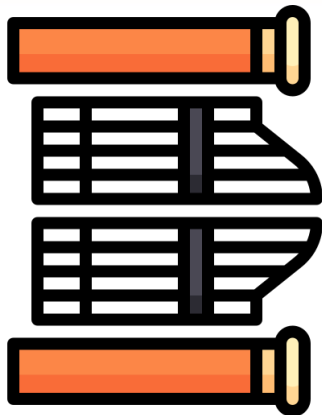
lake



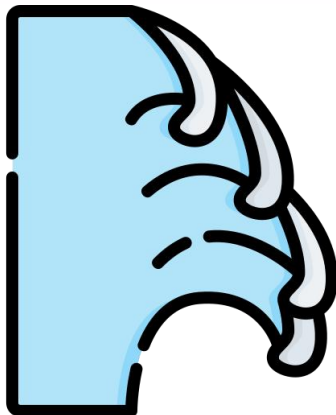
lake



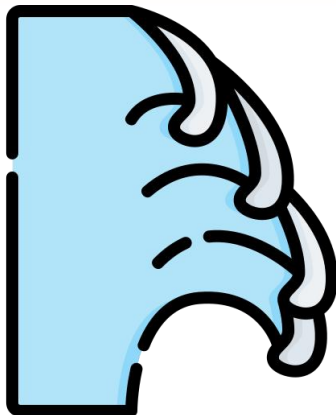
gate



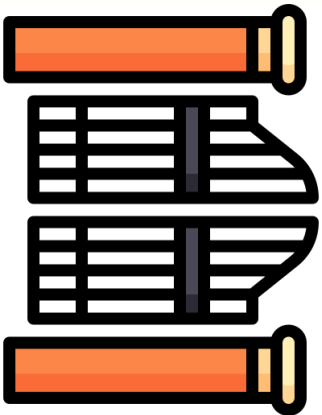
gate



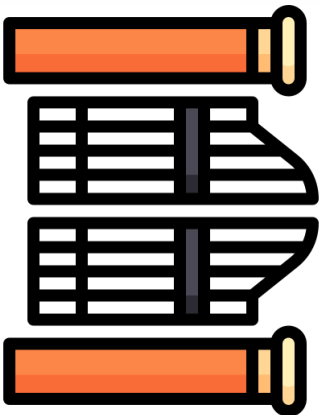
wave



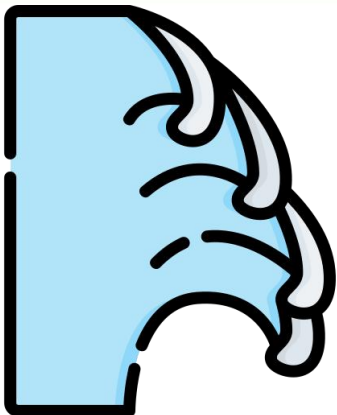
wave



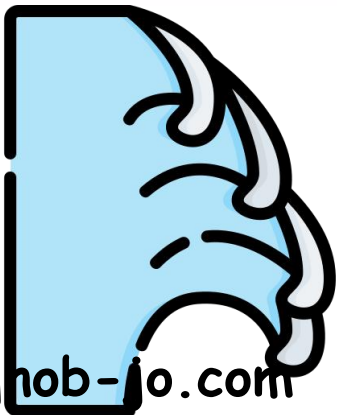
gate



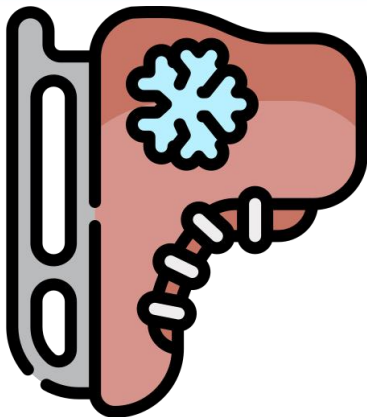
gate



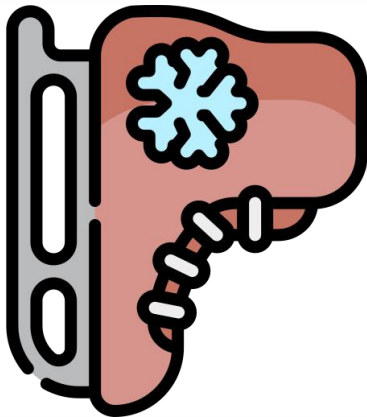
wave



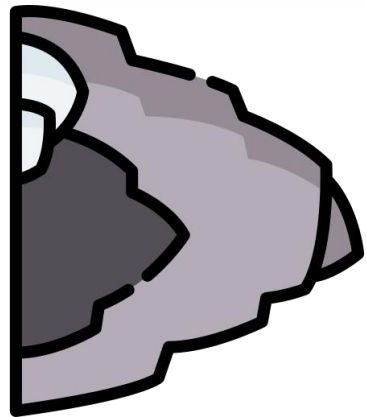
wave



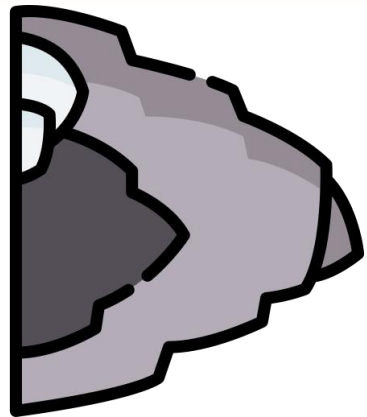
skate



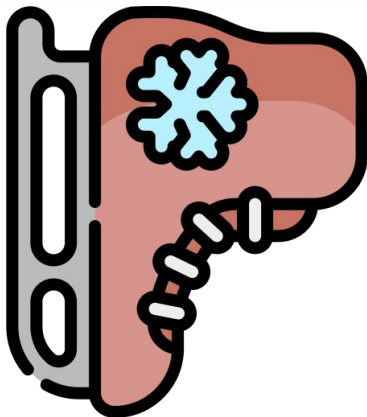
skate



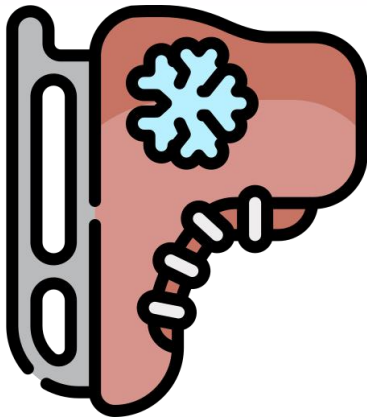
cave



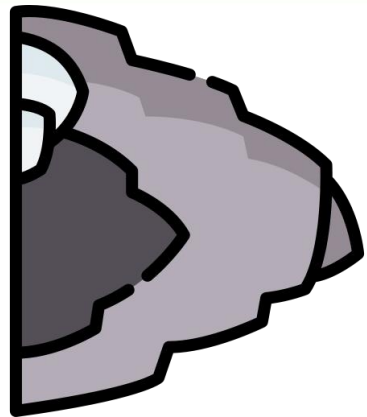
cave



skate



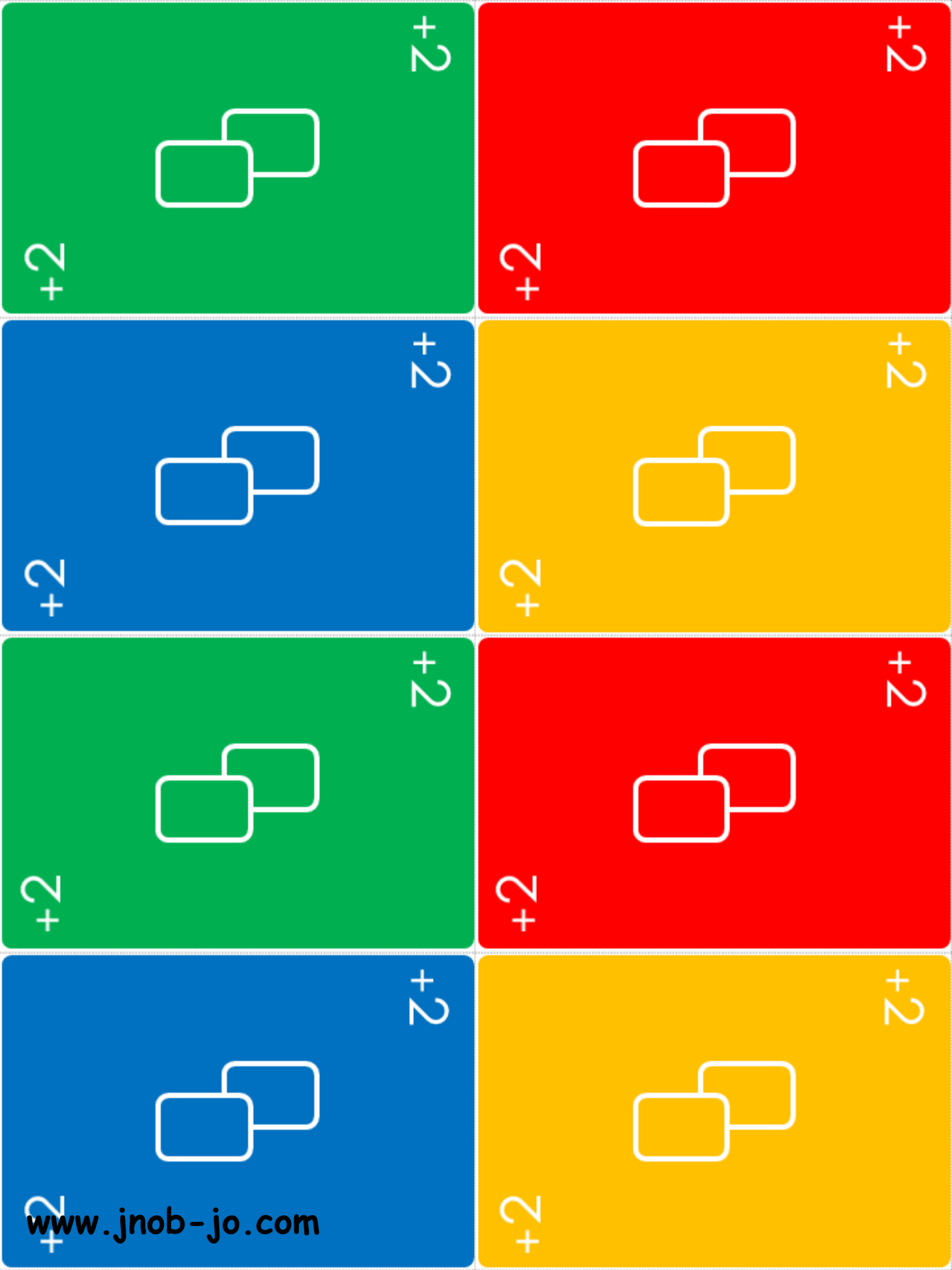
skate



cave



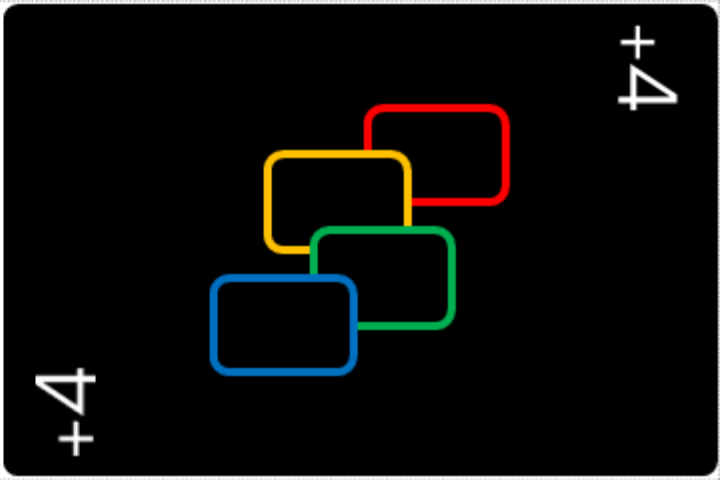
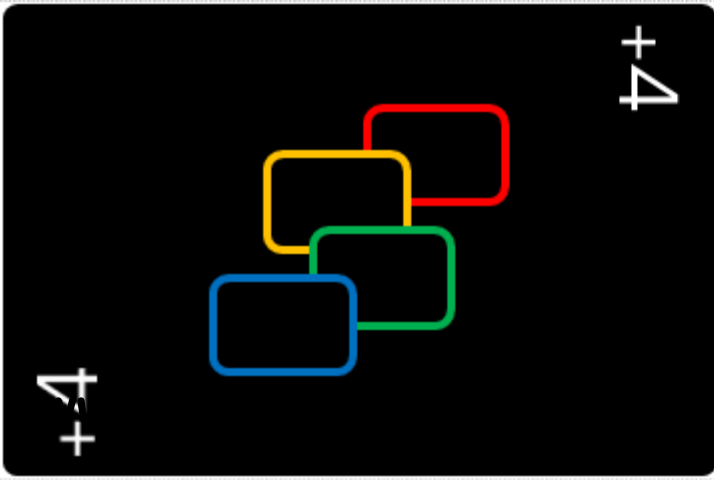
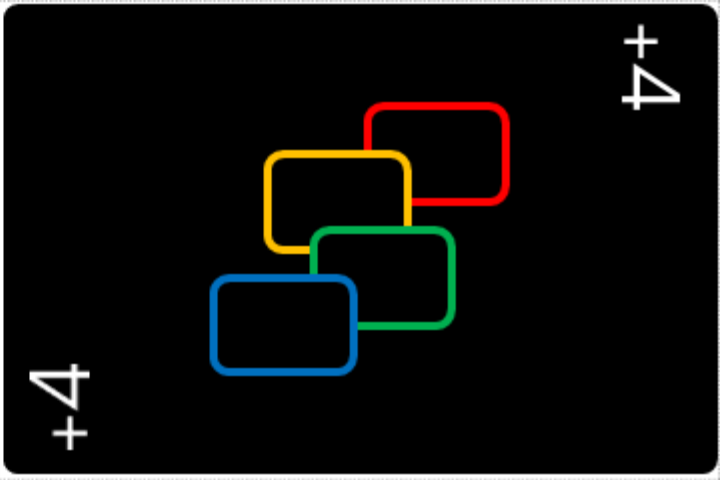
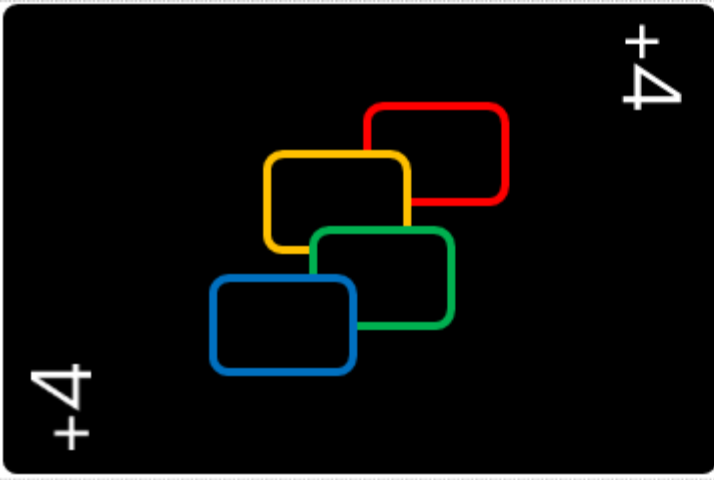
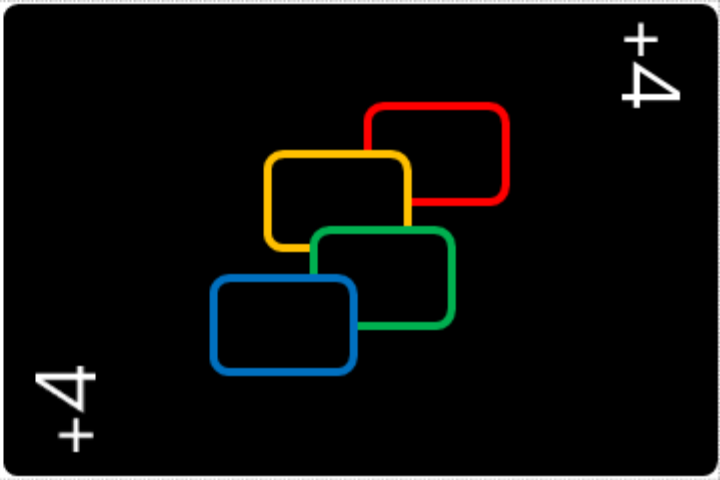
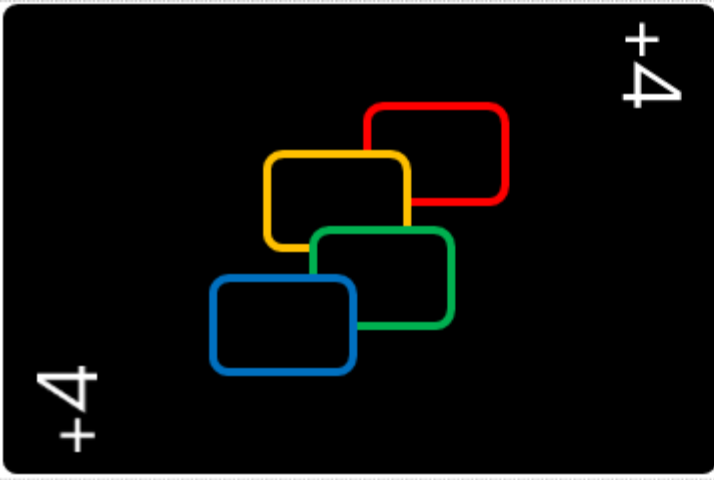
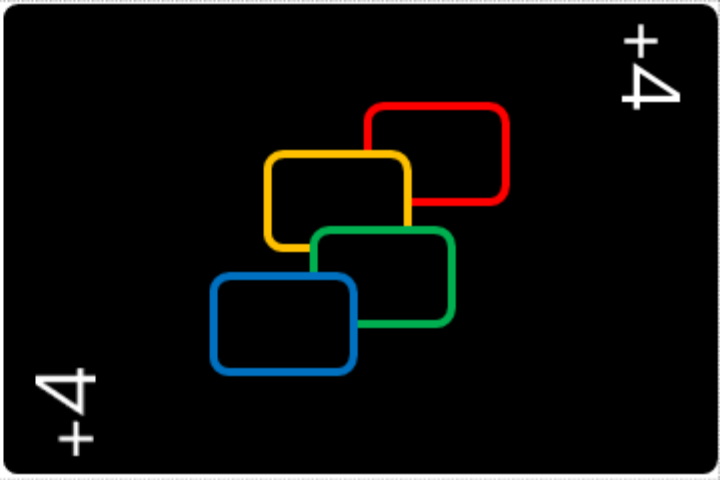
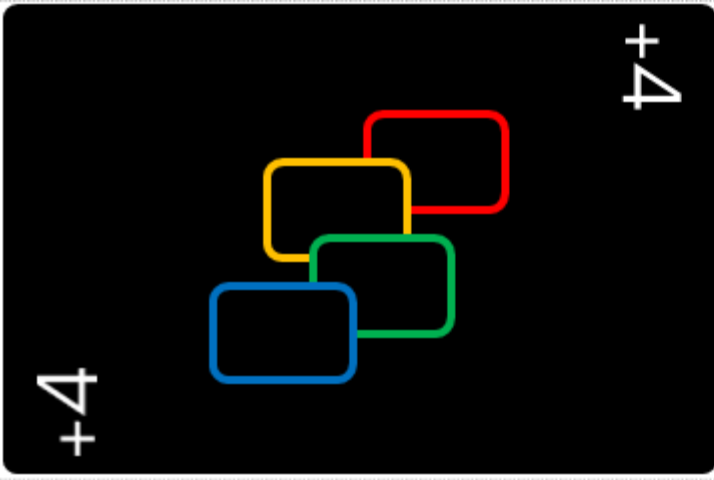
cave















Unit 1



Unit 1



Unit 1



Unit 1



Unit 1



Unit 1



Unit 1



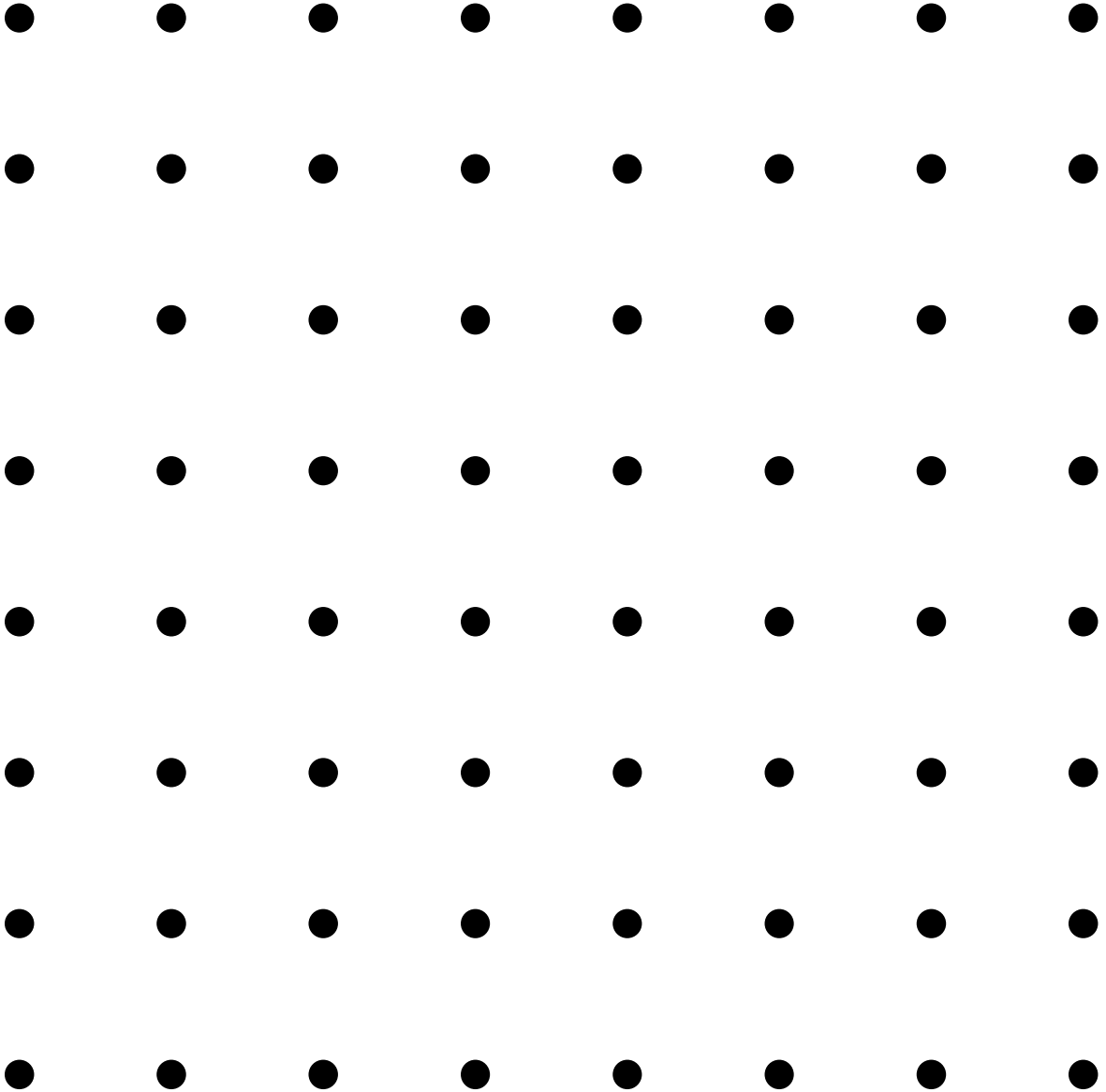
Unit 1

How to Play *Uno*

These Uno cards can be played like the regular game substituting vocabulary words for numbers.

Teachers who would like to brush up on the rules can visit [this site](#) or watch [this video](#).





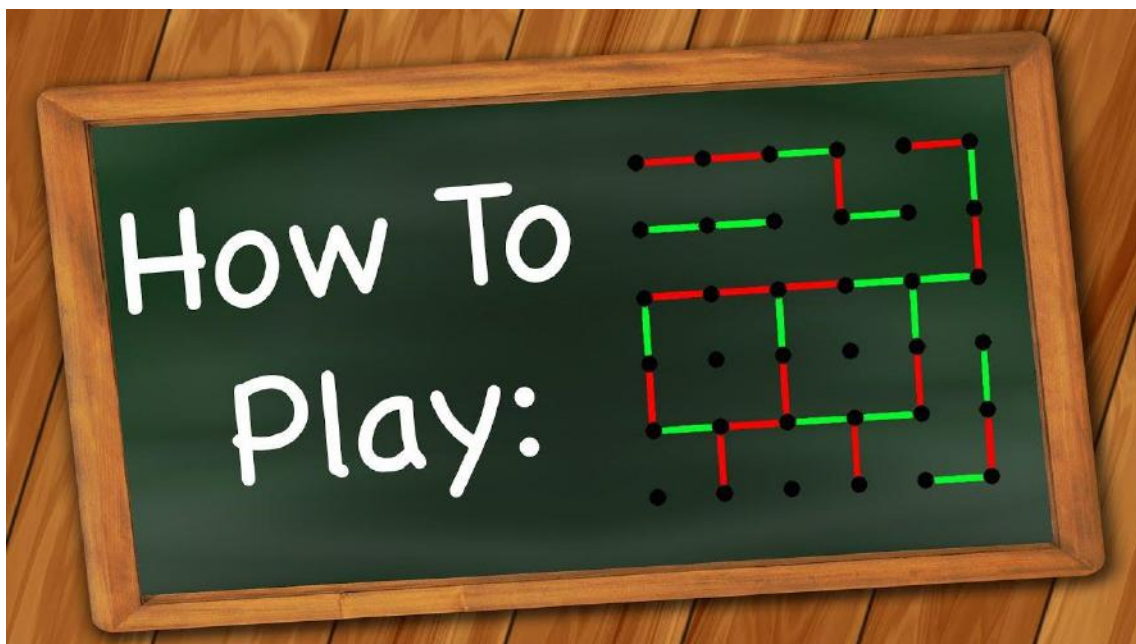
How to Play *Dots and Boxes*

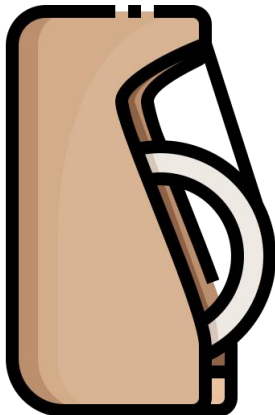
Dots and Boxes is a classic board game that children love. Players take turns drawing a single horizontal or vertical line between two dots on the grid. A player who completes the fourth side of a 1x1 box earns one point. Points can be recorded by placing an initial of the player in the box. The game ends when no more lines can be placed. The winner of the game is the player with the most points.

Class Play: Draw a grid on the board and divide the class into two teams. You can use the flashcard cards to ask your class how to read words.

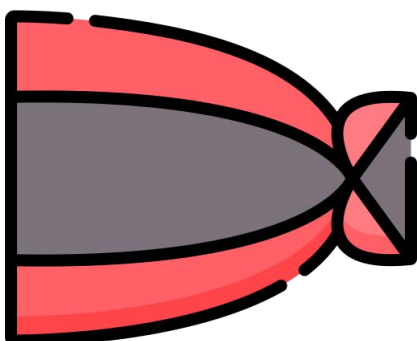
Pair Play: For more practice give a grid and flashcards to each pair of students. They can take turns reading words.

Teachers who would like to brush up on the rules of Dots and Boxes can visit [this site](#) or watch [this video](#).

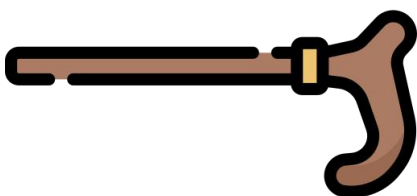




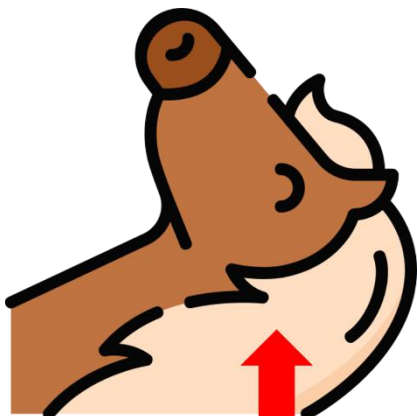
tape



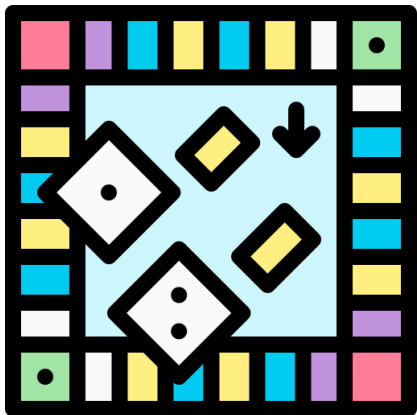
cape



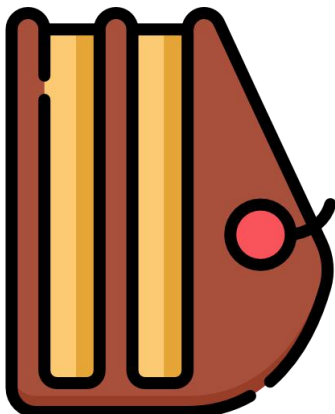
cane



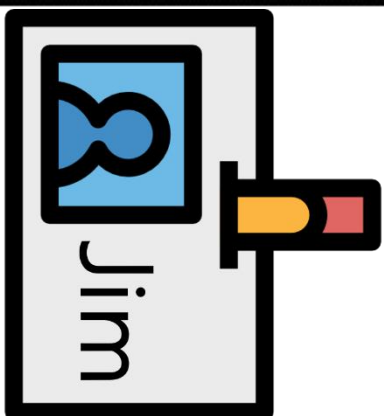
mane



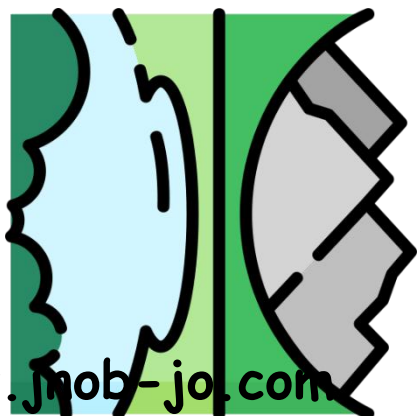
game



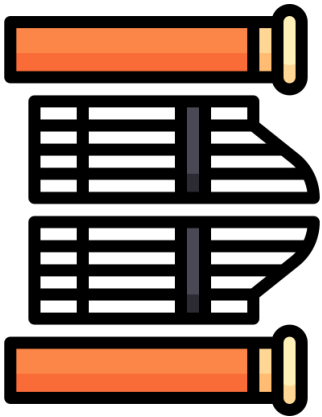
cake



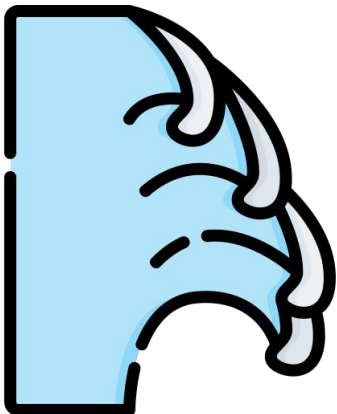
name



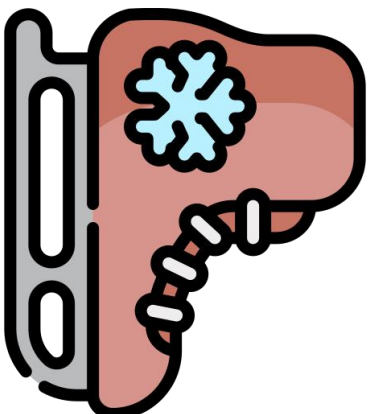
lake



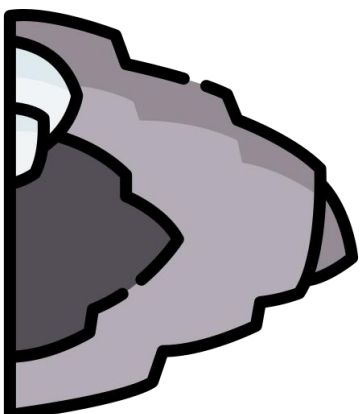
gate



wave



skate



cave



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish





Go Fish

Unit 1



Go Fish

Unit 1



Go Fish

Unit 1



Go Fish

Unit 1



Go Fish

Unit 1



Go Fish

Unit 1



Go Fish

Unit 1



Go Fish

Unit 1

How to Play *Go Fish*

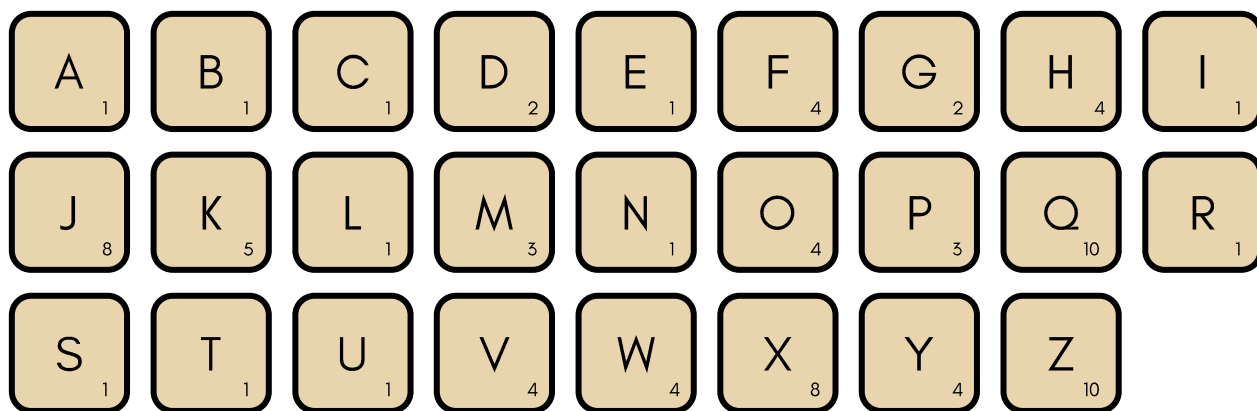
These Go Fish cards can be played like the regular game substituting vocabulary words for numbers. When a player lays down a *Bang Card*, all other players must hand over one of their cards.

Teachers who would like to brush up on the rules can visit [this site](#) or watch [this video](#).



Scrabble Spelling

Use the numbers on the letter tiles to add up your spelling words.



Word	Math	Answer
<i>apple</i>	$1 + 3 + 3 + 1 + 1$	9

[illegible]



tape

name

cape

lake

cane

gate

mane

wave

game

skate

cake

cave

see

her

I

on

in

are

and

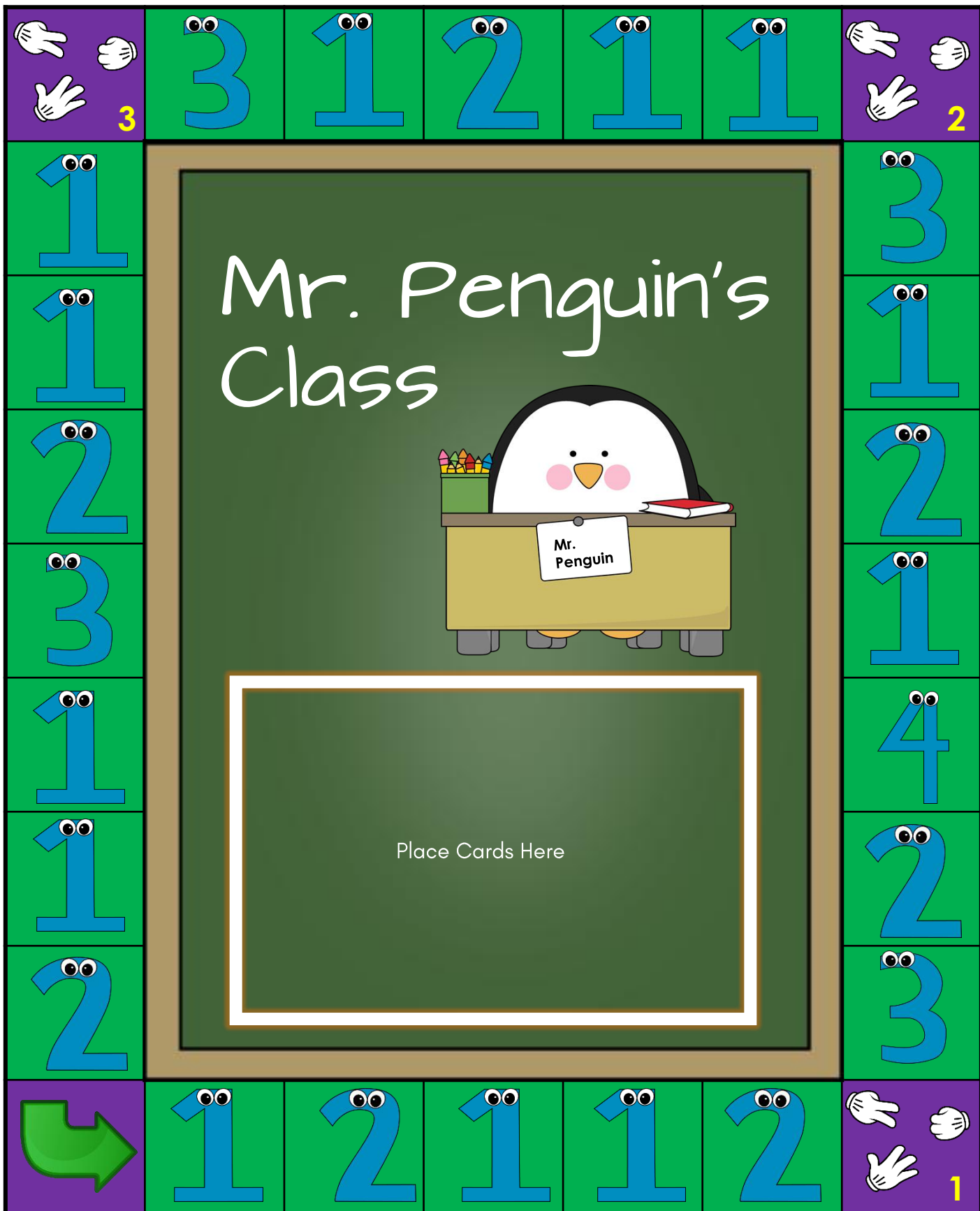
too

How to Play Scrabble Spelling

Scrabble Spelling is a simple game that can be played individually, in pairs, or small groups.

Students take turns drawing from a stack of vocabulary cards. (Any vocabulary cards will do, even ones the students make themselves.) The students write the word in the table and calculate how many points they get according to the letter tiles at the top of the page.

Continue until there are no more vocabulary cards or no more spaces in the table. Then, add up the scores. The student with the most points wins.





tape



Unit 1

cape



Unit 1

cane



Unit 1

mane



Unit 1

game



Unit 1

cake



Unit 1

name

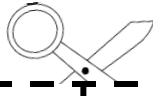


Unit 1

lake



Unit 1



gate



Unit 1

wave



Unit 1

skate



Unit 1

cave



Unit 1



see

Unit 1



i

Unit 1



in

Unit 1



and

Unit 1



her

Unit 1



on

Unit 1



are


Unit 1

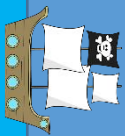
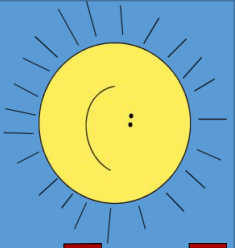


too

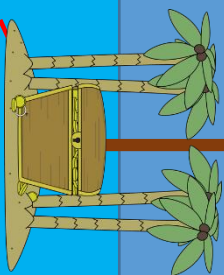
Unit 1

How to Play *Mr. Penguin's Class*

1. Stack the playing cards face down on the board (you may want to make several sets) and place game counters (one for each player) on the arrow.
2. Players take turns rolling the dice and moving their counters around the board.
3. When a player's counter lands on a square, the player takes as many cards as shown, but to keep them the player must read each one.
4. If the player lands on  , all the players play rock, scissor, paper. The winner may take as many cards from each of the losers as specified on the board.
5. Continue going around the board until all the cards have been taken.
6. The player with the most cards is the winner.



ISLAND HOPPERS



cape

name

mane

wave

cake

lake

gate

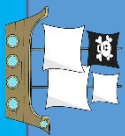
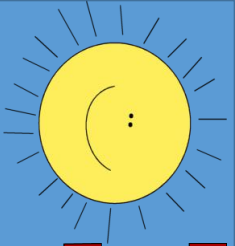
game

tape

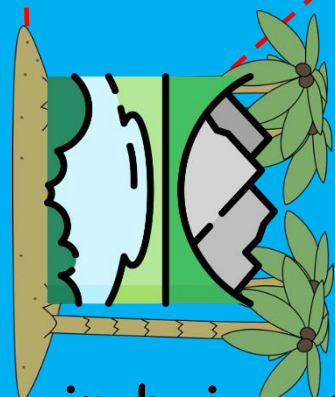
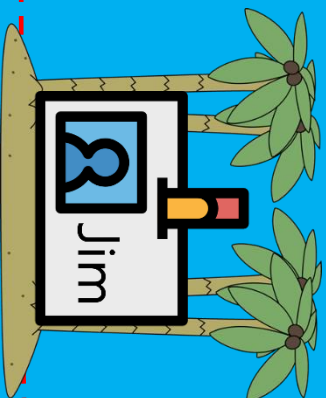
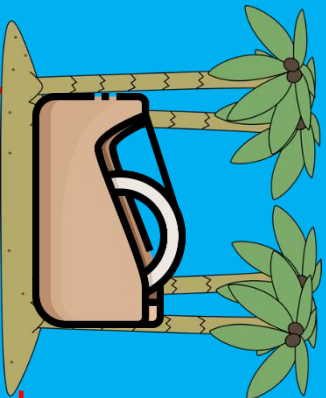
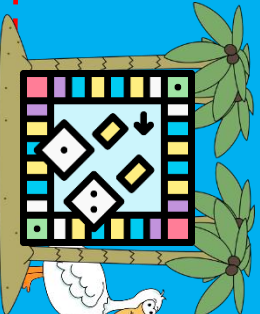
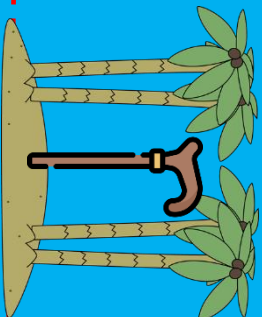
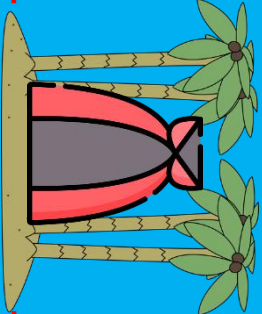
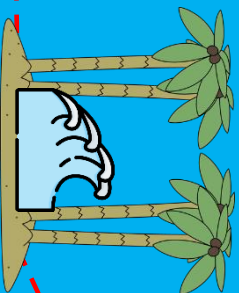
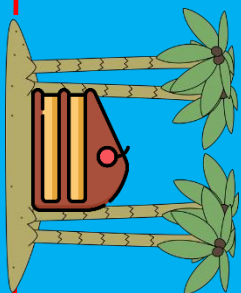
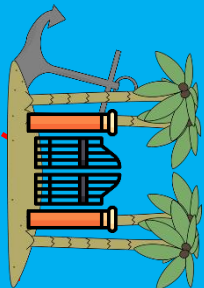
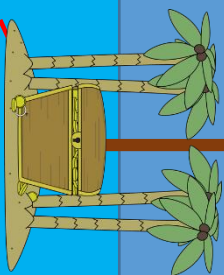
cane



START



ISLAND HOPPERS



How to Play *Island Hoppers*

**2 to 4 players are recommended for this game.
Each player will need their own dice.**

1. Place a game marker for each player on START.
2. All players roll their dice at the same time.
3. The player with the highest number moves forward one space along the board and reads on the island.
4. If two or more players have the highest number, they both move forward one space.
4. The player who arrives at FINISH first is the winner.



tape



game



cape



cake



cane



name



mane



lake



gate



see



wave



l



skate



in



cave



and



her



on



are



too





Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE

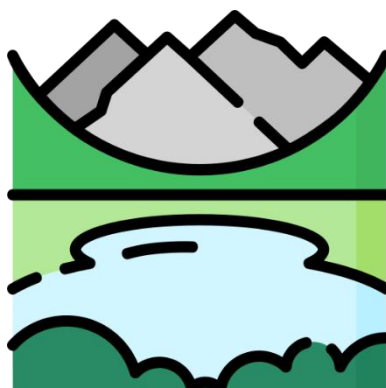
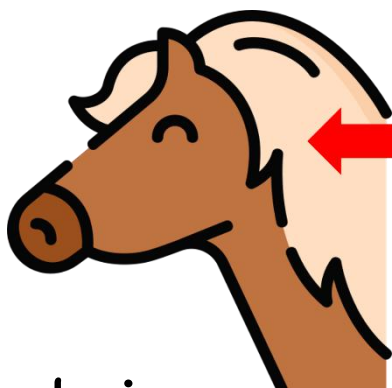
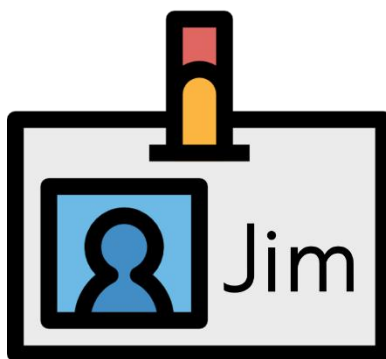
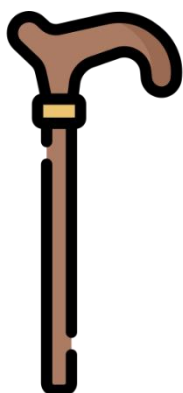
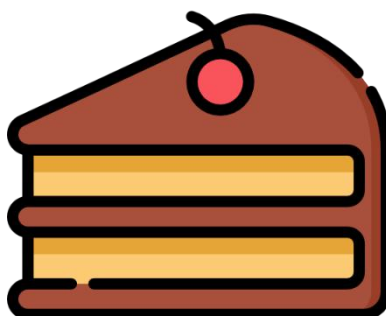
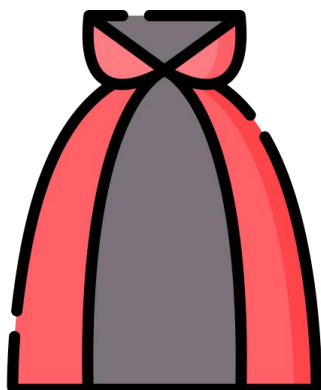
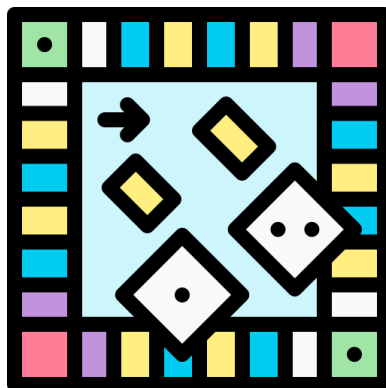
How to Play *Space Force*

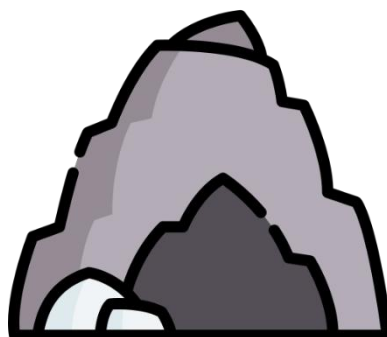
Set Up

Print and cut out the game cards. Shuffle the cards and stack them face down. For longer play, combine two or three decks of cards.

How To Play

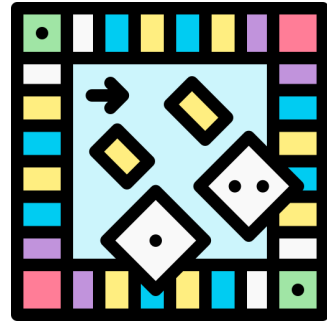
Students take turns drawing a card and reading the word. If the word is read correctly, they can keep the card. If a rocket card is pulled, they get to draw another card. If a meteor card is pulled, they must return one of their cards to the bottom of the deck. The player with the most cards at the end wins. (The Space Force cards are for use as the backside of the game cards.)



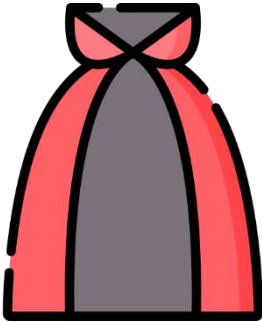




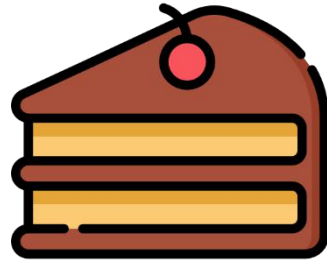
tape



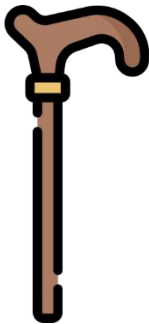
game



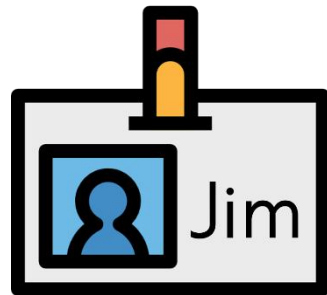
cape



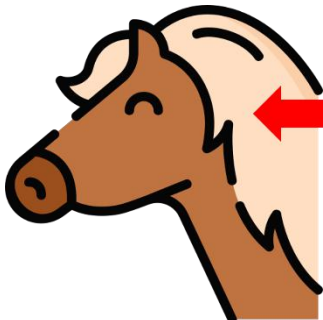
cake



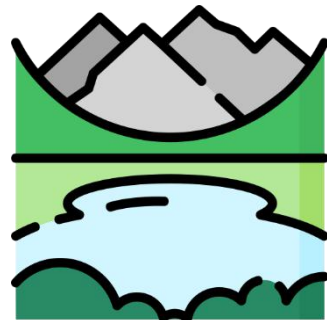
cane



name



mane



lake



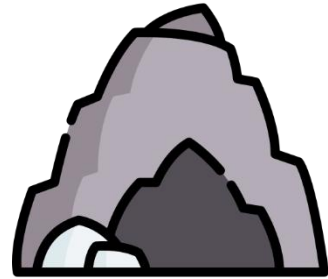
gate



skate



wave



cave



tape

game

cape

cake

cane

name

mane

lake



gate

skate

wave

cave



cape

cape

name

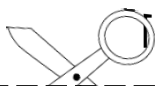
name

lake

lake

name

lake



gate

wave

skate

cave

Table of Contents

Return to the table of contents by clicking on [Oxford Phonics World](#).

- | | |
|--|---------------------------------------|
| • Picture Dictionary | • Concentration |
| • Word Search | • Roll and Read |
| • Unscramble the Words | • Tic-Tac-Toe |
| • Circle the Words | • Snakes and Ladders |
| • Circle the Pictures | • Turn and Search |
| • ABC Order | • Dominoes |
| • Draw Pictures | • UNO |
| • Circle and Write | • Dots and Boxes |
| | • Go Fish |
| | • Scrabble Spelling |
| | • Mr. Penguin's Class |
| | • Island Hoppers |
| | • Space Force |
| | • Flashcards |

Skip to another unit by clicking below.

[Unit 1](#)[Unit 2](#)[Unit 3](#)[Unit 4](#)[Review 1](#)[Unit 5](#)[Unit 6](#)[Unit 7](#)[Unit 8](#)[Review 2](#)

Name: _____

Picture Dictionary



_____	_____
-----	-----
_____	_____



_____	_____
-----	-----
_____	_____



_____	_____
-----	-----
_____	_____



_____	_____
-----	-----
_____	_____



_____	_____
-----	-----
_____	_____



_____	_____
-----	-----
_____	_____



_____	_____
-----	-----
_____	_____



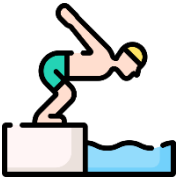
_____	_____
-----	-----
_____	_____



Two sets of handwriting practice lines. Each set consists of a solid top line, a dashed middle line, and a solid bottom line.



Two sets of handwriting practice lines. Each set consists of a solid top line, a dashed middle line, and a solid bottom line.















Two sets of handwriting practice lines. Each set consists of a solid top line, a dashed middle line, and a solid bottom line.



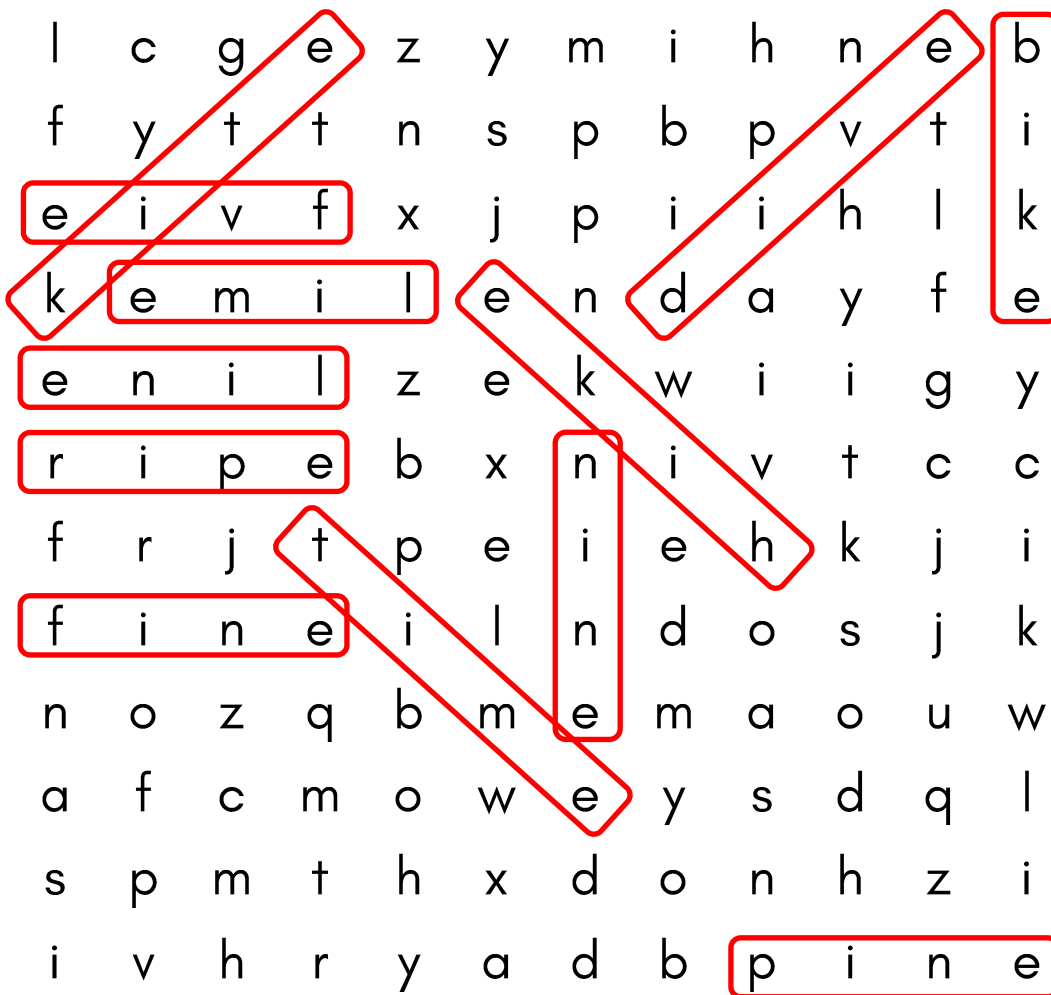
Two sets of handwriting practice lines. Each set consists of a solid top line, a dashed middle line, and a solid bottom line.













Find the Words

l c g e z y m i h n e b
 f y t t n s p b p v t i
 e i v f x j p i i h l k
 k e m i l e n d a y f e
 e n i l z e k w i i g y
 r i p e b x n i v t c c
 f r j t p e i e h k j i
 f i n e i l n d o s j k
 n o z q b m e m a o u w
 a f c m o w e y s d q l
 s p m t h x d o n h z i
 i v h r y a d b p i n e

kite 	fine 	time 	nine 
pine 	lime 	hike 	dive 
ripe 	bike 	five 	line 

Find the Words



kite		fine		time		nine	
pine		lime		hike		dive	
ripe		bike		five		line	

Name: _____

Make a Word Search

_____	_____	_____	_____
_____	_____	_____	_____

Name: _____

Unscramble the Words and Match

fnie

•

•



kihe

•

•



ktie

•

•



bkei

•

•



ienp

•

•



ieml

•

•



rpie

•

•



mite

•

•



nnie

•

•



inle

•

•



vefi

•

•



dvei

•

•



Name: _____

Circle the Correct Word



hike

kite

lime



time

bike

pine



ripe

kite

fine



fine

pine

time



ripe

pine

lime



fine

hike

bike



lime

time

ripe



hike

kite

bike



nine

five

line



line

nine

dive



dive

five

nine



line

five

dive

Name: _____

Circle the Correct Picture

kite



pine



ripe



fine



lime



bike



time



hike



five



nine



dive



line



Name: _____

Put the Words in ABC Order

1. Cut out the words.
2. Put the words in ABC order.
3. Glue the words in the boxes.

1	2	3	4
5	6	7	8
9	10	11	12

pine	bike	nine	ripe
hike	dive	kite	lime
fine	line	time	five

Name: _____

Draw Pictures



There is a kite.



There is a pine.



There is a lime.



There is a line.



What is the time?



He is fine.



She can dive.



He can hike.



The banana is ripe.



The bike is red.



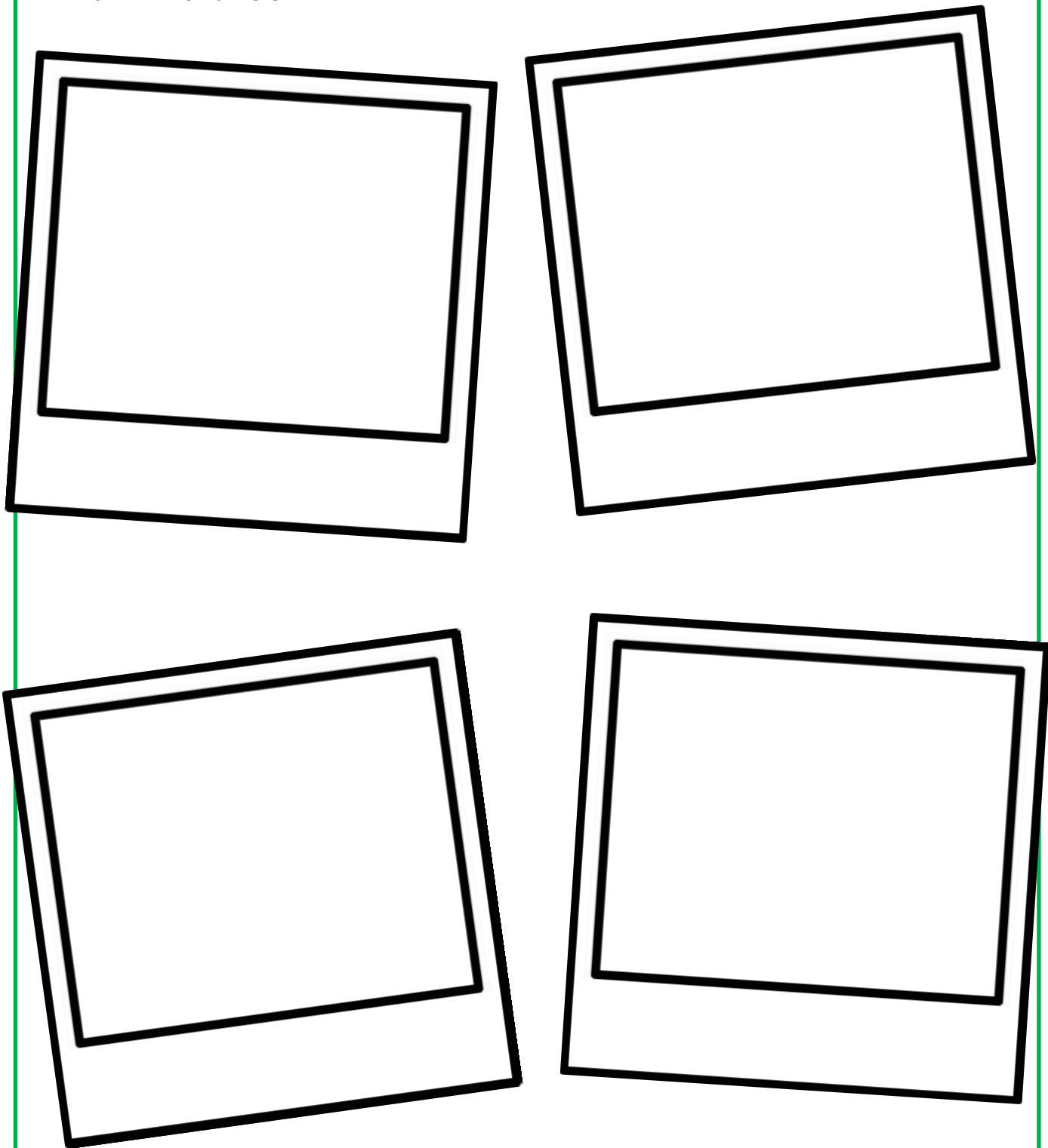
I have nine cats.

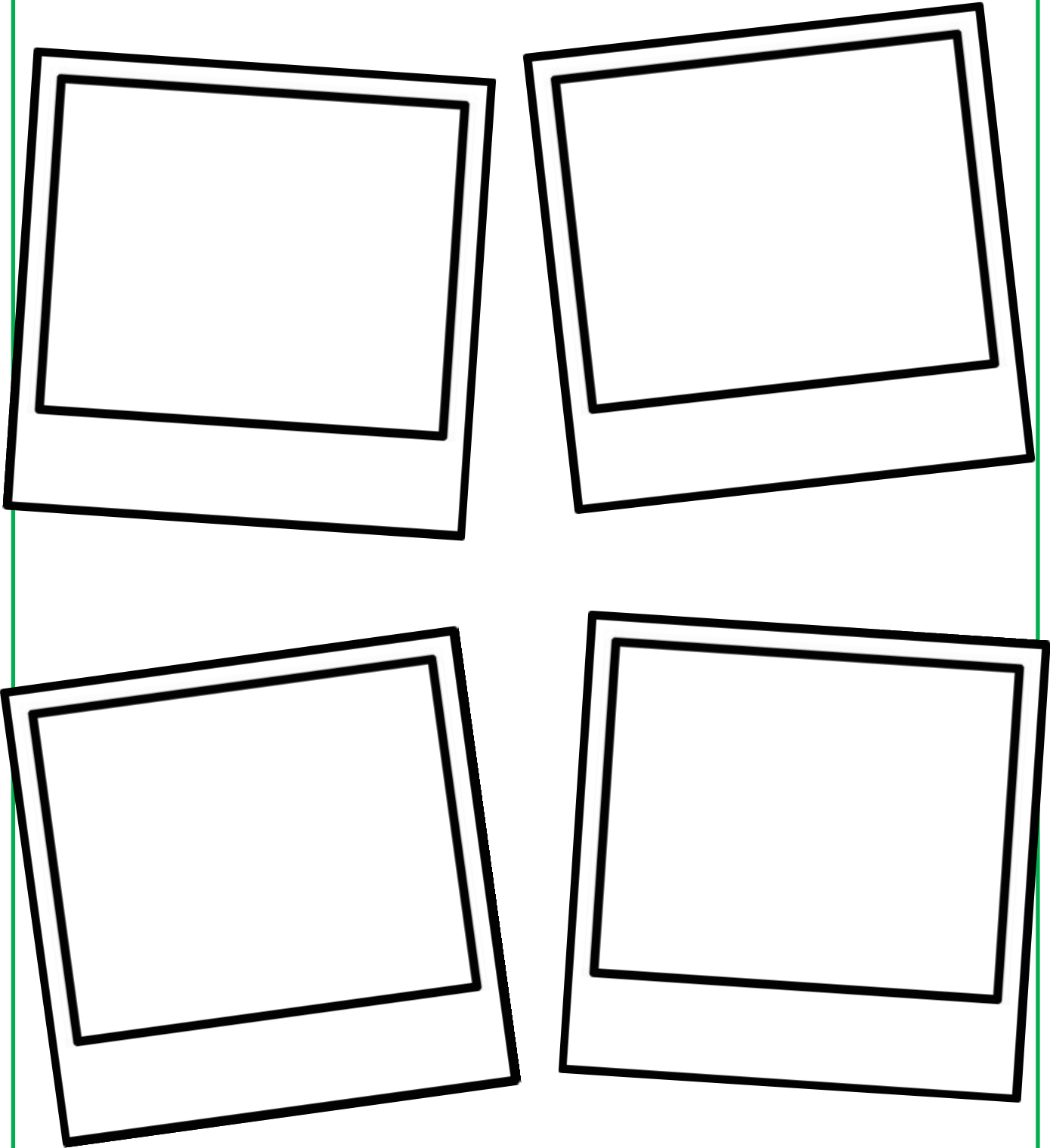


I have five hats.

Name: _____

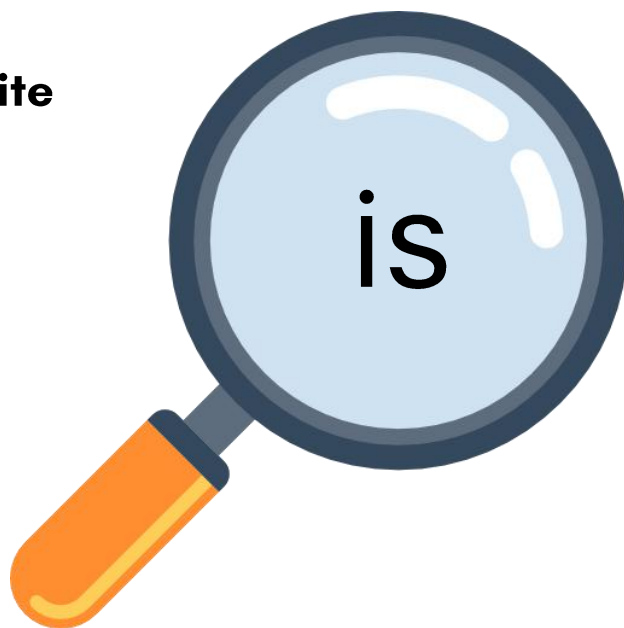
Draw Pictures





Name: _____

Circle and Write



my

in

what

is

the

the

is

my

what

in

in

what

the

is

my

the

my

in

what

is

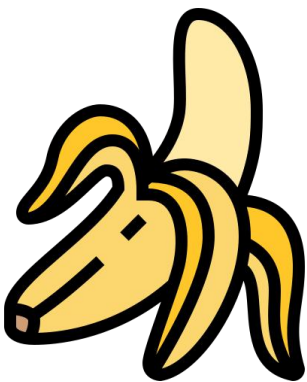
is



kite



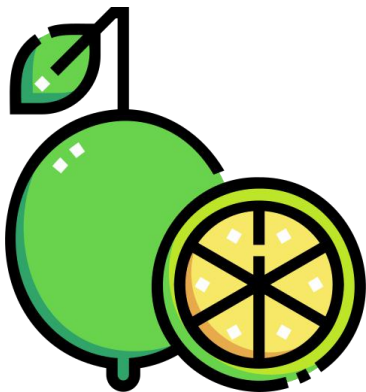
pine



ripe



fine



lime



bike



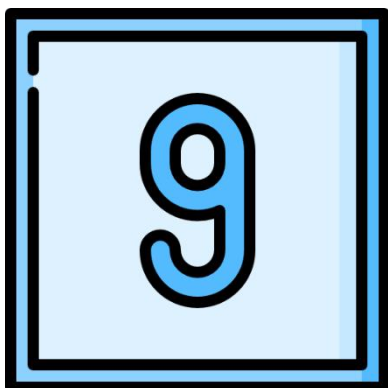
time



hike



five



nine



dive



line



my

what

is

like

in

to

the

at

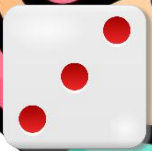
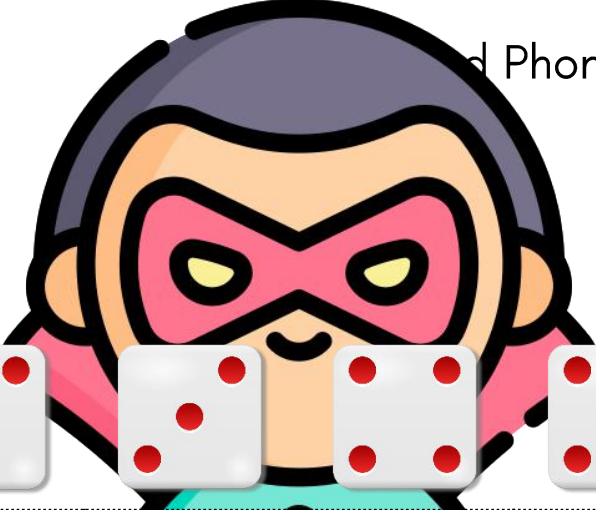
How to Play *Concentration*

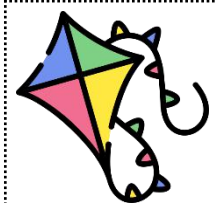



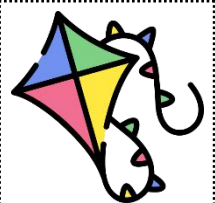

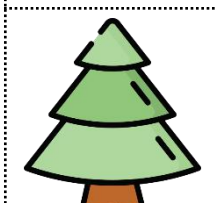

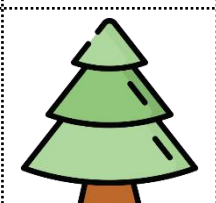

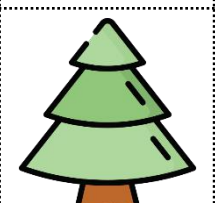

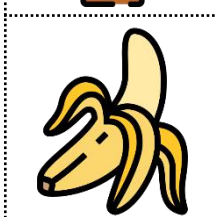

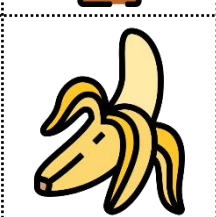

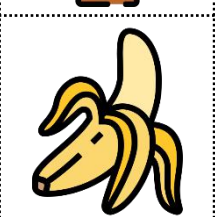







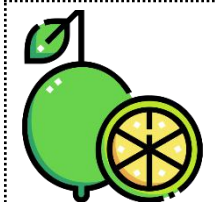
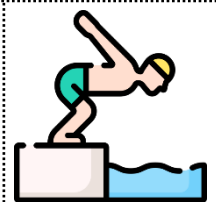
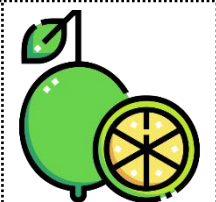
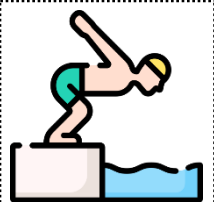
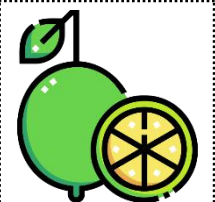
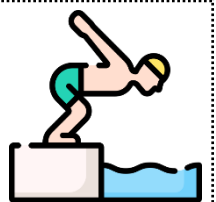
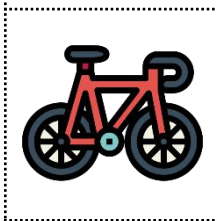
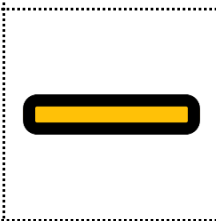

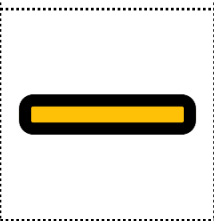

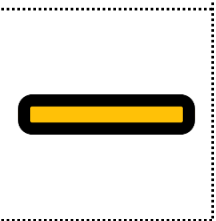
Teachers who would like to brush up on the original rules of Concentration (otherwise known as Memory) can watch [this video](#).





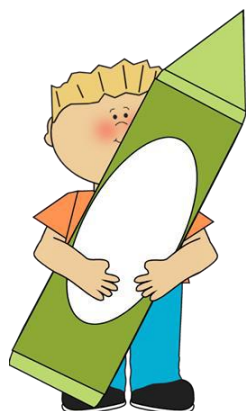
kite	time	kite	time	kite	time
pine	hike	pine	hike	pine	hike
ripe	five	ripe	five	ripe	five
fine	nine	fine	nine	fine	nine
lime	dive	lime	dive	lime	dive
bike	line	bike	line	bike	line



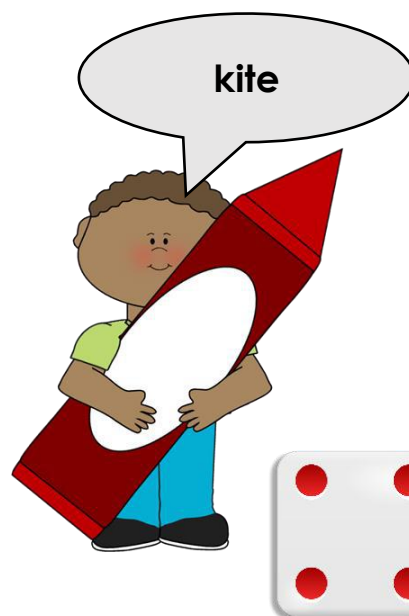
					
					
					
					
					
					

How to Play *Roll and Read*

Here's a quick and easy game to practice reading. Divide the class into pairs and give each set of children a *Roll and Read* sheet, a dice, and two crayons. The first child rolls the dice. If the dice says 2, then the child reads one of the words in the 2-column and colors the box the word is in. The next child does the same. If all the words in a number column have been filled, then the child loses their turn. Continue until all the boxes have been filled. The child with the most filled squares is the winner.



kite	time	kite	time	kite	time	
pine	hike	pine	hike	pine	hike	
ripe	five	ripe	five	ripe	five	
fine	nine	fine	nine	fine	nine	
lime	dive	lime	dive	lime	dive	
bike	line	bike	line	bike	line	





kite



hike



fine



five



pine



bike



nine



time



ripe

kite

hike

fine

five

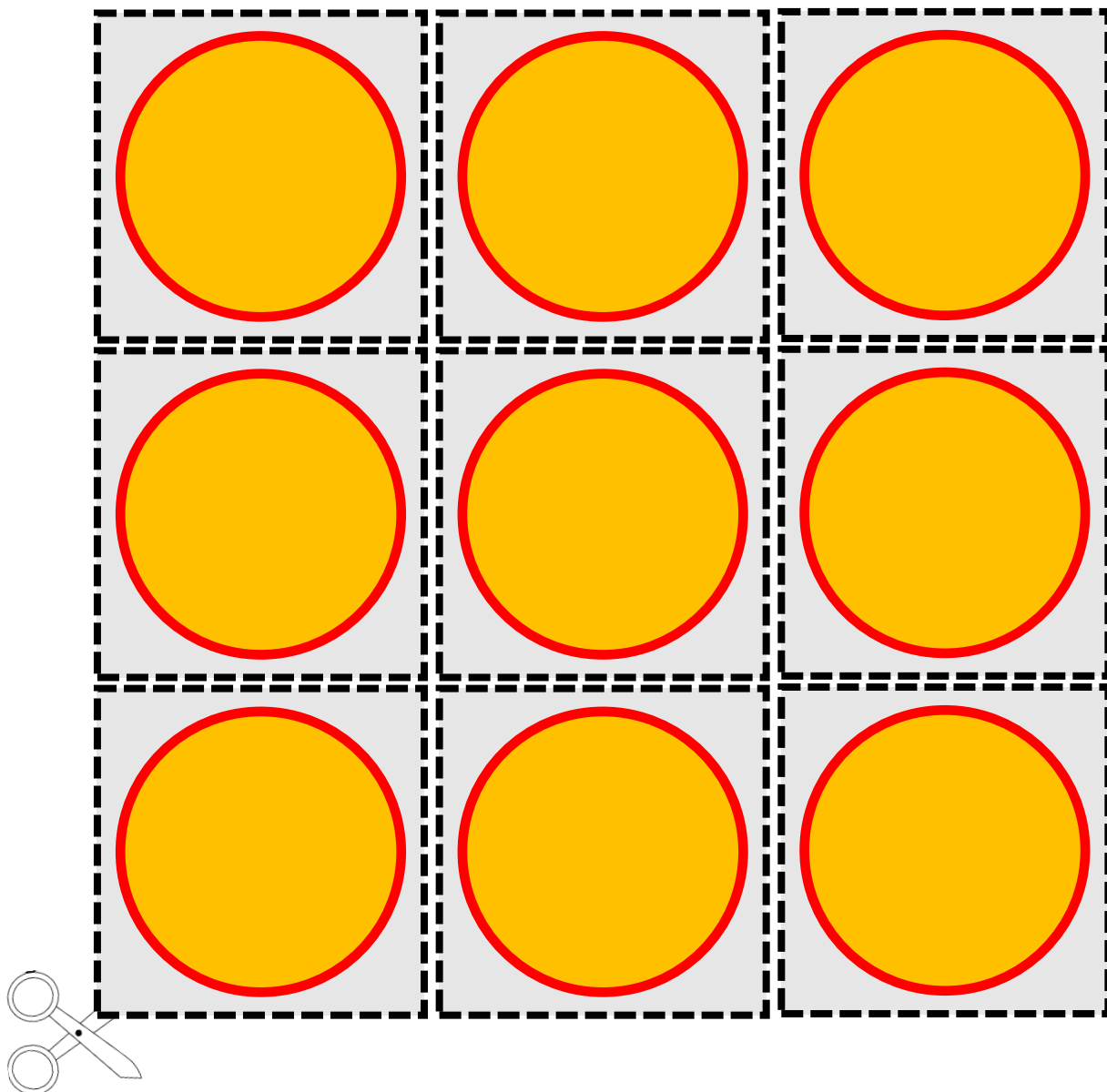
pine

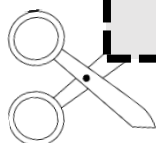
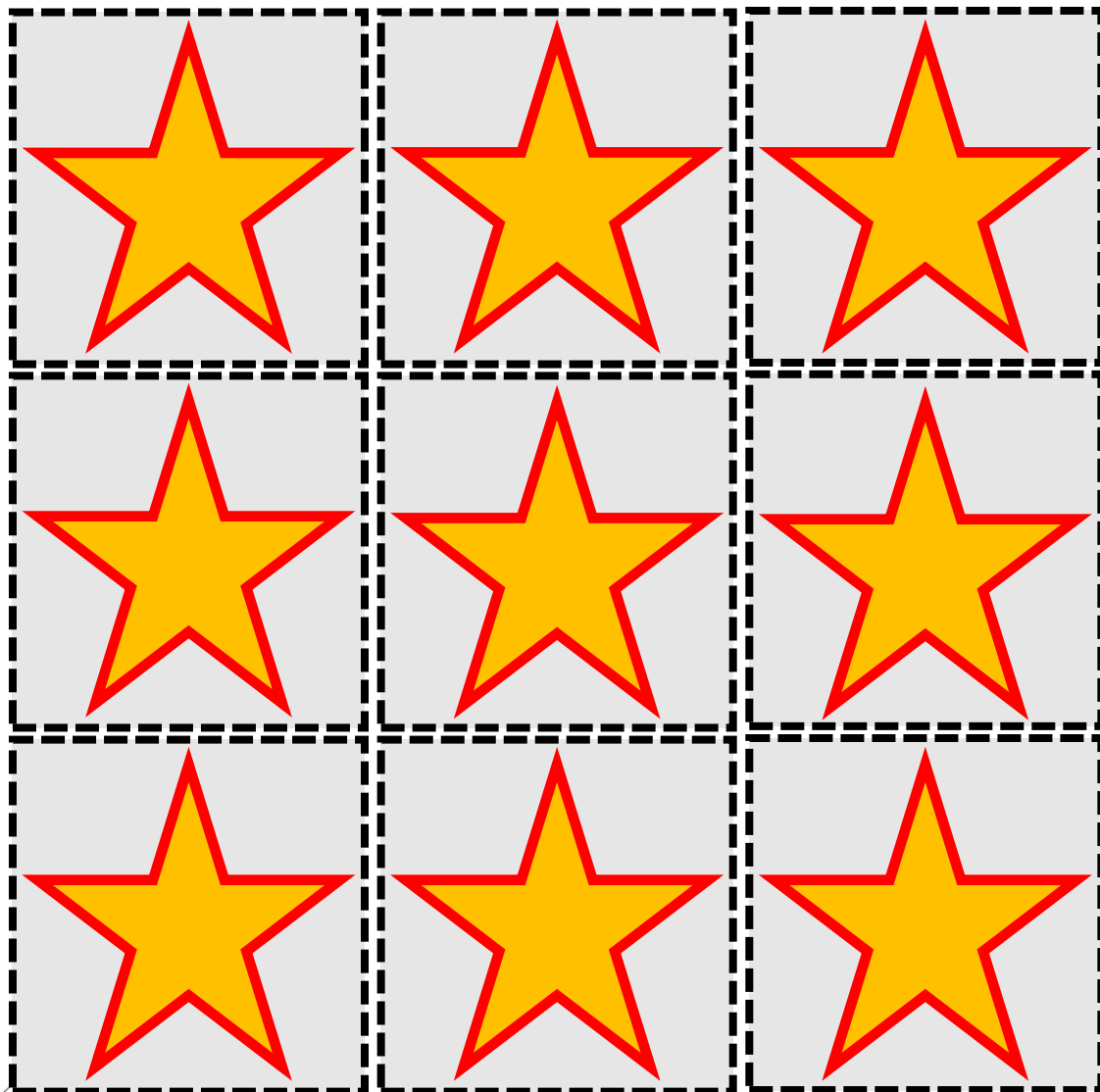
bike

nine

time

ripe





How to Play *Tic-Tac-Toe*

Teachers who would like to brush up on the original rules of *Tic-Tac-Toe* can visit [this site](#) or watch [this video](#).



Scoring in Accumulative *Tic-Tac-Toe*

Accumulative tic-tac-toe is a way to inject some excitement into the traditional game. Students play twelve rounds using the attached score sheet. After the first round, the winner circles the number one under their name, thus earning one point. The loser crosses their number one out. Likewise, the winner of the second round circles the number two, earning two points. If the round is a draw, both players cross out their circles and neither receive points. Continue playing until all twelve rounds are complete, and then tally up the total at the bottom. The player with the most points wins.

Name: Billy	Name: Jean
<u>1</u>	1
2	<u>2</u>
<u>3</u>	3
4	4
5	5
<u>6</u>	6
7	<u>7</u>
8	<u>8</u>
<u>9</u>	9
10	10
<u>11</u>	11
12	12
Total: 30	Total: 17

Billy wins the first round and gets 1 point.

Jean wins the second round and gets 2 points.

The fifth round is a draw, so nobody gets any points.

After twelve rounds Billy is the overall winner because he has more accumulated points than Jean. Although Jean could easily have won the entire game had she won just once in the eleventh or twelfth round.

3-Person Accumulative *Tic-Tac-Toe*

If there is an odd number of students, three player play is also possible with one player sitting out in rotation. The first player to sit out is decided by a game of rock paper scissor, train straws, or rolling a die. The remaining two students play the first round, the winner awarded points in the normal way. The winner of the first round though must sit out during the second round. In the event of a draw all three students must once again randomly choose who will sit out. They continue in this way until all rounds are completed.

Archie loses rock paper scissors so only Betty and Veronica play in the first round.

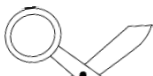
Since Veronica won the first round, Archie and Betty play each other in the second round and Veronica takes a break.

The eighth round is a draw so the three players must once again randomly decide which two players will play in the ninth round.

In 3-person accumulative tic-tac-toe it is impossible for someone to win two consecutive rounds because the winner must always sit out.

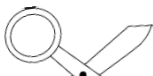
Name: Betty	Name: Archie	Name: Veronica
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
11	11	11
12	12	12
Total: 19	Total: 20	Total: 21

2-Person Accumulative Tic-Tac-Toe Score Board



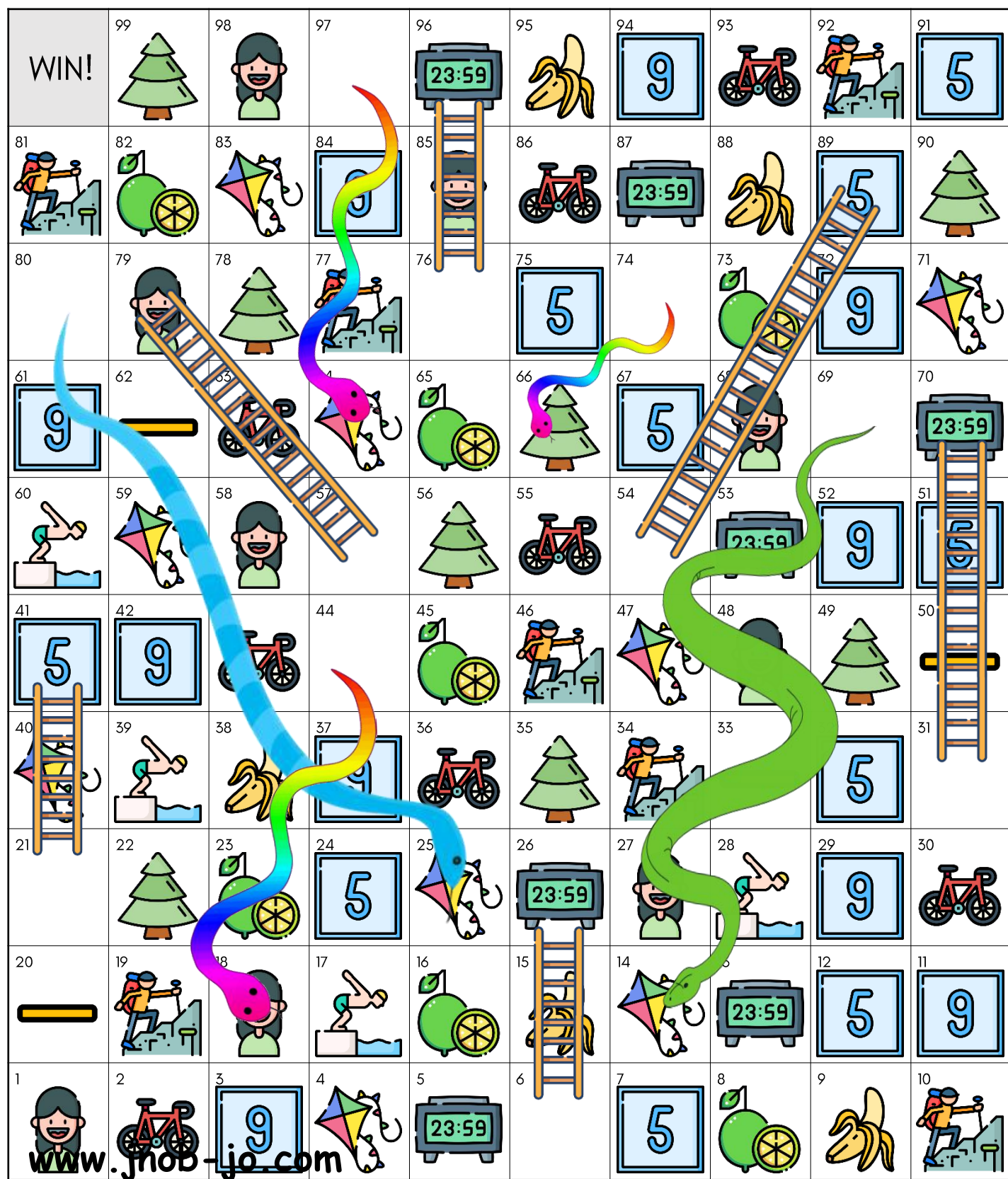
Name:	Name:	Name:	Name:
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9
10	10	10	10
11	11	11	11
12	12	12	12
Total: www.jnob-jo.com	Total:	Total:	Total:

3-Person Accumulative Tic-Tac-Toe Score Board



Name:	Name:	Name:	Name:	Name:	Name:
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5
6	6	6	6	6	6
7	7	7	7	7	7
8	8	8	8	8	8
9	9	9	9	9	9
10	10	10	10	10	10
11	11	11	11	11	11
12	12	12	12	12	12
Total:	Total:	Total:	Total:	Total:	Total:

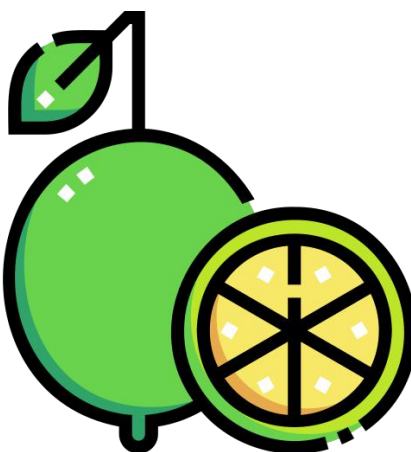
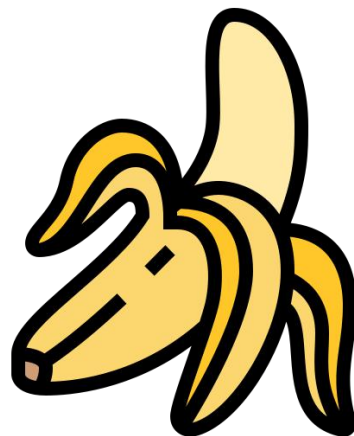
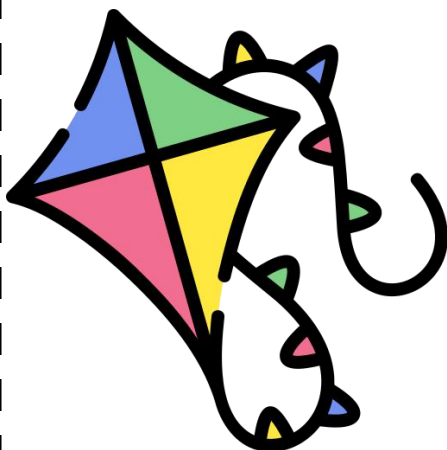
Snakes and Ladders



How to Play *Snakes and Ladders*

Teachers who would like to brush up on the original rules of *Snakes and Ladders* can visit [this site](#) or watch [this video](#).







9

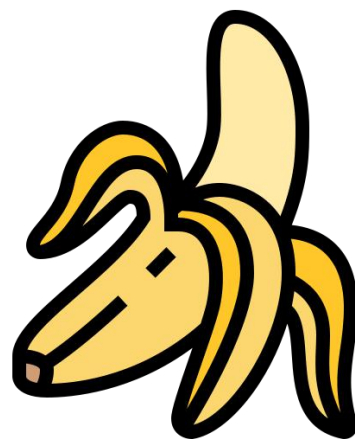




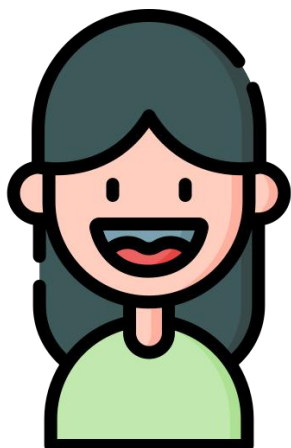
kite



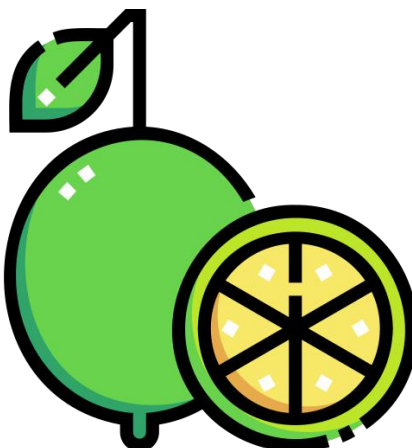
pine



ripe



fine



lime



bike



time



hike



five



9

nine



dive



line



kite

pine

ripe

fine

lime

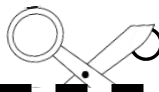
bike

time

hike

five

Turn and Search



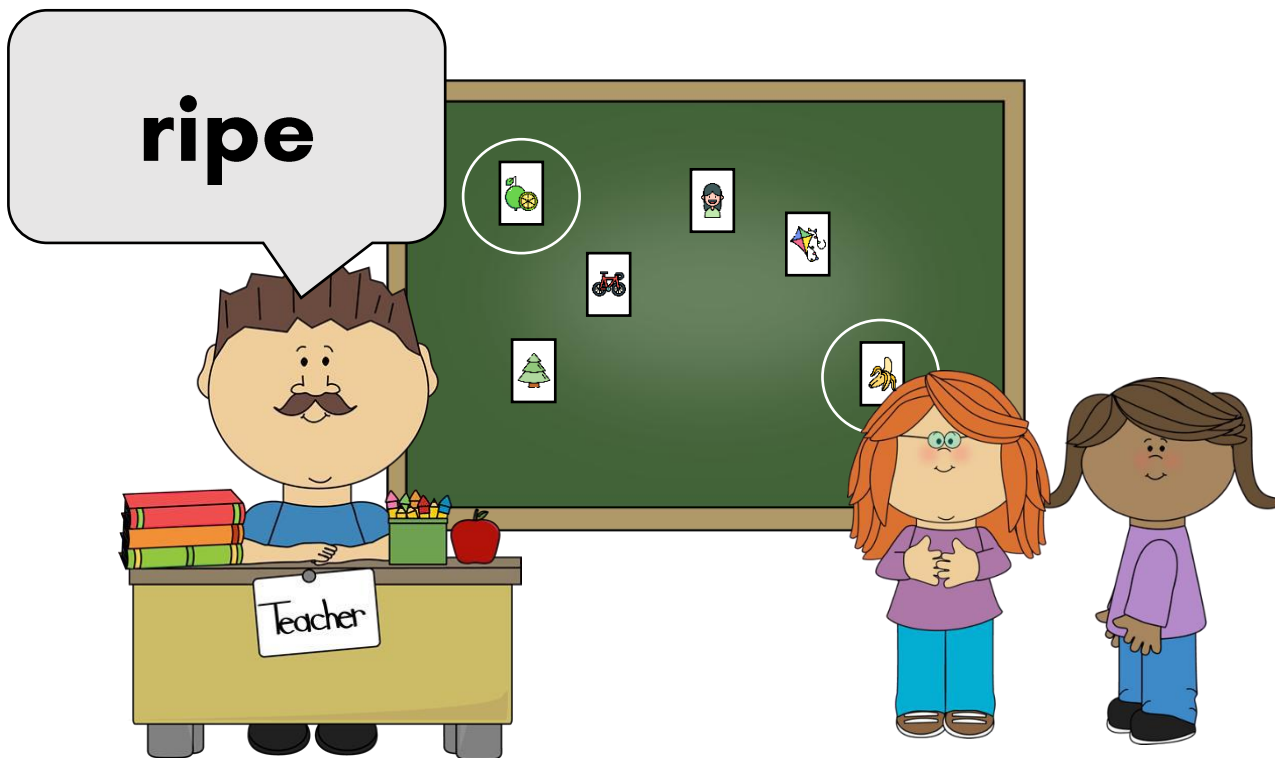
Oxford Phonics World 3: Unit 2

nine

dive

line

How to Play *Turn and Search*



First, print out four to six copies of the game cards. Cut out all of the cards and attach them to the board at the front of the class. After dividing the class into two teams, one member from each team comes up to the front of the class.

The teacher then says one of the words on the board, and the children turn race to find it. The first one to find the correct word gets a point for their team. Now circle the finished card with a board marker and go again with the next two students. Continue until all the cards have been circled. The team with the most points is the winner.



kite



kite



kite



kite



kite



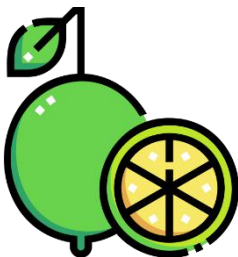
kite



kite



kite



kite



kite



kite



kite



pine



pine



pine



pine



pine



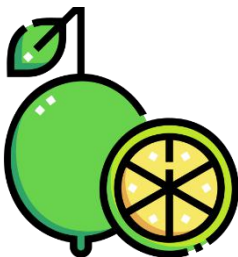
pine



pine



pine



pine



pine



pine



pine



ripe



ripe



ripe



ripe



ripe



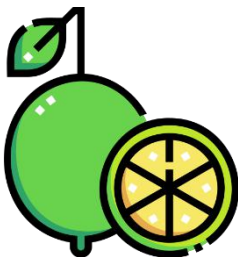
ripe



ripe



ripe



ripe



ripe



ripe



ripe



fine



fine



fine



fine



fine



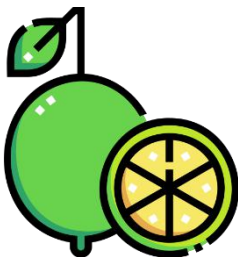
fine



fine



fine



fine



fine



fine



fine



lime



lime



lime



lime



lime



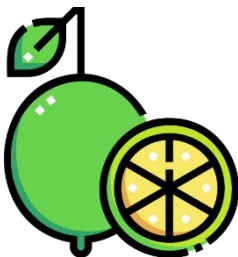
lime



lime



lime



lime



lime



lime



lime



bike



bike



bike



bike



bike



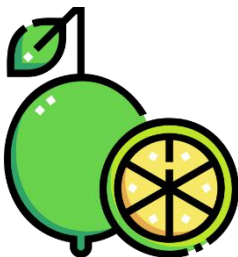
bike



bike



bike



bike



bike



bike



bike



time



time



time



time



time



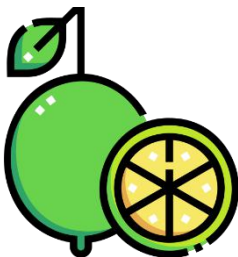
time



time



time



time



time



time



time



hike



hike



hike



hike



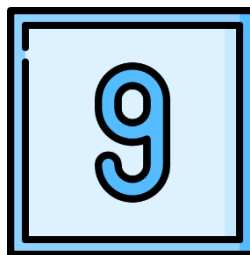
hike



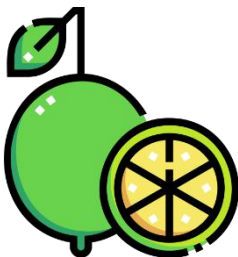
hike



hike



hike



hike



hike



hike



hike



five



five



five



five



five



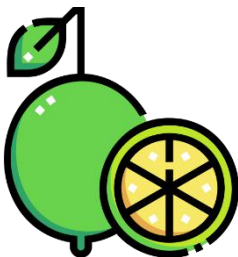
five



five



five



five



five



five



five



nine



nine



nine



nine



nine



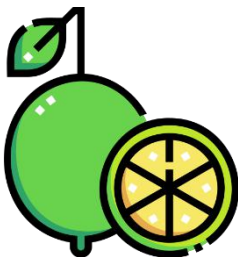
nine



nine



nine



nine



nine



nine



nine



dive



dive



dive



dive



dive



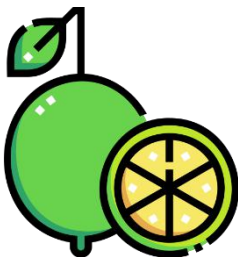
dive



dive



dive



dive










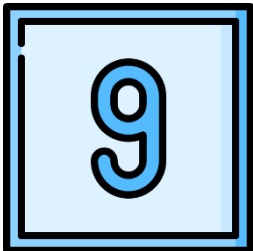
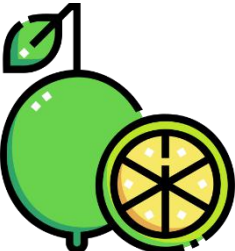



dive



dive



dive

	line		line
	line		line
	line		line
	line		line
	line		line
	line		line

How to Play *Dominoes*

Deal 7 dominoes to each player. Then, take one domino from the deck and place it face up at the center of the table. The first player adds a domino to either end, in any direction. A domino can only be added if the pictures or words match, and only at the ends of the domino chain.

If you can't play onto either end, the player passes their turn and draws a domino from the deck. Players continue adding dominos until someone runs out. The first person to use up all their dominoes wins the game.

Those who would like to brush up on the original rules of Dominoes can visit [this site](#) or watch [this video](#).

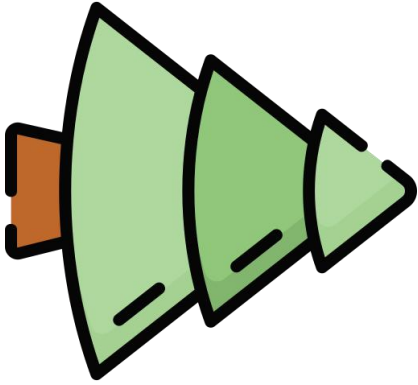




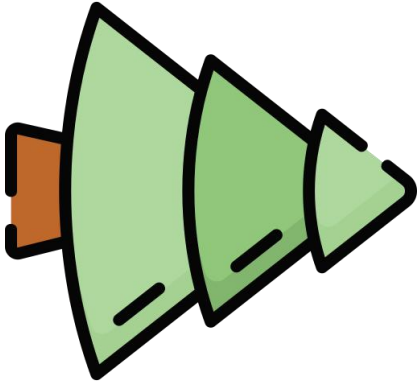
kite



kite



pine



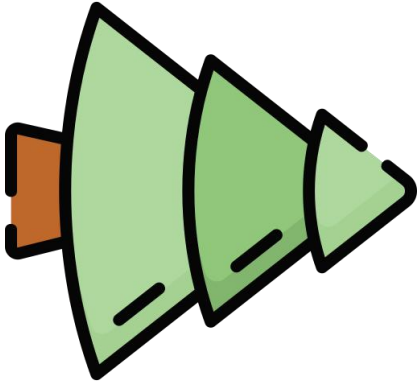
pine



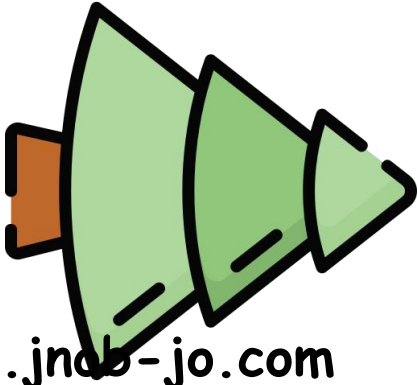
kite



kite



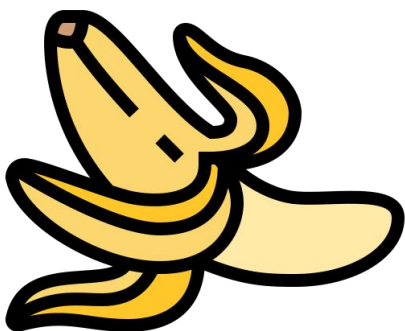
pine



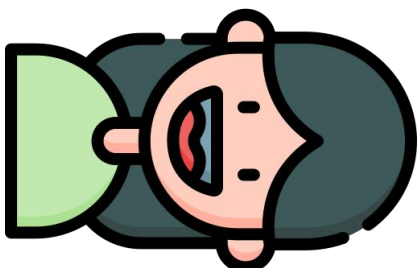
pine



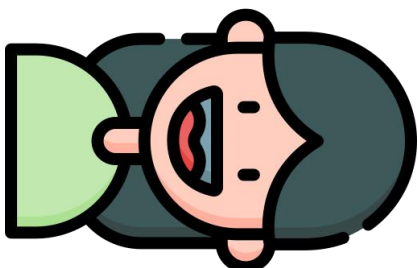
ripe



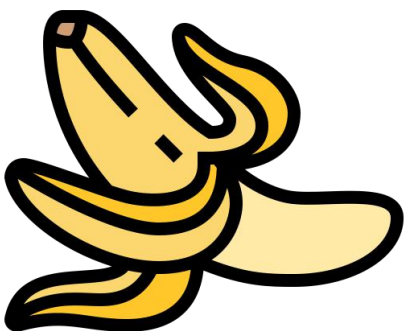
ripe



fine



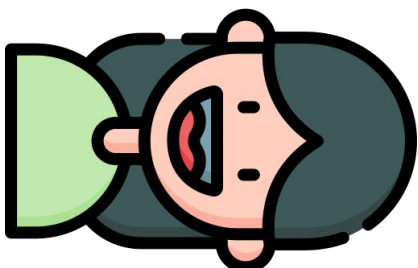
fine



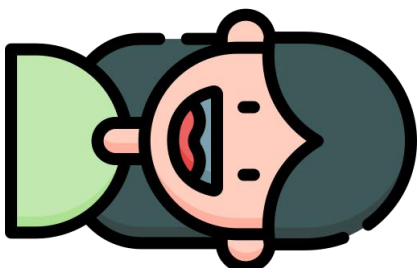
ripe



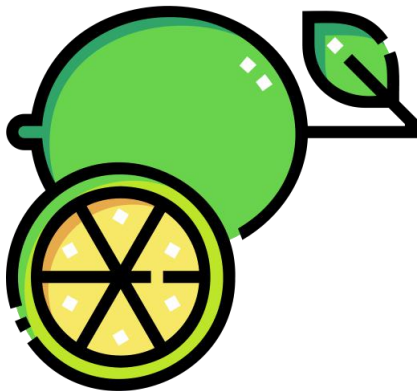
ripe



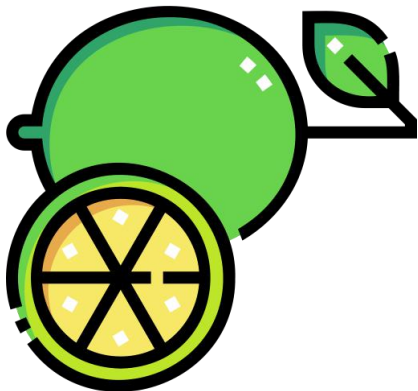
fine



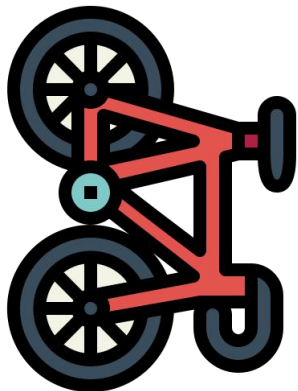
fine



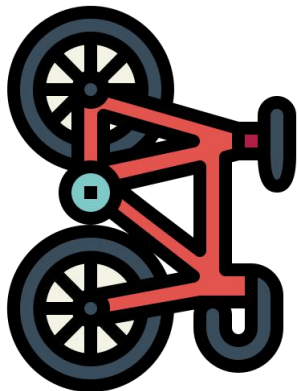
lime



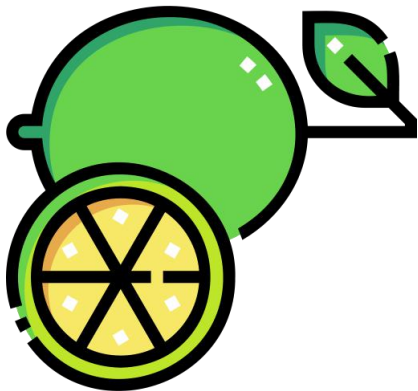
lime



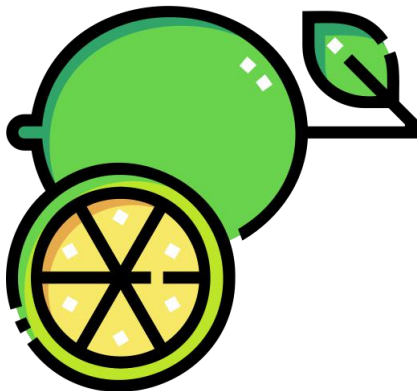
bike



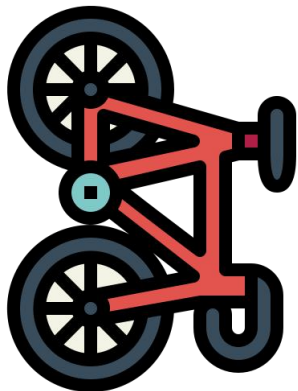
bike



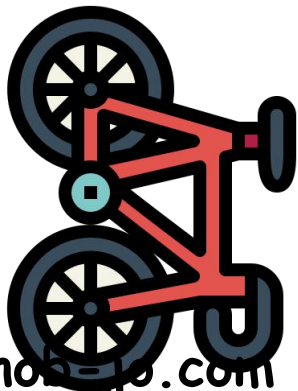
lime



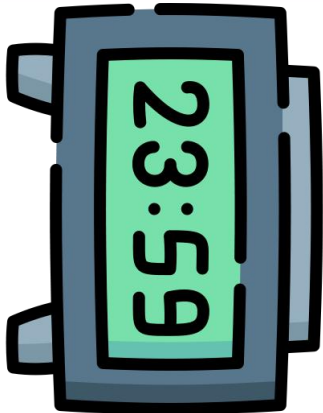
lime



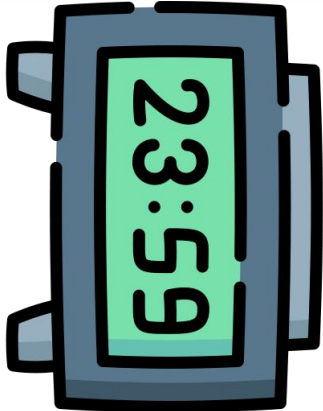
bike



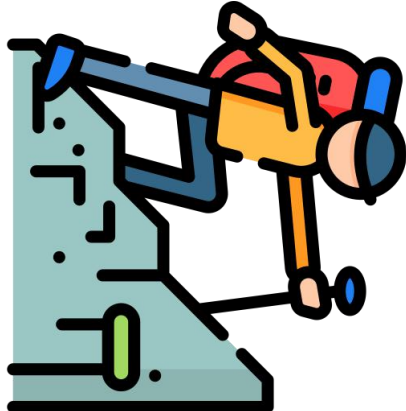
bike



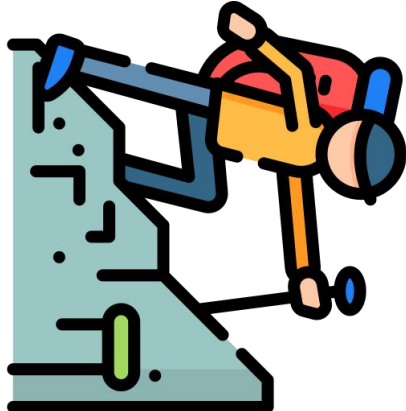
time



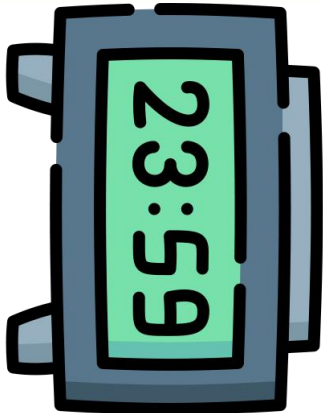
time



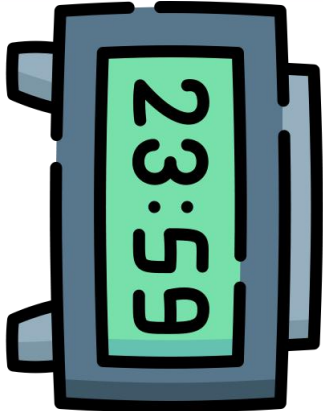
hike



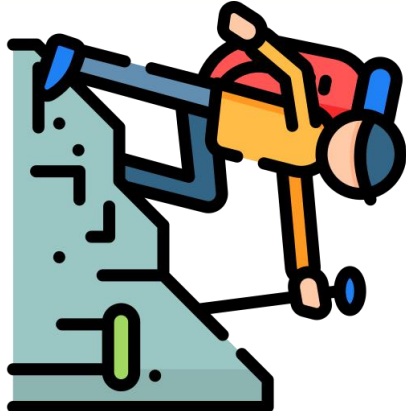
hike



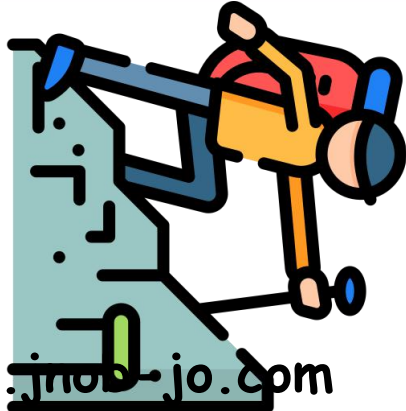
time



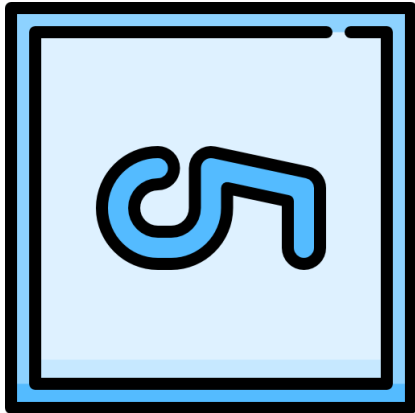
time



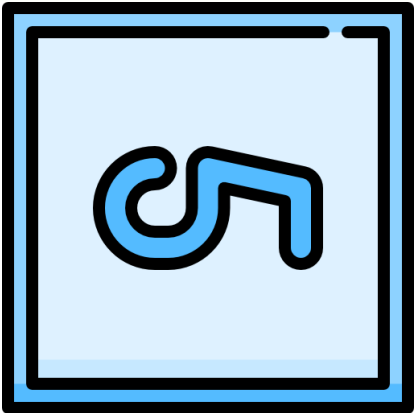
hike



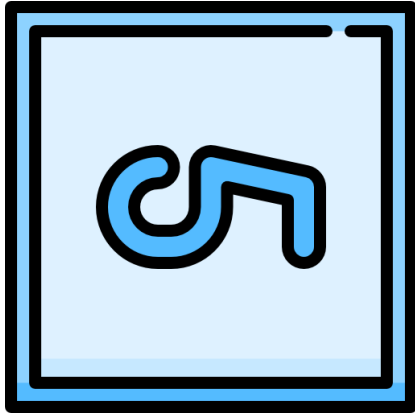
hike



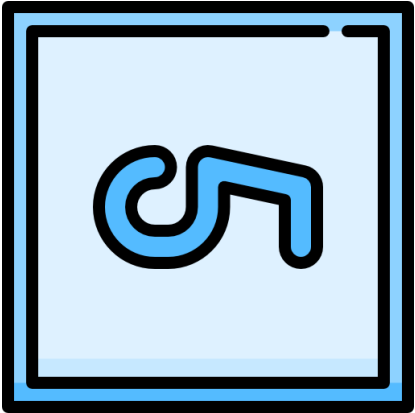
five



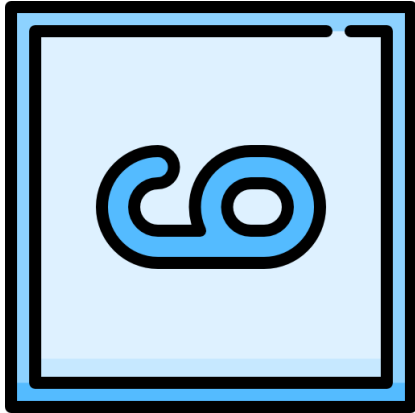
five



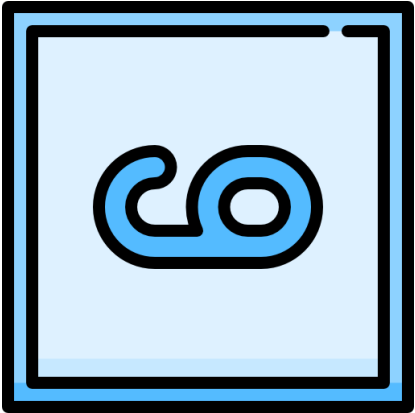
five



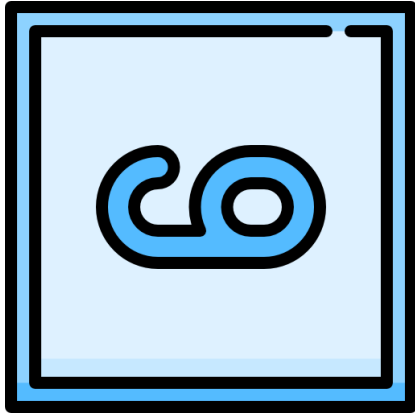
five



nine



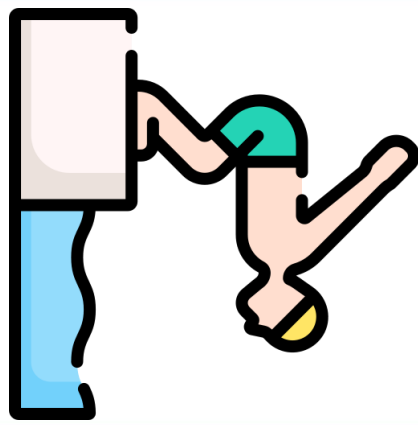
nine



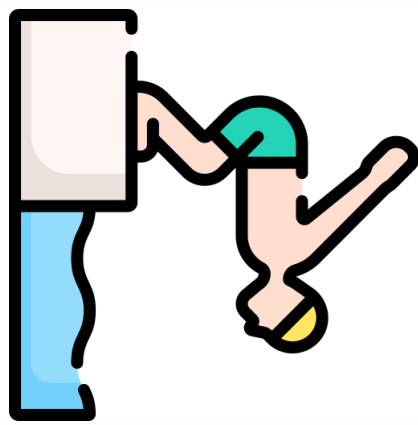
nine



nine



dive



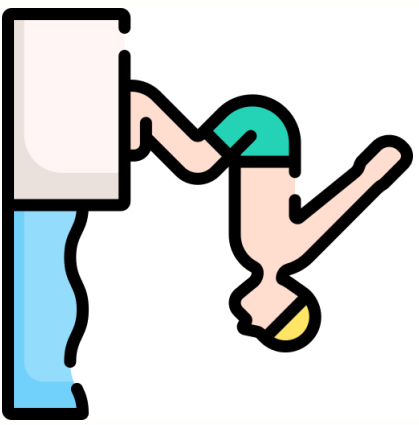
dive



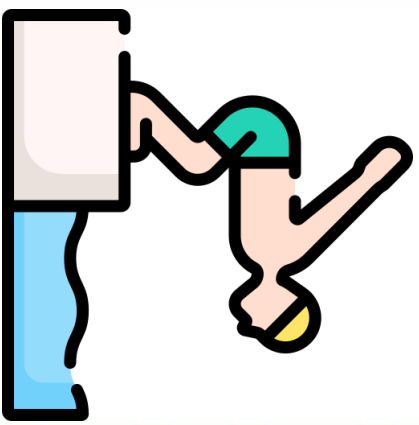
line



line



dive



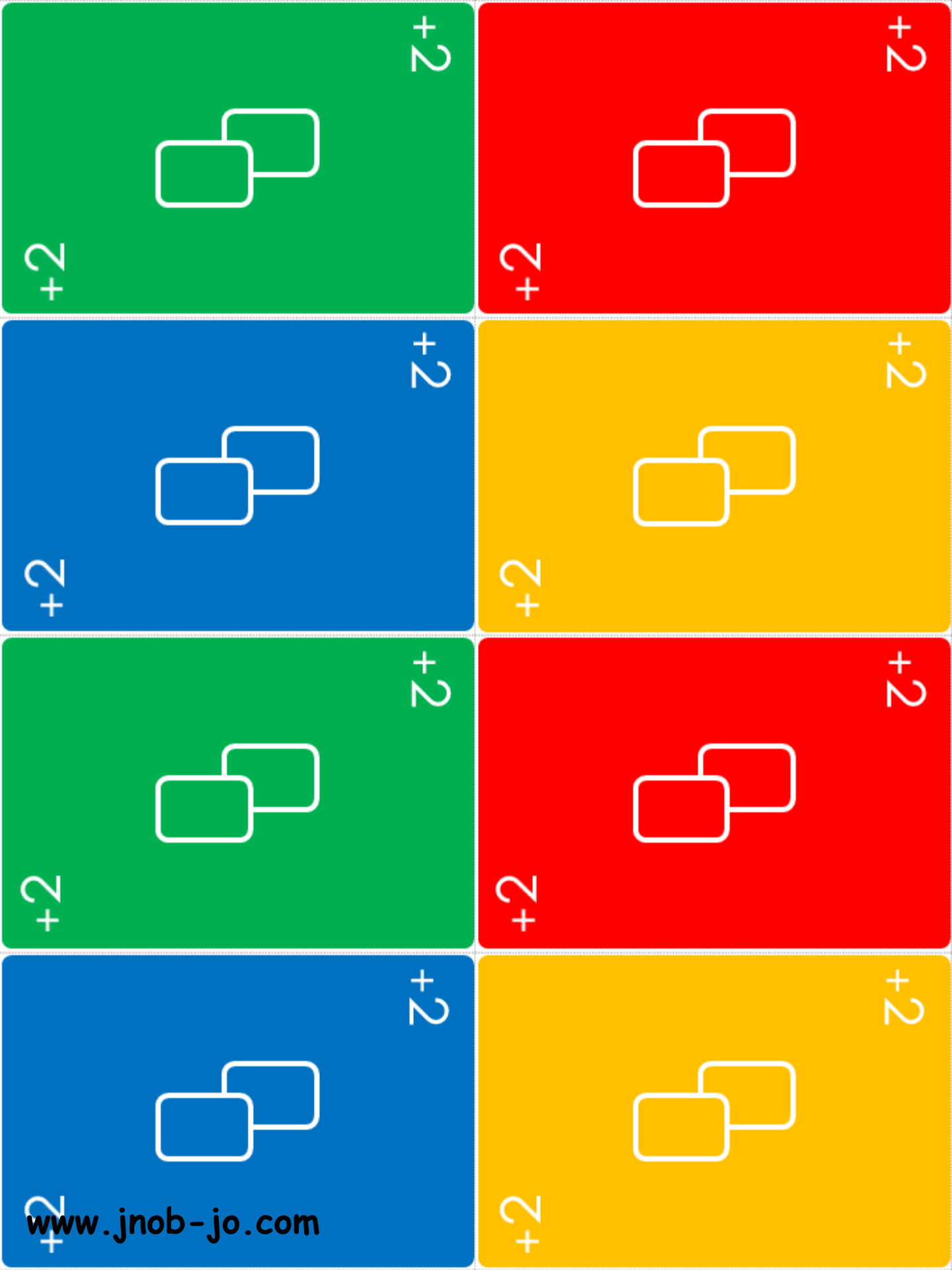
dive



line



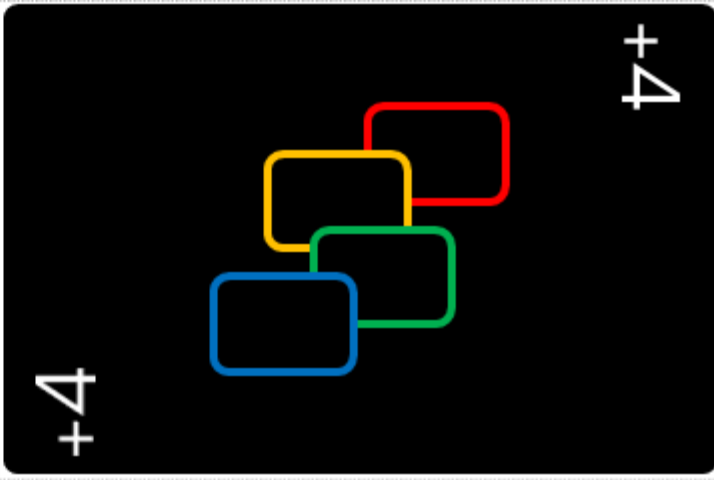
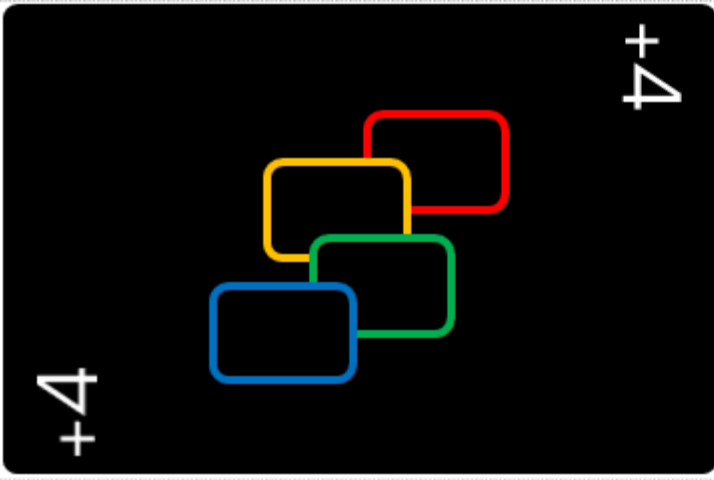
line















Unit 2



Unit 2



Unit 2



Unit 2



Unit 2



Unit 2



Unit 2



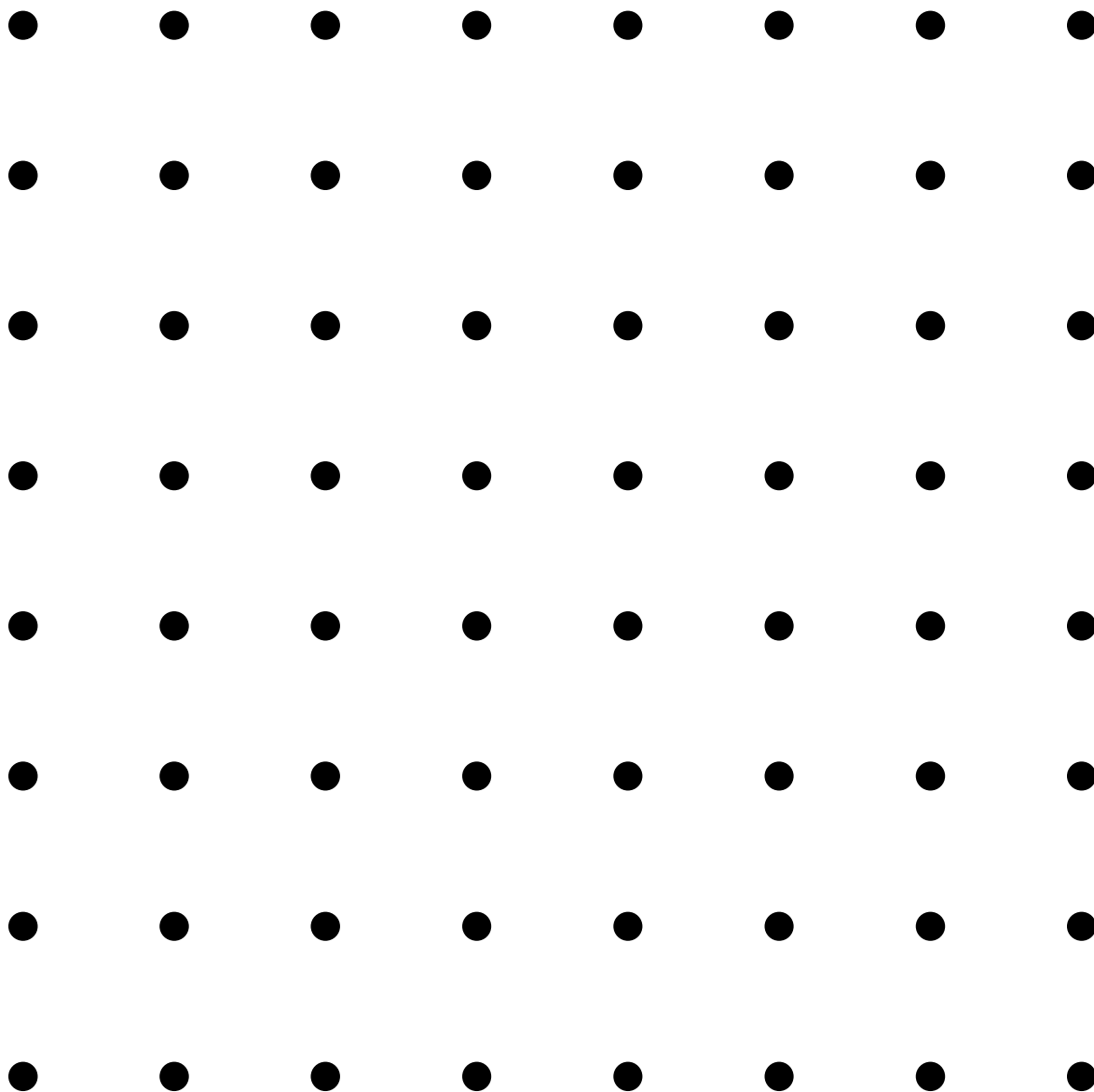
Unit 2

How to Play *Uno*

These Uno cards can be played like the regular game substituting vocabulary words for numbers.

Teachers who would like to brush up on the rules can visit [this site](#) or watch [this video](#).





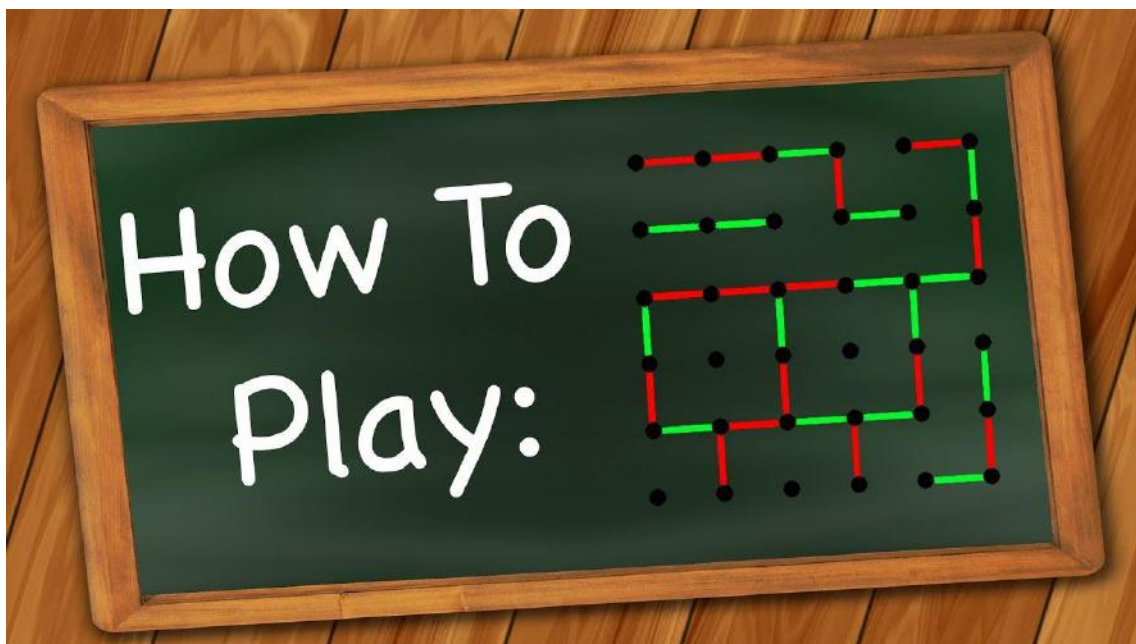
How to Play *Dots and Boxes*

Dots and Boxes is a classic board game that children love. Players take turns drawing a single horizontal or vertical line between two dots on the grid. A player who completes the fourth side of a 1x1 box earns one point. Points can be recorded by placing an initial of the player in the box. The game ends when no more lines can be placed. The winner of the game is the player with the most points.

Class Play: Draw a grid on the board and divide the class into two teams. You can use the flashcard cards to ask your class how to read words.

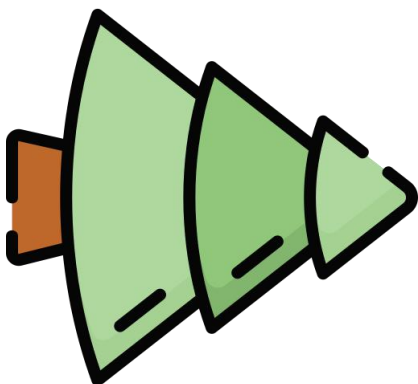
Pair Play: For more practice give a grid and flashcards to each pair of students. They can take turns reading words.

Teachers who would like to brush up on the rules of Dots and Boxes can visit [this site](#) or watch [this video](#).

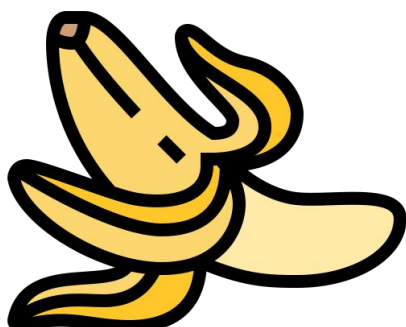




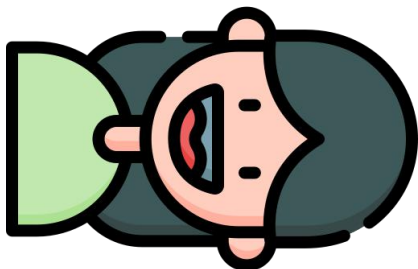
kite



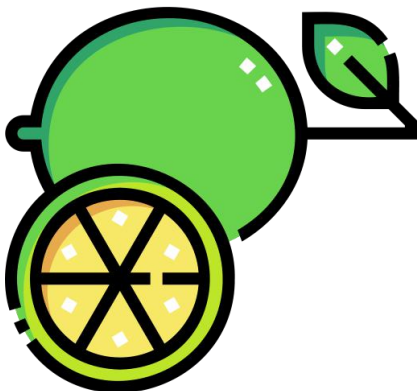
pine



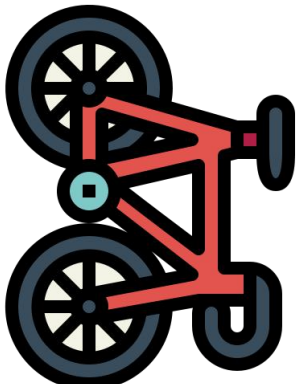
ripe



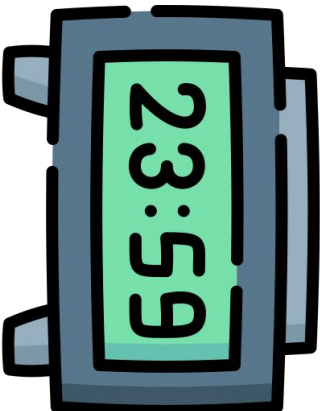
fine



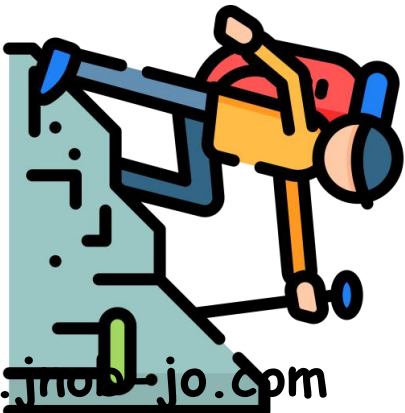
lime



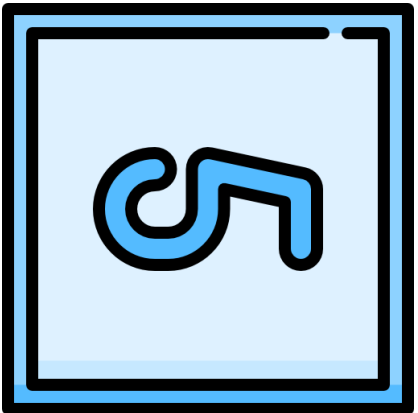
bike



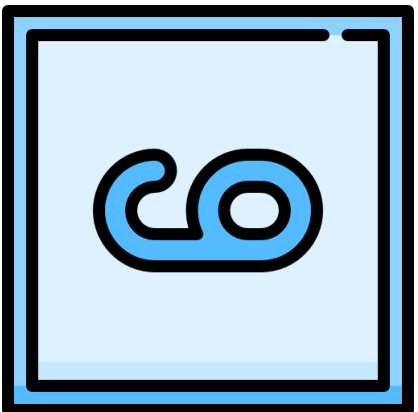
time



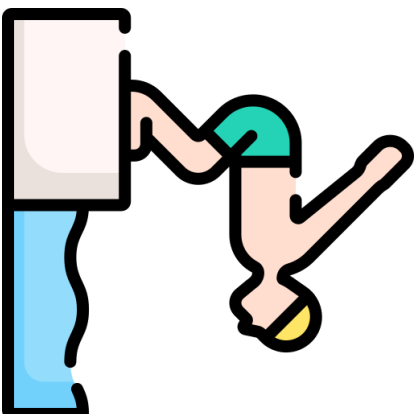
hike



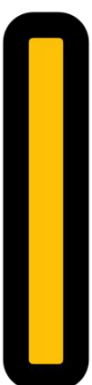
five



nine



dive



line



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish





Go Fish

Unit 2



Go Fish

Unit 2



Go Fish

Unit 2



Go Fish

Unit 2



Go Fish

Unit 2



Go Fish

Unit 2



Go Fish

Unit 2



Go Fish

Unit 2

How to Play *Go Fish*

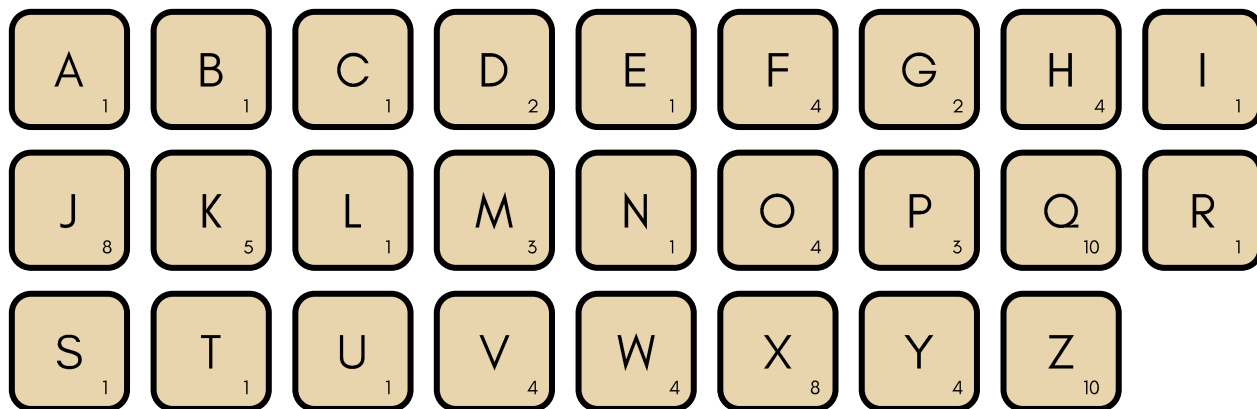
These Go Fish cards can be played like the regular game substituting vocabulary words for numbers. When a player lays down a *Bang Card*, all other players must hand over one of their cards.

Teachers who would like to brush up on the rules can visit [this site](#) or watch [this video](#).



Scrabble Spelling

Use the numbers on the letter tiles to add up your spelling words.



Word	Math	Answer
<i>apple</i>	$1 + 3 + 3 + 1 + 1$	9

[illegible]



kite

time

pine

hike

ripe

five

fine

nine

lime

dive

bike

line

my

what

is

like

in

to

the

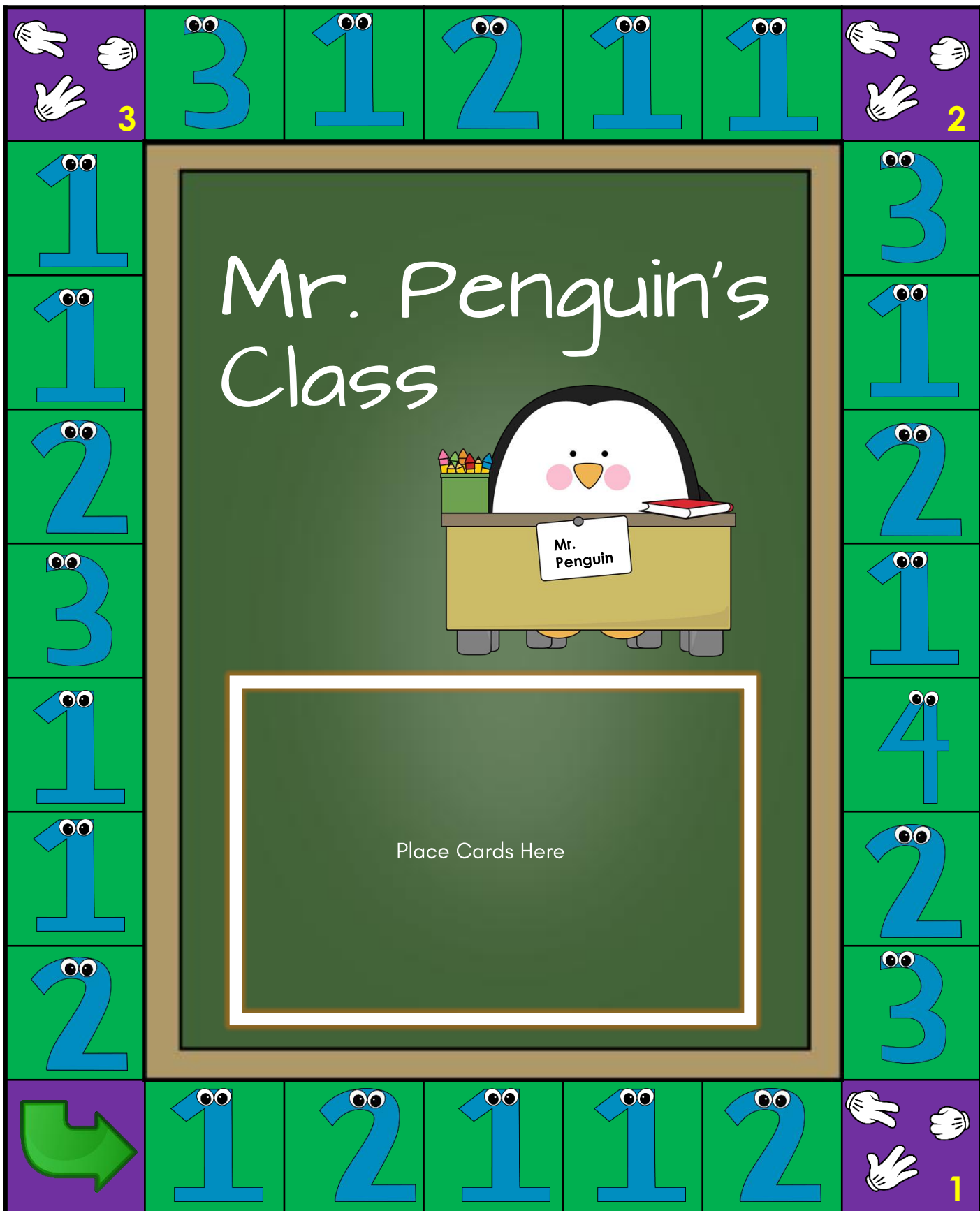
at

How to Play Scrabble Spelling

Scrabble Spelling is a simple game that can be played individually, in pairs, or small groups.

Students take turns drawing from a stack of vocabulary cards. (Any vocabulary cards will do, even ones the students make themselves.) The students write the word in the table and calculate how many points they get according to the letter tiles at the top of the page.

Continue until there are no more vocabulary cards or no more spaces in the table. Then, add up the scores. The student with the most points wins.





kite



Unit 2

pine



Unit 2

ripe



Unit 2

fine



Unit 2

lime



Unit 2

bike



Unit 2

time

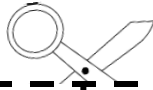


Unit 2

hike



Unit 2



five



Unit 2

nine



Unit 2

dive



Unit 2

line



Unit 2



my

Unit 2



is

Unit 2



in

Unit 2



the

Unit 2



what

Unit 2



like

Unit 2



to


Unit 2

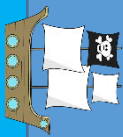
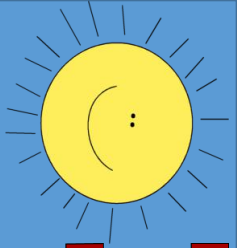


at

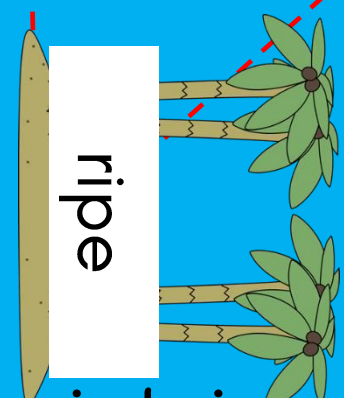
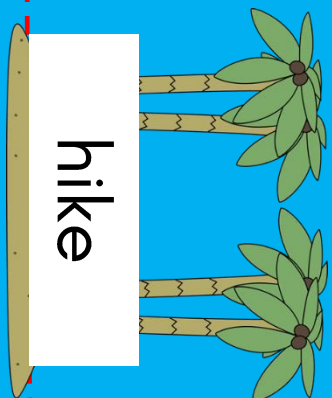
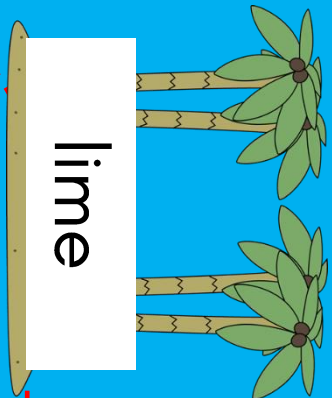
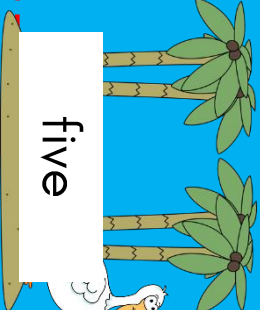
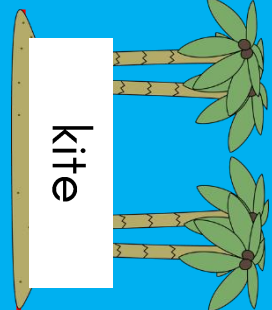
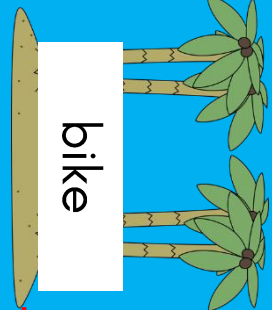
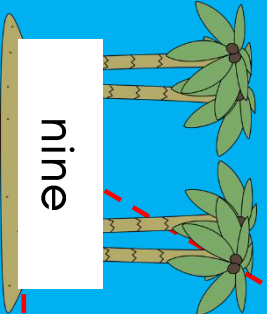
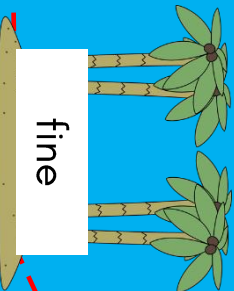
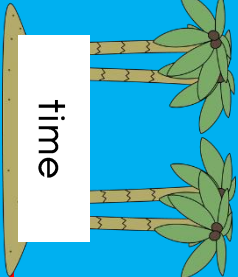
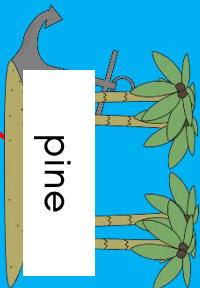
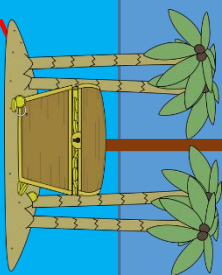
Unit 2

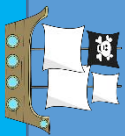
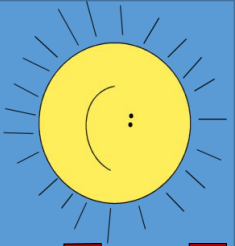
How to Play *Mr. Penguin's Class*

1. Stack the playing cards face down on the board (you may want to make several sets) and place game counters (one for each player) on the arrow.
2. Players take turns rolling the dice and moving their counters around the board.
3. When a player's counter lands on a square, the player takes as many cards as shown, but to keep them the player must read each one.
4. If the player lands on  , all the players play rock, scissor, paper. The winner may take as many cards from each of the losers as specified on the board.
5. Continue going around the board until all the cards have been taken.
6. The player with the most cards is the winner.

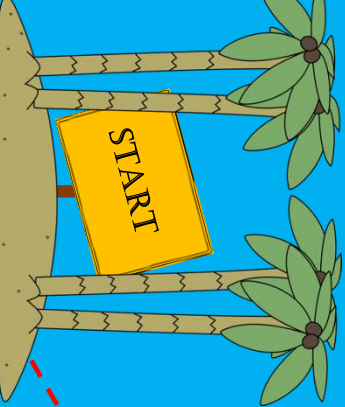
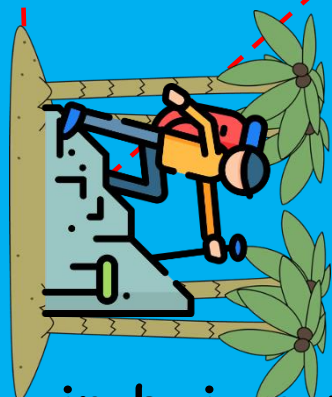
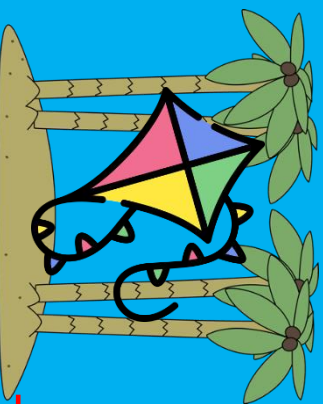
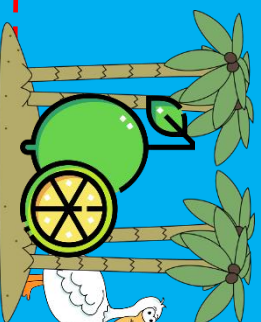
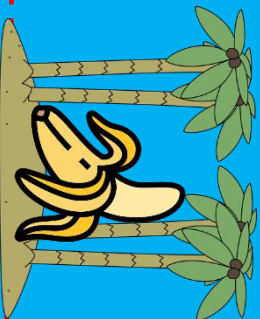
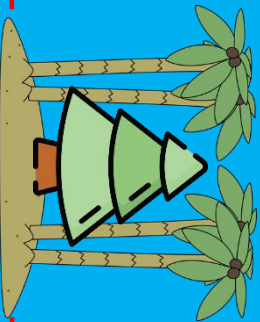
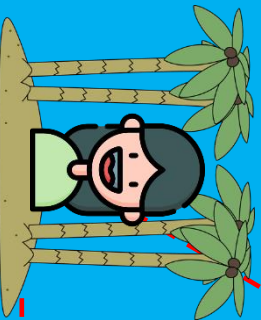
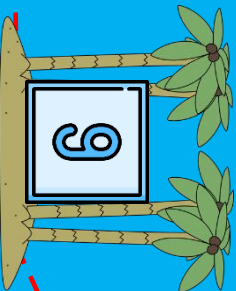
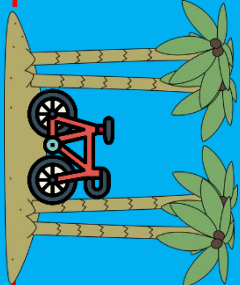
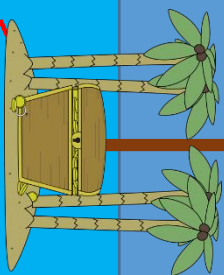


ISLAND HOPPERS





ISLAND HOPPERS



How to Play *Island Hoppers*

**2 to 4 players are recommended for this game.
Each player will need their own dice.**

1. Place a game marker for each player on START.
2. All players roll their dice at the same time.
3. The player with the highest number moves forward one space along the board and reads on the island.
4. If two or more players have the highest number, they both move forward one space.
4. The player who arrives at FINISH first is the winner.



kite



pine



ripe



fine



lime



bike



time



hike



five



my



nine



is



dive



in



line



the



what



like



to



at





Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE

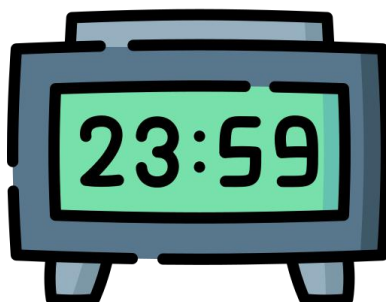
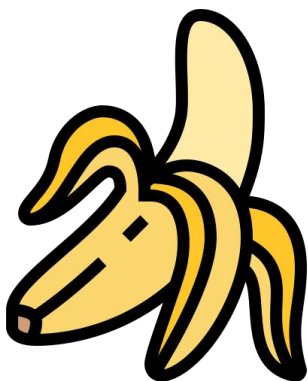
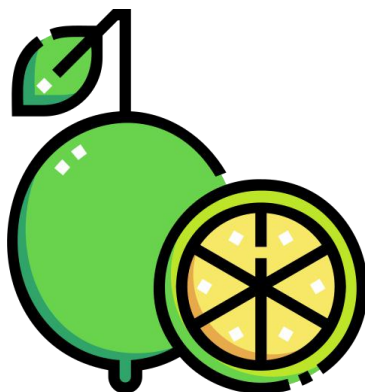
How to Play *Space Force*

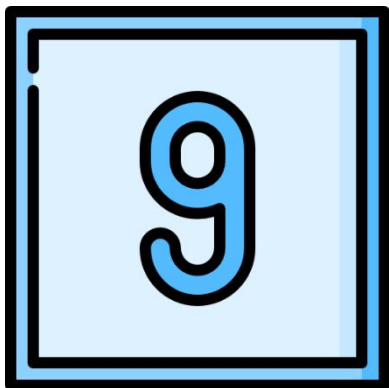
Set Up

Print and cut out the game cards. Shuffle the cards and stack them face down. For longer play, combine two or three decks of cards.

How To Play

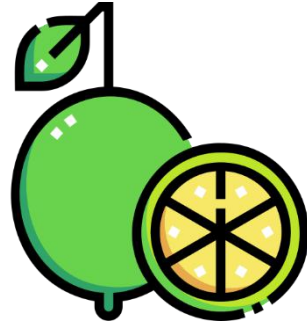
Students take turns drawing a card and reading the word. If the word is read correctly, they can keep the card. If a rocket card is pulled, they get to draw another card. If a meteor card is pulled, they must return one of their cards to the bottom of the deck. The player with the most cards at the end wins. (The Space Force cards are for use as the backside of the game cards.)







kite



lime



pine



bike



ripe



time



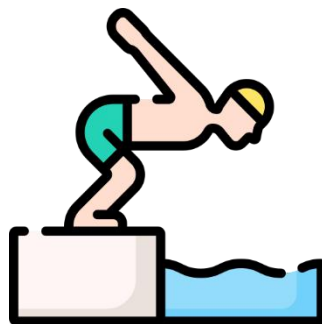
fine



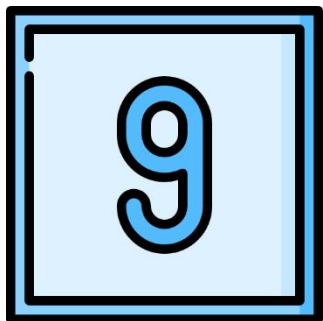
hike



five



dive



nine



line



kite

lime

pine

bike

ripe

time

fine

hike



five

dive

nine

line



kite

pine

ripe

fine

lime

pike

time

hike



five

nine

five

line

Table of Contents

Return to the table of contents by clicking on [Oxford Phonics World](#).

- | | |
|--|---------------------------------------|
| • Picture Dictionary | • Concentration |
| • Word Search | • Roll and Read |
| • Unscramble the Words | • Tic-Tac-Toe |
| • Circle the Words | • Snakes and Ladders |
| • Circle the Pictures | • Turn and Search |
| • ABC Order | • Dominoes |
| • Draw Pictures | • UNO |
| • Circle and Write | • Dots and Boxes |
| | • Go Fish |
| | • Scrabble Spelling |
| | • Mr. Penguin's Class |
| | • Island Hoppers |
| | • Space Force |
| | • Flashcards |

Skip to another unit by clicking below.

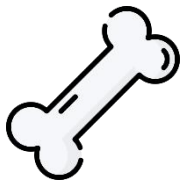
[Unit 1](#)[Unit 2](#)[Unit 3](#)[Unit 4](#)[Review 1](#)[Unit 5](#)[Unit 6](#)[Unit 7](#)[Unit 8](#)[Review 2](#)

Name: _____

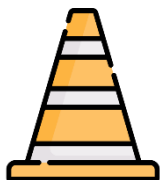
Picture Dictionary



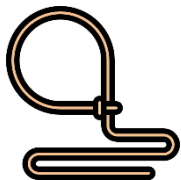
_____	_____
_____	_____



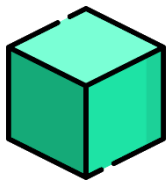
_____	_____
_____	_____



_____	_____
_____	_____



_____	_____
_____	_____



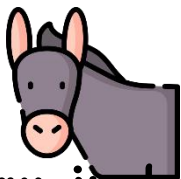
_____	_____
_____	_____



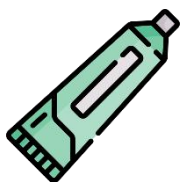
_____	_____
_____	_____



_____	_____
_____	_____



_____	_____
_____	_____





















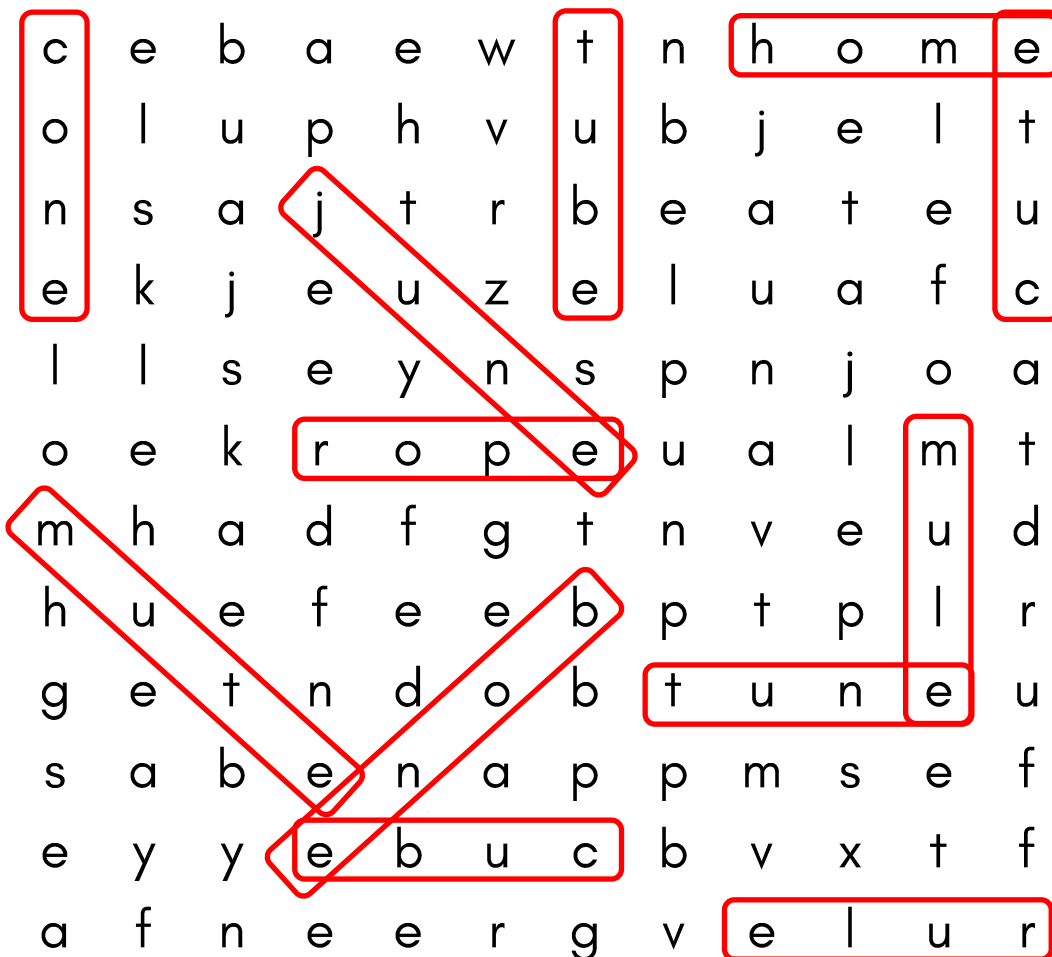
Name: _____













Find the Words

c e b a e w t n h o m e
o l u p h v u b j e l t
n s a j t r b e a t e u
e k j e u z e l u a f c
l l s e y n s p n j o a
o e k r o p e u a l m t
m h a d f g t n v e u d
h u e f e e b p t p l r
g e t n d o b t u n e u
s a b e n a p p m s e f
e y y e b u c b v x t f
a f n e e r g v e l u r

home 	rope 	cute 	June 
bone 	cube 	mule 	tune 
cone 	mute 	tube 	rule 

Find the Words



home 	rope 	cute 	June 
bone 	cube 	mule 	tune 
cone 	mute 	tube 	rule 

Name: _____

Make a Word Search

_____	_____	_____	_____
_____	_____	_____	_____

Name: _____

Unscramble the Words and Match

once

•

•



cbue

•

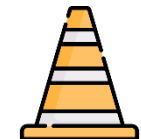
•



omhe

•

•



tcue

•

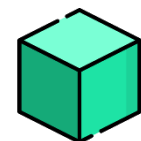
•



boen

•

•



opre

•

•



elmu

•

•



muet

•

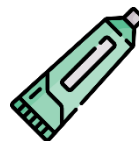
•



rlue

•

•



ubte

•

•



uneJ

•

•



unte

•

•



Name: _____

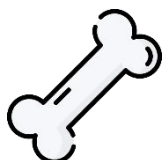
Circle the Correct Word



cube

mule

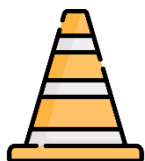
home



cute

mute

bone



home

cone

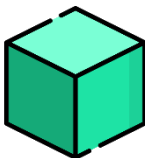
rope



bone

rope

cute



cone

bone

cube



mule

mute

rope



cube

cone

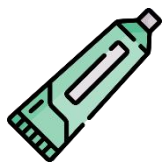
cute



mule

home

mute



June

tube

rule



rule

June

tune



June

tune

tube



tube

rule

tune

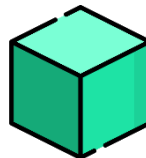
Name: _____

Circle the Correct Picture

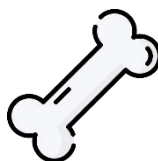
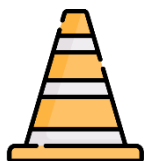
home



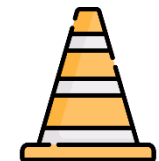
bone



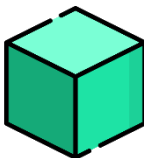
cone



rope



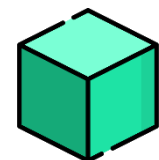
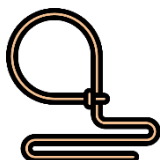
cube



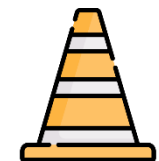
mute



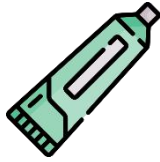
cute



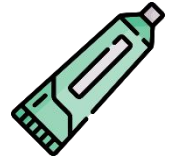
mule



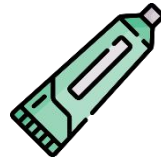
tube



June



tune



rule



Name: _____

Put the Words in ABC Order

1. Cut out the words.
2. Put the words in ABC order.
3. Glue the words in the boxes.

1	2	3	4
5	6	7	8
9	10	11	12

bone	mute	June	cone
mule	tune	home	cube
rope	rule	cute	tube

Name: _____

Draw Pictures



There is a bone.



There is a cone.



There is a rope.



There is a tube.



This is my home.



The cat is cute.



It is a tune.



It is a cube.



The TV is mute.



It is June.



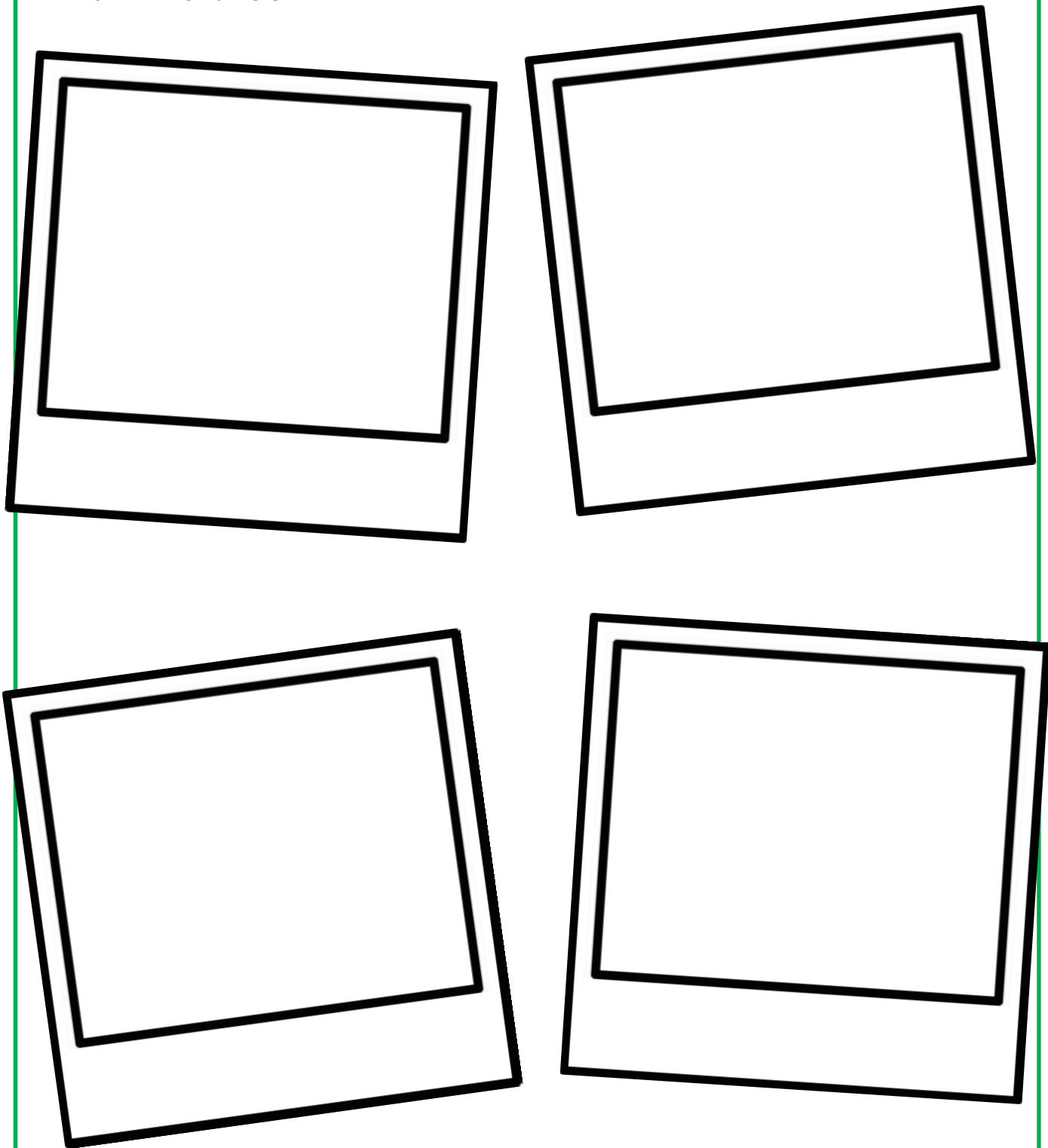
I see a mule.

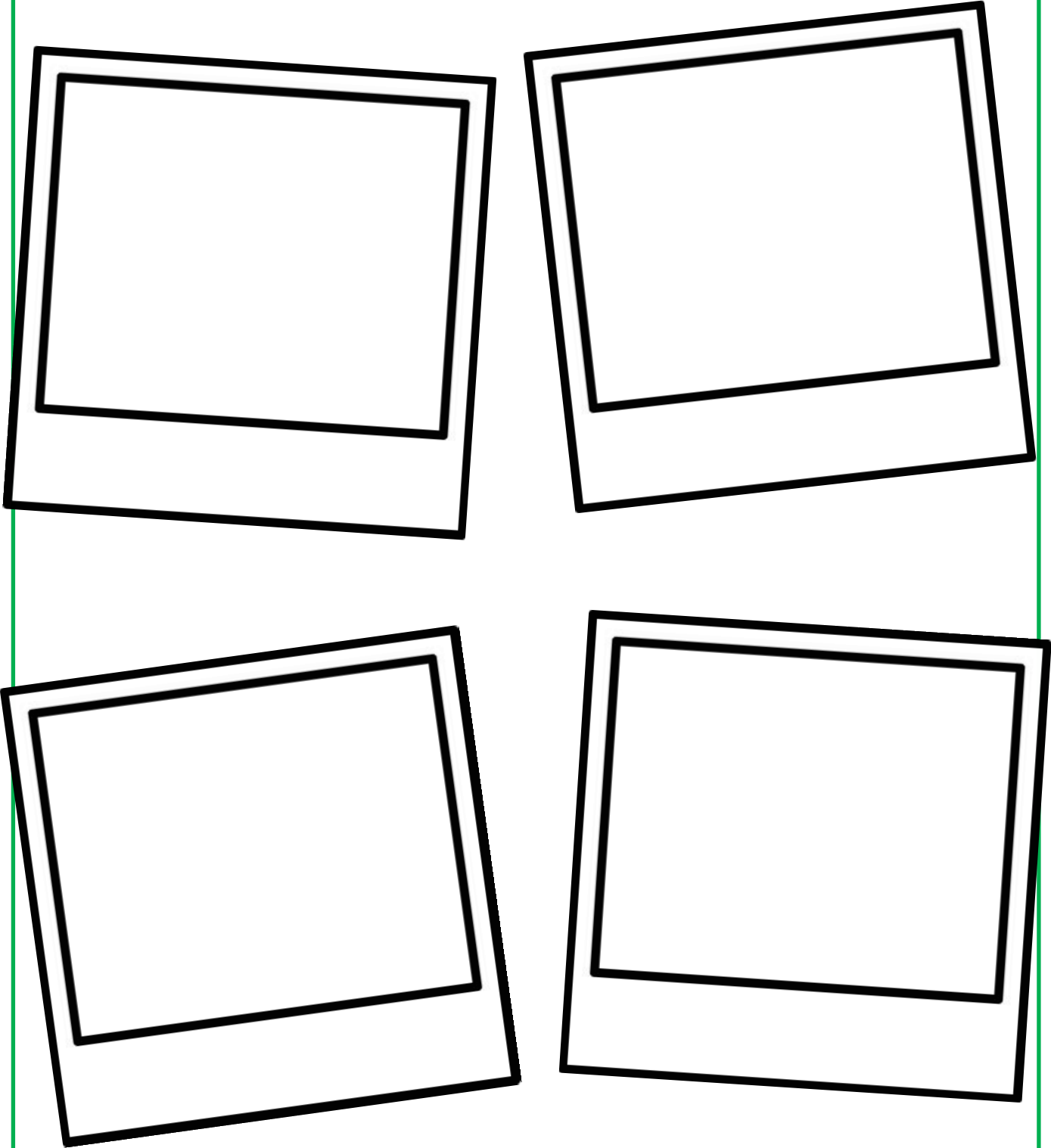


This is a rule.

Name: _____

Draw Pictures





Name: _____

Circle and Write



see

his

are

walk

and

and

walk

see

are

his

his

are

and

walk

see

and

see

his

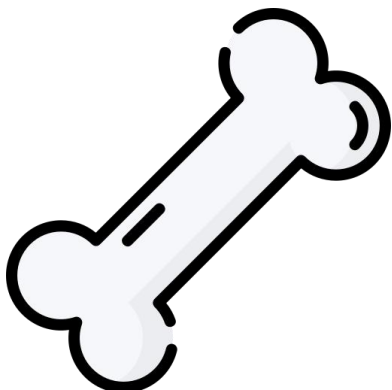
are

walk

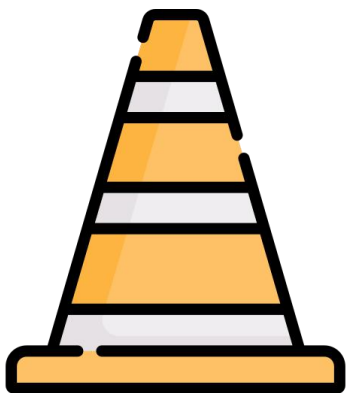
his



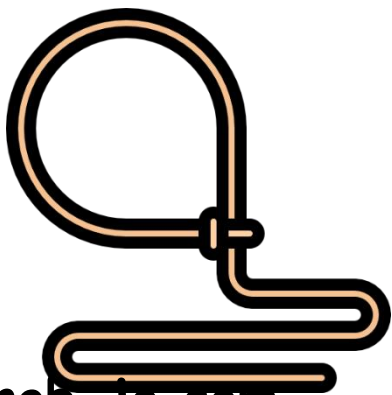
home



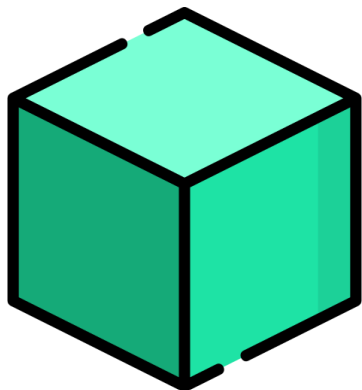
bone



cone



rope



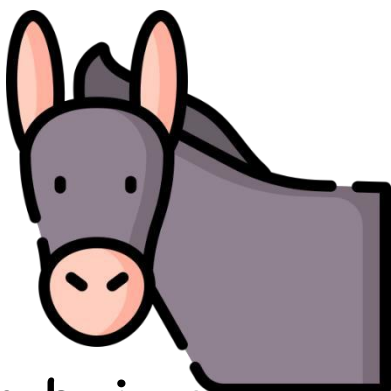
cube



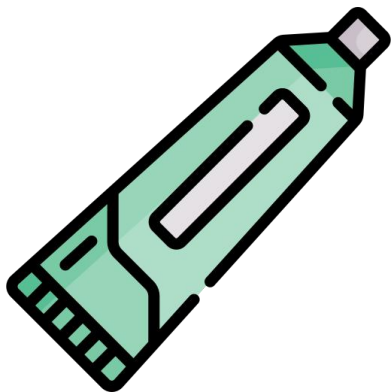
mute



cute



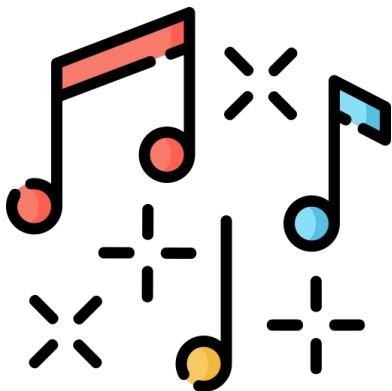
mule



tube



June



tune



rule



see

are

walk

pull

his

on

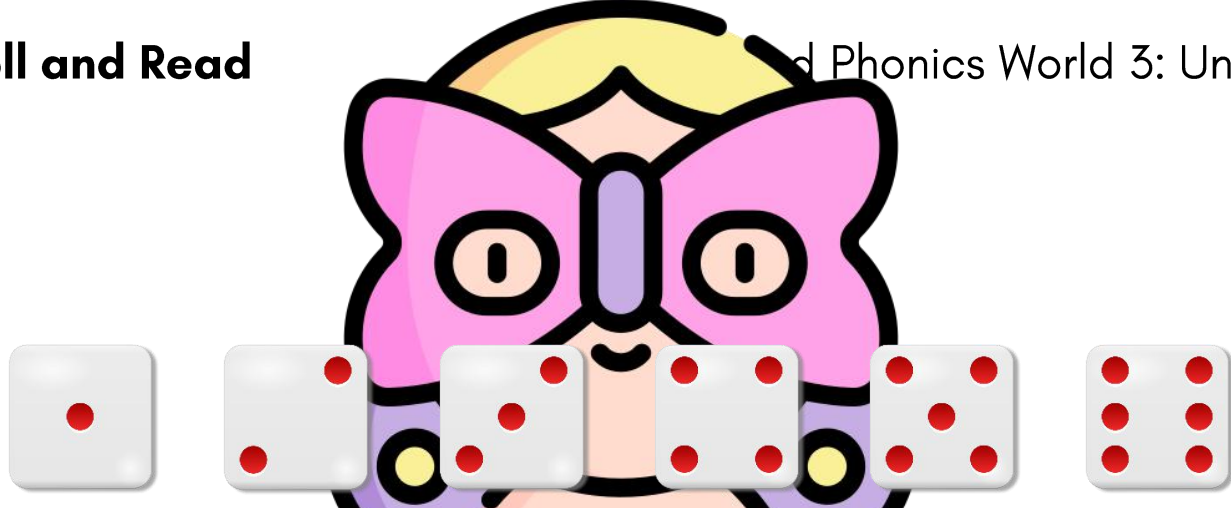
and

at

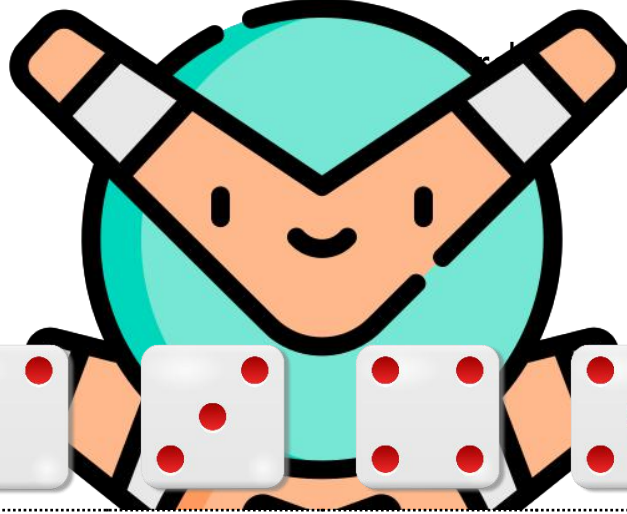
How to Play *Concentration*

Teachers who would like to brush up on the original rules of Concentration (otherwise known as Memory) can watch [this video](#).



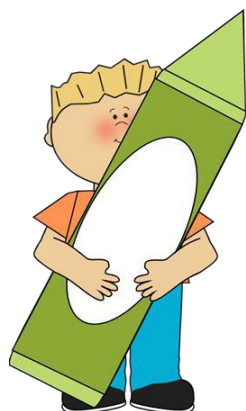


home	cute	home	cute	home	cute
bone	mule	bone	mule	bone	mule
cone	tube	cone	tube	cone	tube
rope	June	rope	June	rope	June
cube	tune	cube	tune	cube	tune
mute	rule	mute	rule	mute	rule

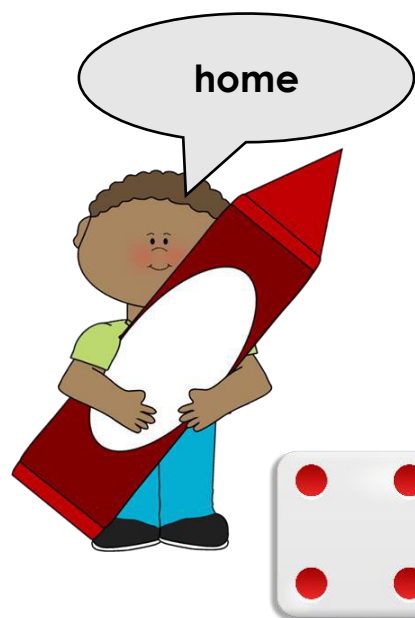


How to Play *Roll and Read*

Here's a quick and easy game to practice reading. Divide the class into pairs and give each set of children a *Roll and Read* sheet, a dice, and two crayons. The first child rolls the dice. If the dice says 2, then the child reads one of the words in the 2-column and colors the box the word is in. The next child does the same. If all the words in a number column have been filled, then the child loses their turn. Continue until all the boxes have been filled. The child with the most filled squares is the winner.

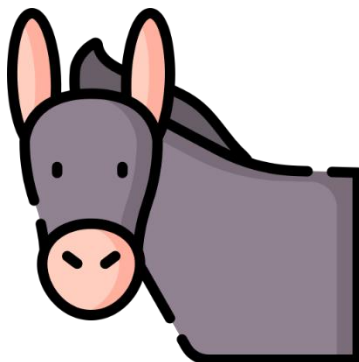


home	cute	home	cute	home	cute
bone	mule	bone	mule	bone	mule
cone	tube	cone	tube	cone	tube
rope	June	rope	June	rope	June
cube	tune	cube	tune	cube	tune
mute	rule	mute	rule	mute	rule

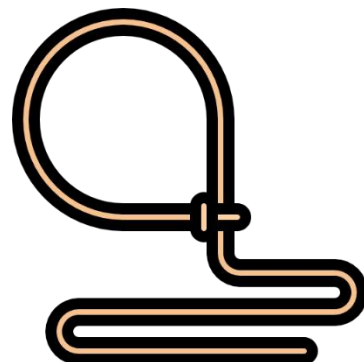




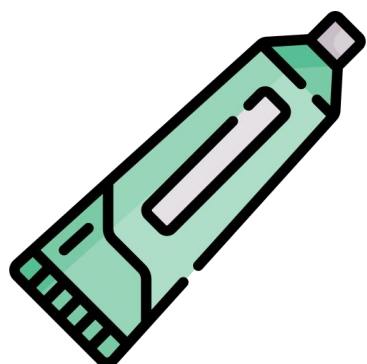
home



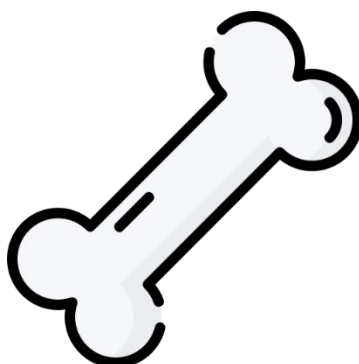
mule



rope



tube



bone



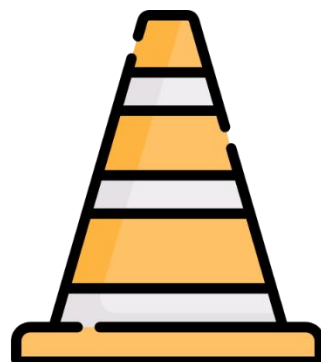
mute



June



cute



cone

home

mule

rope

tube

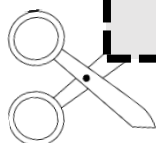
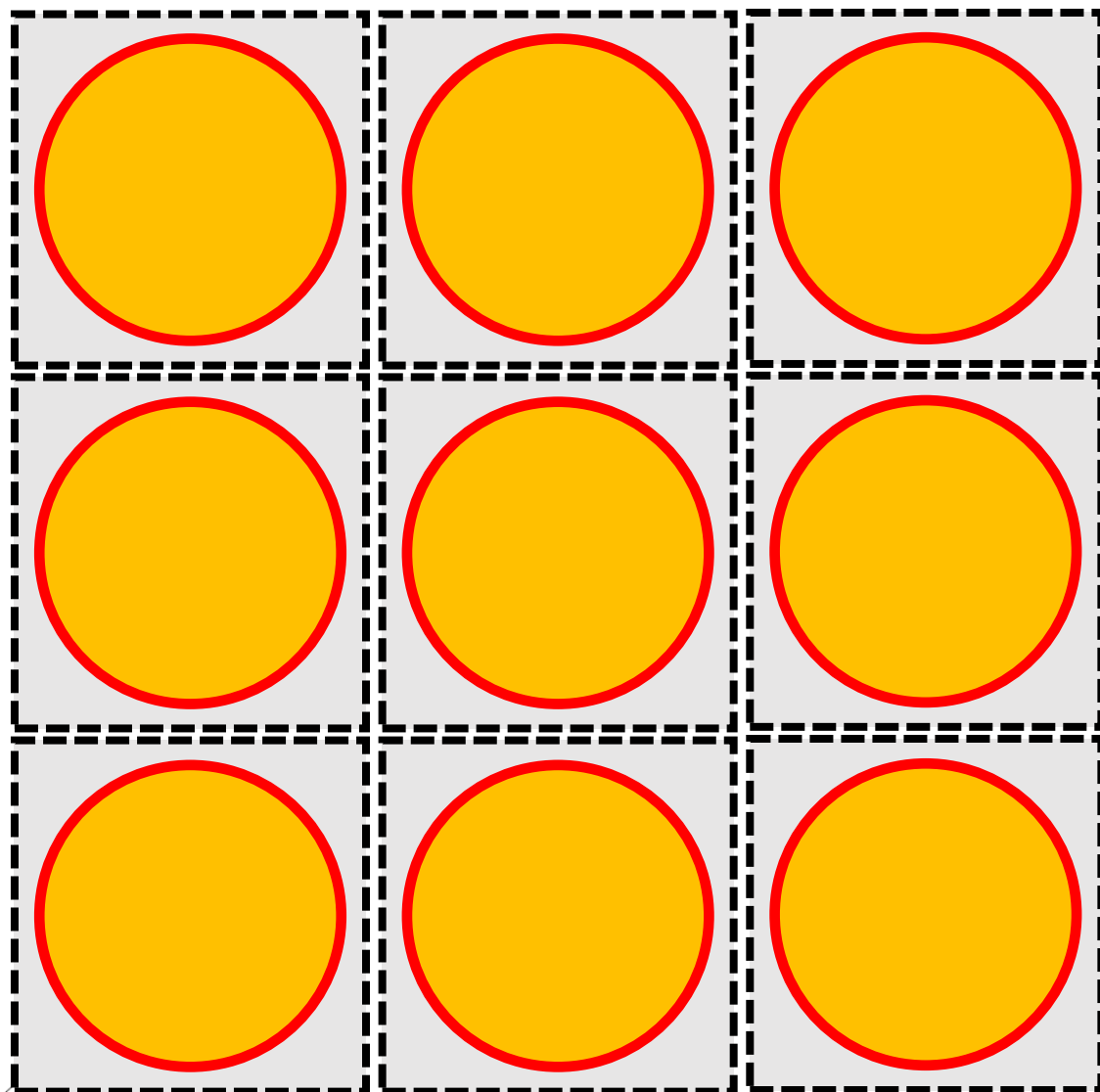
bone

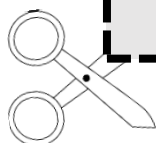
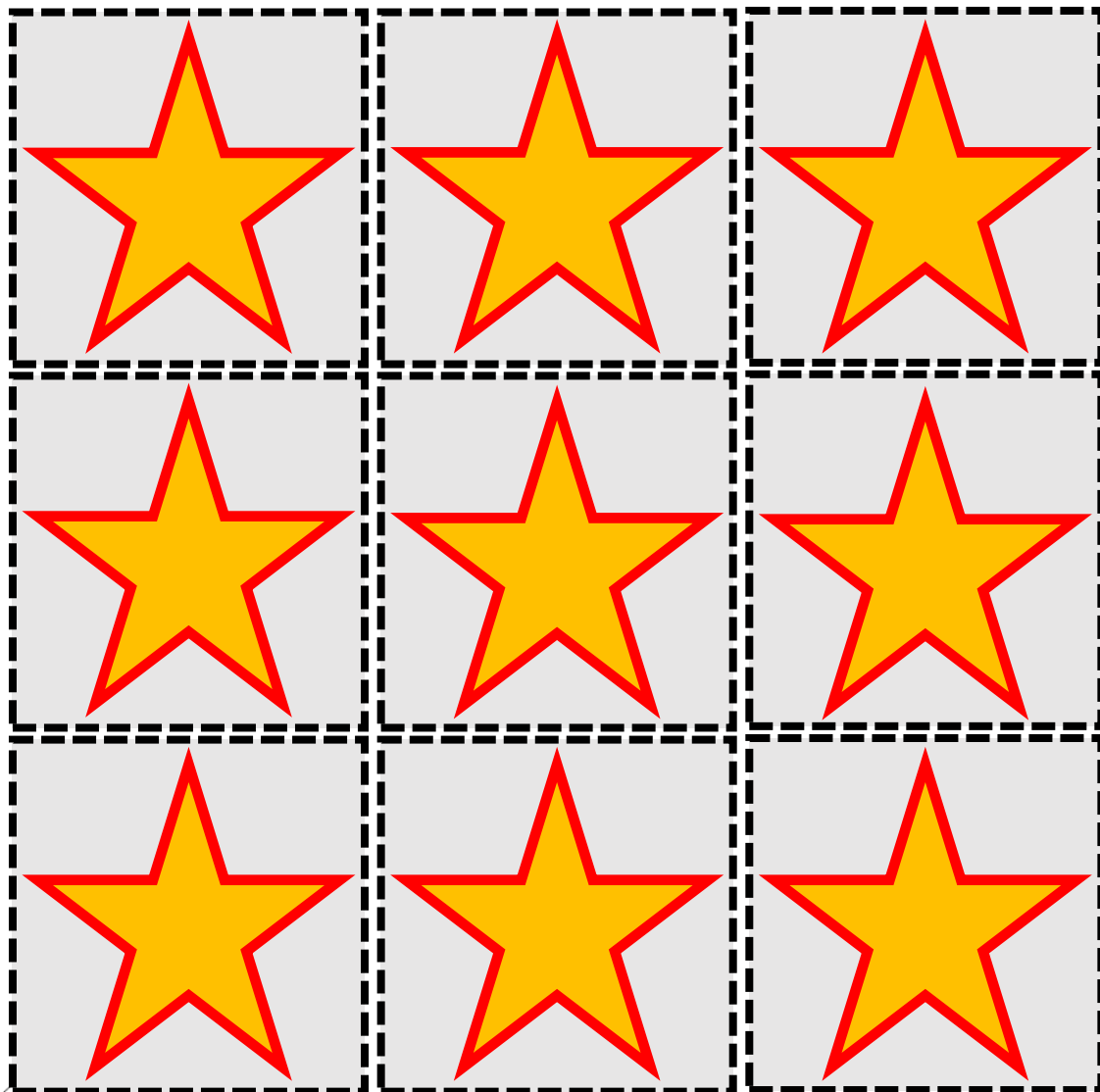
mute

June

cute

cone





How to Play *Tic-Tac-Toe*

Teachers who would like to brush up on the original rules of *Tic-Tac-Toe* can visit [this site](#) or watch [this video](#).



Scoring in Accumulative *Tic-Tac-Toe*

Accumulative tic-tac-toe is a way to inject some excitement into the traditional game. Students play twelve rounds using the attached score sheet. After the first round, the winner circles the number one under their name, thus earning one point. The loser crosses their number one out. Likewise, the winner of the second round circles the number two, earning two points. If the round is a draw, both players cross out their circles and neither receive points. Continue playing until all twelve rounds are complete, and then tally up the total at the bottom. The player with the most points wins.

Name: Billy	Name: Jean
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
Total: 30	Total: 17

Billy wins the first round and gets 1 point.

Jean wins the second round and gets 2 points.

The fifth round is a draw, so nobody gets any points.

After twelve rounds Billy is the overall winner because he has more accumulated points than Jean. Although Jean could easily have won the entire game had she won just once in the eleventh or twelfth round.

3-Person Accumulative *Tic-Tac-Toe*

If there is an odd number of students, three player play is also possible with one player sitting out in rotation. The first player to sit out is decided by a game of rock paper scissor, train straws, or rolling a die. The remaining two students play the first round, the winner awarded points in the normal way. The winner of the first round though must sit out during the second round. In the event of a draw all three students must once again randomly choose who will sit out. They continue in this way until all rounds are completed.

Archie loses rock paper scissors so only Betty and Veronica play in the first round.

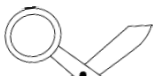
Since Veronica won the first round, Archie and Betty play each other in the second round and Veronica takes a break.

The eighth round is a draw so the three players must once again randomly decide which two players will play in the ninth round.

In 3-person accumulative tic-tac-toe it is impossible for someone to win two consecutive rounds because the winner must always sit out.

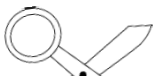
Name: Betty	Name: Archie	Name: Veronica
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
11	11	11
12	12	12
Total: 19	Total: 20	Total: 21

2-Person Accumulative Tic-Tac-Toe Score Board



Name:	Name:	Name:	Name:
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9
10	10	10	10
11	11	11	11
12	12	12	12
Total: www.jnob-jo.com	Total:	Total:	Total:

3-Person Accumulative Tic-Tac-Toe Score Board



Name:	Name:	Name:	Name:	Name:	Name:
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5
6	6	6	6	6	6
7	7	7	7	7	7
8	8	8	8	8	8
9	9	9	9	9	9
10	10	10	10	10	10
11	11	11	11	11	11
12	12	12	12	12	12
Total:	Total:	Total:	Total:	Total:	Total:

Snakes and Ladders

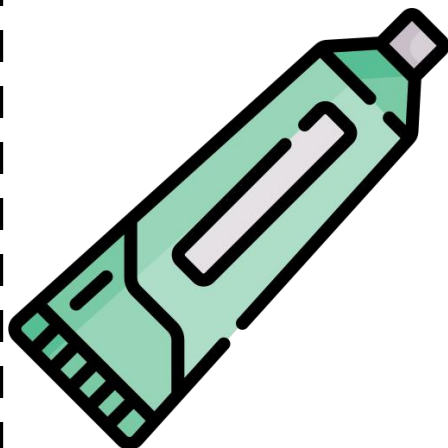
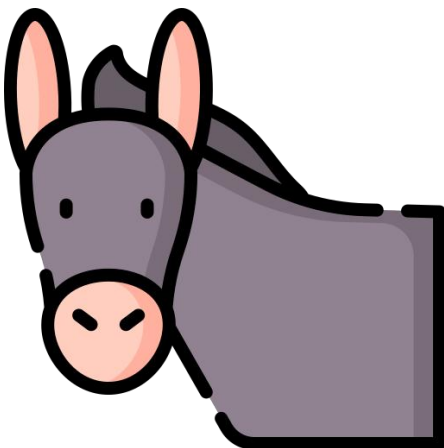
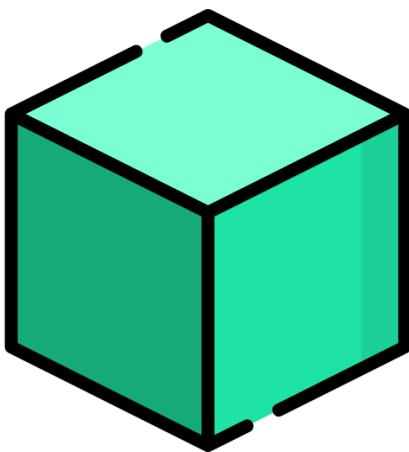
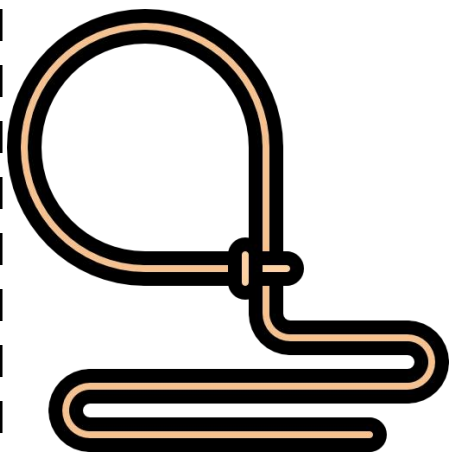
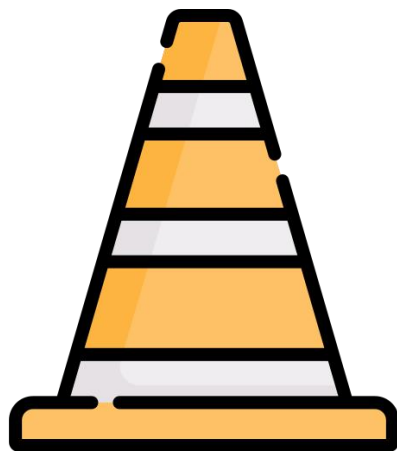
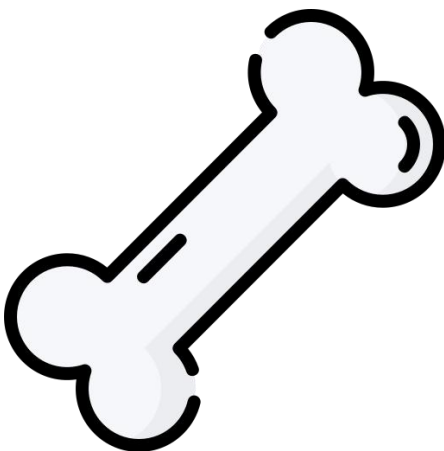
Oxford Phonics World 3: Unit 3



How to Play *Snakes and Ladders*

Teachers who would like to brush up on the original rules of *Snakes and Ladders* can visit [this site](#) or watch [this video](#).

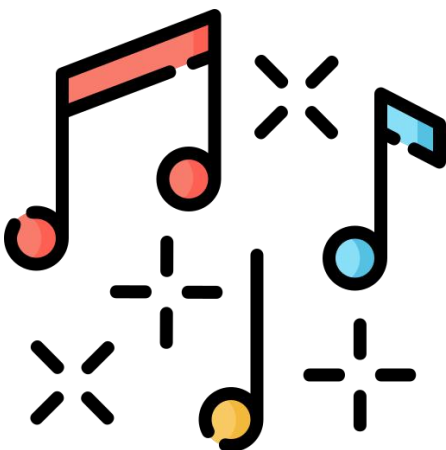




Turn and Search

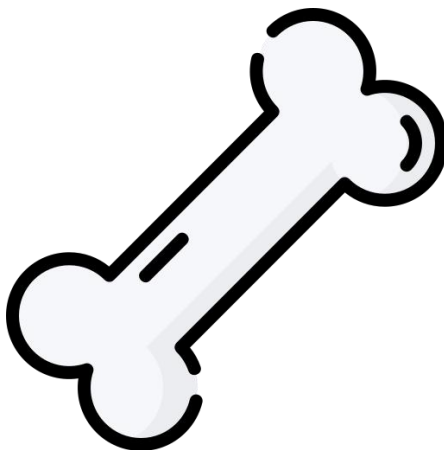


Oxford Phonics World 3: Unit 3

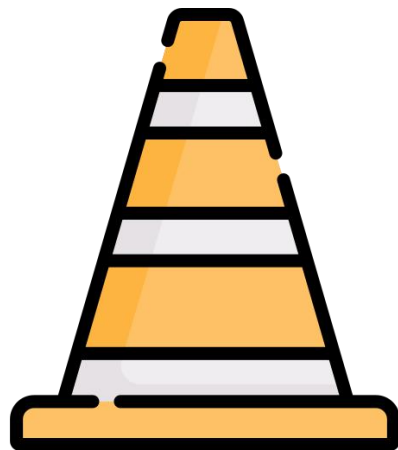




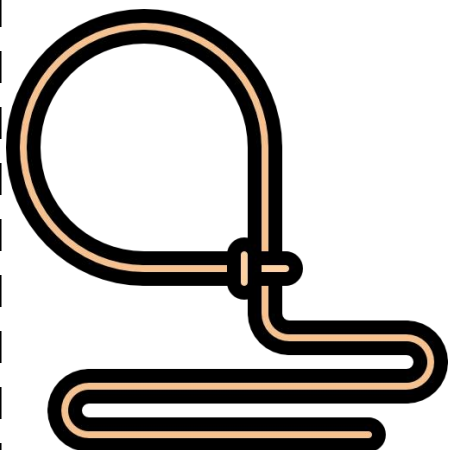
home



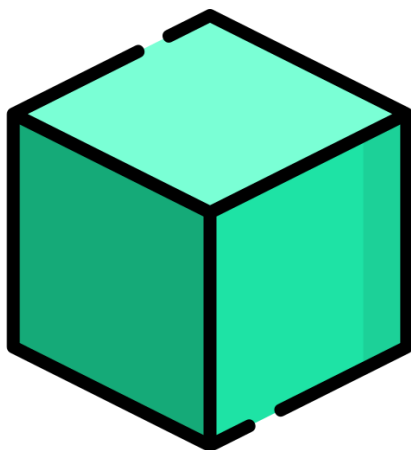
bone



cone



rope



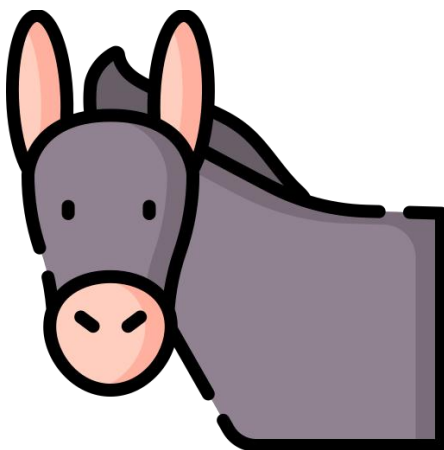
cube



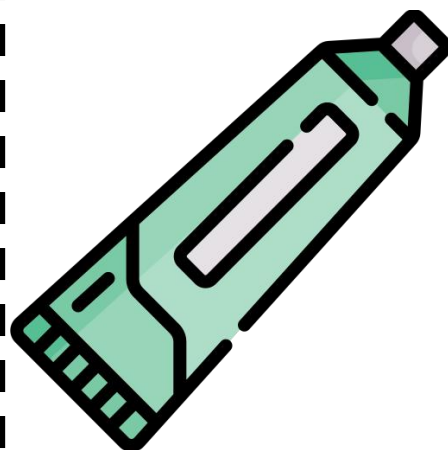
mute



cute



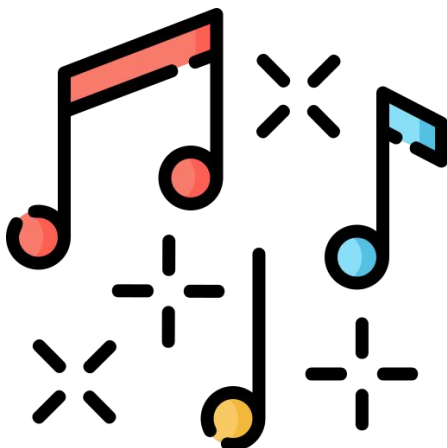
mule



tube



June



tune



rule



home

bone

cone

rope

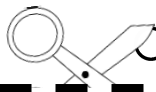
cube

mute

cute

mule

tube

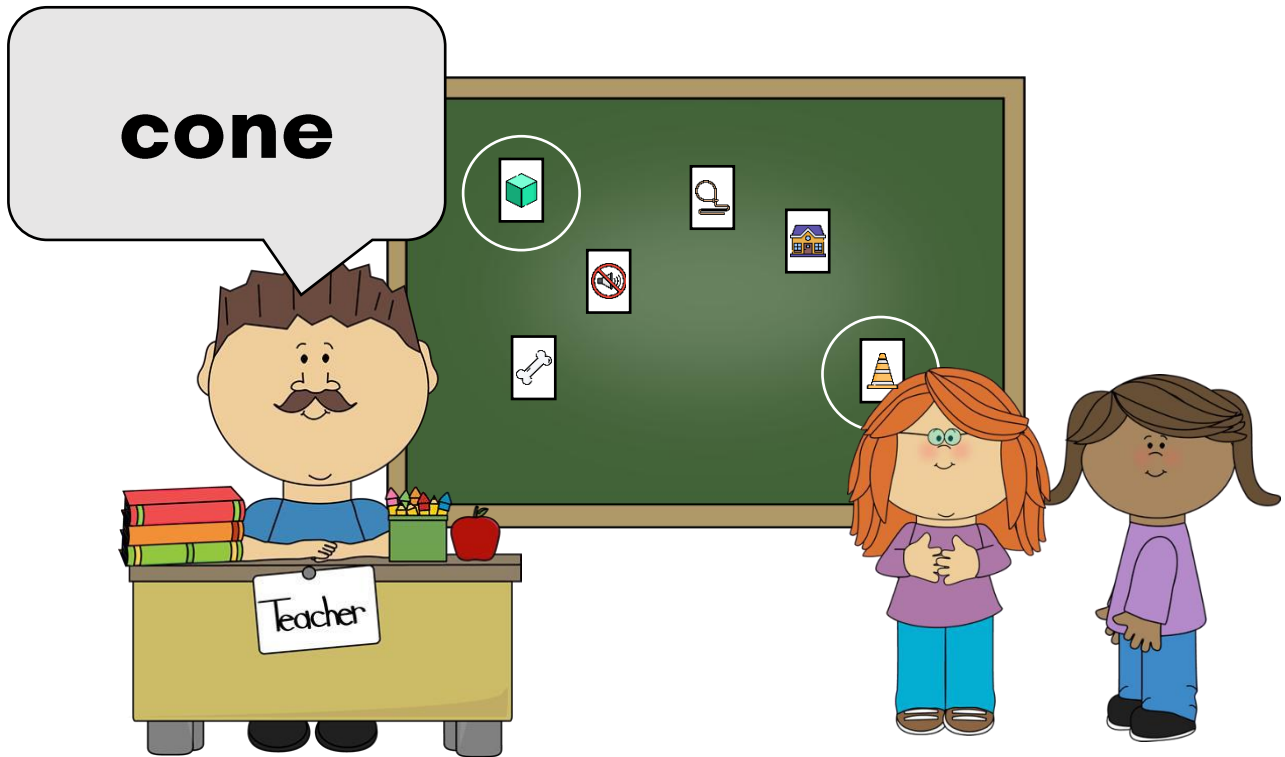


June

tune

rule

How to Play *Turn and Search*



First, print out four to six copies of the game cards. Cut out all of the cards and attach them to the board at the front of the class. After dividing the class into two teams, one member from each team comes up to the front of the class.

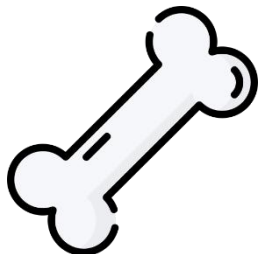
The teacher then says one of the words on the board, and the children turn race to find it. The first one to find the correct word gets a point for their team. Now circle the finished card with a board marker and go again with the next two students. Continue until all the cards have been circled. The team with the most points is the winner.



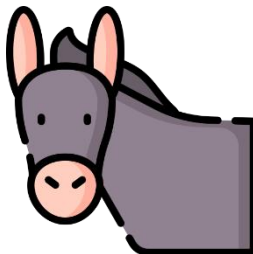
home



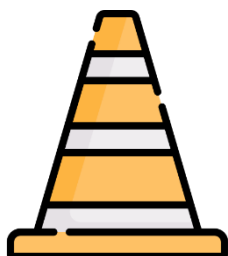
home



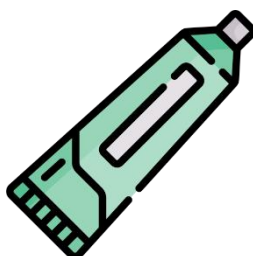
home



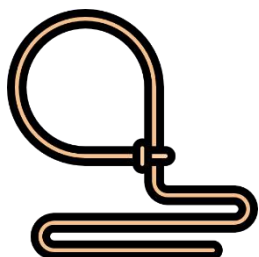
home



home



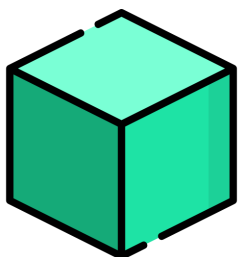
home



home



home



home






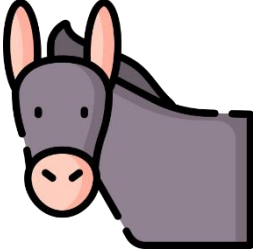
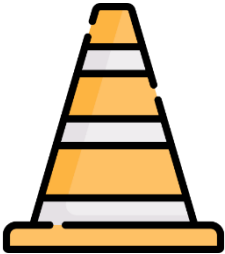
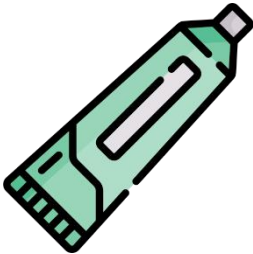
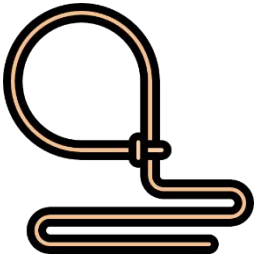

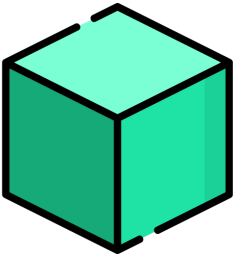



home




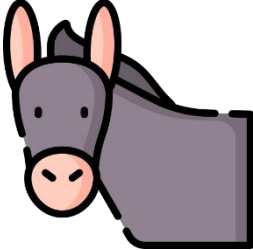
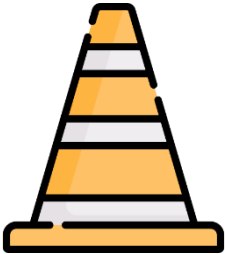
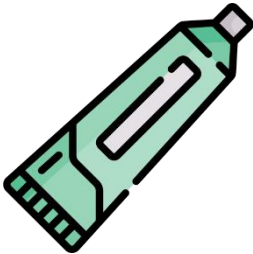
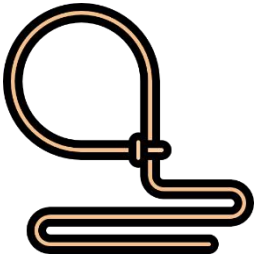

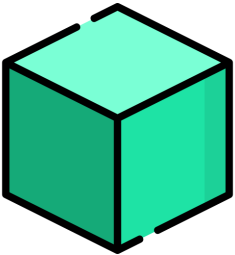








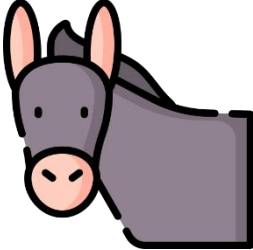
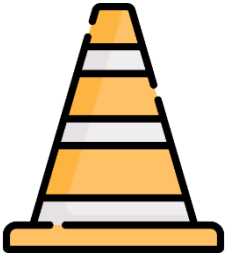
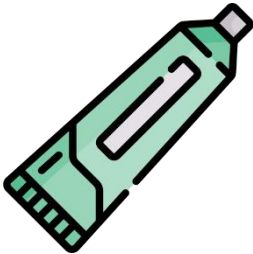
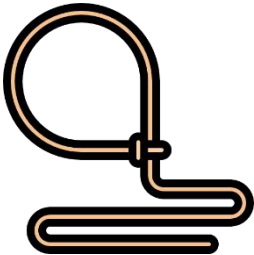

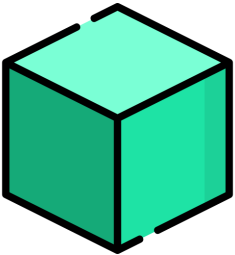



home



home

	bone		bone
	bone		bone
	bone		bone
	bone		bone
	bone		bone
	bone		bone

	cone		cone
	cone		cone
	cone		cone
	cone		cone
	cone		cone
	cone		cone

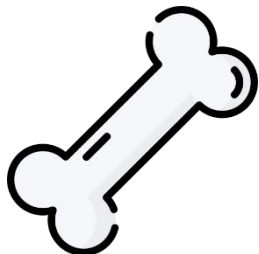
	rope		rope
	rope		rope
	rope		rope
	rope		rope
	rope		rope
	rope		rope



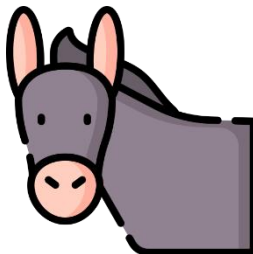
cube



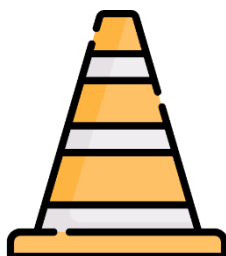
cube



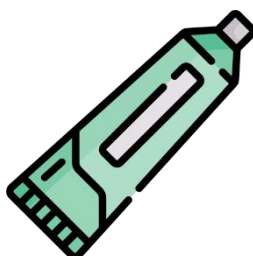
cube



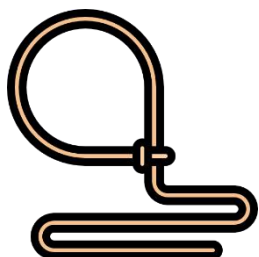
cube



cube



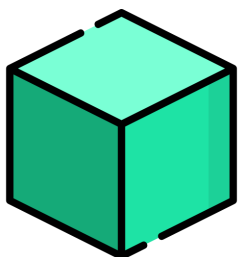
cube



cube



cube



cube



cube



cube



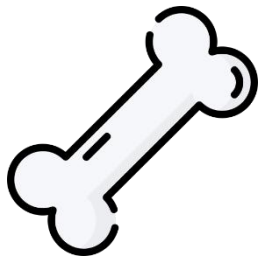
cube



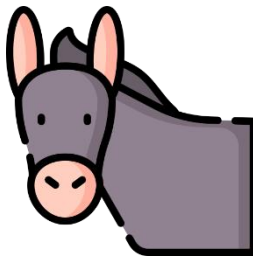
mute



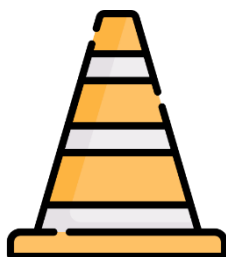
mute



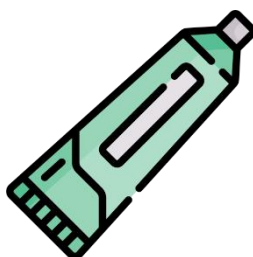
mute



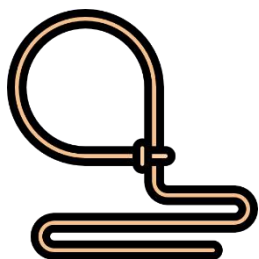
mute



mute



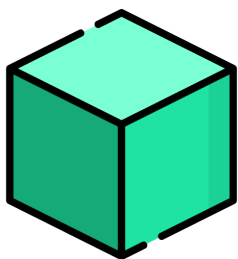
mute



mute



mute



mute



mute



mute



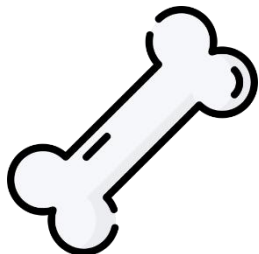
mute



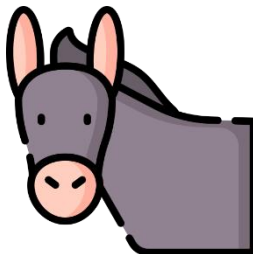
cute



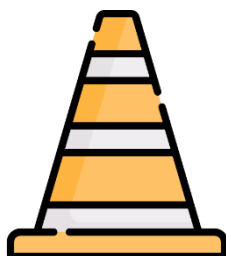
cute



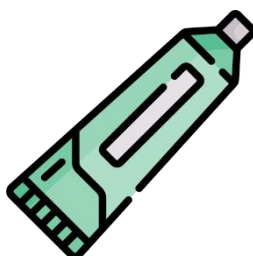
cute



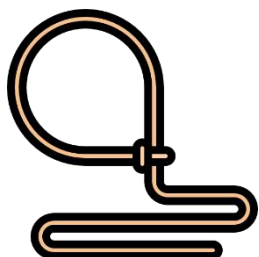
cute



cute



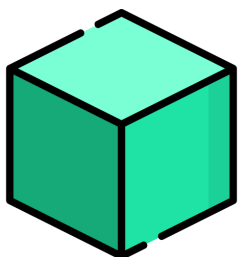
cute



cute



cute



cute



cute



cute



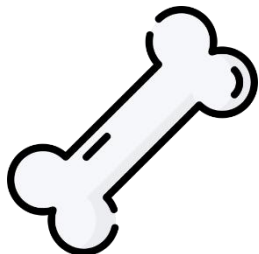
cute



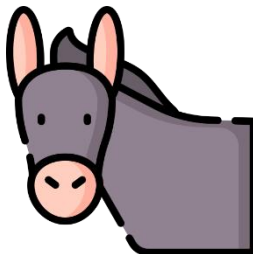
mule



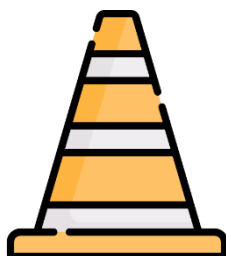
mule



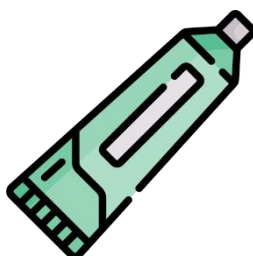
mule



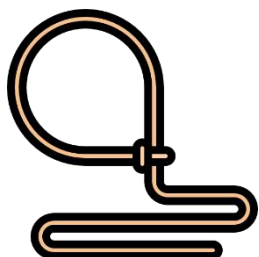
mule



mule



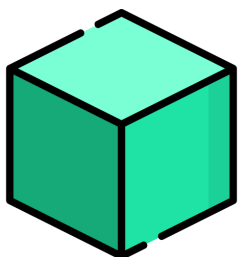
mule



mule



mule



mule



mule



mule



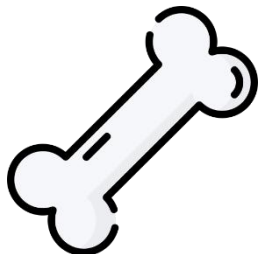
mule



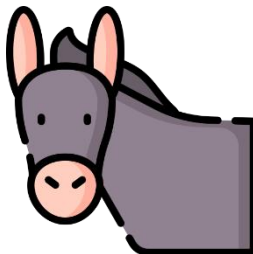
tube



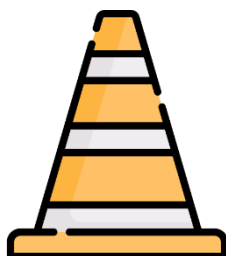
tube



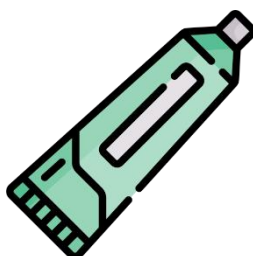
tube



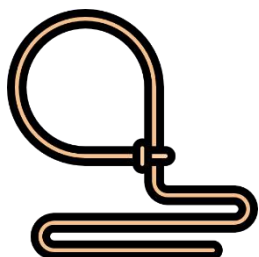
tube



tube



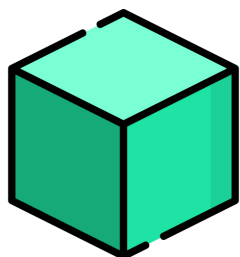
tube



tube



tube



tube



tube



tube



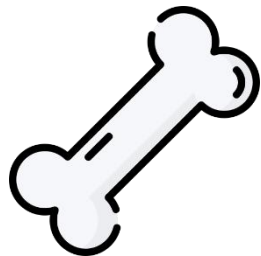
tube



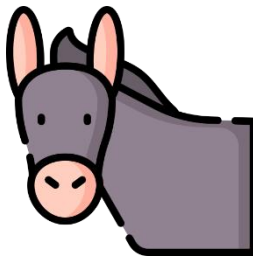
June



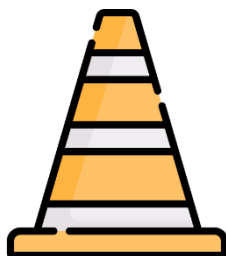
June



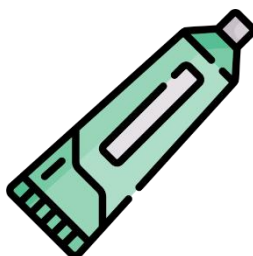
June



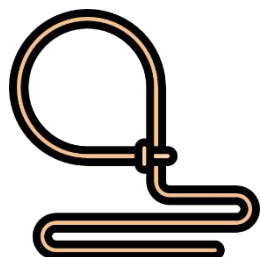
June



June



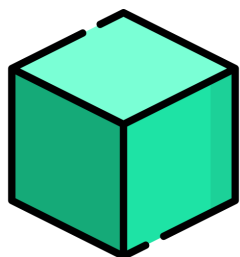
June



June



June



June



June



June



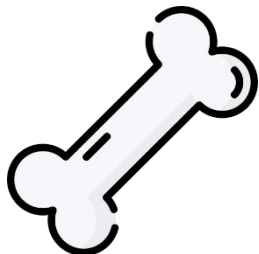
June



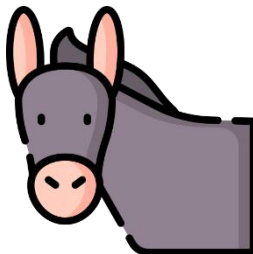
tune



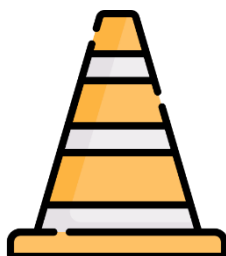
tune



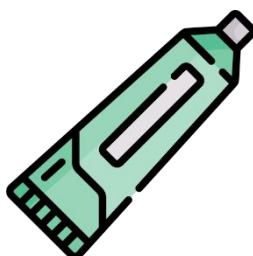
tune



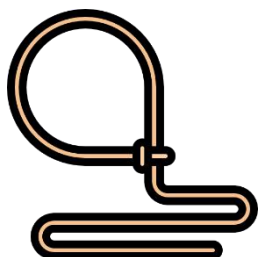
tune



tune



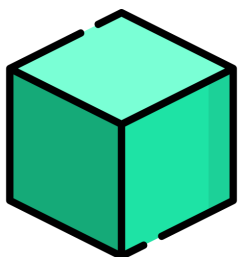
tune



tune



tune



tune






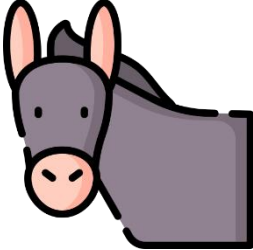
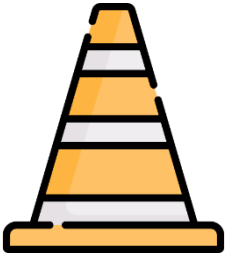
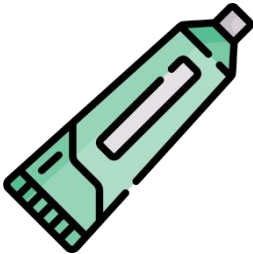
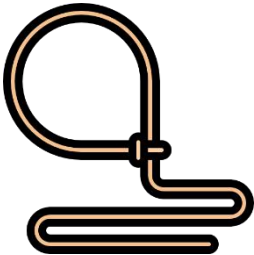

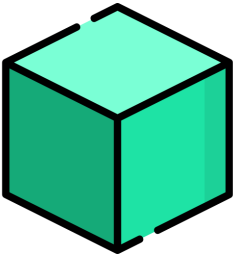



tune



tune



tune

	rule		rule
	rule		rule
	rule		rule
	rule		rule
	rule		rule
	rule		rule

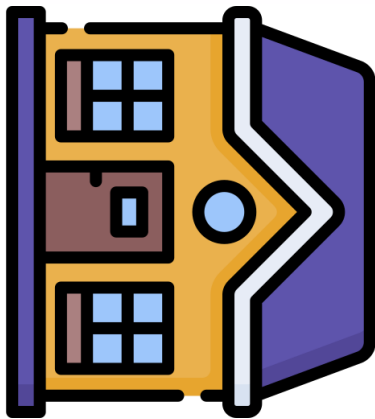
How to Play *Dominoes*

Deal 7 dominoes to each player. Then, take one domino from the deck and place it face up at the center of the table. The first player adds a domino to either end, in any direction. A domino can only be added if the pictures or words match, and only at the ends of the domino chain.

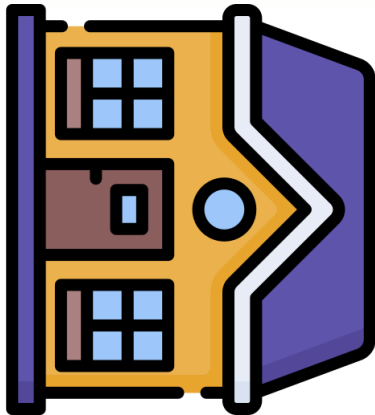
If you can't play onto either end, the player passes their turn and draws a domino from the deck. Players continue adding dominos until someone runs out. The first person to use up all their dominoes wins the game.

Those who would like to brush up on the original rules of Dominoes can visit [this site](#) or watch [this video](#).

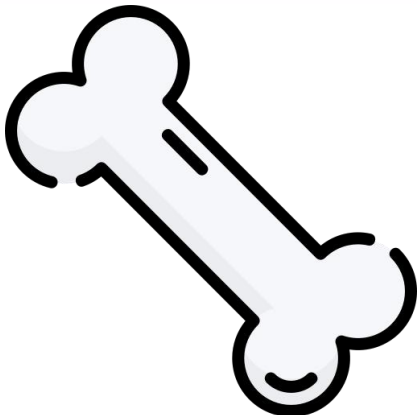




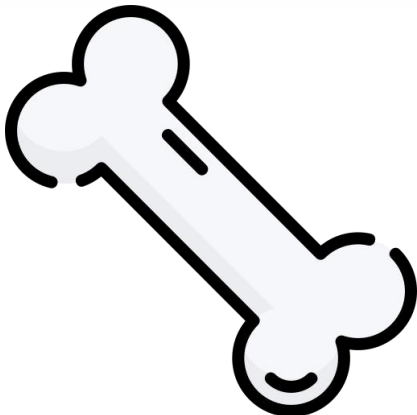
home



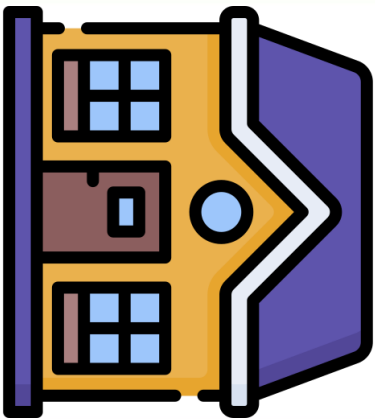
home



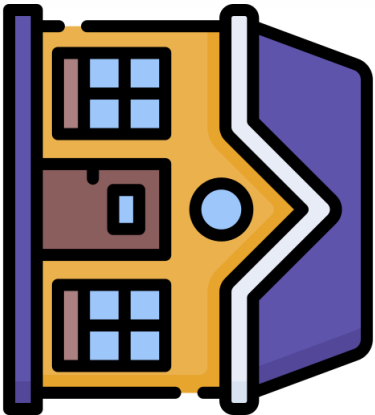
bone



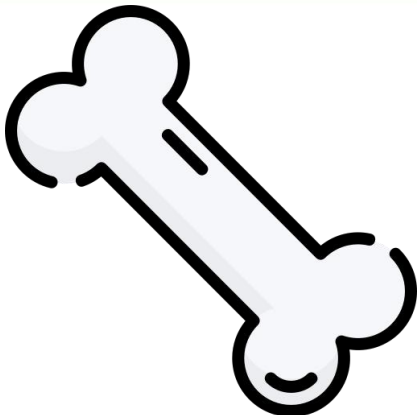
bone



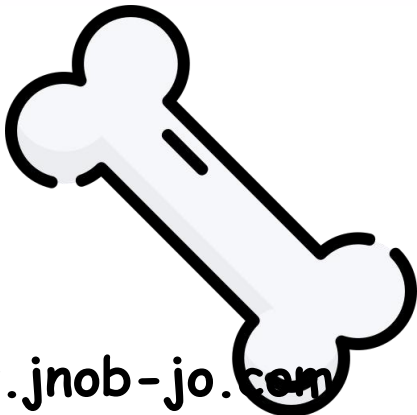
home



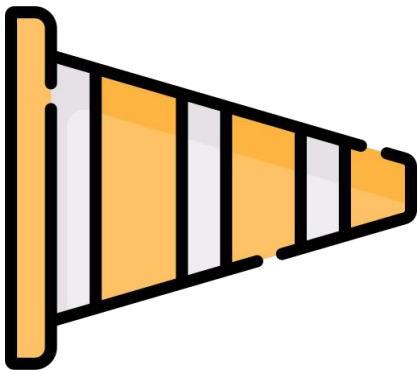
home



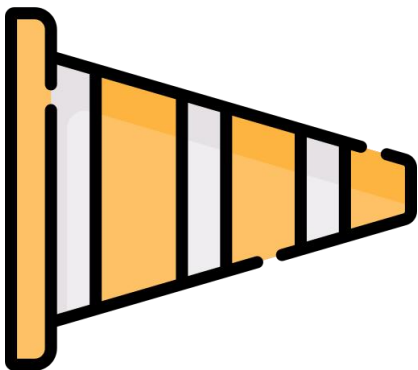
bone



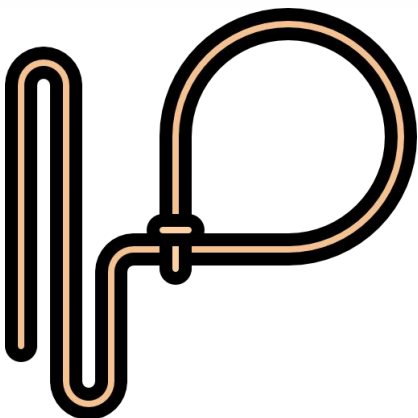
bone



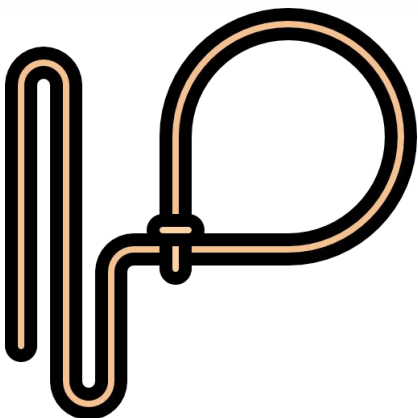
cone



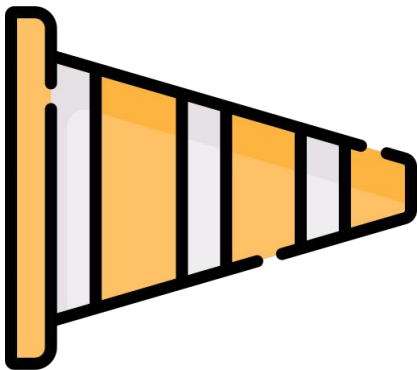
cone



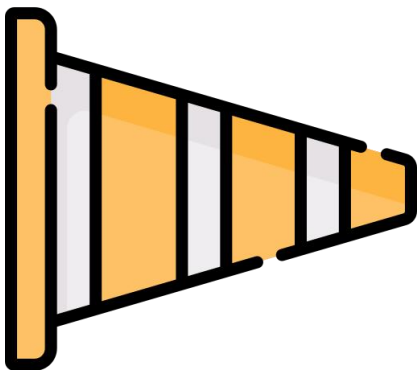
rope



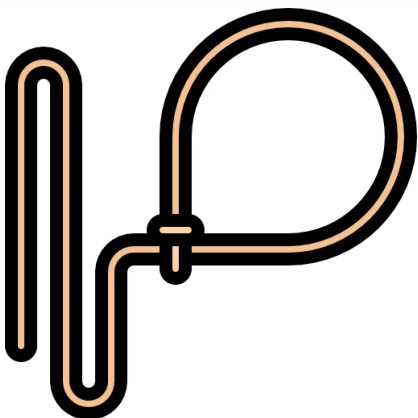
rope



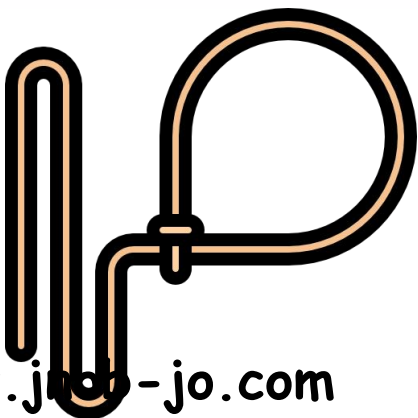
cone



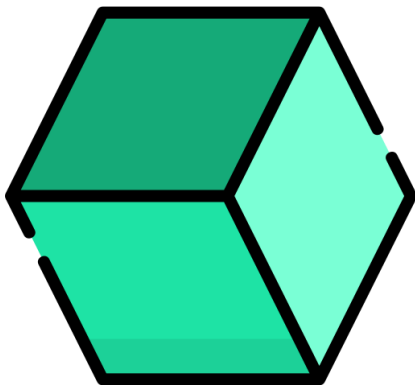
cone



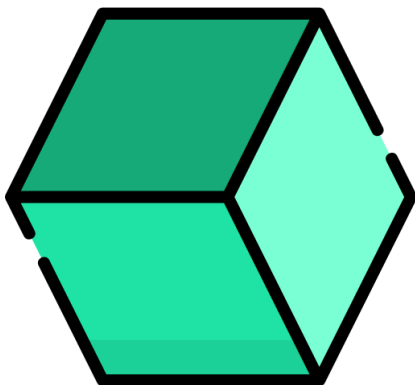
rope



rope



cube



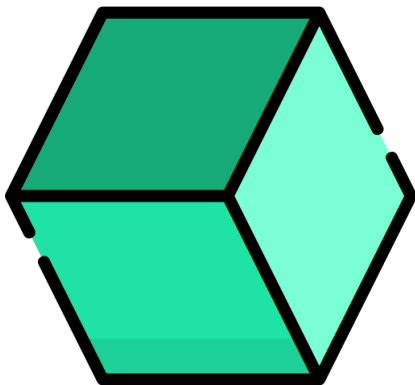
cube



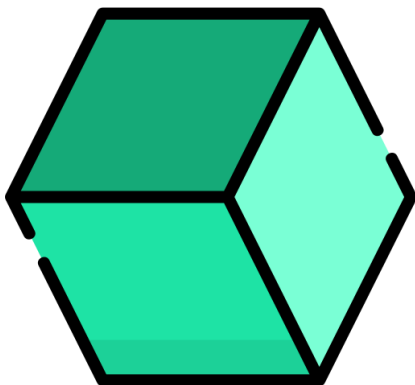
mute



mute



cube



cube



mute



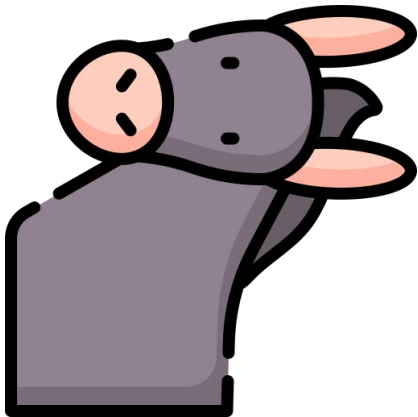
mute



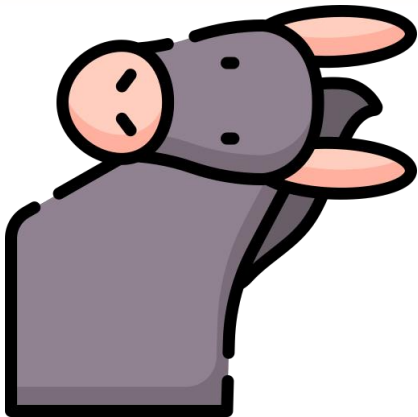
cute



cute



mule



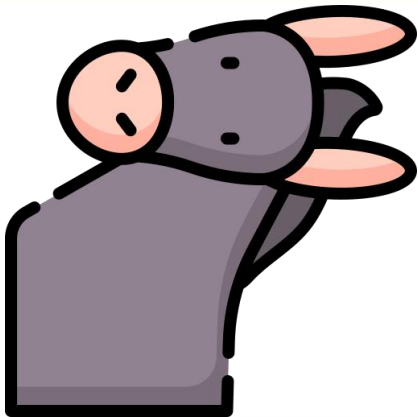
mule



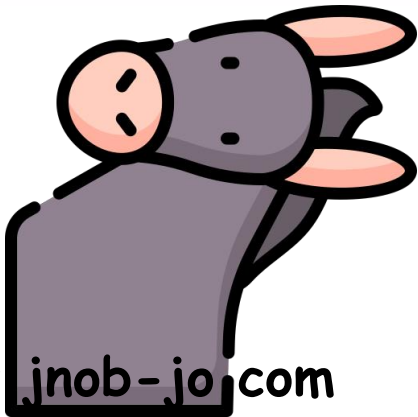
cute



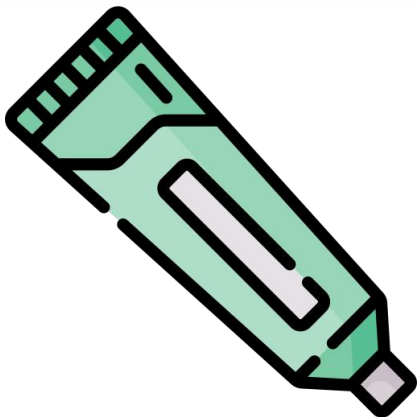
cute



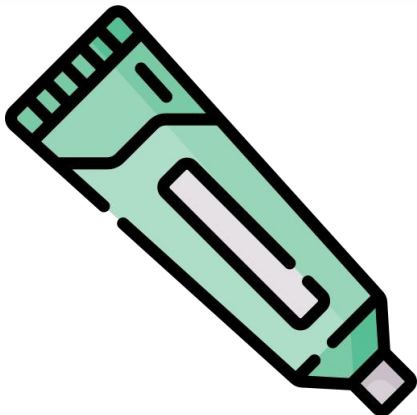
mule



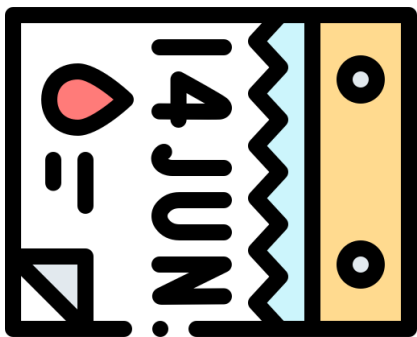
mule



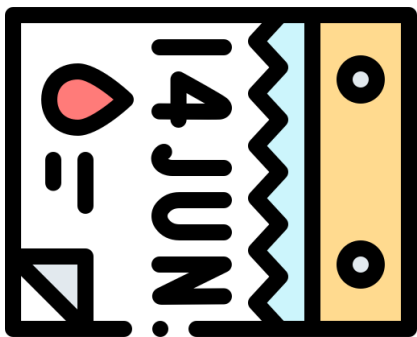
tube



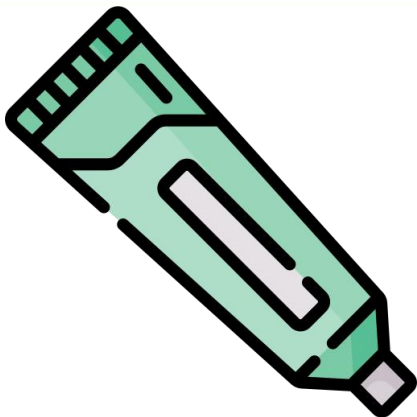
tube



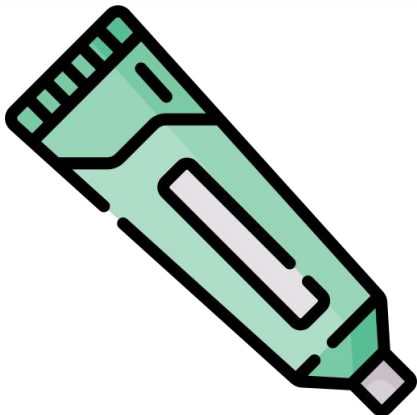
June



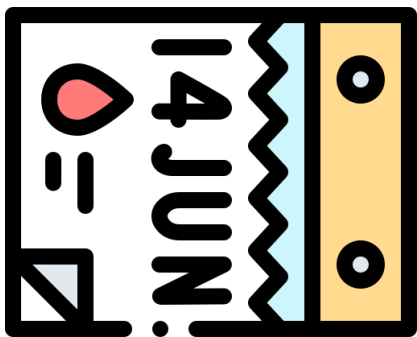
June



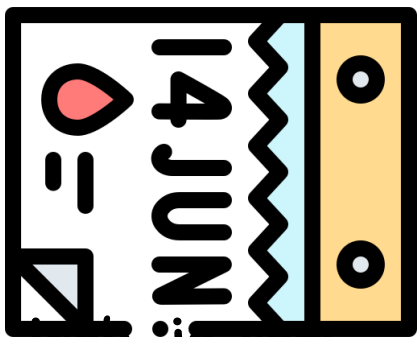
tube



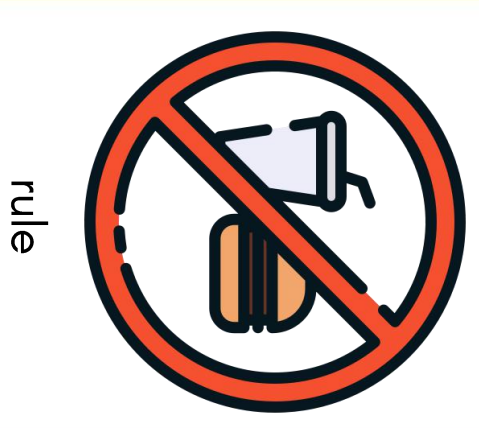
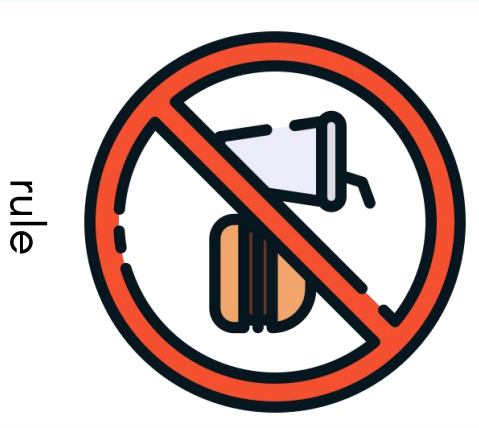
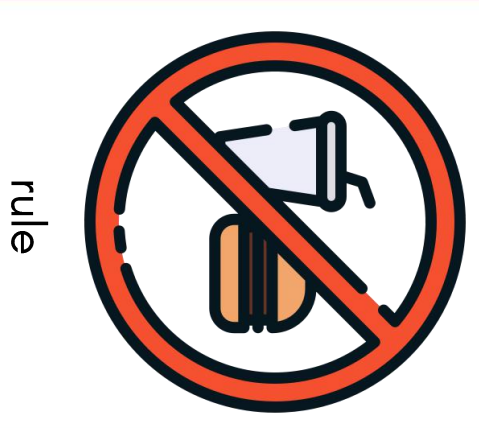
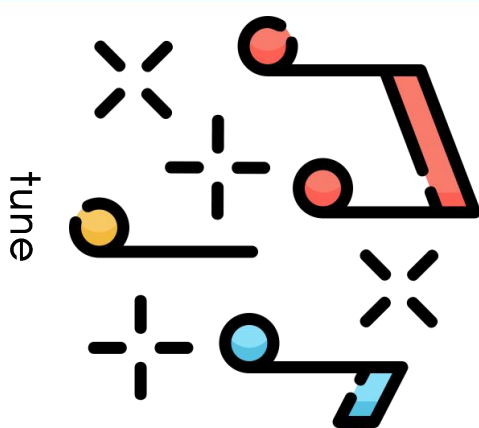
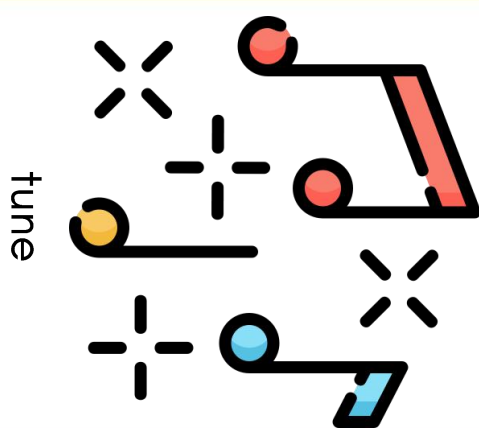
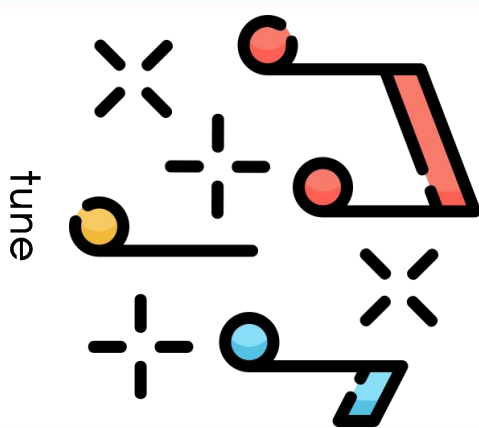
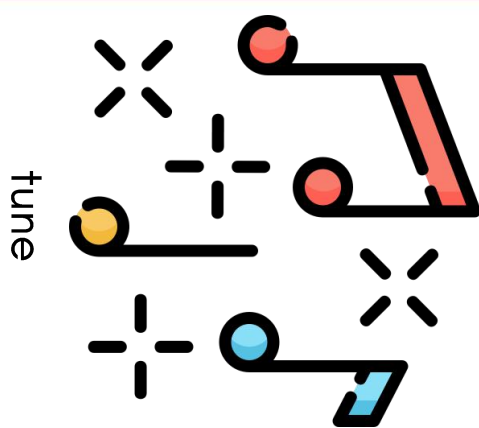
tube

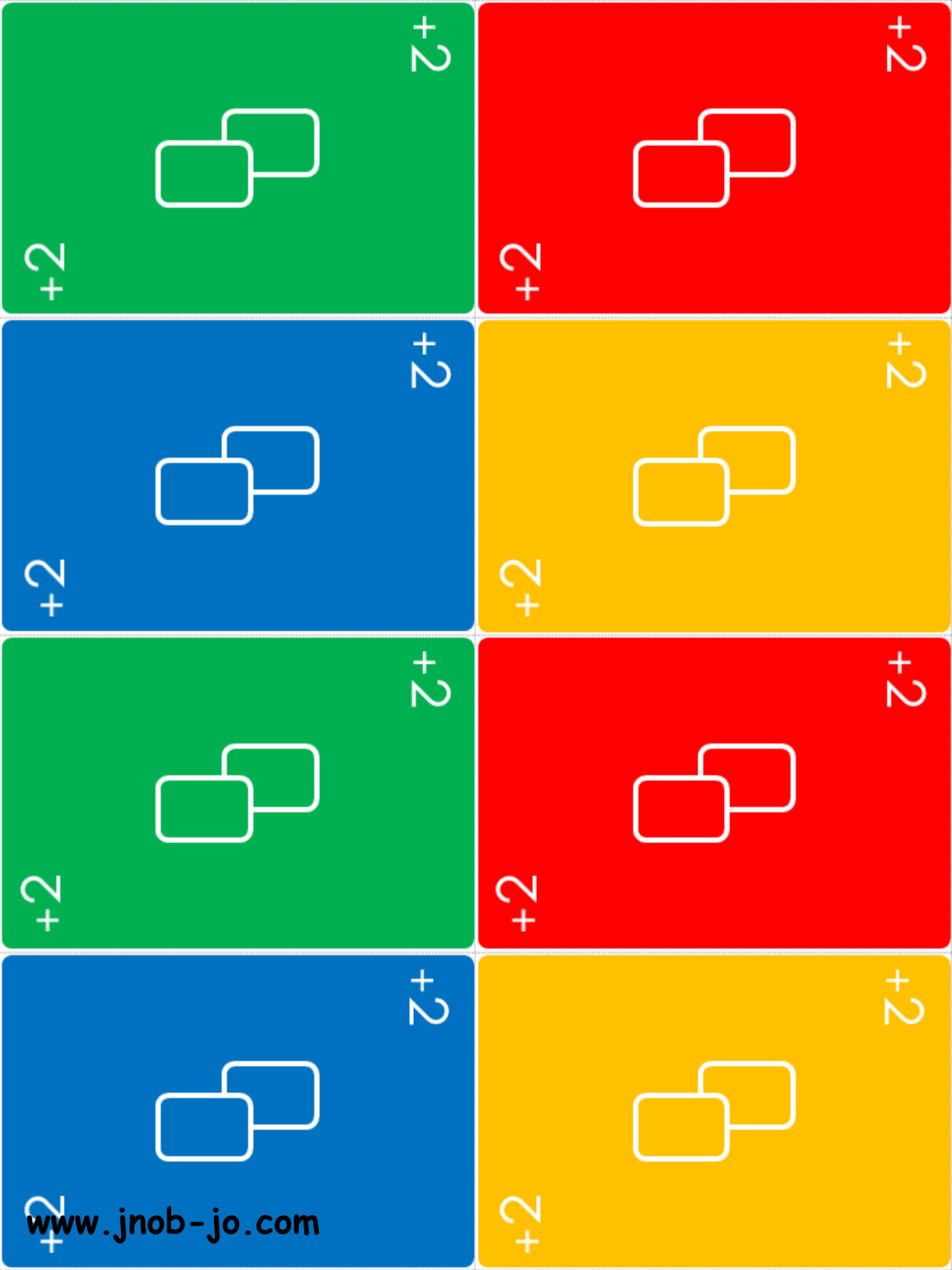


June



June

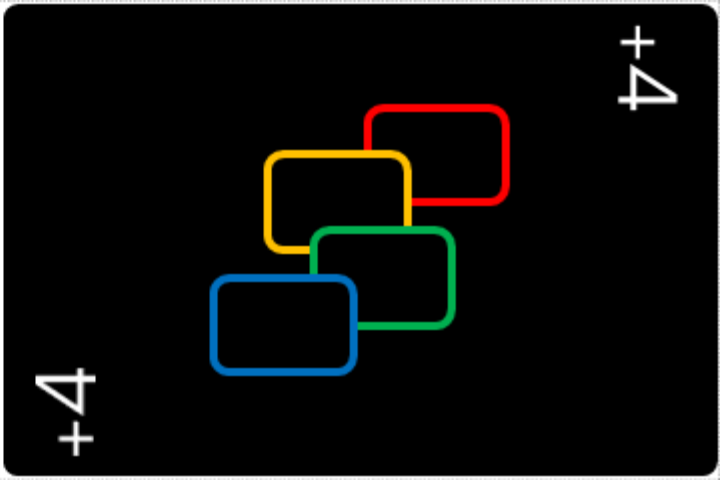
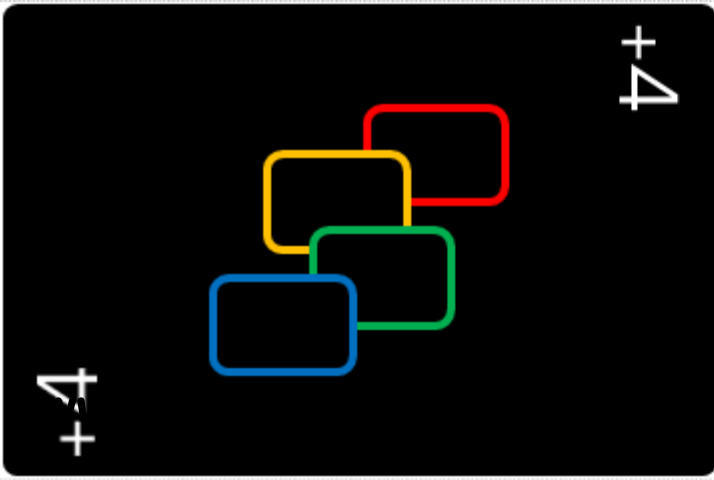
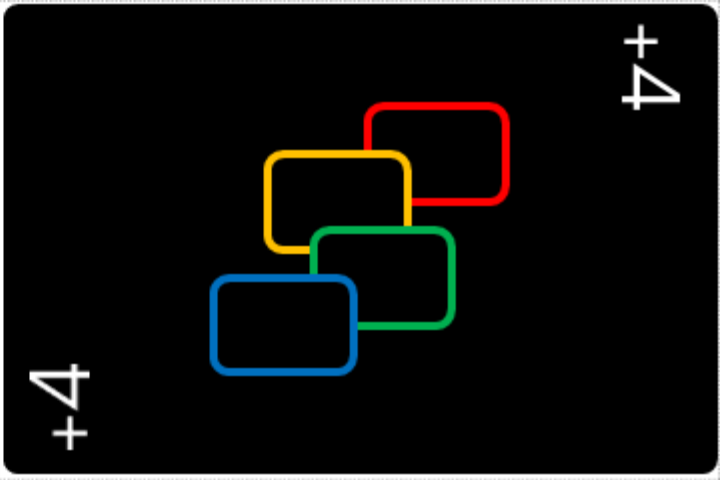
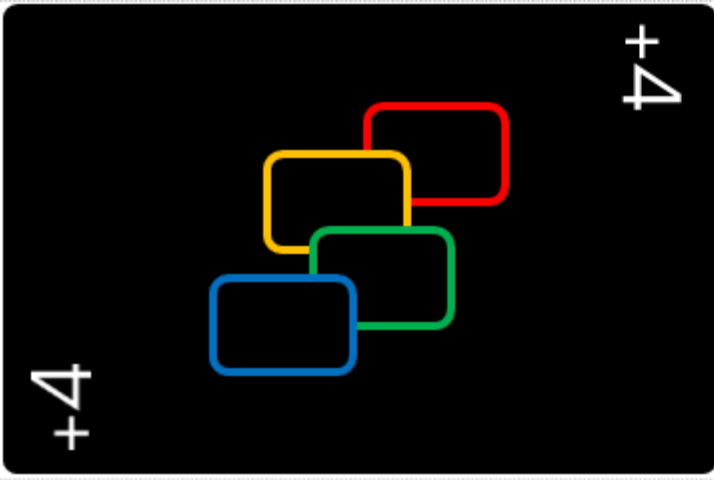
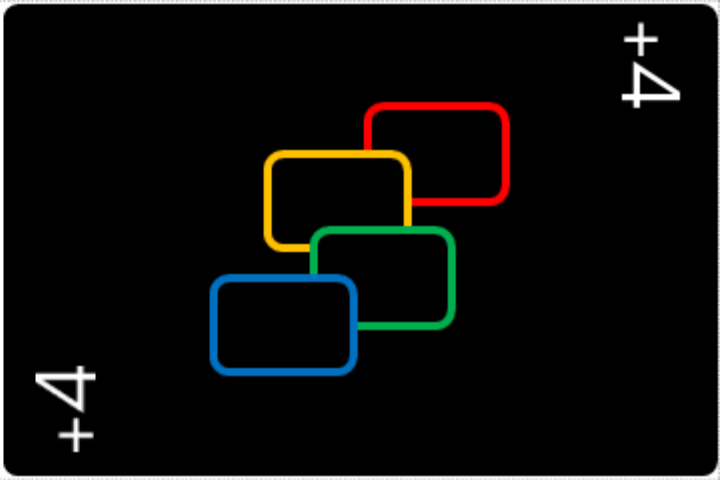
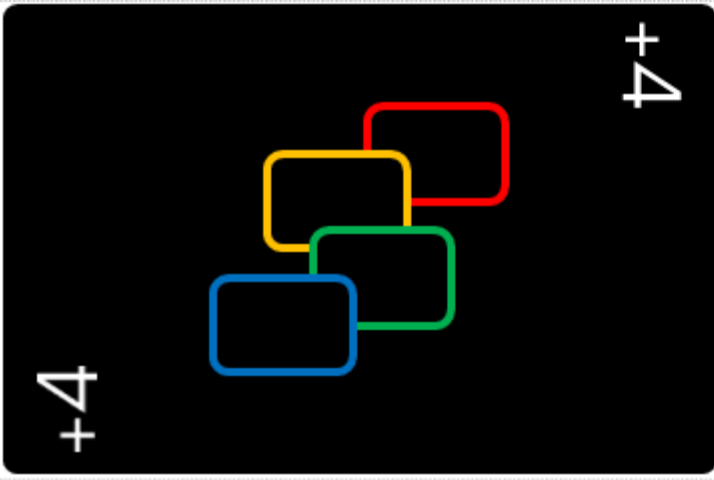
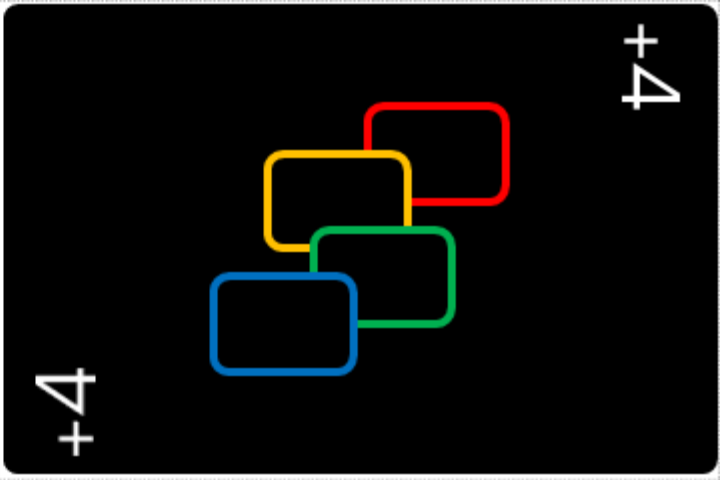
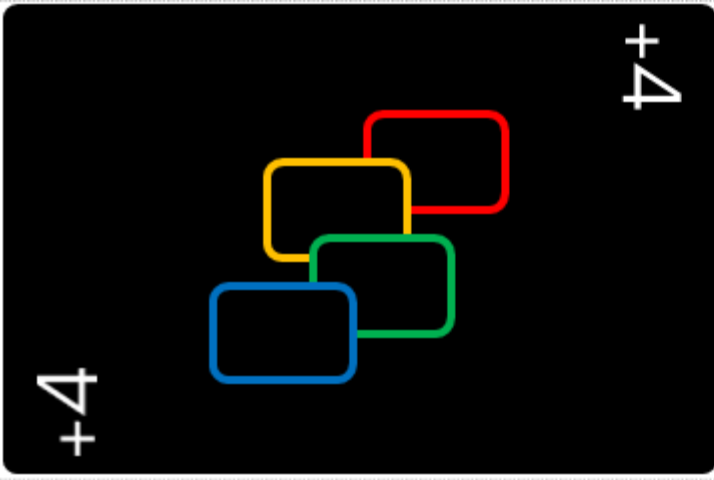
















Unit 3



Unit 3



Unit 3



Unit 3



Unit 3



Unit 3



Unit 3



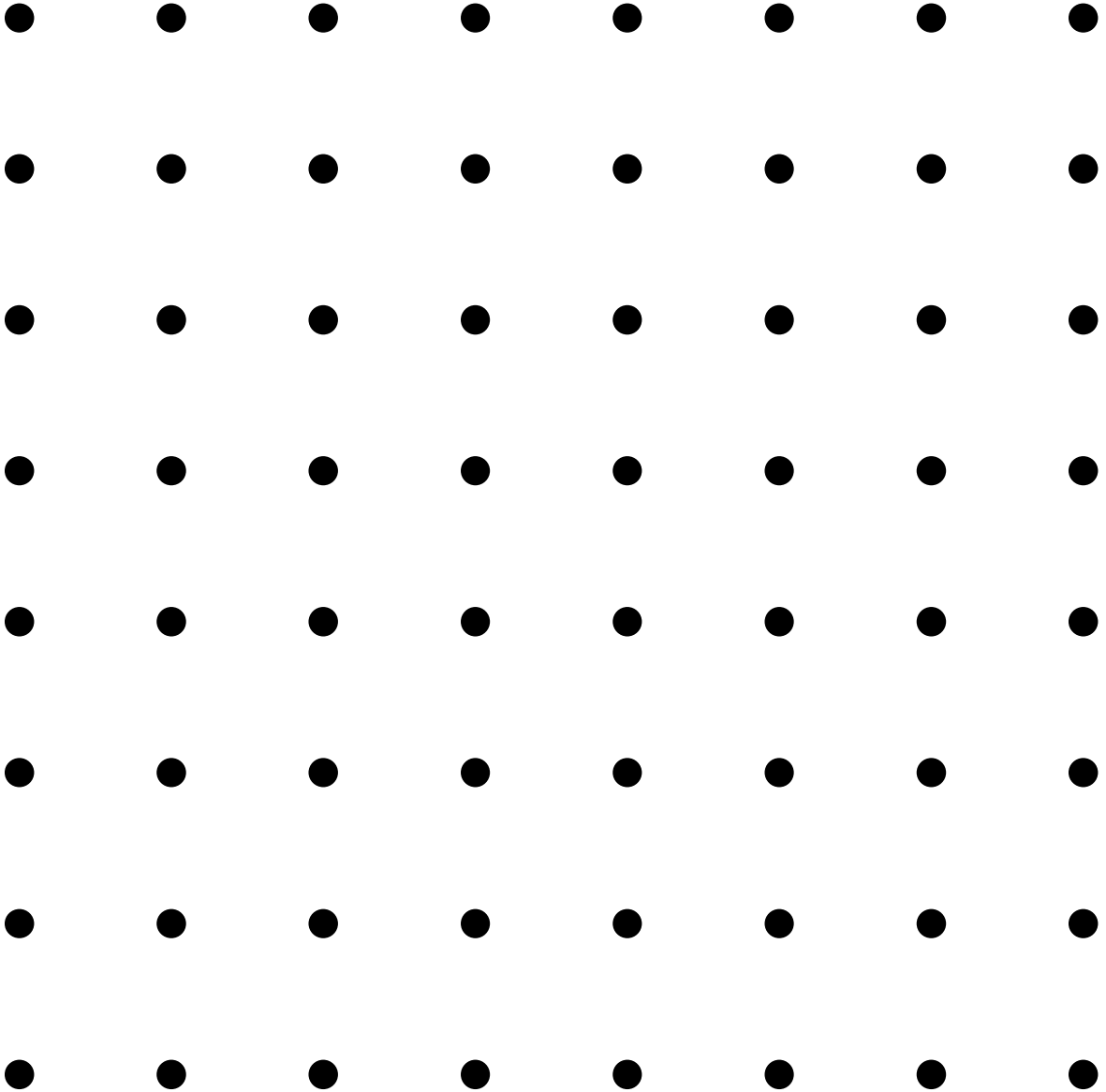
Unit 3

How to Play *Uno*

These Uno cards can be played like the regular game substituting vocabulary words for numbers.

Teachers who would like to brush up on the rules can visit [this site](#) or watch [this video](#).





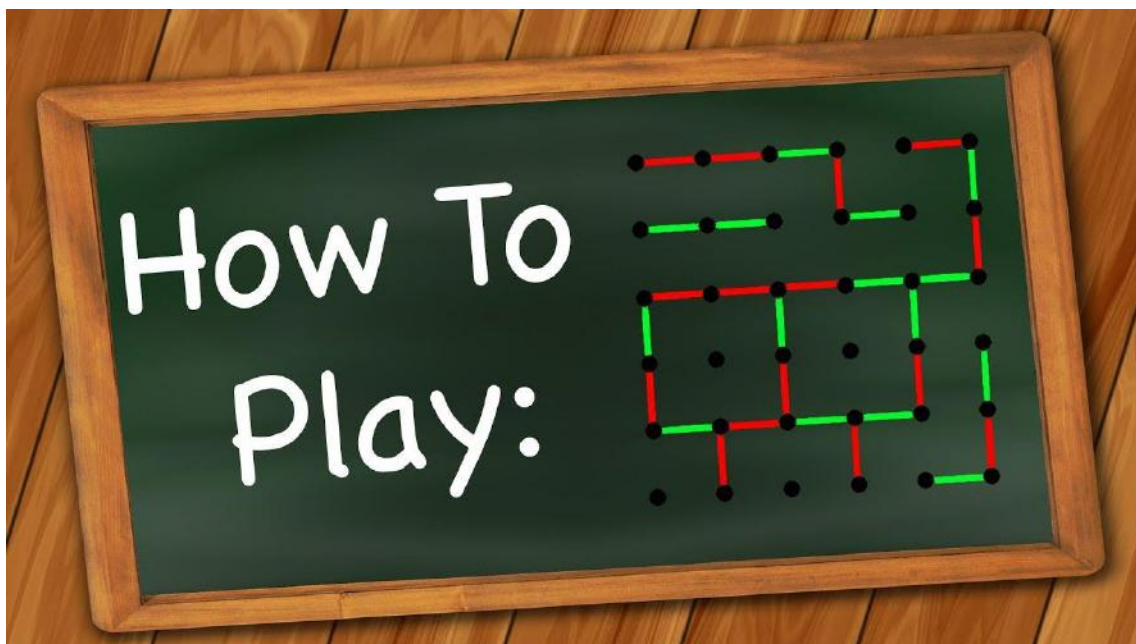
How to Play *Dots and Boxes*

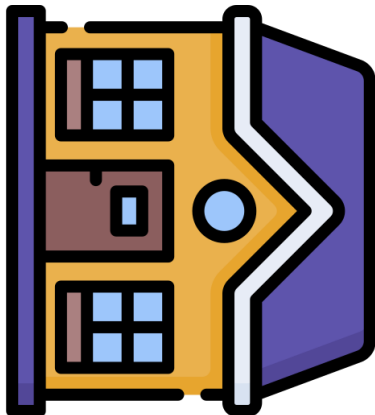
Dots and Boxes is a classic board game that children love. Players take turns drawing a single horizontal or vertical line between two dots on the grid. A player who completes the fourth side of a 1x1 box earns one point. Points can be recorded by placing an initial of the player in the box. The game ends when no more lines can be placed. The winner of the game is the player with the most points.

Class Play: Draw a grid on the board and divide the class into two teams. You can use the flashcard cards to ask your class how to read words.

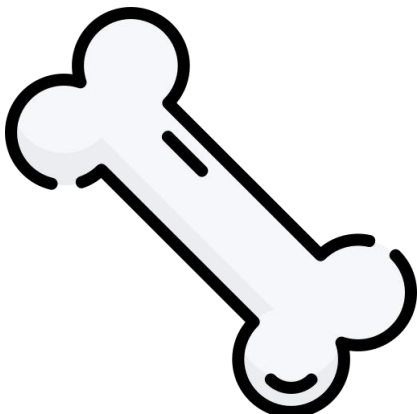
Pair Play: For more practice give a grid and flashcards to each pair of students. They can take turns reading words.

Teachers who would like to brush up on the rules of Dots and Boxes can visit [this site](#) or watch [this video](#).

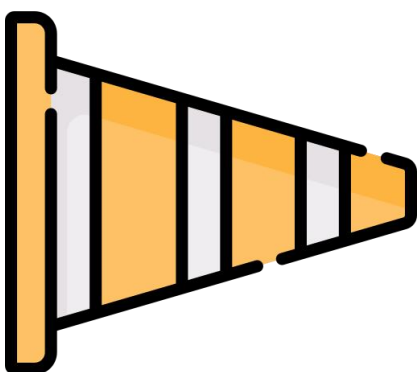




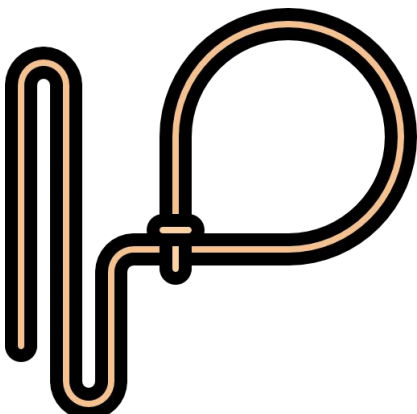
home



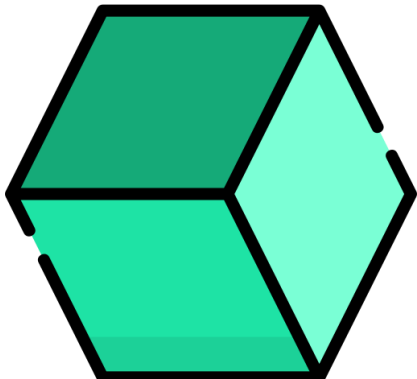
bone



cone



rope



cube



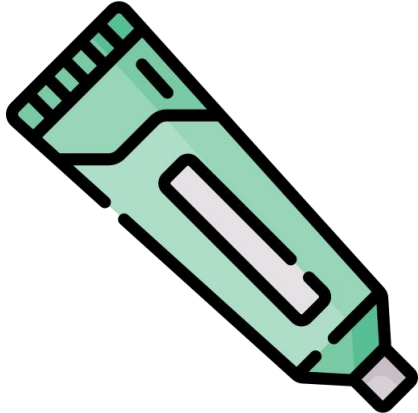
mute



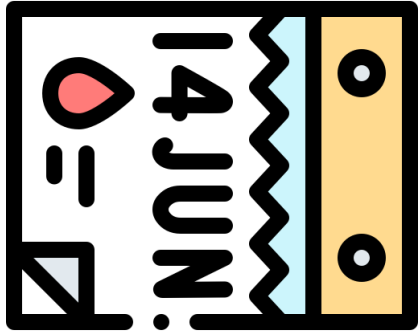
cute



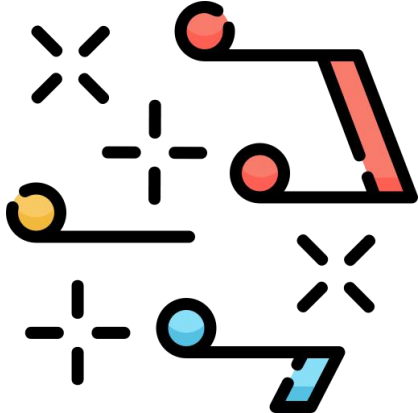
mule



tube



June



tune



rule



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish





Go Fish

Unit 3



Go Fish

Unit 3



Go Fish

Unit 3



Go Fish

Unit 3



Go Fish

Unit 3



Go Fish

Unit 3



Go Fish

Unit 3



Go Fish

Unit 3

How to Play *Go Fish*

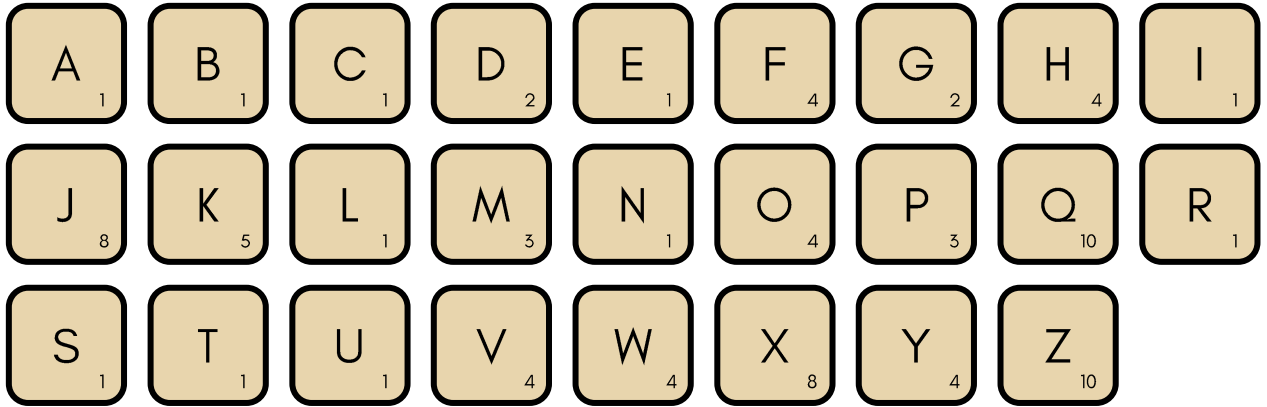
These Go Fish cards can be played like the regular game substituting vocabulary words for numbers. When a player lays down a *Bang Card*, all other players must hand over one of their cards.

Teachers who would like to brush up on the rules can visit [this site](#) or watch [this video](#).



Scrabble Spelling

Use the numbers on the letter tiles to add up your spelling words.



Word	Math	Answer
<i>apple</i>	$1 + 3 + 3 + 1 + 1$	9

[illegible]



home

cute

bone

mule

cone

tube

rope

June

cube

tune

mute

rule

see

are

walk

pull

his

on

and

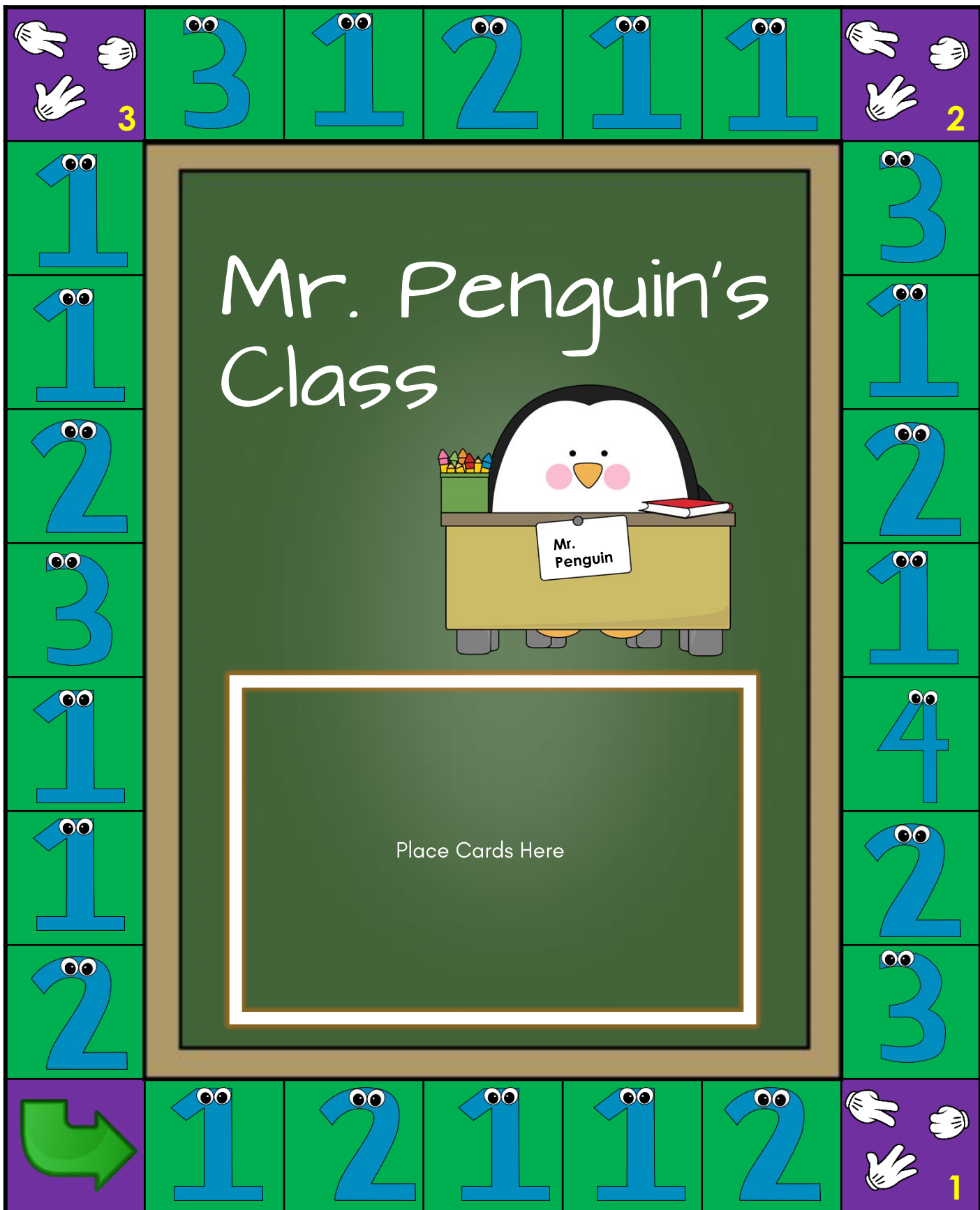
at

How to Play Scrabble Spelling

Scrabble Spelling is a simple game that can be played individually, in pairs, or small groups.

Students take turns drawing from a stack of vocabulary cards. (Any vocabulary cards will do, even ones the students make themselves.) The students write the word in the table and calculate how many points they get according to the letter tiles at the top of the page.

Continue until there are no more vocabulary cards or no more spaces in the table. Then, add up the scores. The student with the most points wins.





home



Unit 3

bone



Unit 3

cone



Unit 3

rope



Unit 3

cube



Unit 3

mute



Unit 3

cute

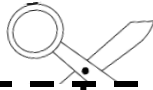


Unit 3

mule



Unit 3



tube



Unit 3

June



Unit 3

tune



Unit 3

rule



Unit 3



see



Unit 3

walk



Unit 3

his



Unit 3

and



Unit 3

are



Unit 3

pull



Unit 3

on




Unit 3

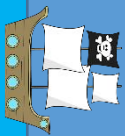
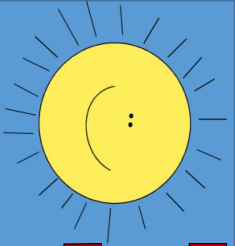
at



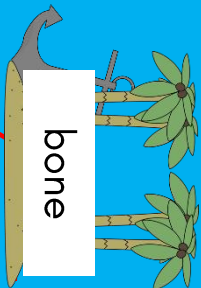
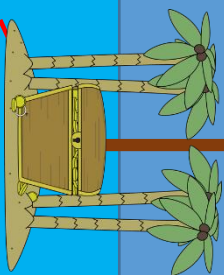
Unit 3

How to Play *Mr. Penguin's Class*

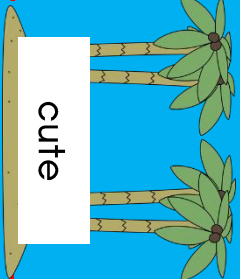
1. Stack the playing cards face down on the board (you may want to make several sets) and place game counters (one for each player) on the arrow.
2. Players take turns rolling the dice and moving their counters around the board.
3. When a player's counter lands on a square, the player takes as many cards as shown, but to keep them the player must read each one.
4. If the player lands on  , all the players play rock, scissor, paper. The winner may take as many cards from each of the losers as specified on the board.
5. Continue going around the board until all the cards have been taken.
6. The player with the most cards is the winner.



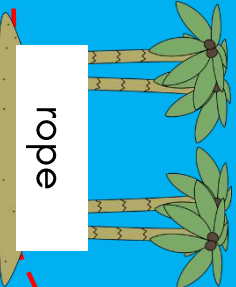
ISLAND HOPPERS



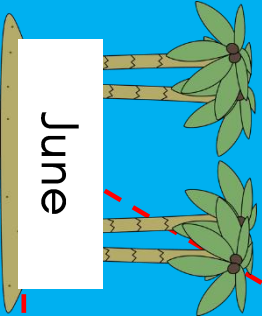
bone



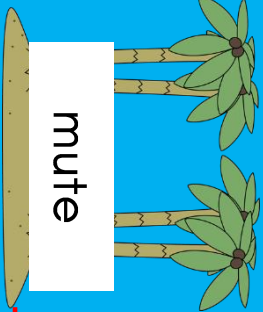
cute



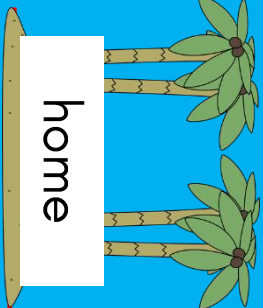
rope



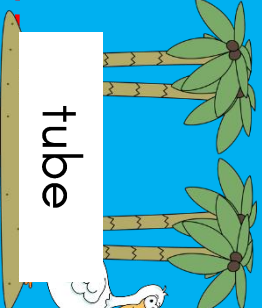
June



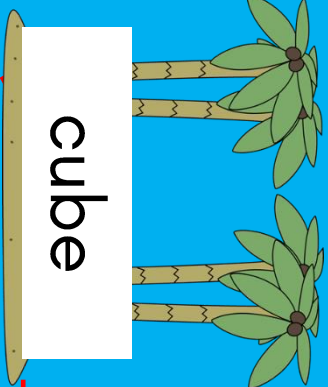
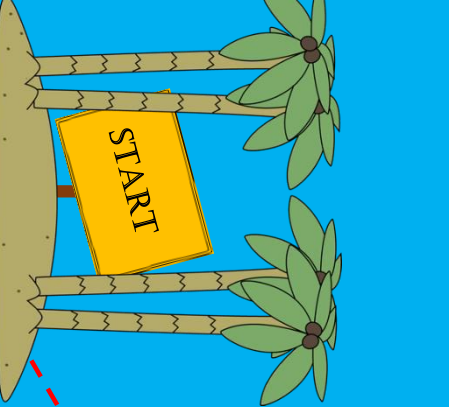
mute



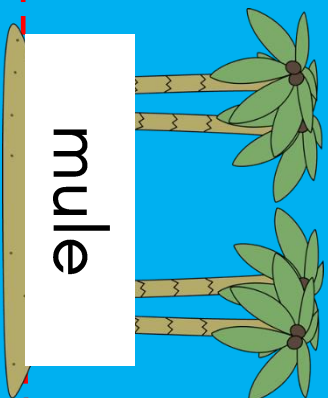
home



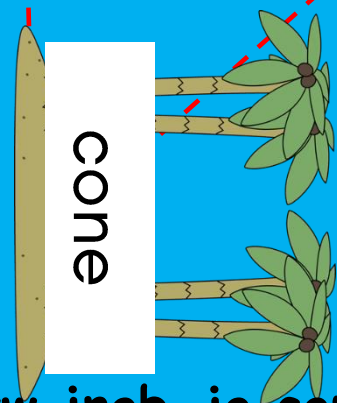
tube



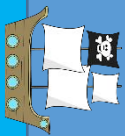
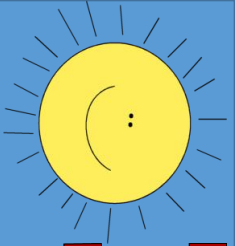
cube



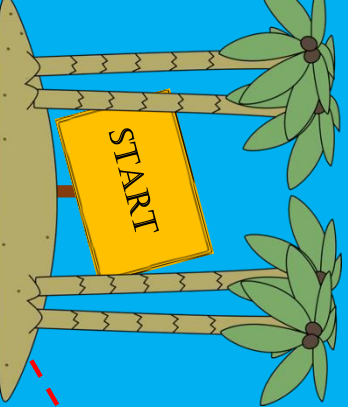
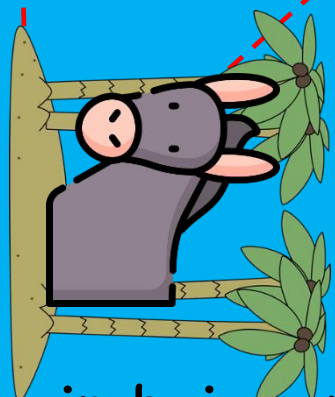
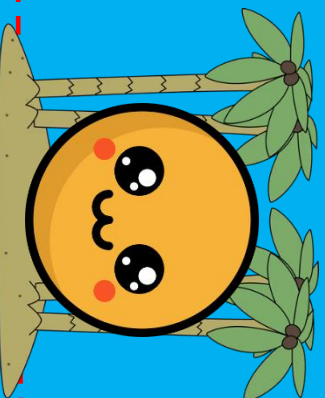
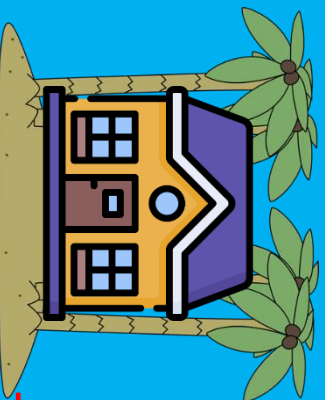
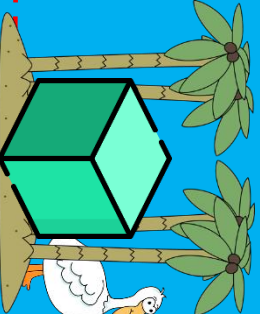
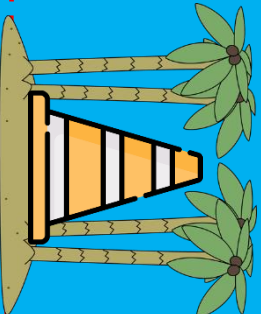
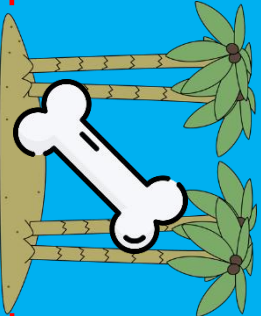
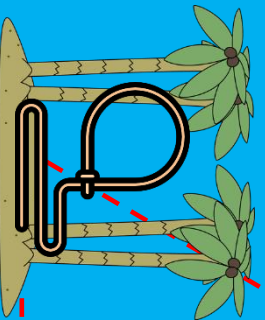
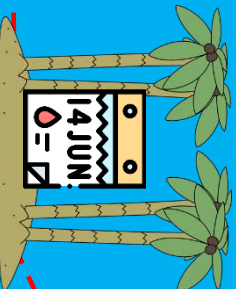
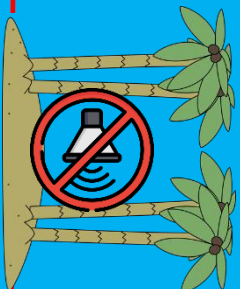
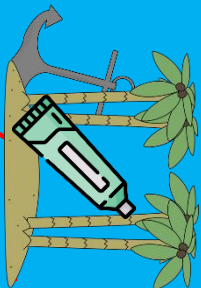
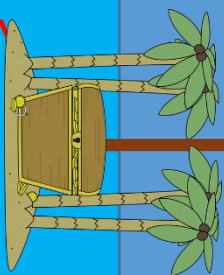
mule



cone



ISLAND HOPPERS



How to Play *Island Hoppers*

**2 to 4 players are recommended for this game.
Each player will need their own dice.**

1. Place a game marker for each player on START.
2. All players roll their dice at the same time.
3. The player with the highest number moves forward one space along the board and reads on the island.
4. If two or more players have the highest number, they both move forward one space.
4. The player who arrives at FINISH first is the winner.



home



bone



cone



rope



cube



mute



cute



mule



tube



June



tune



rule



see



walk



his



and



are



pull



on



at





Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE

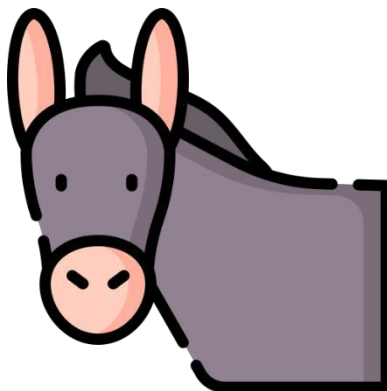
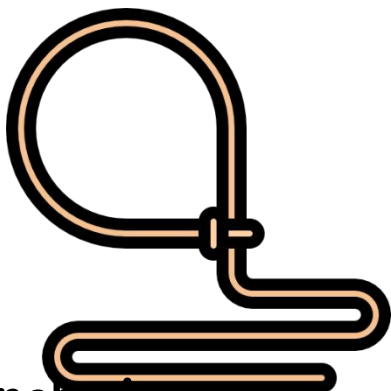
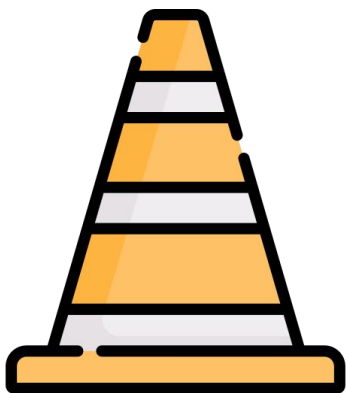
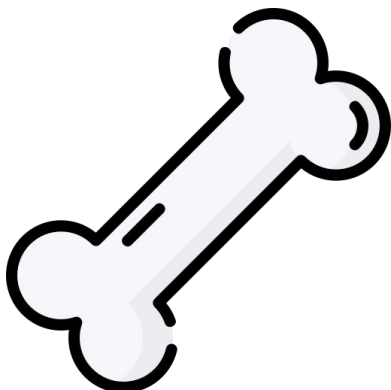
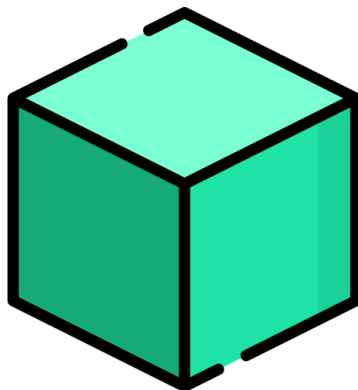
How to Play *Space Force*

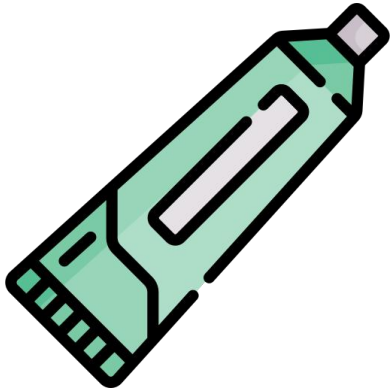
Set Up

Print and cut out the game cards. Shuffle the cards and stack them face down. For longer play, combine two or three decks of cards.

How To Play

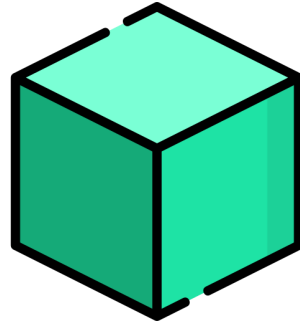
Students take turns drawing a card and reading the word. If the word is read correctly, they can keep the card. If a rocket card is pulled, they get to draw another card. If a meteor card is pulled, they must return one of their cards to the bottom of the deck. The player with the most cards at the end wins. (The Space Force cards are for use as the backside of the game cards.)



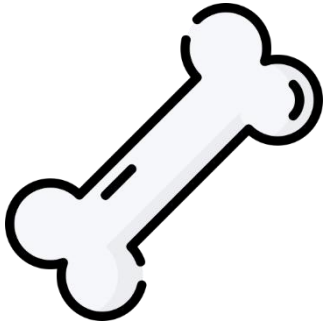




home



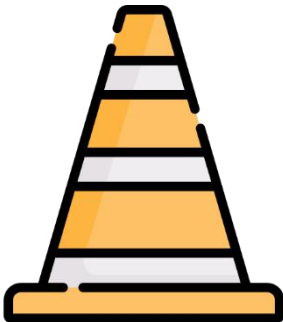
cube



bone



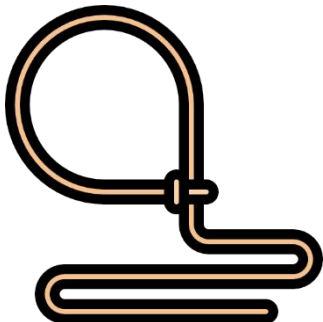
mute



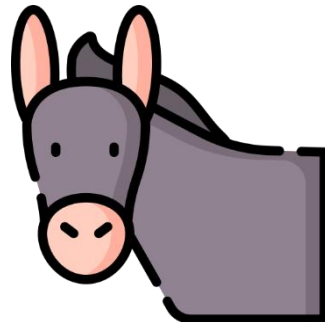
cone



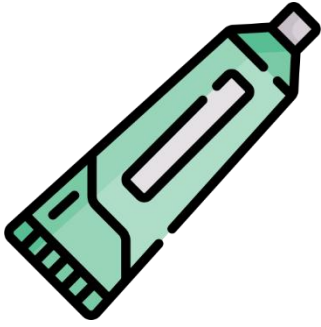
cute



rope



mule



tube



tune



June



rule



home

cube

bone

mute

cone

cute

rope

mule



tube

tune

June

rule



home

hone

cone

rope

cup

mute

cute

mule



tube

June

tune

rule

Table of Contents

Return to the table of contents by clicking on [Oxford Phonics World](#).

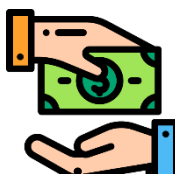
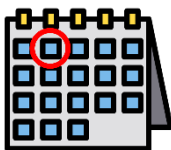
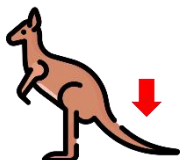
- | | |
|--|---------------------------------------|
| • Picture Dictionary | • Concentration |
| • Word Search | • Roll and Read |
| • Unscramble the Words | • Tic-Tac-Toe |
| • Circle the Words | • Snakes and Ladders |
| • Circle the Pictures | • Turn and Search |
| • ABC Order | • Dominoes |
| • Draw Pictures | • UNO |
| • Circle and Write | • Dots and Boxes |
| | • Go Fish |
| | • Scrabble Spelling |
| | • Mr. Penguin's Class |
| | • Island Hoppers |
| | • Space Force |
| | • Flashcards |

Skip to another unit by clicking below.

[Unit 1](#)
[Unit 2](#)
[Unit 3](#)
[Unit 4](#)
[Review 1](#)
[Unit 5](#)
[Unit 6](#)
[Unit 7](#)
[Unit 8](#)
[Review 2](#)

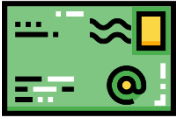
Name: _____

Picture Dictionary





_____	_____
-----	-----
_____	_____



_____	_____
-----	-----
_____	_____







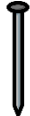



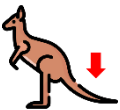
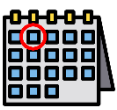


_____	_____
-----	-----
_____	_____



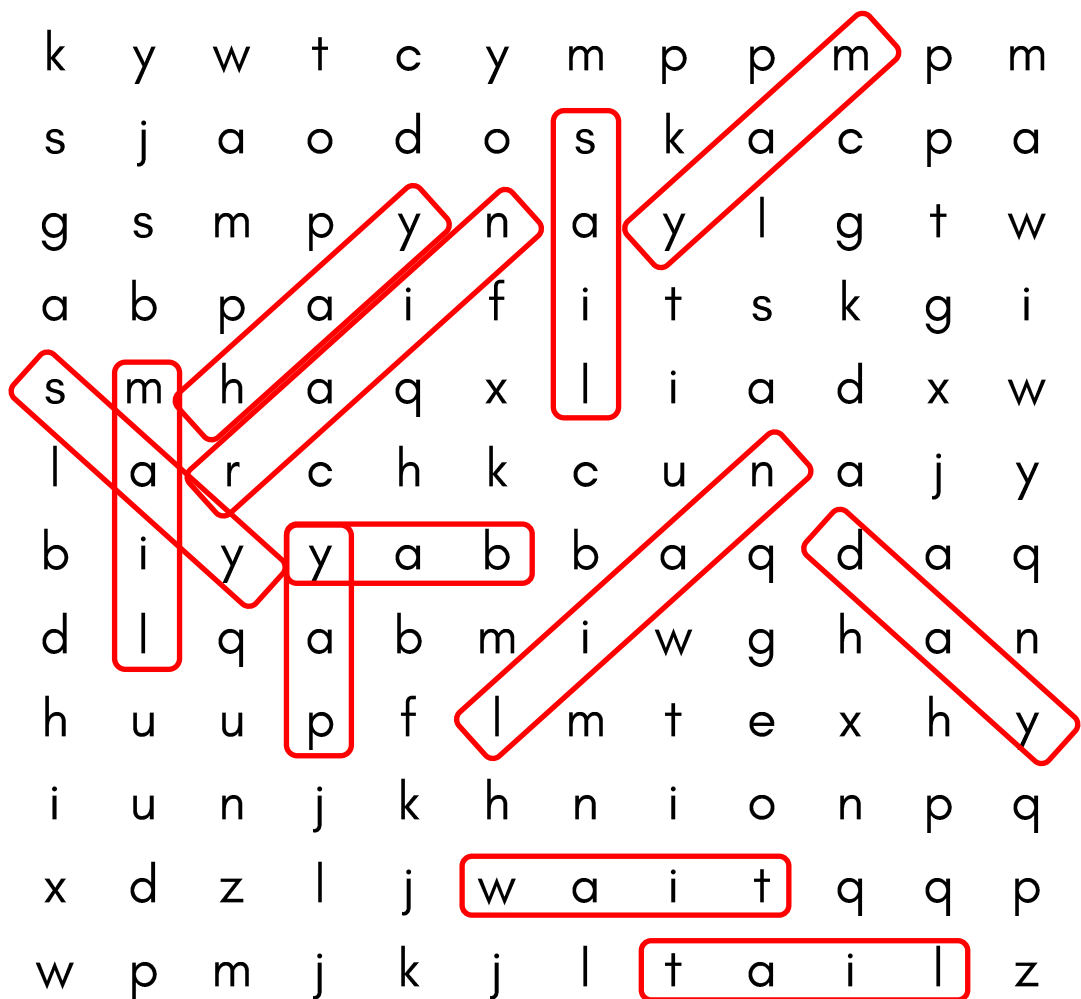
_____	_____
-----	-----
_____	_____





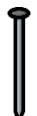







Find the Words

k y w t c y m p p m p m
 s j a o d o s k a c p a
 g s m p y n a y l g t w
 a b p a i f i t s k g i
 s m h a q x l i a d x w
 l a r c h k c u n a j y
 b i y y a b b a q d a q
 d l q a b m i w g h a n
 h u u p f l m t e x h y
 i u n j k h n i o n p q
 x d z l j w a i t q q p
 w p m j k j l t a i l z

rain 	wait 	say 	mail 
nail 	bay 	pay 	hay 
tail 	day 	sail 	May 

Find the Words



rain 	wait 	say 	mail 
nail 	bay 	pay 	hay 
tail 	day 	sail 	May 

Name: _____

Make a Word Search

_____	_____	_____	_____
_____	_____	_____	_____

Name: _____

Unscramble the Words and Match

tlia

•

•



yab

•

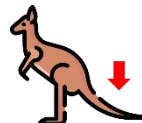
•



pya

•

•



rina

•

•



yad

•

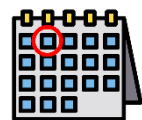
•



nlai

•

•



aiwt

•

•



yas

•

•



yah

•

•



lias

•

•



yam

•

•



mlia

•

•



Name: _____

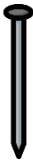
Circle the Correct Word



pay

rain

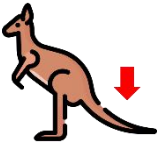
bay



say

day

nail



tail

rain

wait



nail

wait

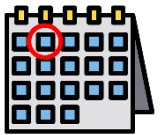
say



tail

bay

nail



day

pay

wait



say

bay

tail



pay

rain

day



mail

sail

May



May

mail

hay



mail

sail

hay



May

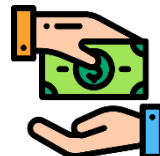
sail

hay

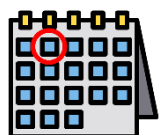
Name: _____

Circle the Correct Picture

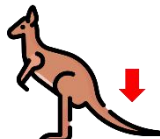
rain



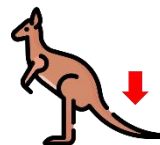
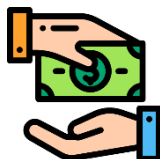
nail



tail



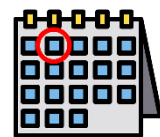
wait



bay



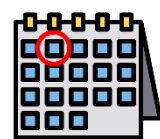
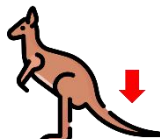
day



say



pay



sail



mail



hay



May



Name: _____

Put the Words in ABC Order

1. Cut out the words.
2. Put the words in ABC order.
3. Glue the words in the boxes.

1	2	3	4
5	6	7	8
9	10	11	12

nail	day	mail	tail
pay	hay	rain	bay
wait	May	say	sail

Name: _____

Draw Pictures



I see a nail.



I see a bay.



I see hay.



I see rain.



He has some mail.



The cat has a tail.



There is a sail.



I can pay.



It is May.



What day is it?



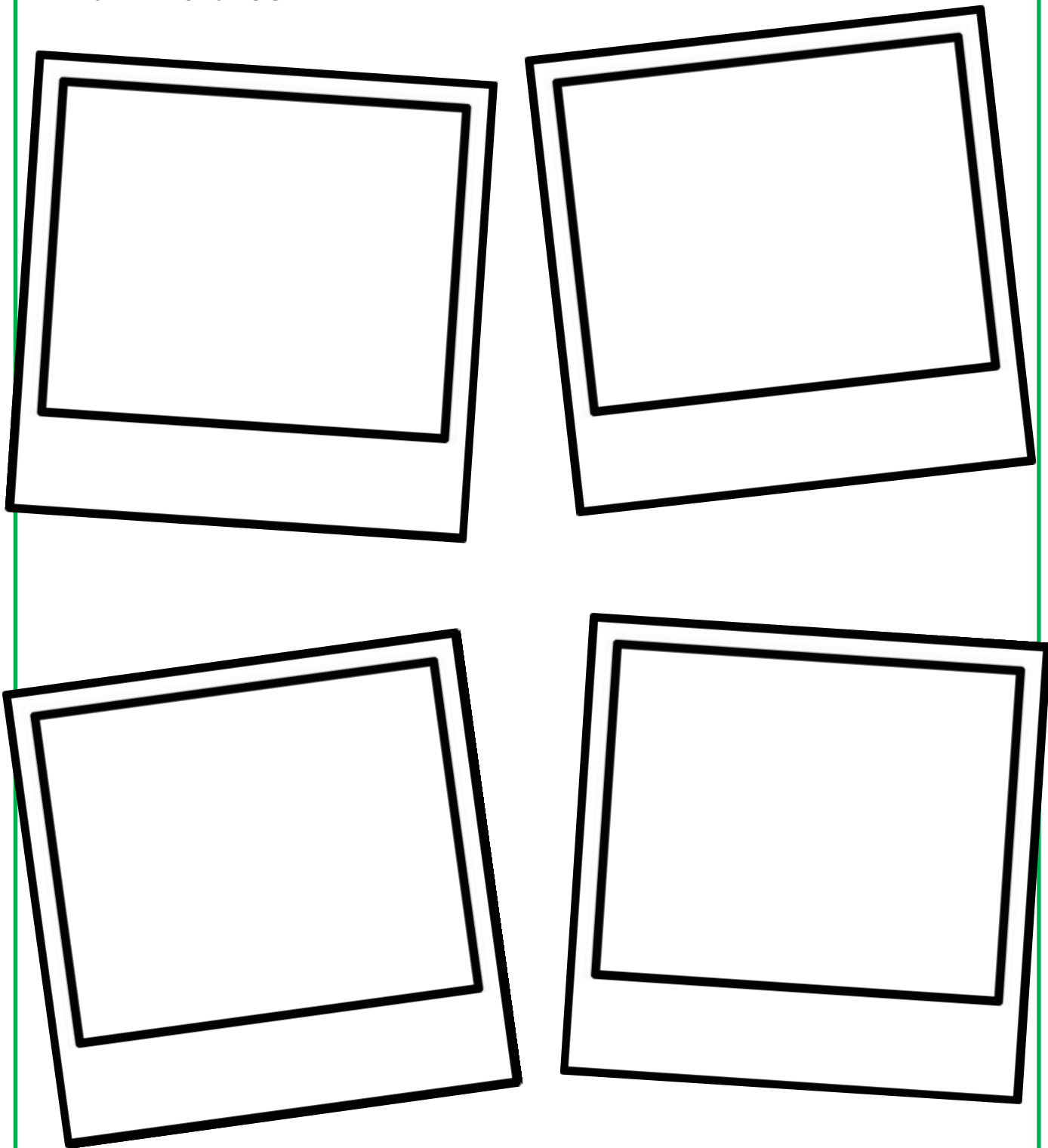
He can say "Hello."

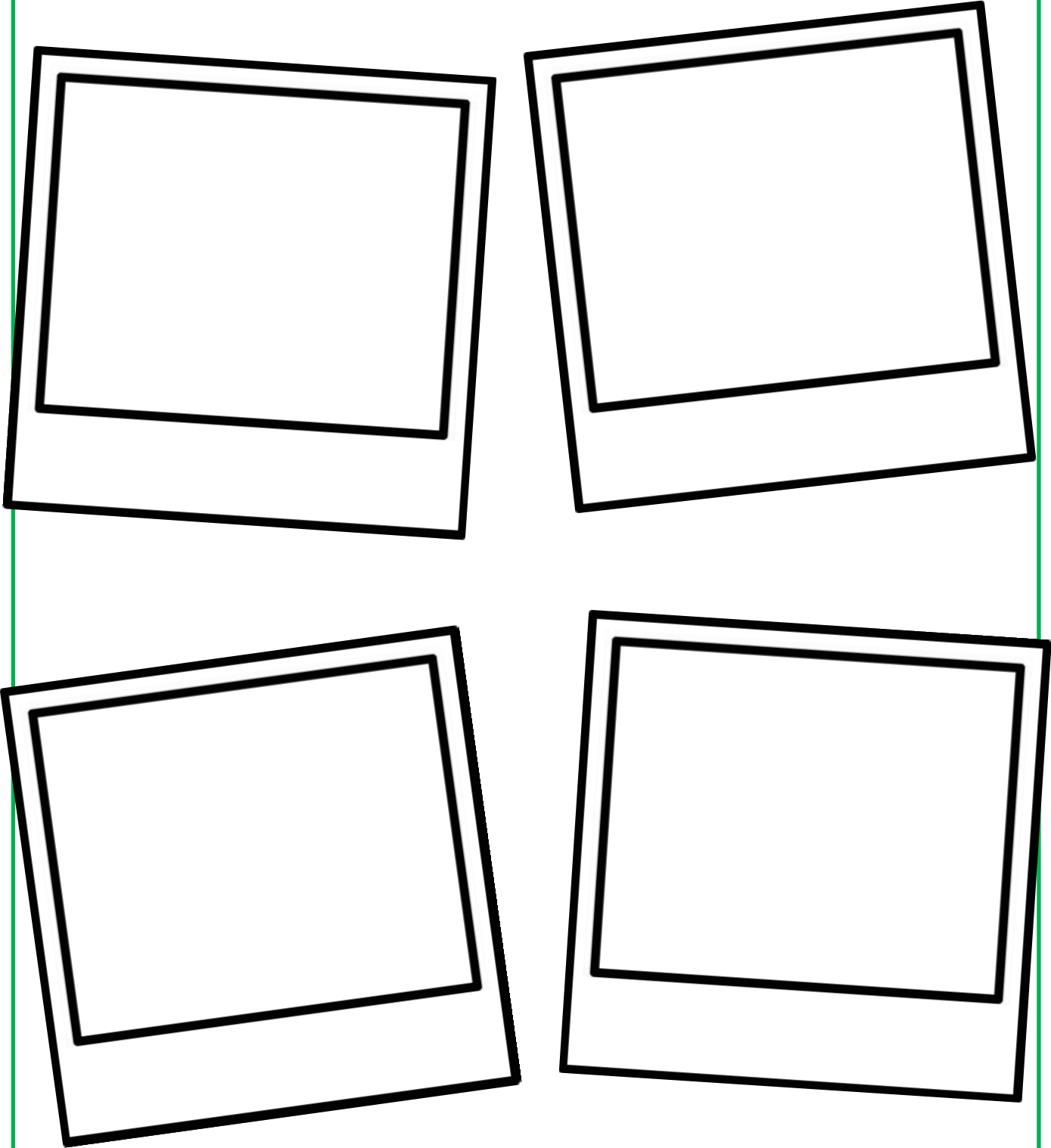


She can wait.

Name: _____

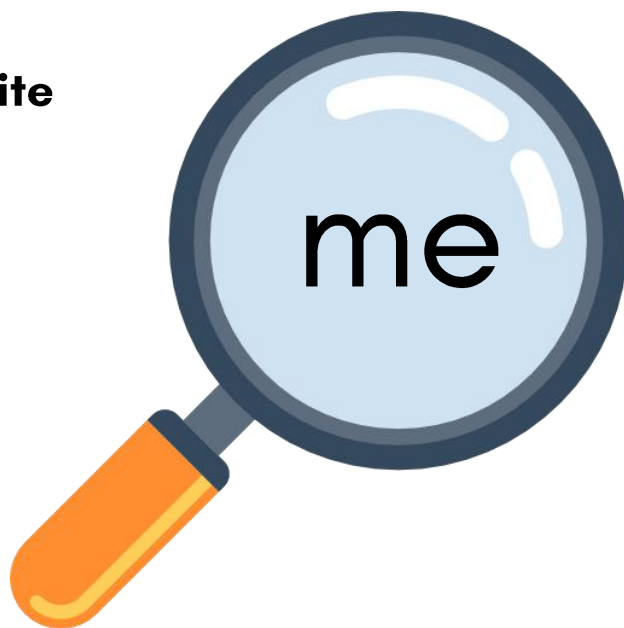
Draw Pictures





Name: _____

Circle and Write



the

with

do

in

me

me

in

the

do

with

with

do

me

in

the

me

the

with

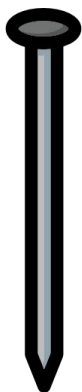
do

in

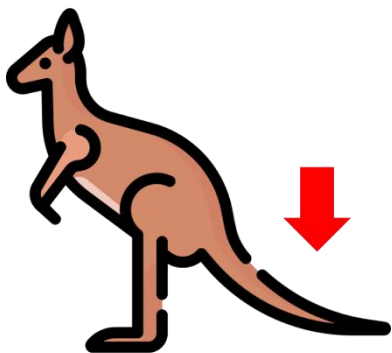
me



rain



nail



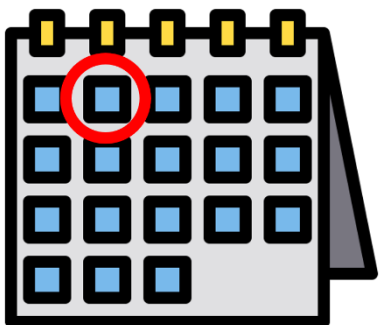
tail



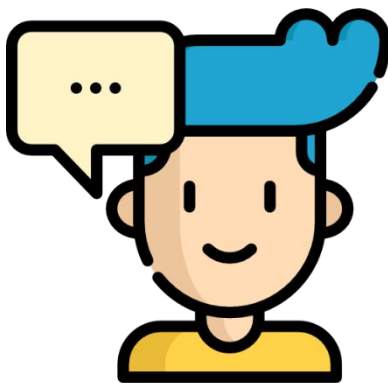
wait



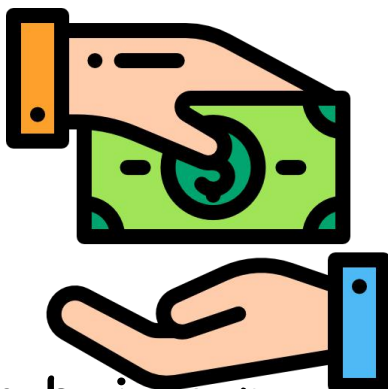
bay



day



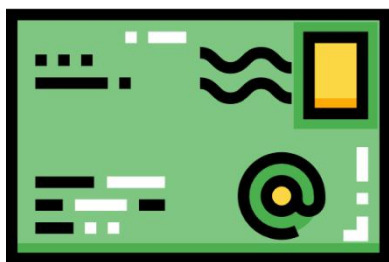
say



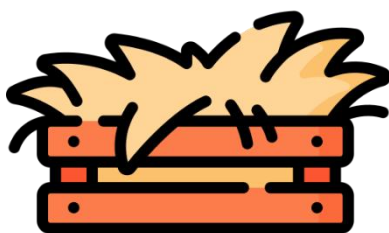
pay



sail



mail



hay



May



the

do

in

you

with

like

me

I

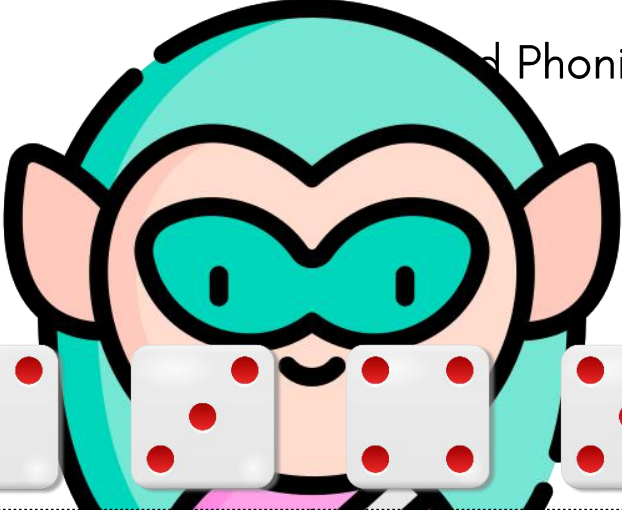
How to Play *Concentration*







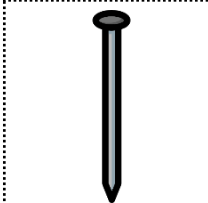
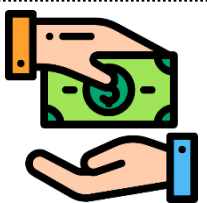
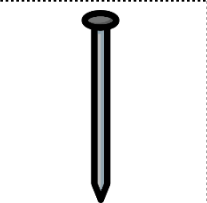

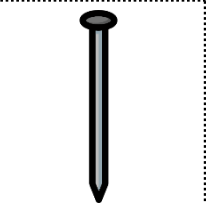

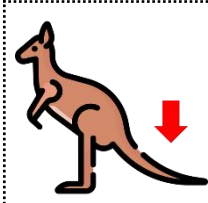

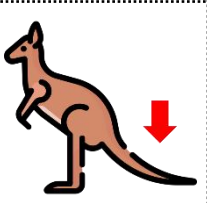

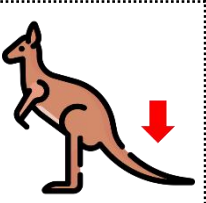


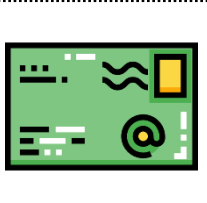

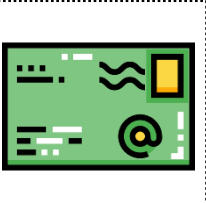

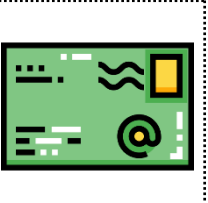





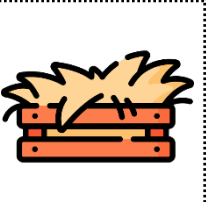
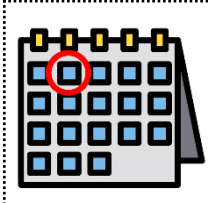

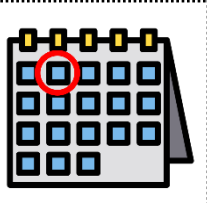

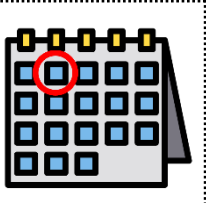

Teachers who would like to brush up on the original rules of Concentration (otherwise known as Memory) can watch [this video](#).





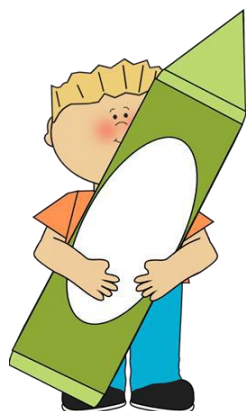
rain	say	rain	say	rain	say
nail	pay	nail	pay	nail	pay
tail	sail	tail	sail	tail	sail
wait	mail	wait	mail	wait	mail
bay	hay	bay	hay	bay	hay
day	May	day	May	day	May



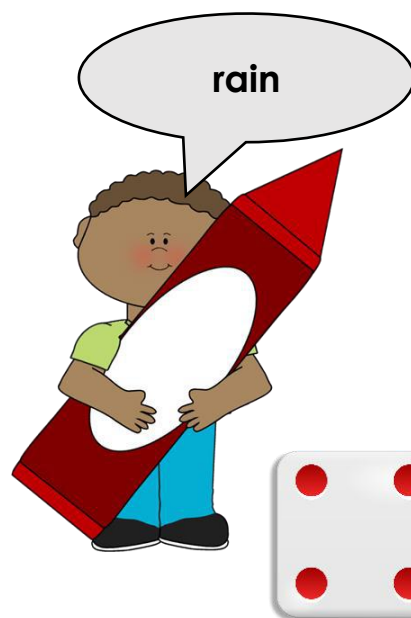
					
					
					
					
					
					

How to Play *Roll and Read*

Here's a quick and easy game to practice reading. Divide the class into pairs and give each set of children a *Roll and Read* sheet, a dice, and two crayons. The first child rolls the dice. If the dice says 2, then the child reads one of the words in the 2-column and colors the box the word is in. The next child does the same. If all the words in a number column have been filled, then the child loses their turn. Continue until all the boxes have been filled. The child with the most filled squares is the winner.

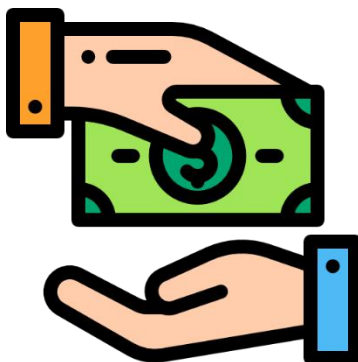


rain	say	rain	say	rain	say
nail	pay	nail	pay	nail	pay
tail	sail	tail	sail	tail	sail
wait	mail	wait	mail	wait	mail
bay	hay	bay	hay	bay	hay
day	May	day	May	day	May

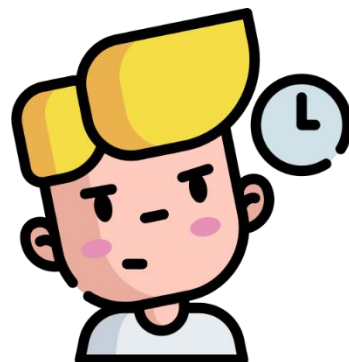




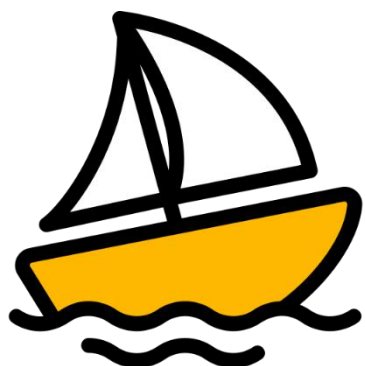
rain



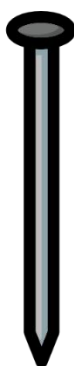
pay



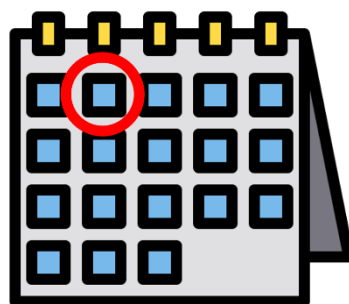
wait



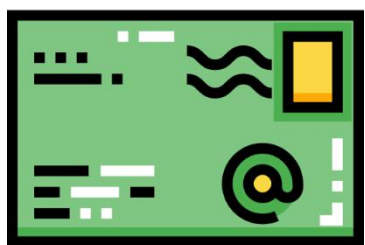
sail



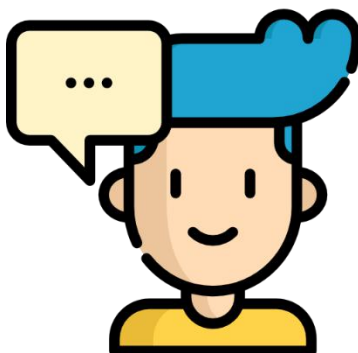
nail



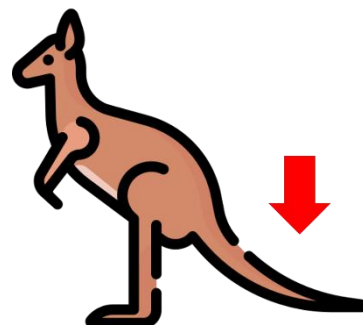
day



mail



say



tail

rain

pay

wait

sail

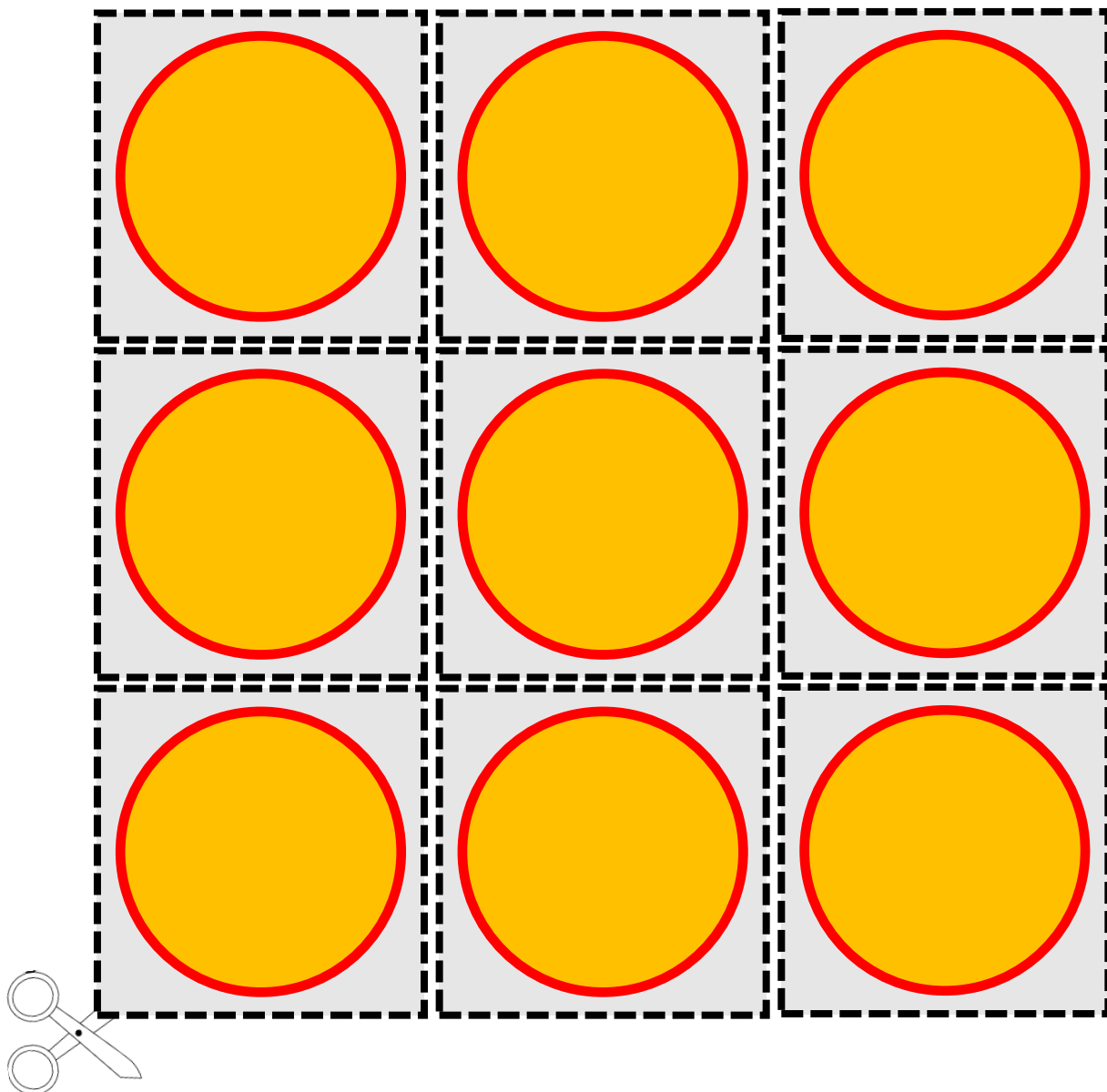
nail

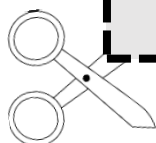
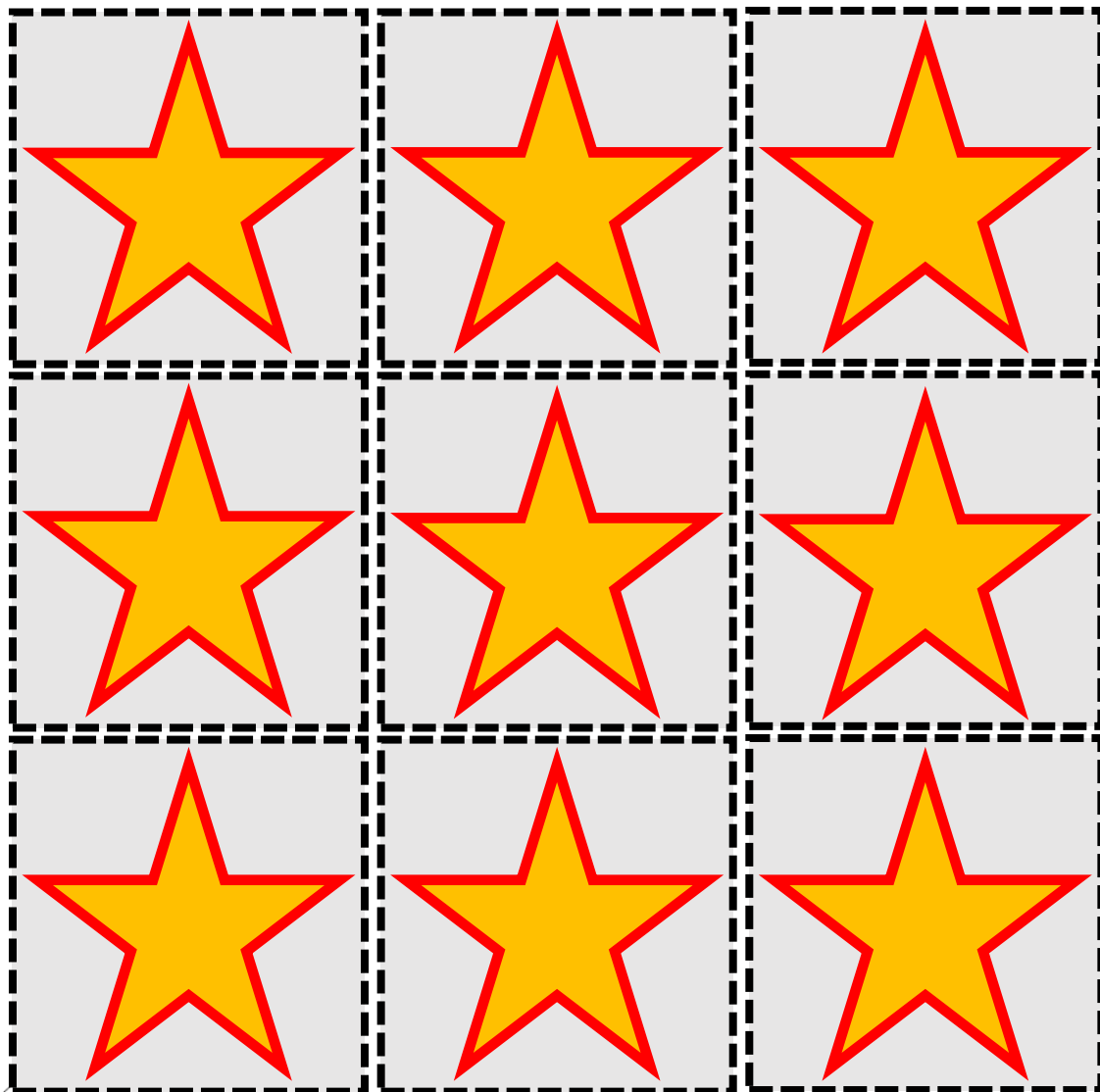
day

mail

say

tail





How to Play *Tic-Tac-Toe*

Teachers who would like to brush up on the original rules of *Tic-Tac-Toe* can visit [this site](#) or watch [this video](#).



Scoring in Accumulative *Tic-Tac-Toe*

Accumulative tic-tac-toe is a way to inject some excitement into the traditional game. Students play twelve rounds using the attached score sheet. After the first round, the winner circles the number one under their name, thus earning one point. The loser crosses their number one out. Likewise, the winner of the second round circles the number two, earning two points. If the round is a draw, both players cross out their circles and neither receive points. Continue playing until all twelve rounds are complete, and then tally up the total at the bottom. The player with the most points wins.

Name: Billy	Name: Jean
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
Total: 30	Total: 17

Billy wins the first round and gets 1 point.

Jean wins the second round and gets 2 points.

The fifth round is a draw, so nobody gets any points.

After twelve rounds Billy is the overall winner because he has more accumulated points than Jean. Although Jean could easily have won the entire game had she won just once in the eleventh or twelfth round.

3-Person Accumulative *Tic-Tac-Toe*

If there is an odd number of students, three player play is also possible with one player sitting out in rotation. The first player to sit out is decided by a game of rock paper scissor, train straws, or rolling a die. The remaining two students play the first round, the winner awarded points in the normal way. The winner of the first round though must sit out during the second round. In the event of a draw all three students must once again randomly choose who will sit out. They continue in this way until all rounds are completed.

Archie loses rock paper scissors so only Betty and Veronica play in the first round.

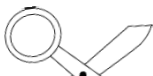
Since Veronica won the first round, Archie and Betty play each other in the second round and Veronica takes a break.

The eighth round is a draw so the three players must once again randomly decide which two players will play in the ninth round.

In 3-person accumulative tic-tac-toe it is impossible for someone to win two consecutive rounds because the winner must always sit out.

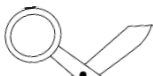
Name: Betty	Name: Archie	Name: Veronica
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
11	11	11
12	12	12
Total: 19	Total: 20	Total: 21

2-Person Accumulative Tic-Tac-Toe Score Board



Name:	Name:	Name:	Name:
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9
10	10	10	10
11	11	11	11
12	12	12	12
Total: www.jnob-jo.com	Total:	Total:	Total:

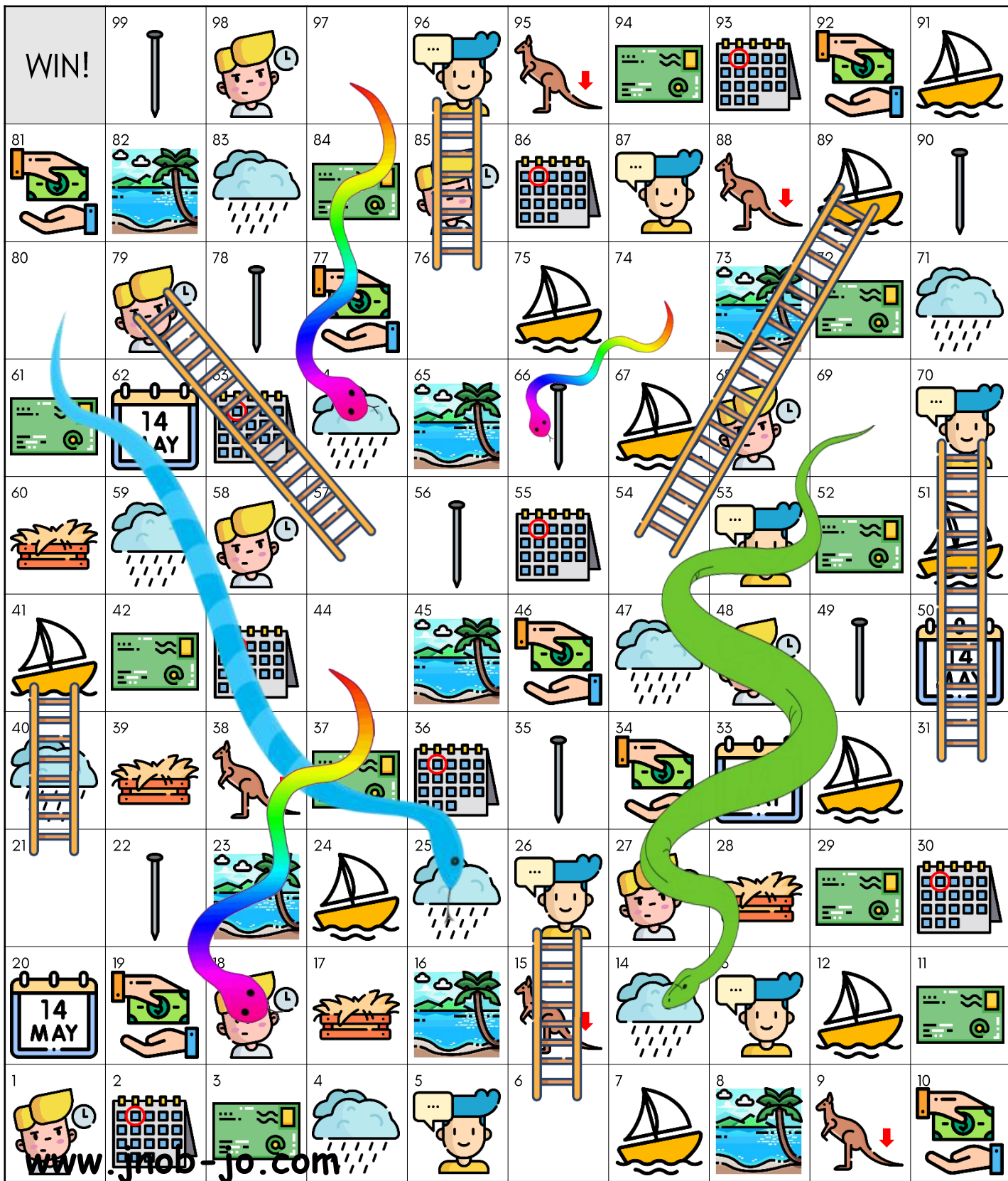
3-Person Accumulative Tic-Tac-Toe Score Board



Name:	Name:	Name:	Name:	Name:	Name:
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5
6	6	6	6	6	6
7	7	7	7	7	7
8	8	8	8	8	8
9	9	9	9	9	9
10	10	10	10	10	10
11	11	11	11	11	11
12	12	12	12	12	12
Total:	Total:	Total:	Total:	Total:	Total:

Snakes and Ladders

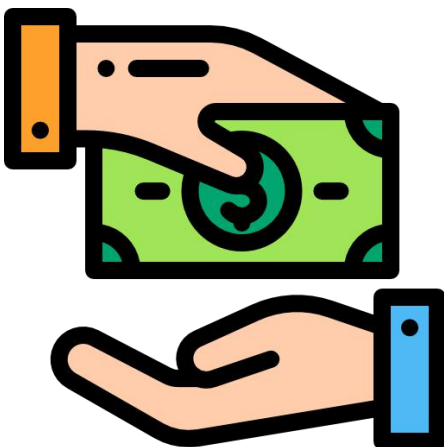
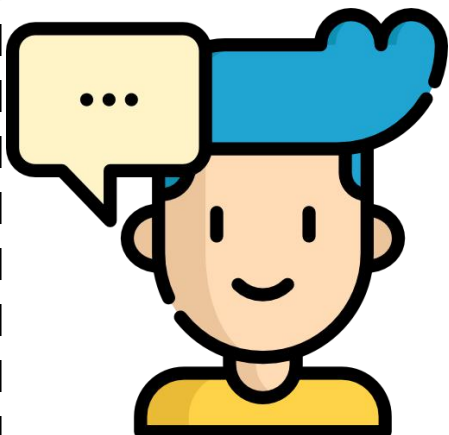
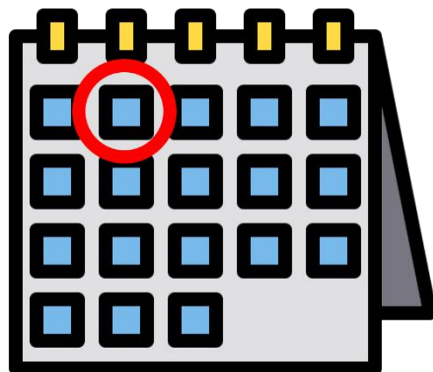
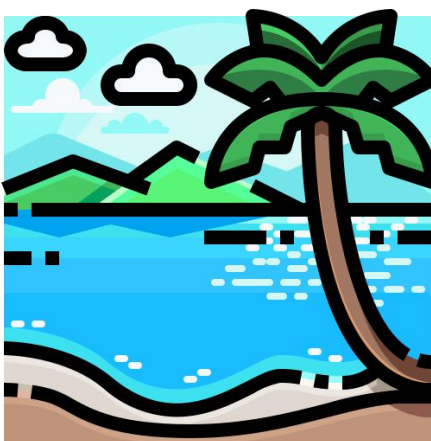
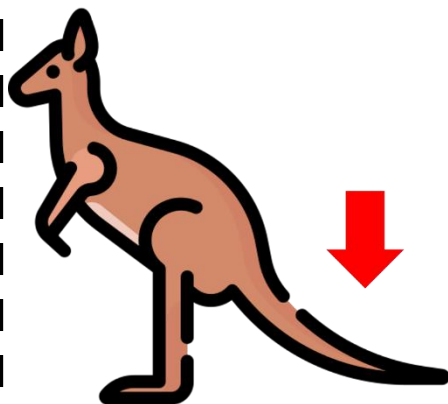
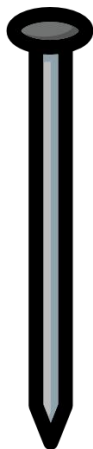
Oxford Phonics World 3: Unit 4

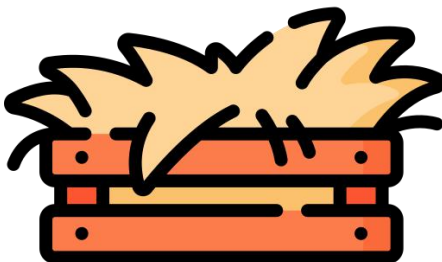
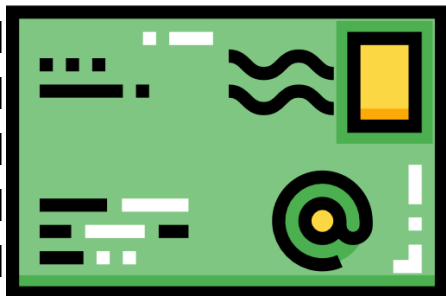


How to Play *Snakes and Ladders*

Teachers who would like to brush up on the original rules of *Snakes and Ladders* can visit [this site](#) or watch [this video](#).







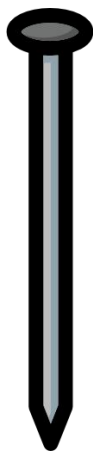
Turn and Search



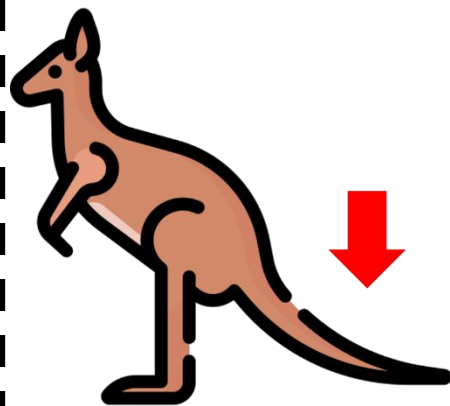
Oxford Phonics World 3: Unit 4



rain



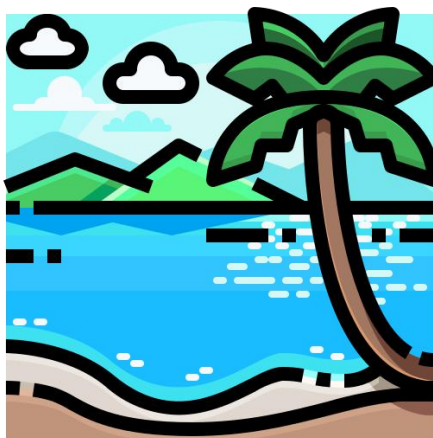
nail



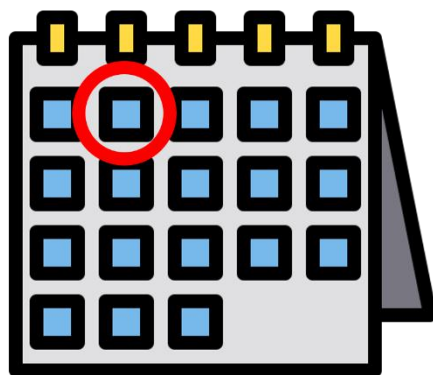
tail



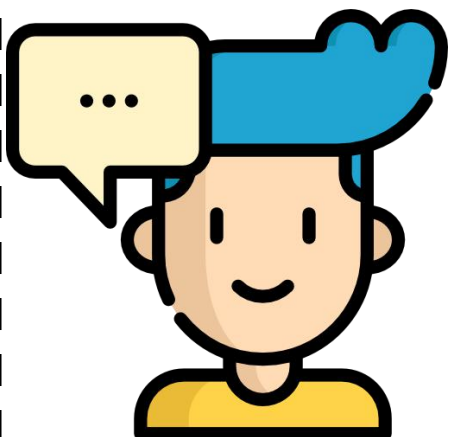
wait



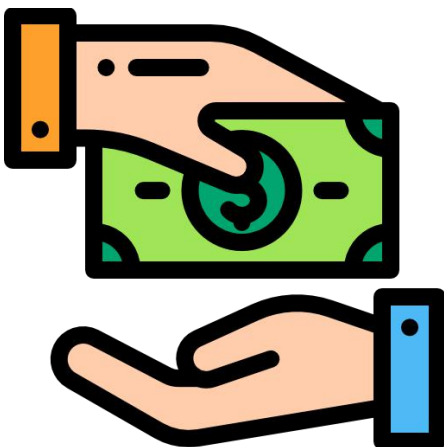
bay



day



say



pay

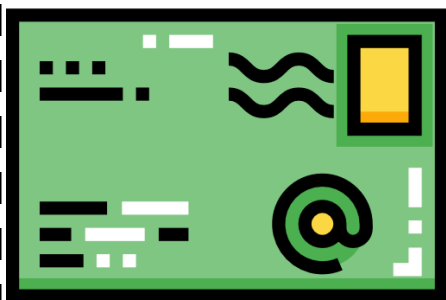


sail

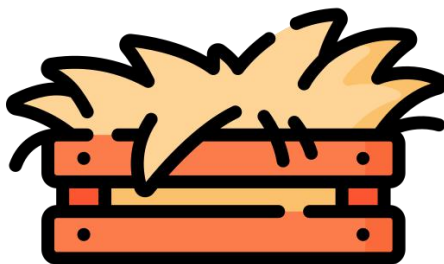
Turn and Search



Oxford Phonics World 3: Unit 4



mail



hay



May



rain

nail

tail

wait

bay

day

say

pay

sail

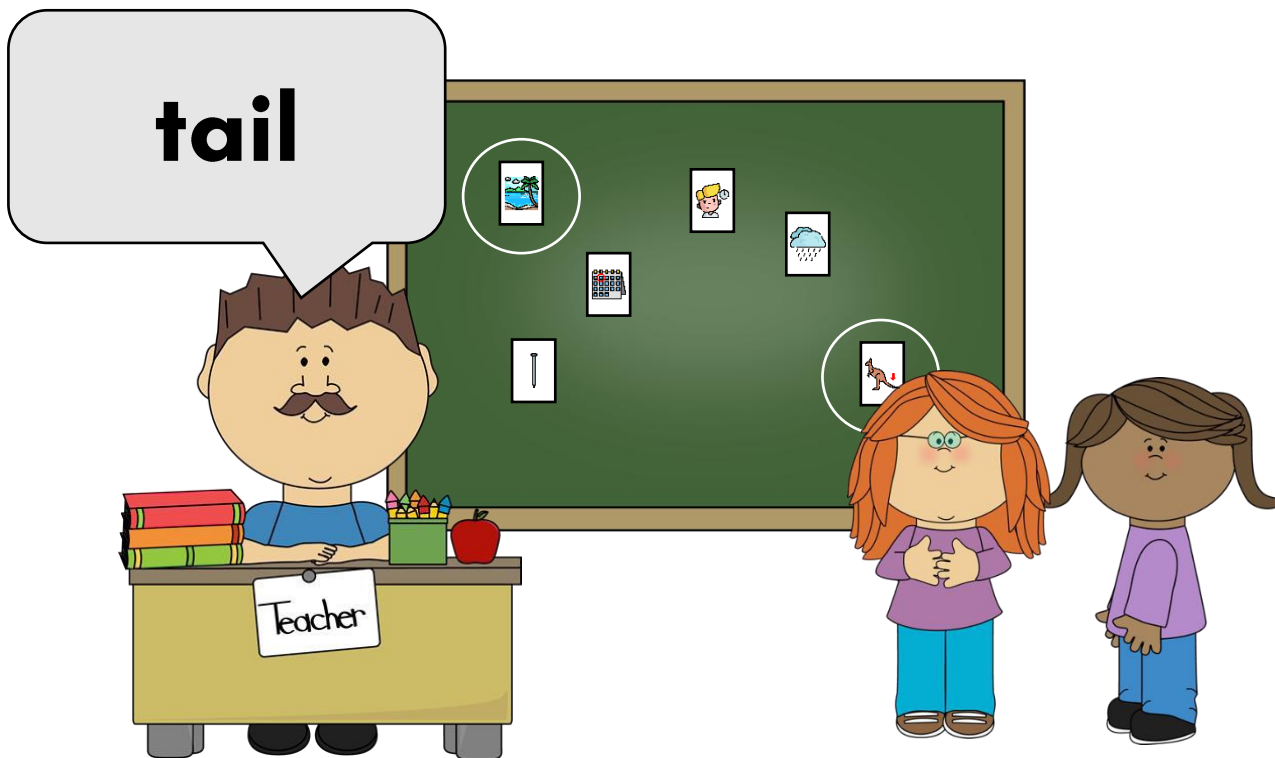


mail

hay

May

How to Play *Turn and Search*



First, print out four to six copies of the game cards. Cut out all of the cards and attach them to the board at the front of the class. After dividing the class into two teams, one member from each team comes up to the front of the class.

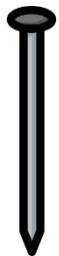
The teacher then says one of the words on the board, and the children turn race to find it. The first one to find the correct word gets a point for their team. Now circle the finished card with a board marker and go again with the next two students. Continue until all the cards have been circled. The team with the most points is the winner.



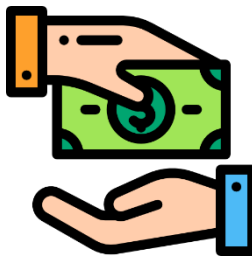
rain



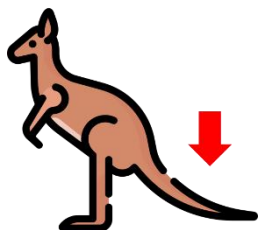
rain



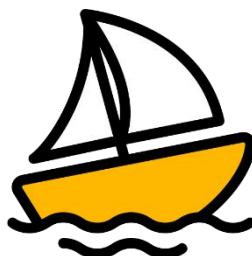
rain



rain



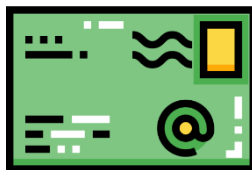
rain



rain



rain



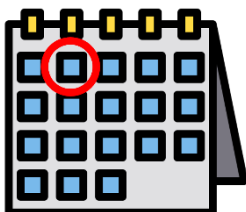
rain



rain





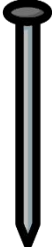
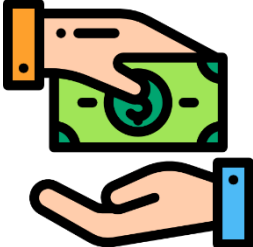
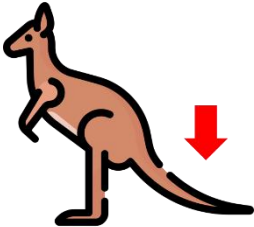
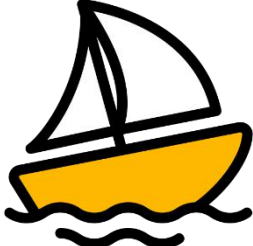

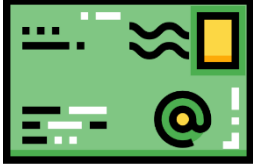

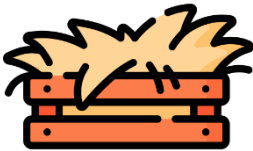
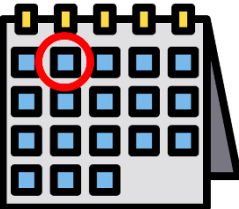
rain



rain



rain

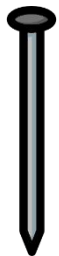
	nail		nail
	nail		nail
	nail		nail
	nail		nail
	nail		nail
	nail		nail



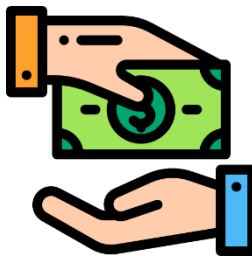
tail



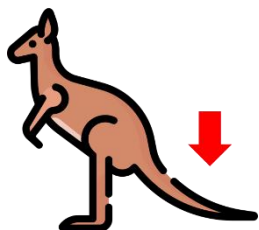
tail



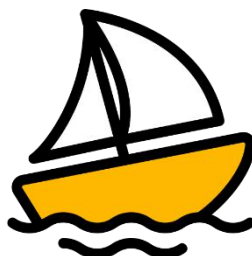
tail



tail



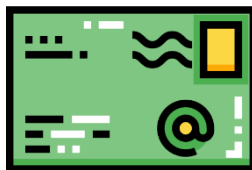
tail



tail



tail



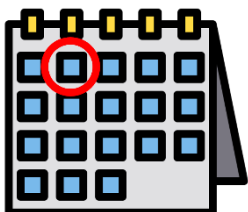
tail



tail





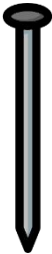
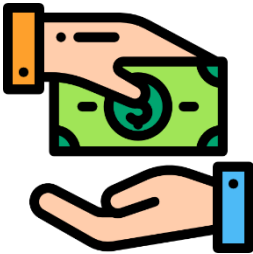
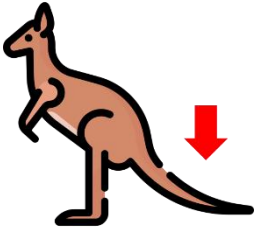
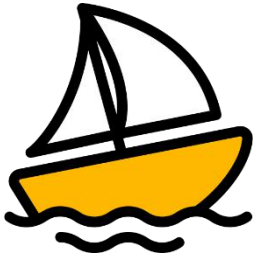

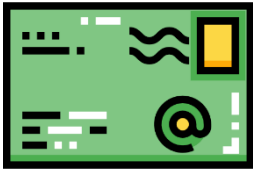

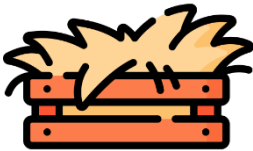
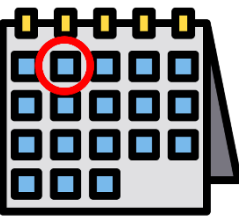

tail



tail

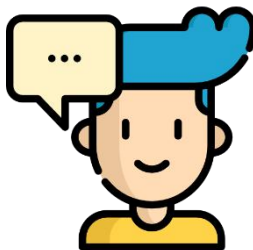


tail

	wait		wait
	wait		wait
	wait		wait
	wait		wait
	wait		wait
	wait		wait



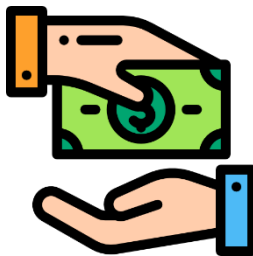
bay



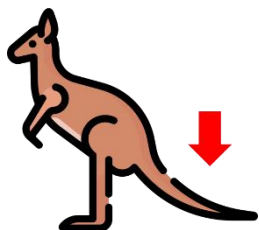
bay



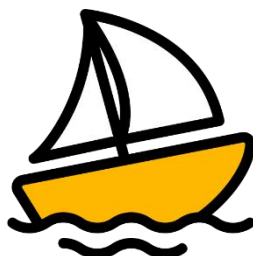
bay



bay



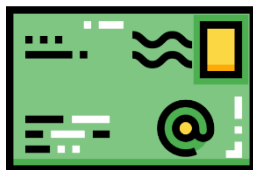
bay



bay



bay



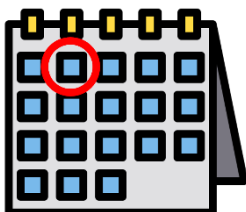
bay



bay





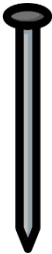
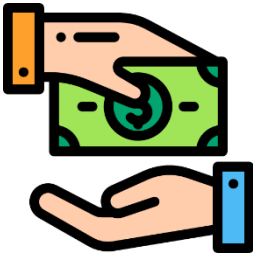
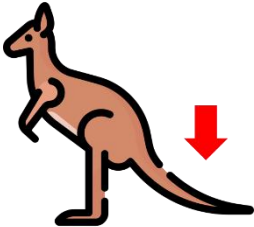
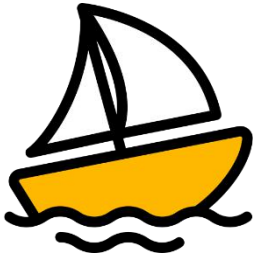

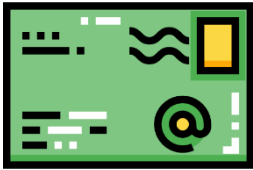

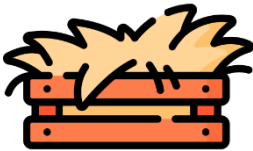
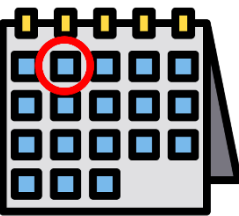

bay



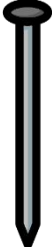
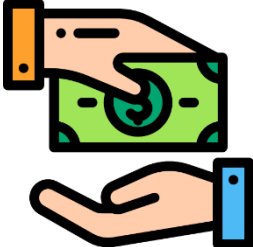
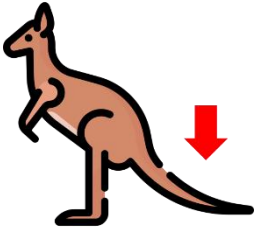
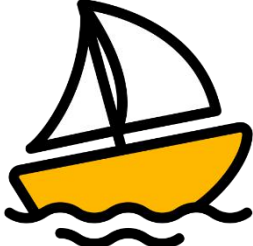

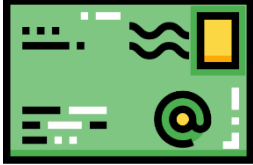

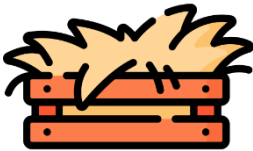
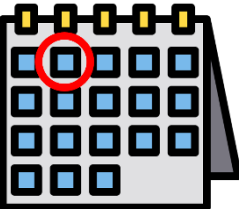





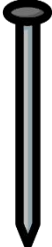
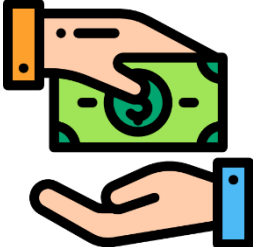
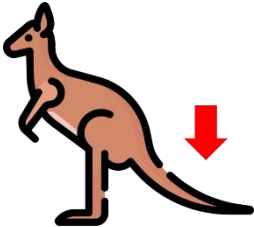
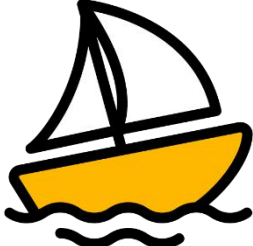

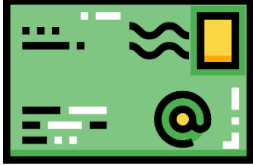

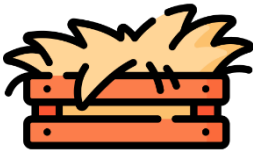
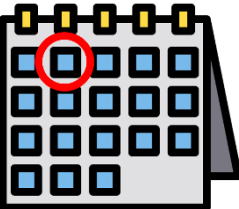

bay



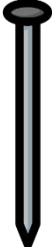
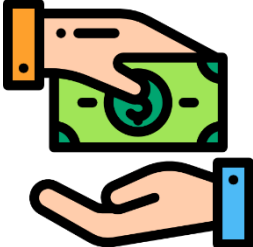
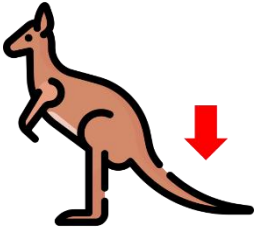
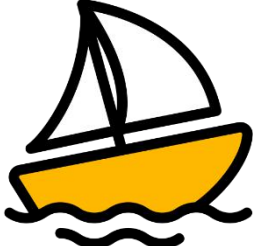

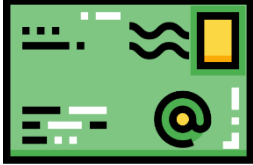

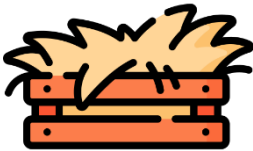
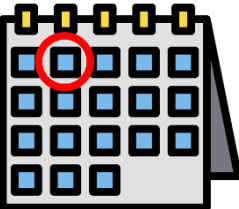



bay

	day		day
	day		day
	day		day
	day		day
	day		day
	day		day

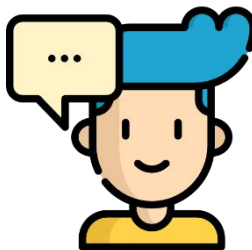
	say		say
	say		say
	say		say
	say		say
	say		say
	say		say

	pay		pay
	pay		pay
	pay		pay
	pay		pay
	pay		pay
	pay		pay

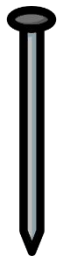
	sail		sail
	sail		sail
	sail		sail
	sail		sail
	sail		sail
	sail		sail



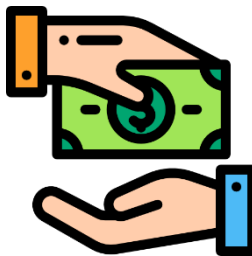
mail



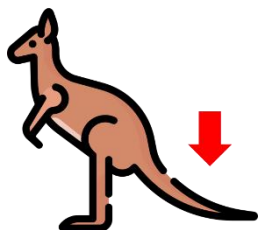
mail



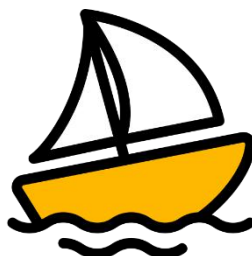
mail



mail



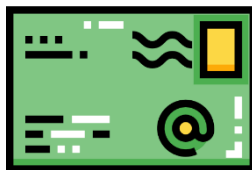
mail



mail



mail



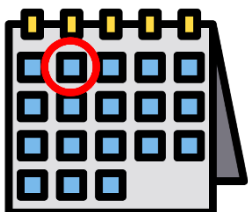
mail



mail



mail



mail



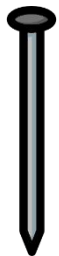
mail



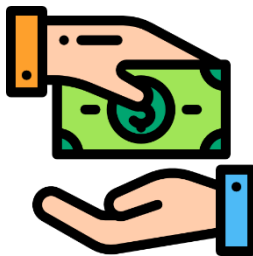
hay



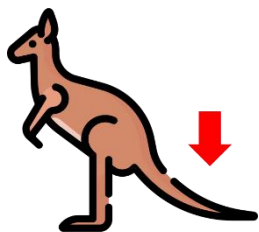
hay



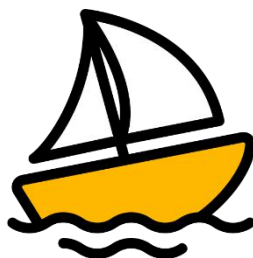
hay



hay



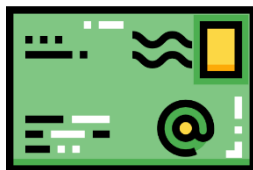
hay



hay



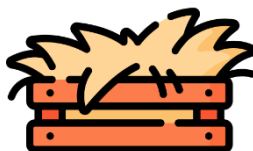
hay



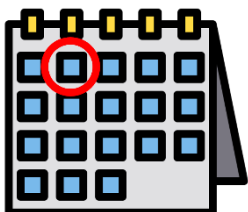
hay



hay





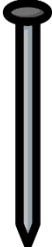
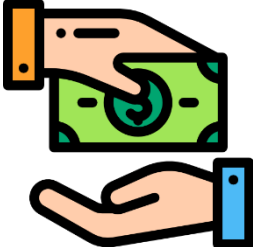
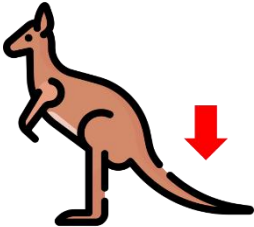
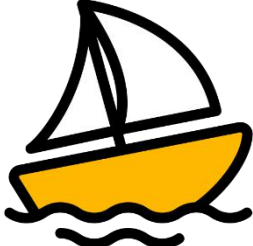

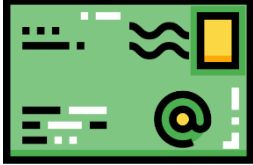


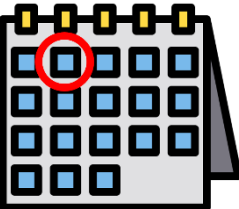

hay



hay



hay

	May		May
	May		May
	May		May
	May		May
	May		May
	May		May

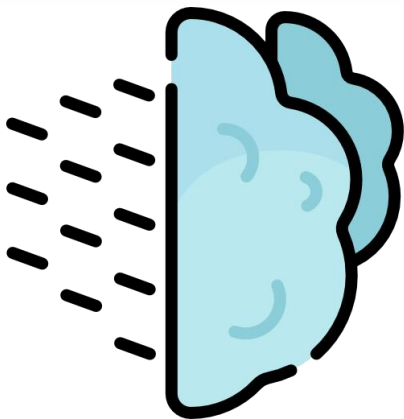
How to Play *Dominoes*

Deal 7 dominoes to each player. Then, take one domino from the deck and place it face up at the center of the table. The first player adds a domino to either end, in any direction. A domino can only be added if the pictures or words match, and only at the ends of the domino chain.

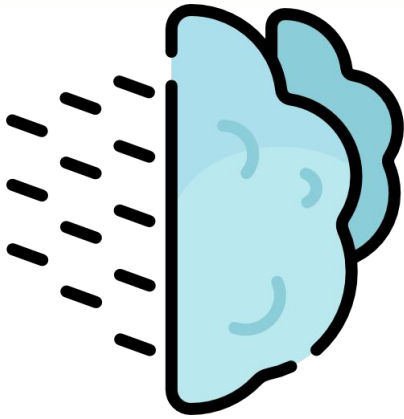
If you can't play onto either end, the player passes their turn and draws a domino from the deck. Players continue adding dominos until someone runs out. The first person to use up all their dominoes wins the game.

Those who would like to brush up on the original rules of Dominoes can visit [this site](#) or watch [this video](#).





rain



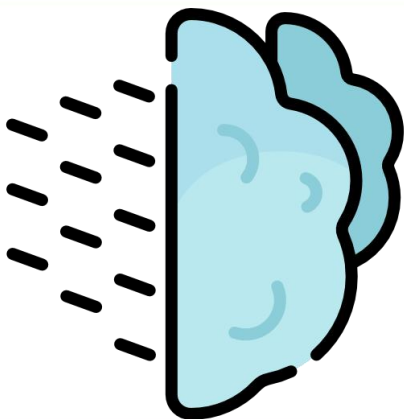
rain



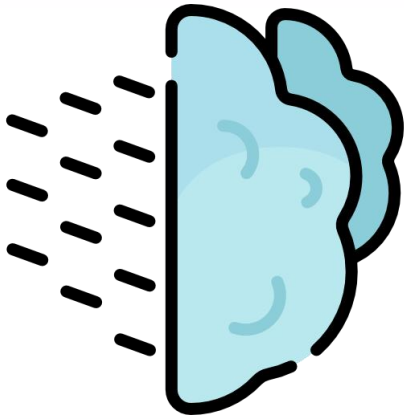
nail



nail



rain



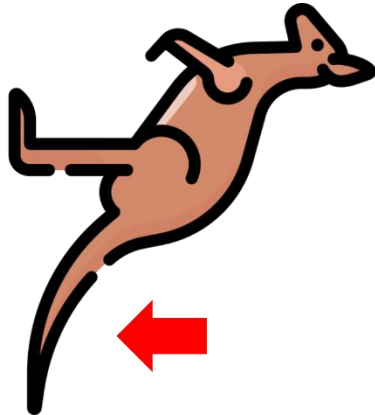
rain



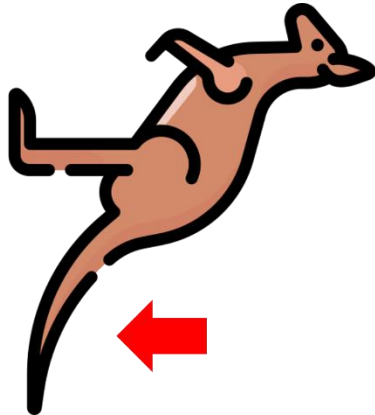
nail



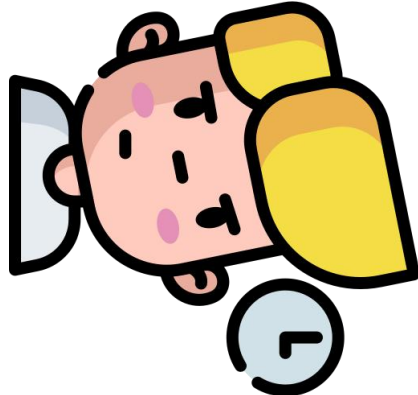
nail



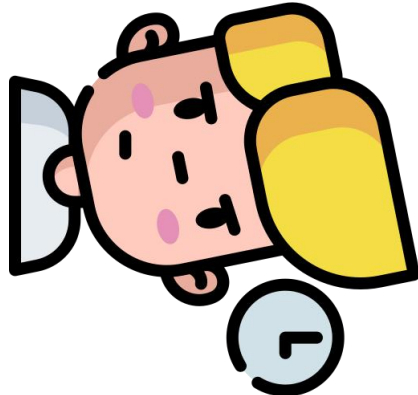
tail



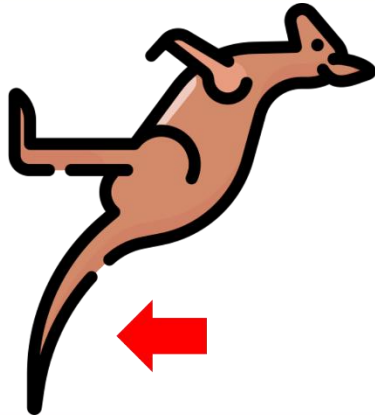
tail



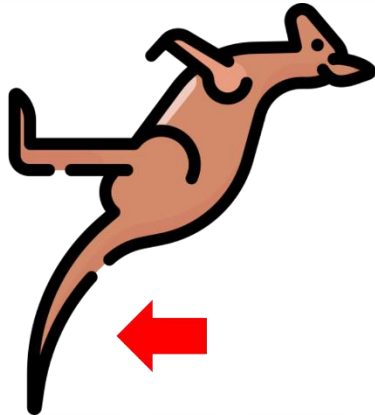
wait



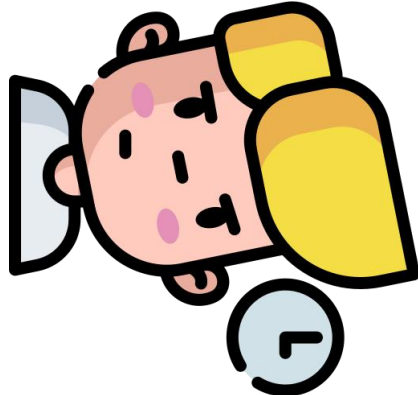
wait



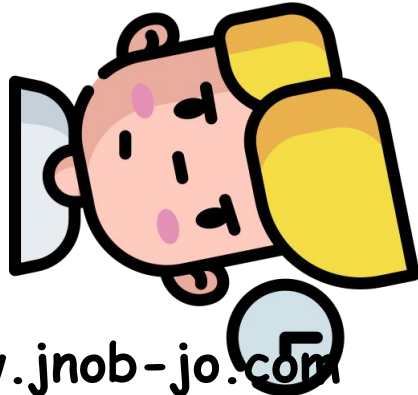
tail



tail



wait



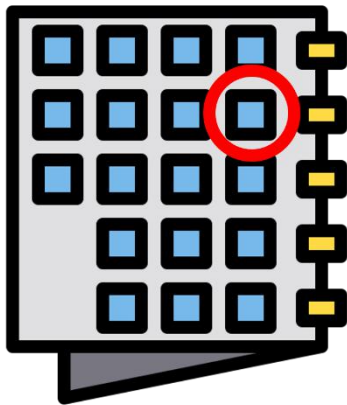
wait



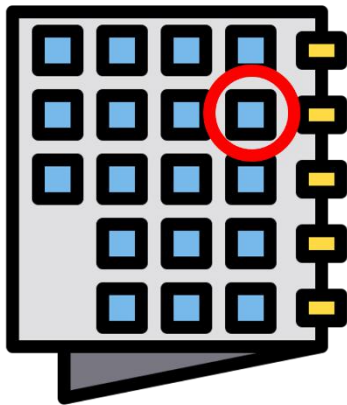
bay



bay



day



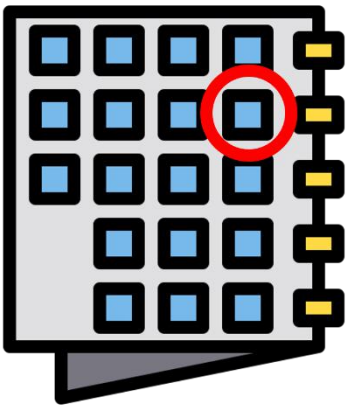
day



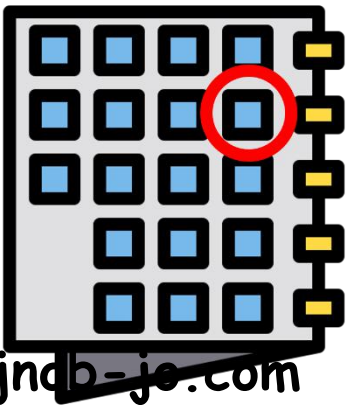
bay



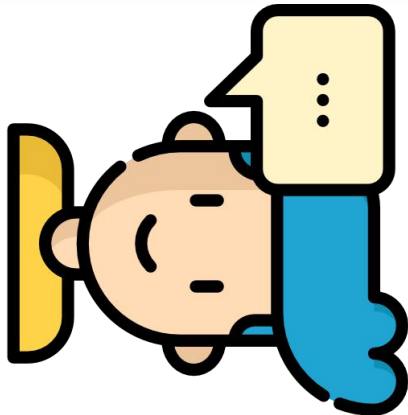
bay



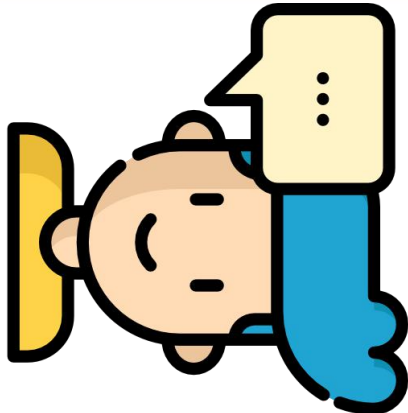
day



day



say



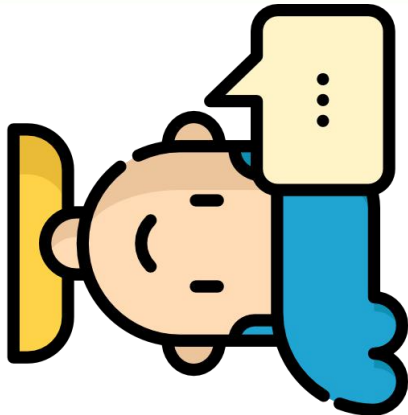
say



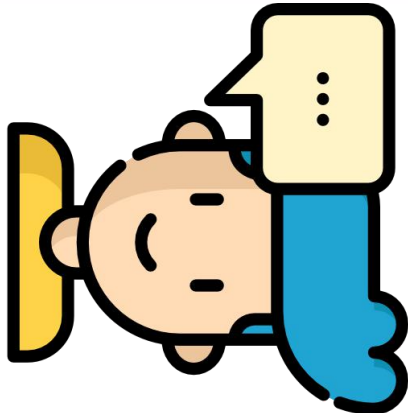
pay



pay



say



say



pay



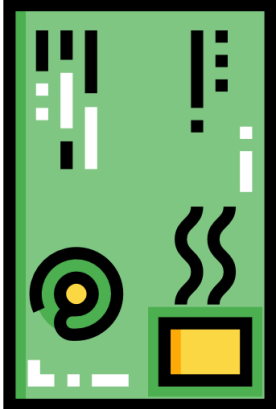
pay



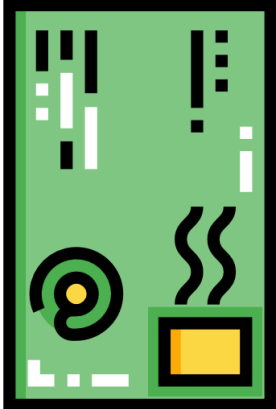
sail



sail



mail



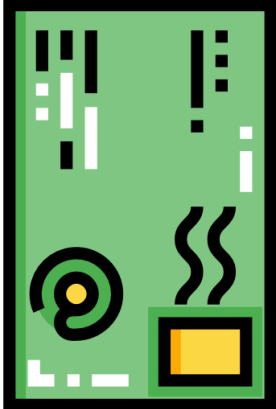
mail



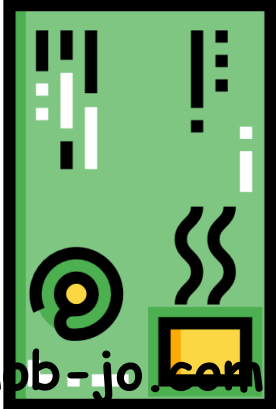
sail



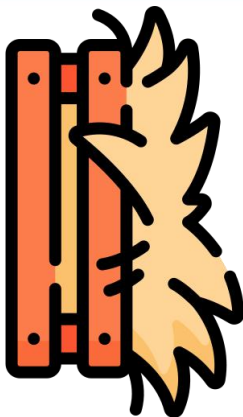
sail



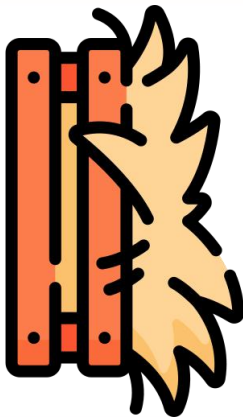
mail



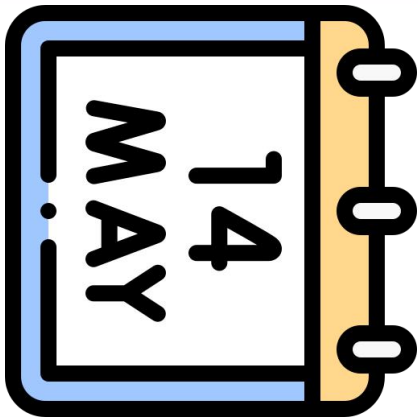
mail



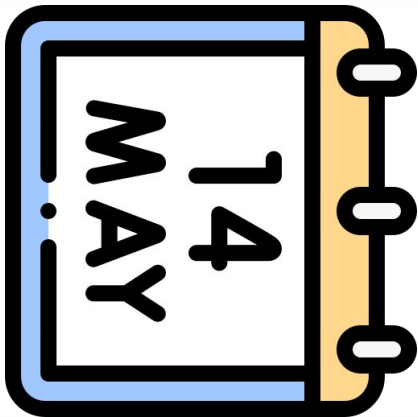
hay



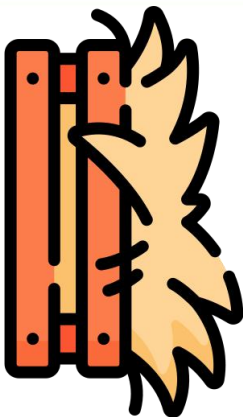
hay



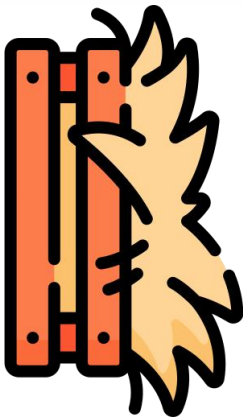
May



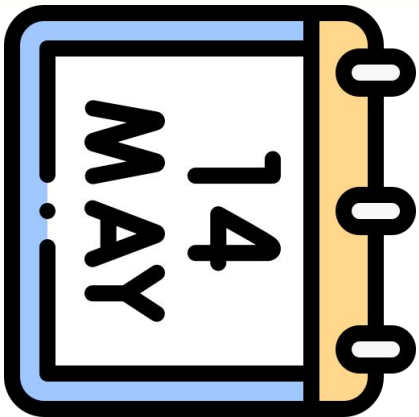
May



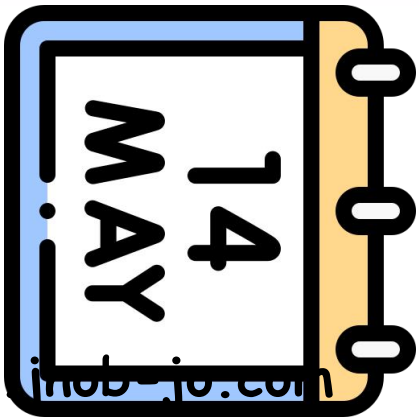
hay



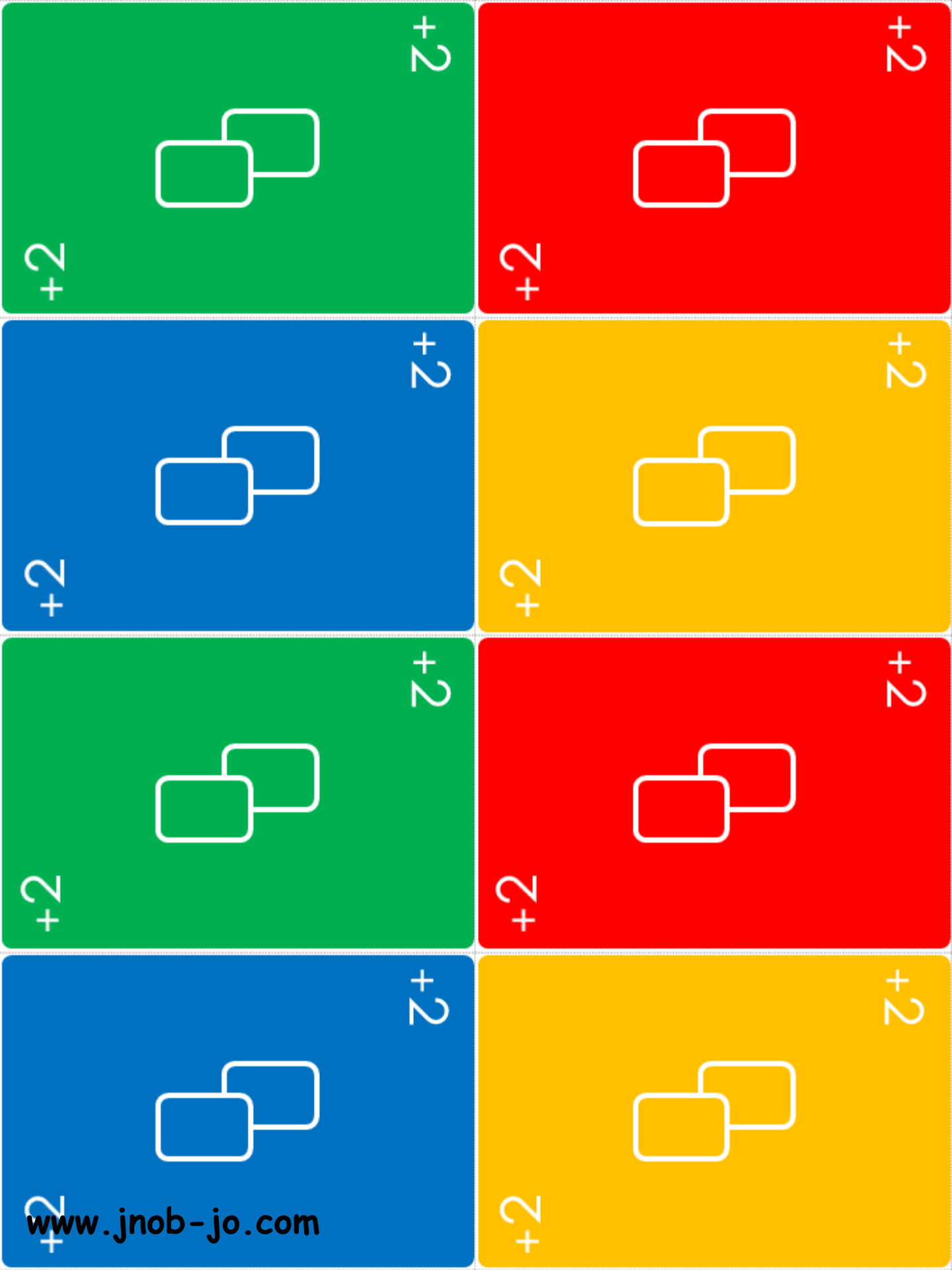
hay



May



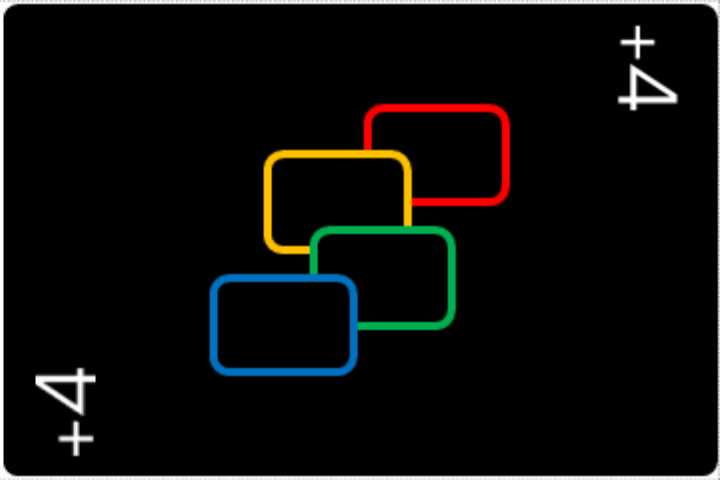
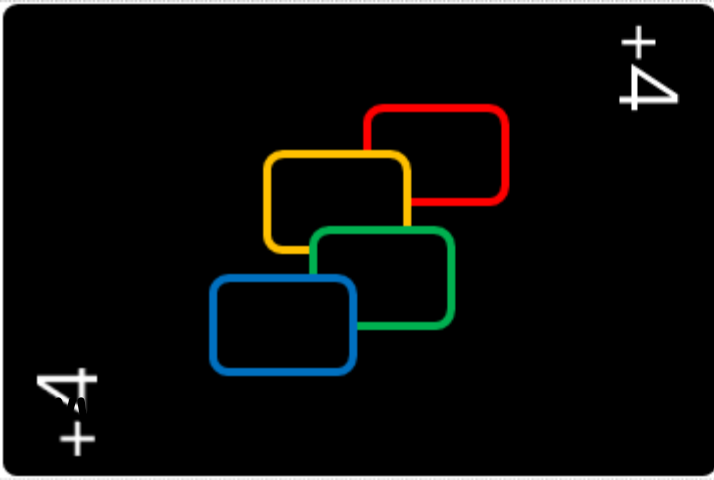
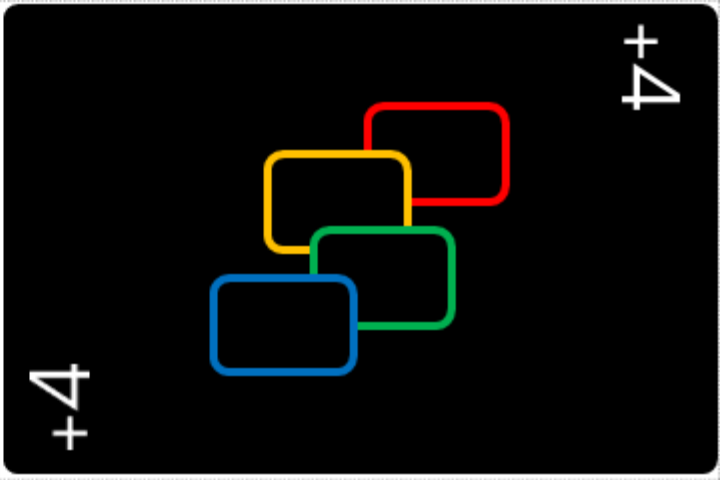
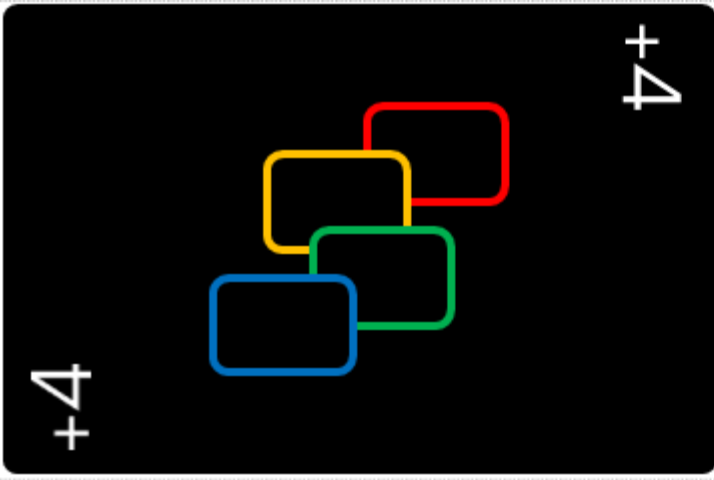
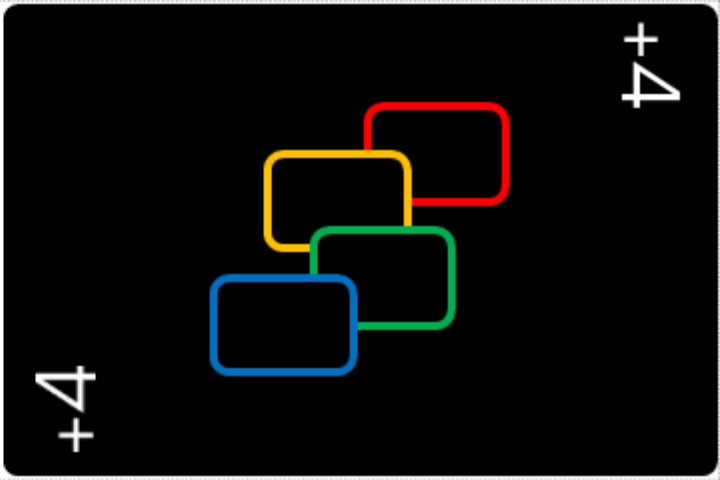
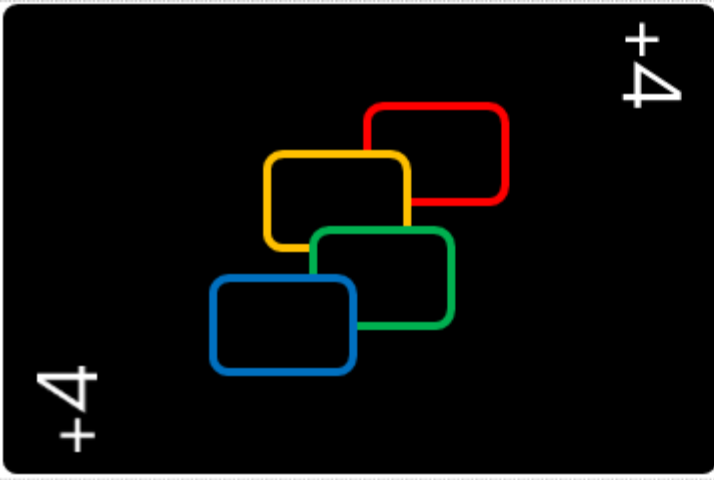
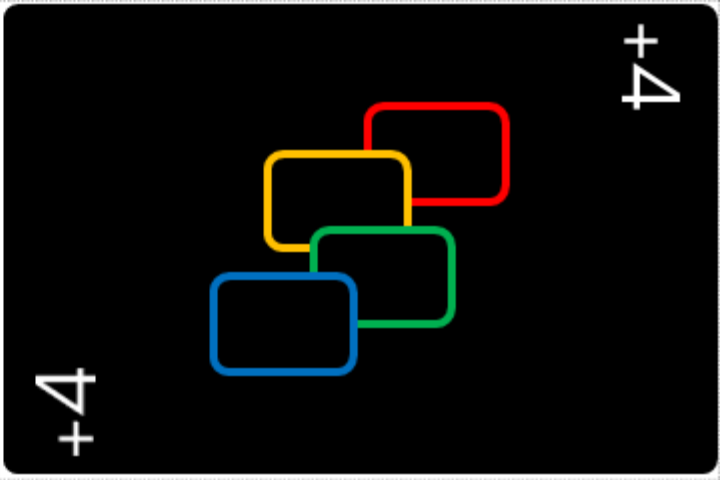
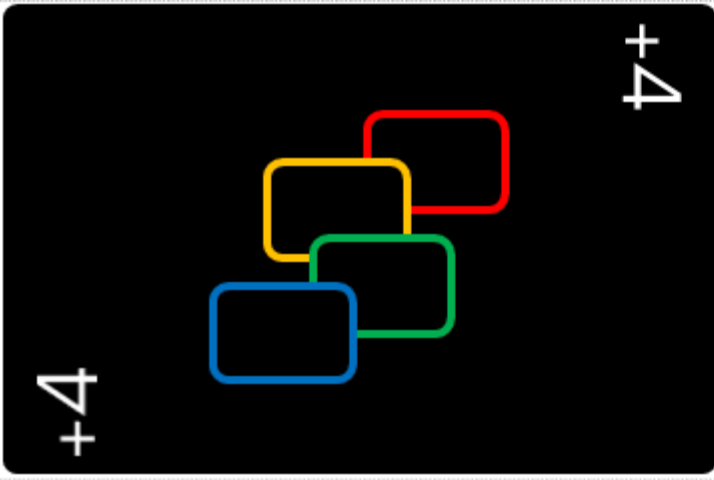
May















Unit 4



Unit 4



Unit 4



Unit 4



Unit 4



Unit 4



Unit 4



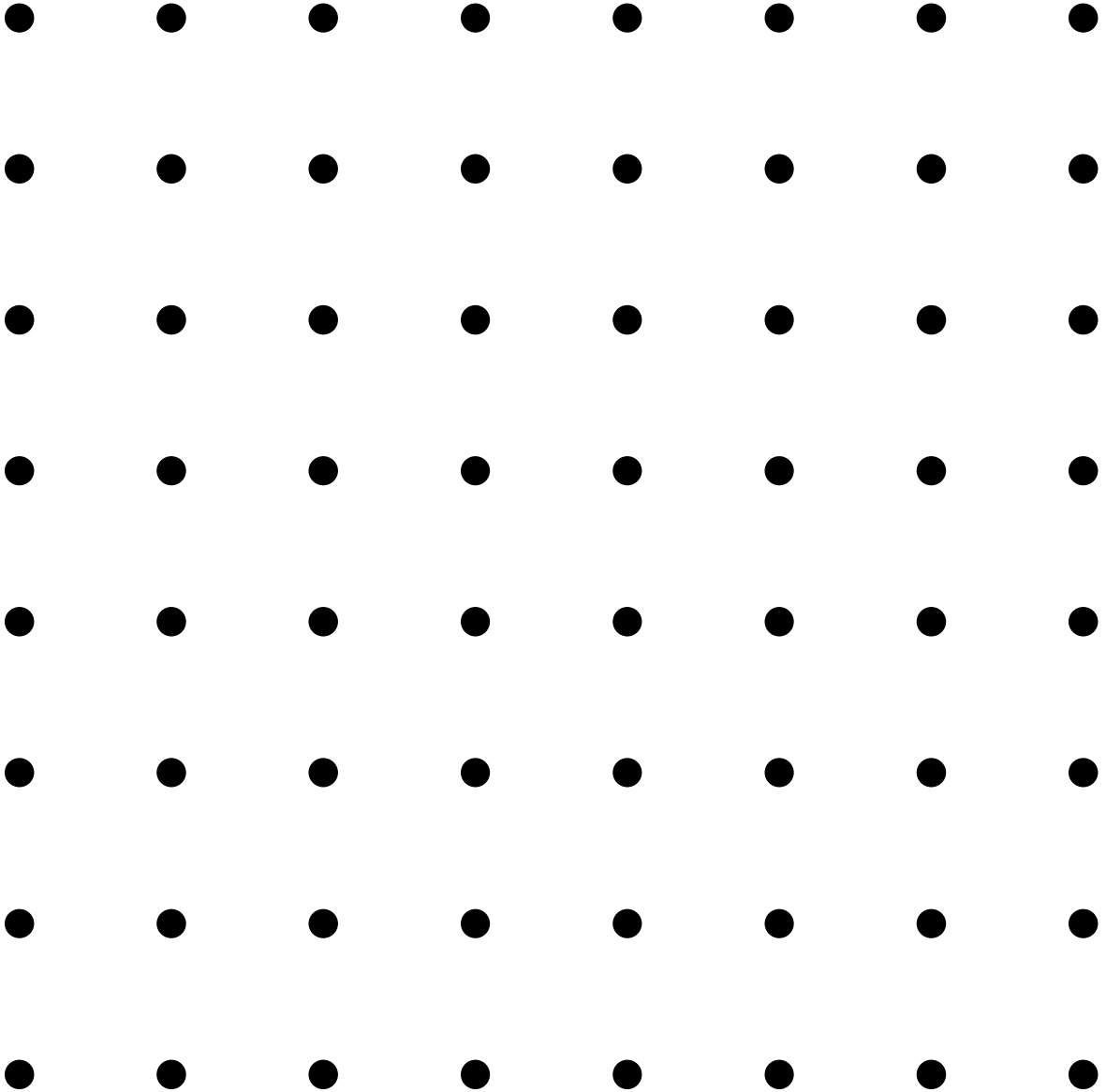
Unit 4

How to Play *Uno*

These Uno cards can be played like the regular game substituting vocabulary words for numbers.

Teachers who would like to brush up on the rules can visit [this site](#) or watch [this video](#).





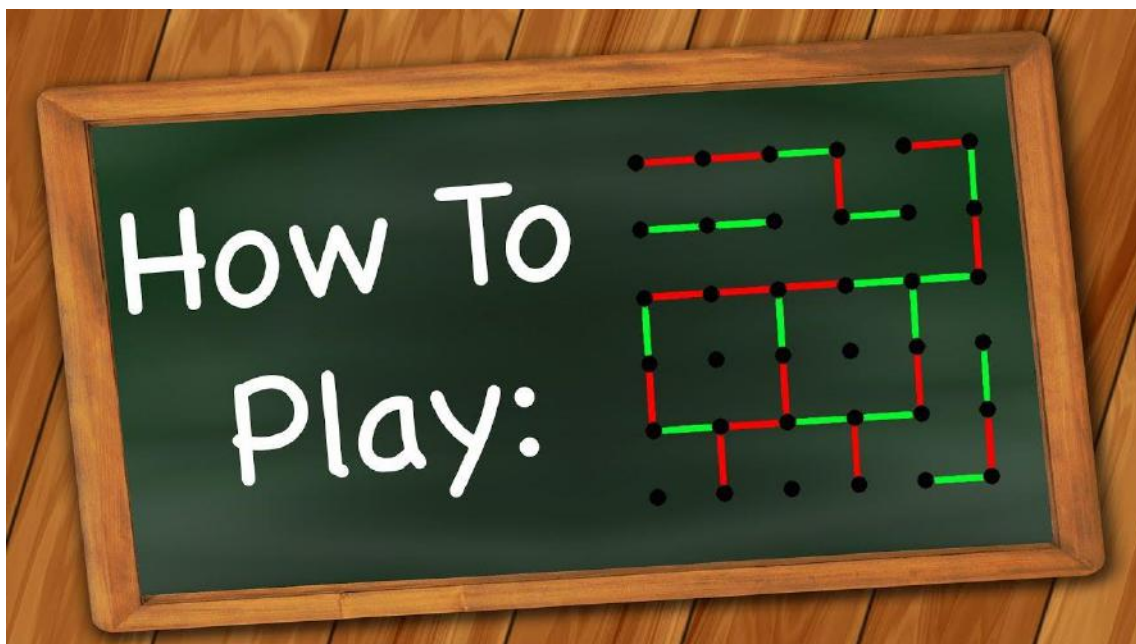
How to Play *Dots and Boxes*

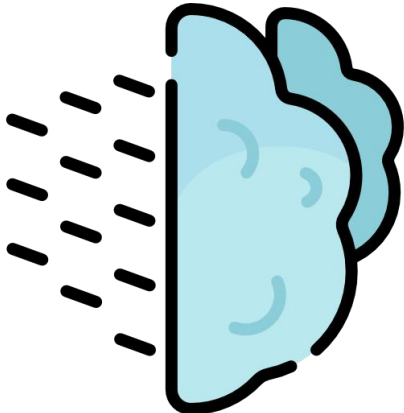
Dots and Boxes is a classic board game that children love. Players take turns drawing a single horizontal or vertical line between two dots on the grid. A player who completes the fourth side of a 1x1 box earns one point. Points can be recorded by placing an initial of the player in the box. The game ends when no more lines can be placed. The winner of the game is the player with the most points.

Class Play: Draw a grid on the board and divide the class into two teams. You can use the flashcard cards to ask your class how to read words.

Pair Play: For more practice give a grid and flashcards to each pair of students. They can take turns reading words.

Teachers who would like to brush up on the rules of Dots and Boxes can visit [this site](#) or watch [this video](#).

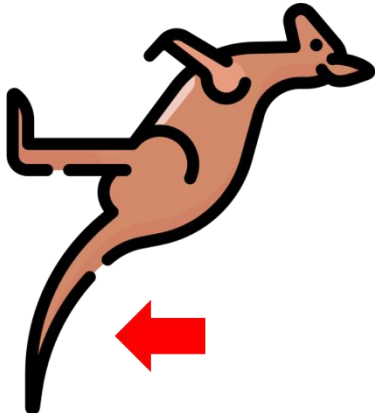




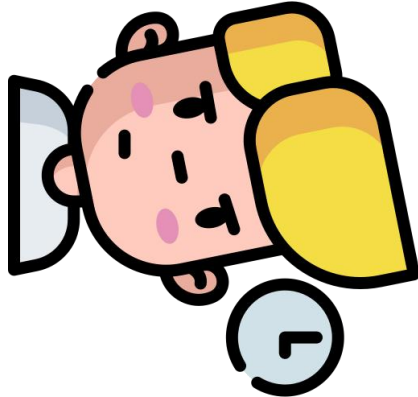
rain



nail



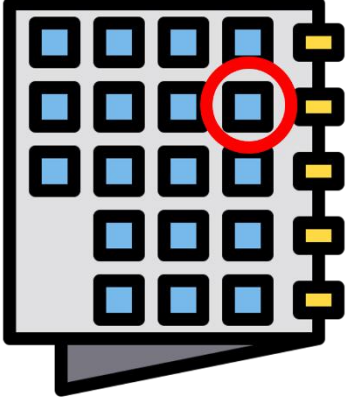
tail



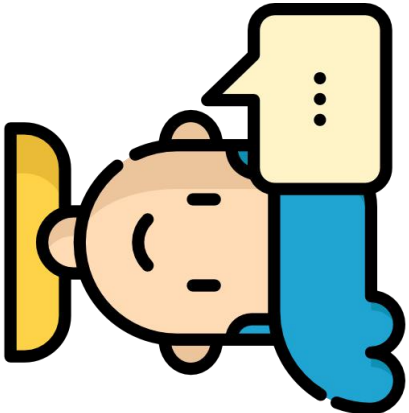
wait



bay



day



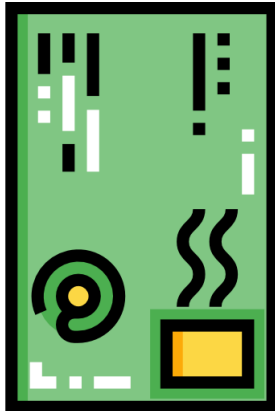
say



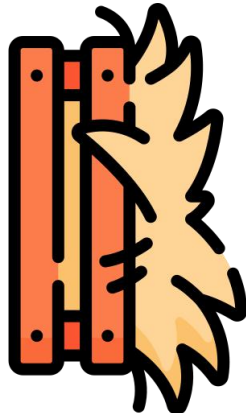
pay



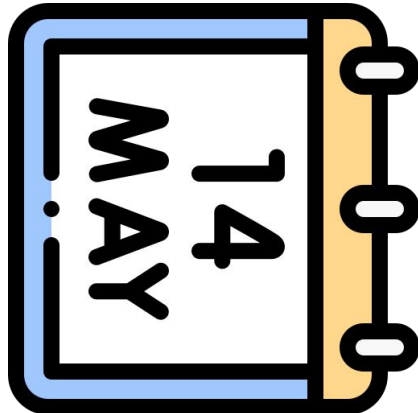
sail



mail



hay



May



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish





Go Fish

Unit 4



Go Fish

Unit 4



Go Fish

Unit 4



Go Fish

Unit 4



Go Fish

Unit 4



Go Fish

Unit 4



Go Fish

Unit 4



Go Fish

Unit 4

How to Play *Go Fish*

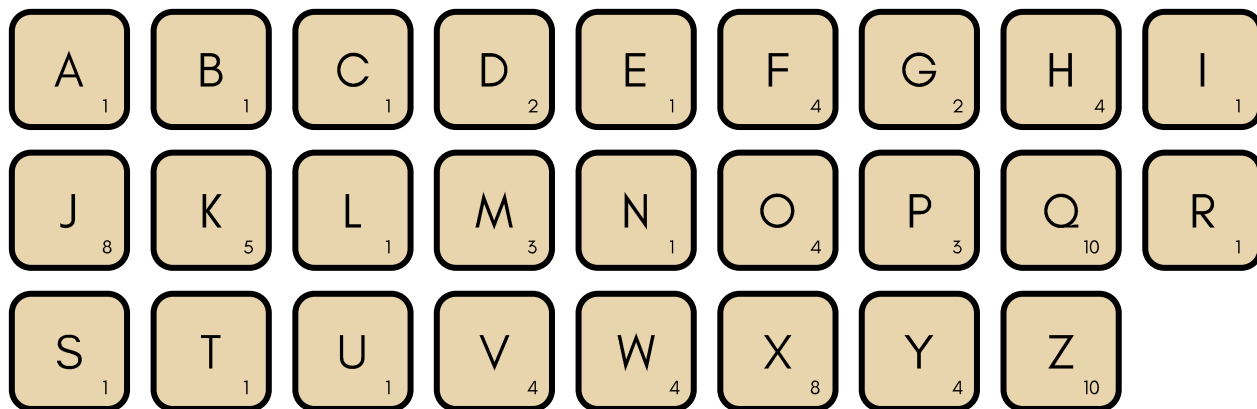
These Go Fish cards can be played like the regular game substituting vocabulary words for numbers. When a player lays down a *Bang Card*, all other players must hand over one of their cards.

Teachers who would like to brush up on the rules can visit [this site](#) or watch [this video](#).



Scrabble Spelling

Use the numbers on the letter tiles to add up your spelling words.



Word	Math	Answer
<i>apple</i>	$1 + 3 + 3 + 1 + 1$	9

[illegible]



rain

say

nail

pay

tail

sail

wait

mail

bay

hay

day

May

the

do

in

you

with

like

me

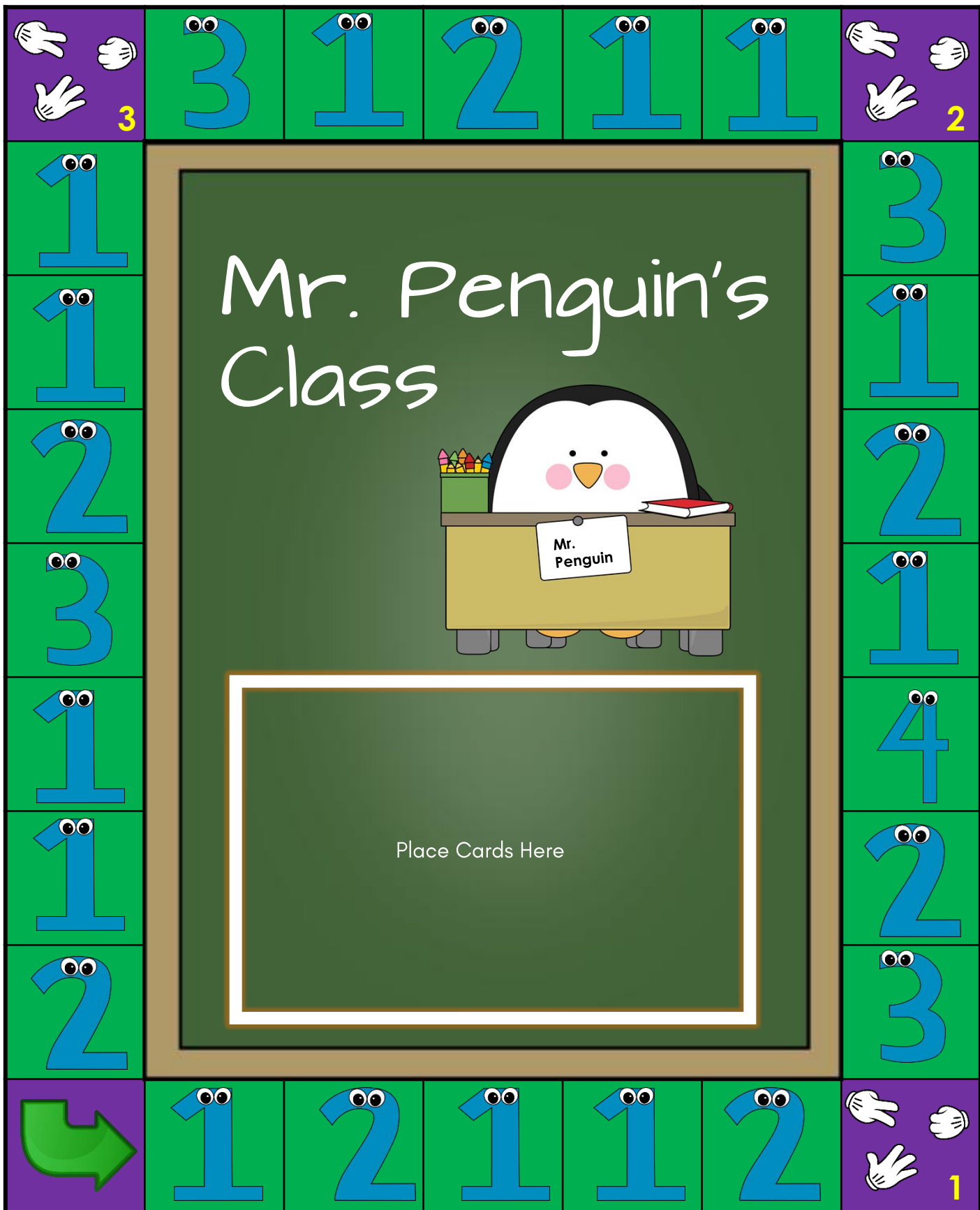
I

How to Play Scrabble Spelling

Scrabble Spelling is a simple game that can be played individually, in pairs, or small groups.

Students take turns drawing from a stack of vocabulary cards. (Any vocabulary cards will do, even ones the students make themselves.) The students write the word in the table and calculate how many points they get according to the letter tiles at the top of the page.

Continue until there are no more vocabulary cards or no more spaces in the table. Then, add up the scores. The student with the most points wins.





rain

Unit 4



nail

Unit 4



tail

Unit 4



wait

Unit 4



bay

Unit 4



day

Unit 4



say

Unit 4



pay

Unit 4



sail



Unit 4

mail



Unit 4

hay



Unit 4

May



Unit 4



the



Unit 4

in



Unit 4

with



Unit 4

me



Unit 4

do



Unit 4

you



Unit 4

like




Unit 4

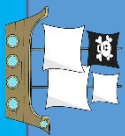
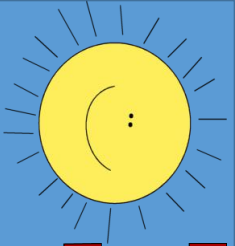
I



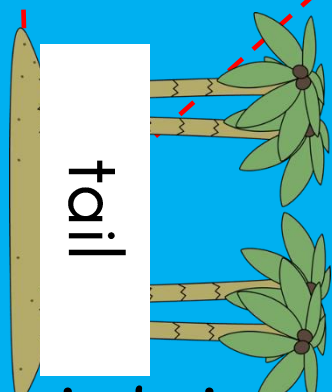
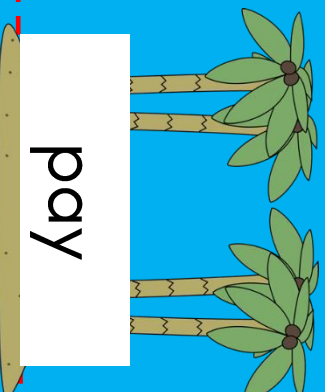
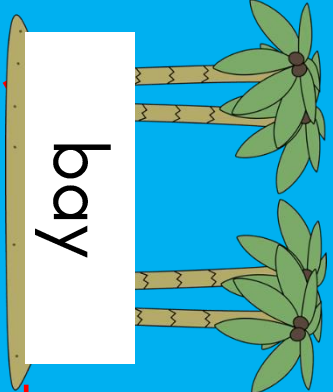
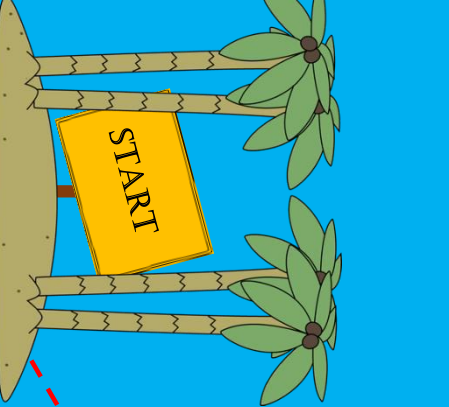
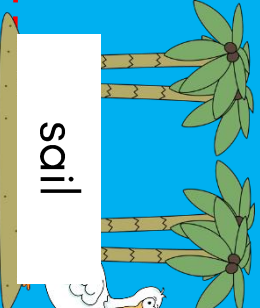
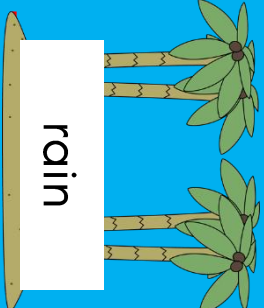
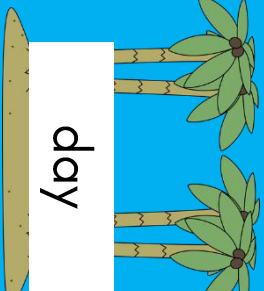
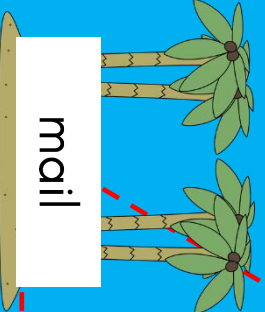
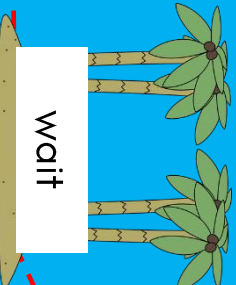
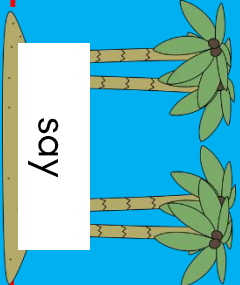
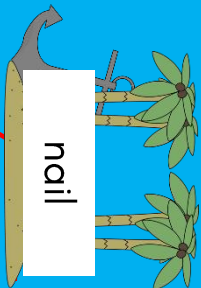
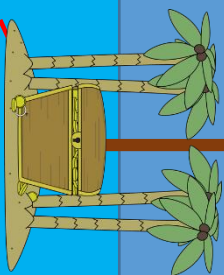
Unit 4

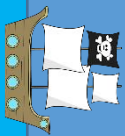
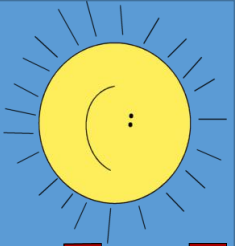
How to Play *Mr. Penguin's Class*

1. Stack the playing cards face down on the board (you may want to make several sets) and place game counters (one for each player) on the arrow.
2. Players take turns rolling the dice and moving their counters around the board.
3. When a player's counter lands on a square, the player takes as many cards as shown, but to keep them the player must read each one.
4. If the player lands on  , all the players play rock, scissor, paper. The winner may take as many cards from each of the losers as specified on the board.
5. Continue going around the board until all the cards have been taken.
6. The player with the most cards is the winner.

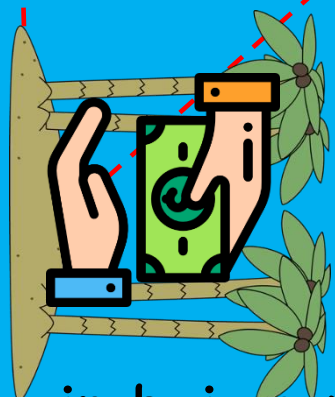
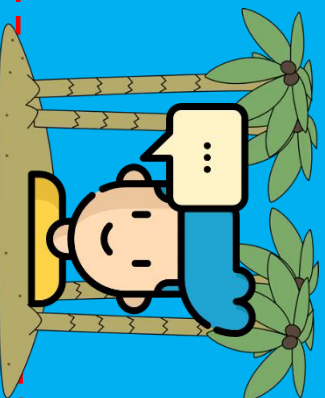
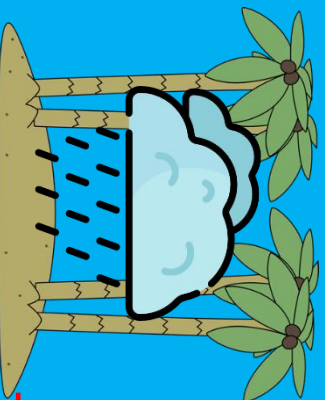
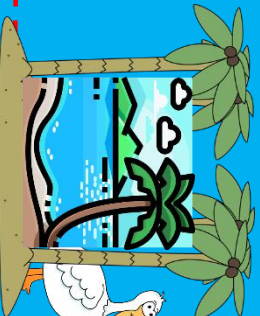
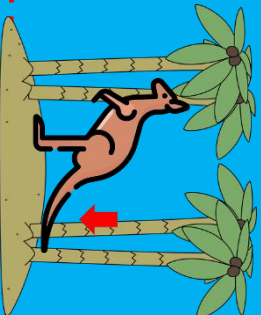
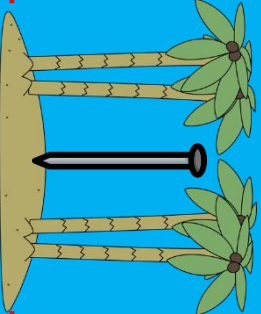
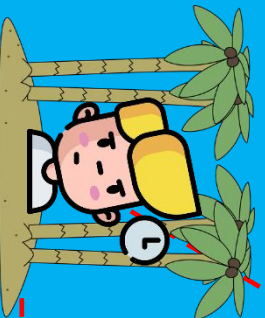
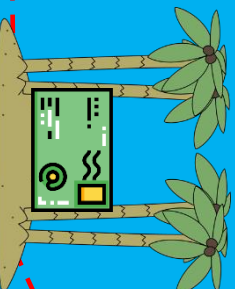
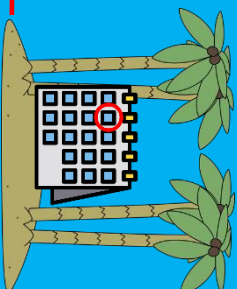
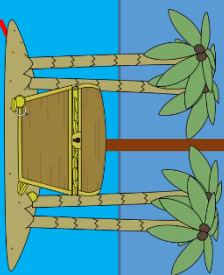


ISLAND HOPPERS





ISLAND HOPPERS



How to Play *Island Hoppers*

**2 to 4 players are recommended for this game.
Each player will need their own dice.**

1. Place a game marker for each player on START.
2. All players roll their dice at the same time.
3. The player with the highest number moves forward one space along the board and reads on the island.
4. If two or more players have the highest number, they both move forward one space.
4. The player who arrives at FINISH first is the winner.



rain



nail



tail



wait



bay



day



say



pay



sail



mail



hay



May



the



in



with



me



do



you



like



I





Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE

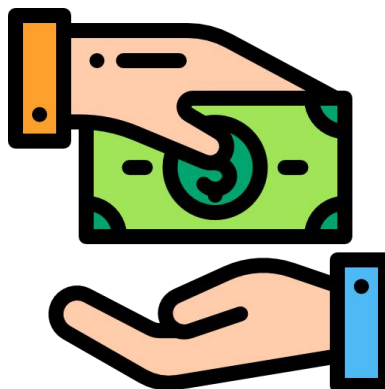
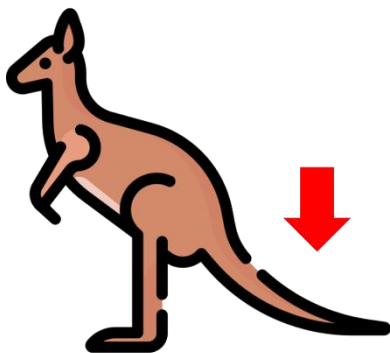
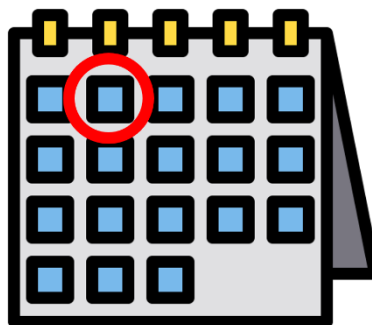
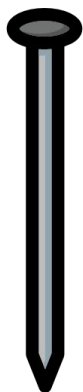
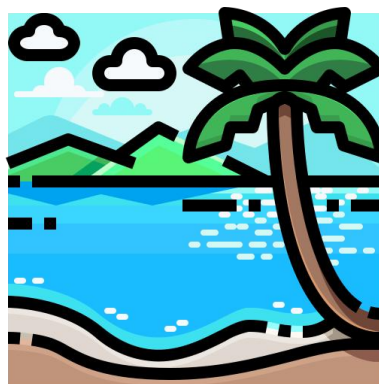
How to Play *Space Force*

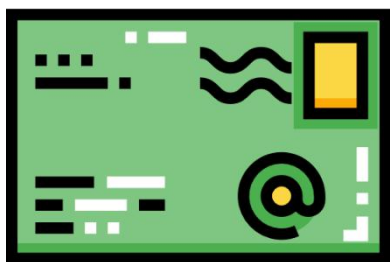
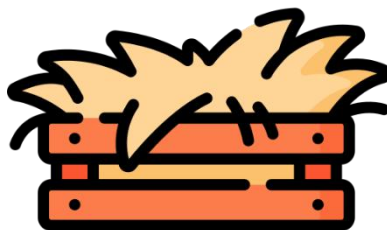
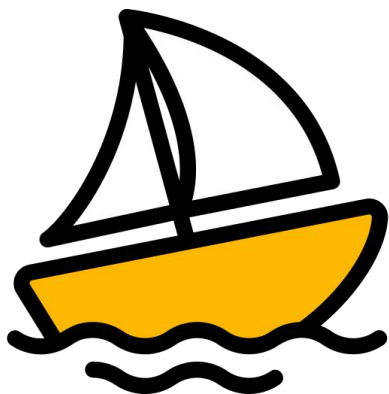
Set Up

Print and cut out the game cards. Shuffle the cards and stack them face down. For longer play, combine two or three decks of cards.

How To Play

Students take turns drawing a card and reading the word. If the word is read correctly, they can keep the card. If a rocket card is pulled, they get to draw another card. If a meteor card is pulled, they must return one of their cards to the bottom of the deck. The player with the most cards at the end wins. (The Space Force cards are for use as the backside of the game cards.)



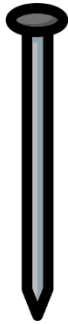




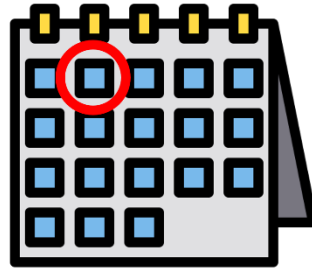
rain



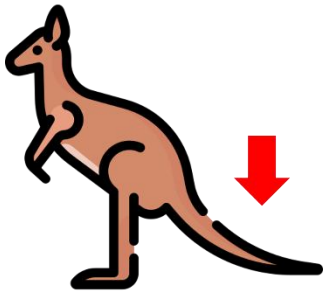
bay



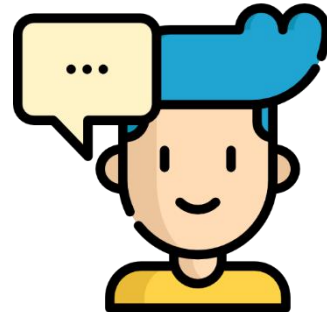
nail



day



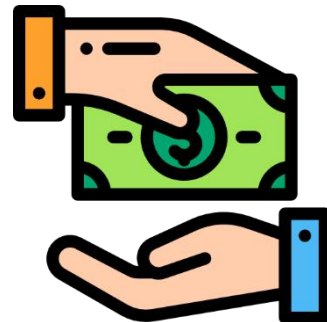
tail



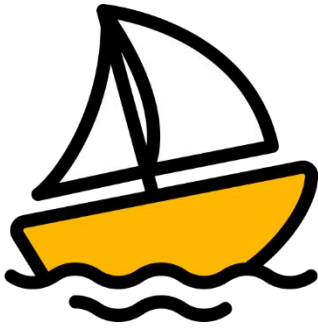
say



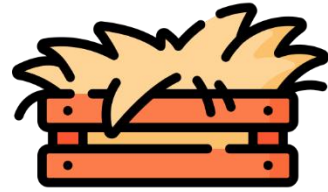
wait



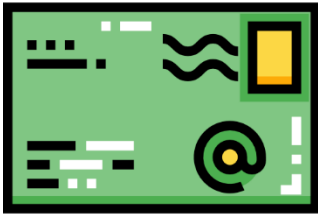
pay



sail



hay



mail



May



rain

bay

nail

day

tail

say

wait

pay



sail

hay

mail

May



rain

lip

tail

wait

pad

pay

pay

pay



sail

mail

yard

May

Table of Contents

Return to the table of contents by clicking on **Oxford Phonics World**.

- [Bingo Cards \(Words\)](#) Page 432 to 471
- [Bingo Cards \(Pictures\)](#) Page 472 to 511
- [Bingo Caller Cards](#)
- [Bingo Markers](#)
- [Jenga Cards](#)
- [Jenga Cards Instructions](#)

Skip to another unit by clicking below.

[Unit 1](#)

[Unit 2](#)

[Unit 3](#)

[Unit 4](#)

[Review 1](#)

[Unit 5](#)

[Unit 6](#)

[Unit 7](#)

[Unit 8](#)

[Review 2](#)

B I N G O

rule	cane	tune	cone	fine
lake	bay	cute	rope	name
bike	tube	Free	game	dive
nine	sail	wave	lime	June
cube	day	pine	mule	wait

B I N G O

cave	lime	time	tune	rule
day	tube	home	fine	mute
say	cute	Free	tail	cone
dive	hike	mane	line	rope
gate	skate	pine	bay	bike

B I N G O

skate	mule	rain	pine	fine
time	wave	wait	hike	gate
rule	mail	Free	say	tune
tube	lime	cave	line	cube
five	kite	tape	lake	mane

B I N G O

wave	cane	mule	home	nine
mail	bay	tape	cake	mane
wait	rule	Free	gate	fine
mute	game	cone	say	kite
skate	tail	May	nail	day

B I N G O

rope	June	nail	nine	game
tune	mute	fine	mail	cone
say	kite	Free	mane	lake
day	pay	mule	pine	wave
dive	wait	hay	rule	cute

B I N G O

nail	name	cute	skate	day
game	May	kite	gate	pay
bone	mule	Free	five	bike
line	rule	tube	mute	cave
tune	rope	hay	time	home

B I N G O

cake	bike	kite	cone	tail
name	tune	wave	gate	bay
May	cane	Free	tube	tape
fine	lake	nine	hay	bone
hike	mute	cave	cute	lime

B I N G O

cute	cube	bone	lime	tape
gate	hike	ripe	cone	pine
cane	nail	Free	nine	rain
hay	time	name	mule	lake
rope	tube	mane	tail	skate

B I N G O

skate	nine	cane	pay	five
mane	rule	mail	bay	pine
home	dive	Free	time	fine
cone	lake	May	bone	kite
bike	hike	lime	name	day

B I N G O

tail	cute	cube	mute	rule
wait	line	cane	mail	say
five	time	Free	skate	pay
wave	rope	bay	fine	lake
mule	day	cave	pine	nail

B I N G O

cave	cube	mane	nine	tune
line	cute	wave	kite	tape
June	dive	Free	five	hike
game	pay	mute	rain	day
mule	cone	bone	gate	say

B I N G O

June	bone	rope	kite	dive
name	time	nail	tail	cute
tube	hike	Free	game	gate
cane	skate	day	mule	wait
bay	cone	say	mail	rain

B I N G O

lime	rope	cube	rain	bone
mail	bay	cave	tune	hay
mule	day	Free	five	say
dive	June	ripe	time	rule
name	gate	tape	May	sail

B I N G O

mail	kite	tail	rope	line
five	hay	nail	cube	tune
cake	wait	Free	tape	hike
game	pay	mute	lime	gate
pine	cave	say	sail	rule

B I N G O

game	mane	sail	bone	tube
wait	cube	tune	rule	wave
rain	mute	Free	name	tape
fine	dive	hay	day	pine
gate	May	mule	June	five

B I N G O

rope	cane	skate	mute	cute
May	say	kite	hike	rule
time	five	Free	ripe	mane
day	tail	bone	lime	wave
name	pine	tape	wait	rain

B I N G O

rope	five	line	pay	bone
nail	nine	day	bay	hike
hay	bike	Free	gate	home
cube	fine	tape	rule	cave
cane	lime	name	mane	kite

B I N G O

tail	cone	ripe	five	cave
name	cute	June	cane	day
bay	mail	Free	rain	hike
game	tube	wait	kite	lake
mule	mute	pay	nine	tune

B I N G O

hay	hike	tune	cave	cane
five	rope	time	wave	May
tape	pay	Free	bone	cake
rule	gate	June	mule	ripe
home	pine	bay	cone	skate

B I N G O

bike	rain	tune	mane	name
say	wait	cone	nail	time
cute	nine	Free	tape	home
pay	fine	mail	May	rule
bay	rope	bone	hike	cube

B I N G O

hike	game	sail	tube	say
mute	cane	lake	fine	nail
bay	May	Free	rain	home
mane	five	pine	bike	gate
hay	wave	ripe	tune	tape

B I N G O

cute	wave	lake	hay	rope
fine	time	tune	line	bone
kite	five	Free	game	hike
May	name	cane	home	mute
nail	June	day	mane	ripe

B I N G O

cube	hay	bike	game	wait
tape	rope	day	mane	say
name	mail	Free	skate	rule
dive	pine	mute	lime	line
nail	June	rain	bay	fine

B I N G O

rain	nine	cane	nail	June
home	bay	tail	cute	cave
kite	hike	Free	bone	May
dive	five	fine	wave	mane
say	lake	pine	bike	rope

B I N G O

rope	name	rain	mute	cave
fine	bike	five	nine	June
tail	lake	Free	mail	wave
bay	ripe	cone	line	cube
wait	skate	dive	day	nail

B I N G O

skate	nail	rain	bone	hike
day	cute	kite	mail	nine
tune	pay	Free	ripe	bike
mule	mute	rule	name	wait
five	fine	bay	cone	mane

B I N G O

cute	mute	cube	rule	fine
skate	mane	rope	nine	day
bike	pine	Free	pay	kite
hike	tune	mule	time	cone
June	ripe	wait	bone	say

B I N G O

tape	tail	cone	nail	mule
skate	bay	bike	tune	cube
home	mane	Free	name	ripe
hay	nine	wave	cute	pay
bone	cane	fine	dive	mail

B I N G O

tape	nine	gate	game	say
tune	kite	cube	rule	hay
cute	five	Free	wave	June
bone	rope	sail	cone	lime
mail	bay	mute	pine	name

B I N G O

five	pay	pine	wave	kite
bike	May	mane	line	wait
cone	mule	Free	rule	hike
nine	rope	sail	hay	tape
fine	bone	cake	rain	cube

B I N G O

day	May	gate	skate	mule
name	mail	rope	game	pay
cave	nine	Free	lake	five
wait	ripe	mute	cute	wave
nail	hike	cube	tail	fine

B I N G O

bay	rain	kite	tail	bike
hike	May	ripe	mane	nail
mail	line	Free	cake	pay
day	pine	lake	home	skate
gate	cube	cave	time	hay

B I N G O

bay	May	cone	hike	gate
name	rule	mule	nail	rain
say	cave	Free	tube	cane
tape	dive	wait	June	tune
bone	hay	lime	mail	wave

B I N G O

rain	cave	cone	hike	name
bike	time	fine	mail	pay
bone	day	Free	mule	nine
lake	wave	ripe	tube	pine
skate	June	hay	lime	cane

B I N G O

fine	name	rain	bone	mule
tail	time	five	wave	sail
pay	cake	Free	cane	cave
cube	pine	lime	nine	tape
nail	lake	home	rope	mane

B I N G O

lime	fine	cone	rain	ripe
wait	tube	lake	rope	tail
kite	bone	Free	cane	May
hike	gate	home	wave	five
sail	bike	mane	cube	nail

B I N G O

five	nail	tape	cube	hay
gate	say	kite	fine	cone
game	rule	Free	ripe	cute
mane	tune	day	lake	lime
name	May	time	nine	home

B I N G O

kite	tape	line	say	rain
name	cube	nail	bay	nine
mane	bike	Free	game	cave
rule	cute	tube	hike	cone
bone	mail	mute	five	May

B I N G O

nine	say	lime	time	gate
bike	mule	sail	five	cane
nail	wait	Free	kite	fine
home	rope	pay	mute	mail
line	bone	dive	tune	lake

B I N G O

nine	time	pine	May	nail
tail	hay	say	name	line
cone	wait	Free	bay	fine
bone	tube	pay	mane	five
home	rain	hike	cane	tune

Oxford

Phonics World 3

Units 1-4

B I N G O



B I N G O

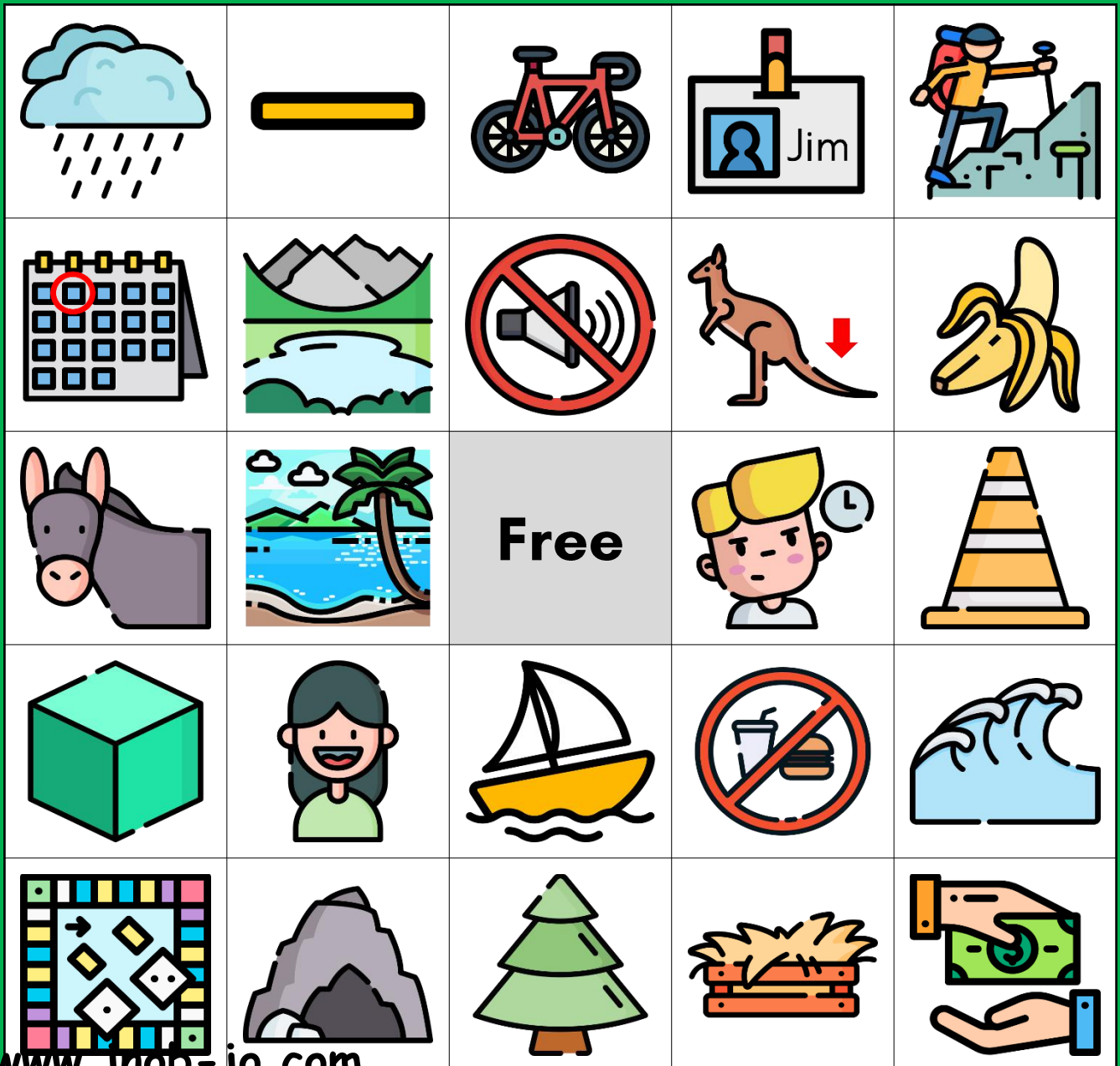


Oxford

Phonics World 3

Units 1-4

B I N G O



Oxford

Phonics World 3

Units 1-4

B I N G O



Oxford

Phonics World 3

Units 1-4

B I N G O



Oxford

Phonics World 3

Units 1-4

B I N G O



B I N G O



B I N G O



Oxford

Phonics World 3

Units 1-4

B I N G O



B I N G O

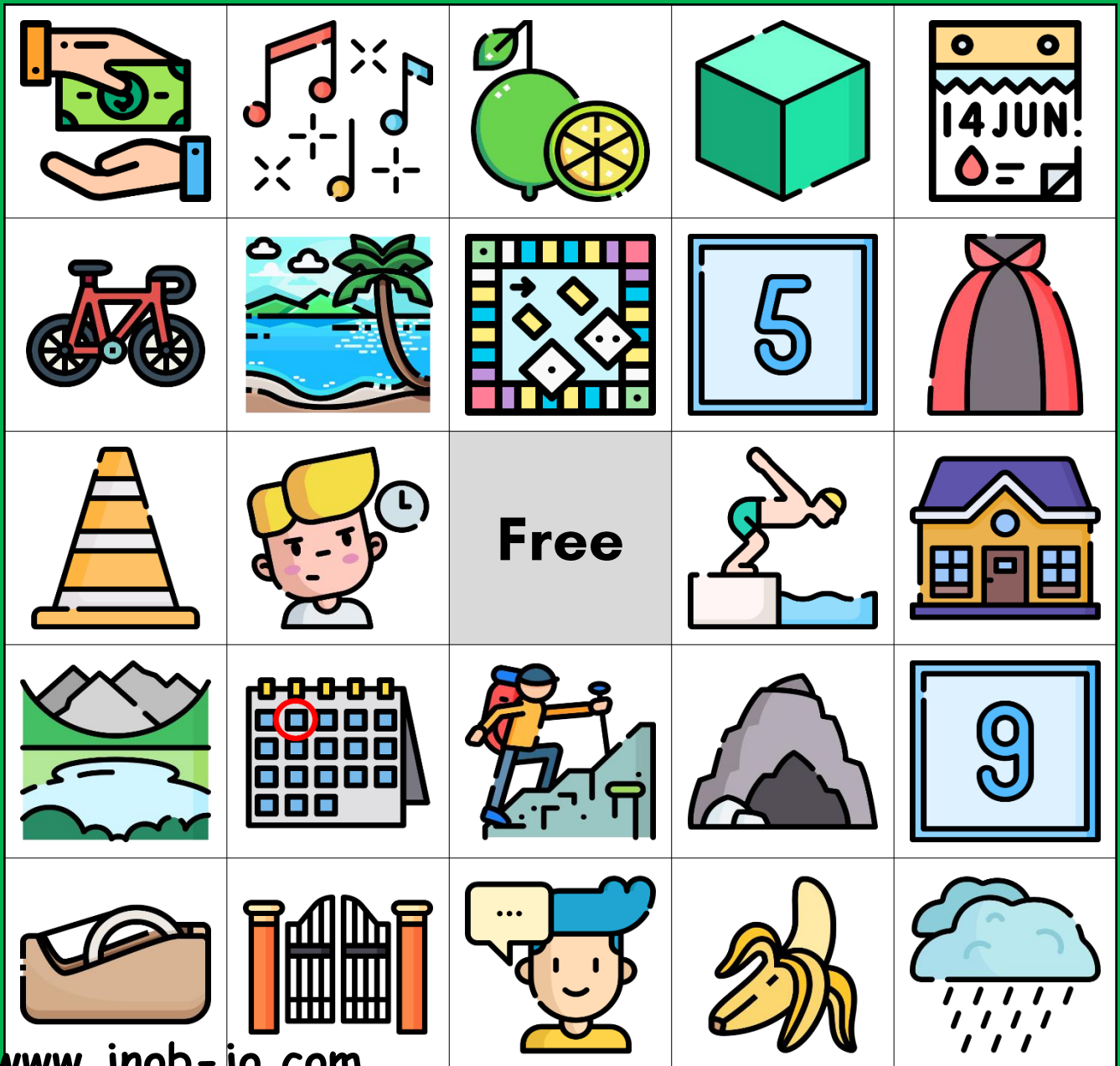


Oxford

Phonics World 3

Units 1-4

B I N G O



B I N G O



B I N G O

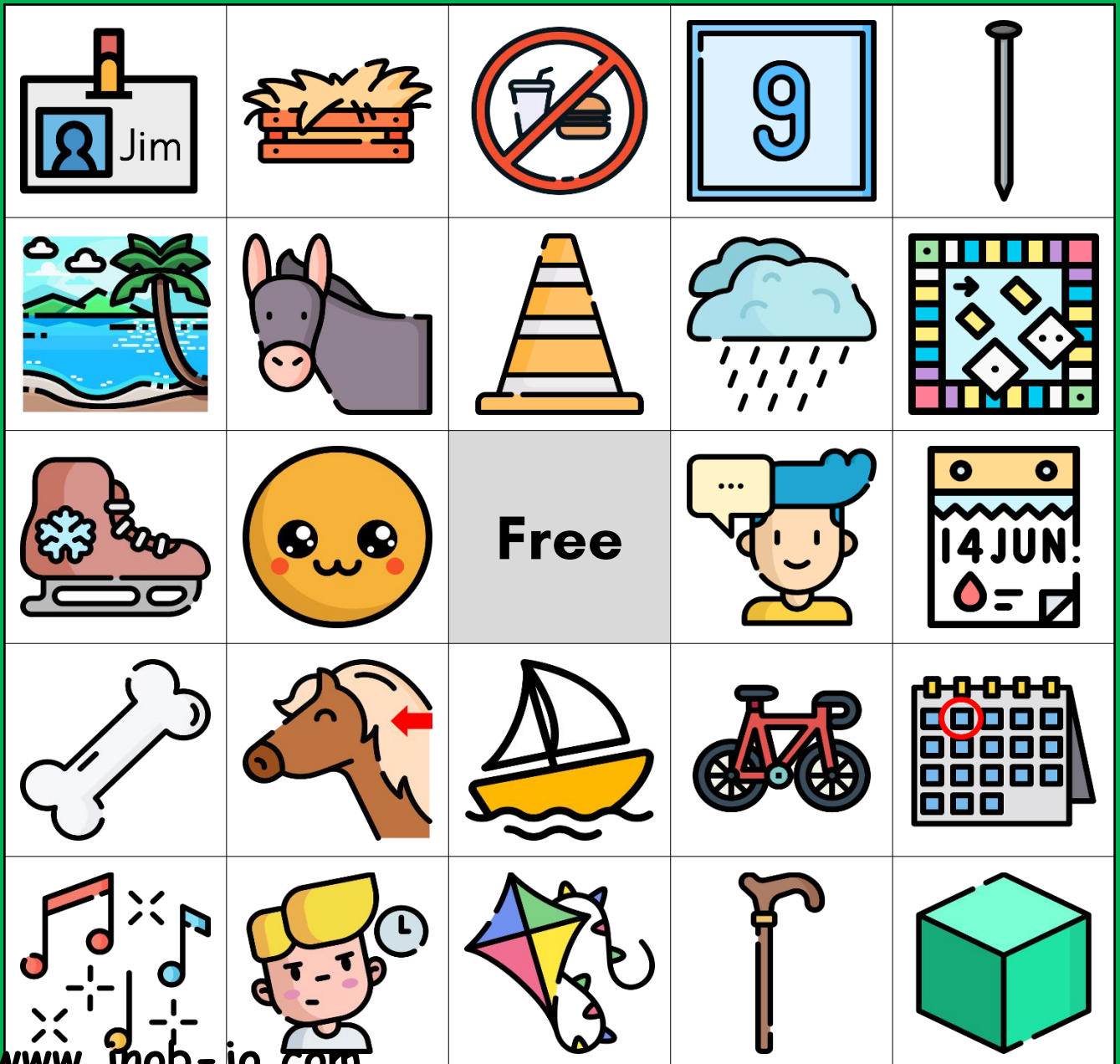


Oxford

Phonics World 3

Units 1-4

B I N G O



B I N G O



B I N G O



B I N G O



Oxford

Phonics World 3

Units 1-4

B I N G O

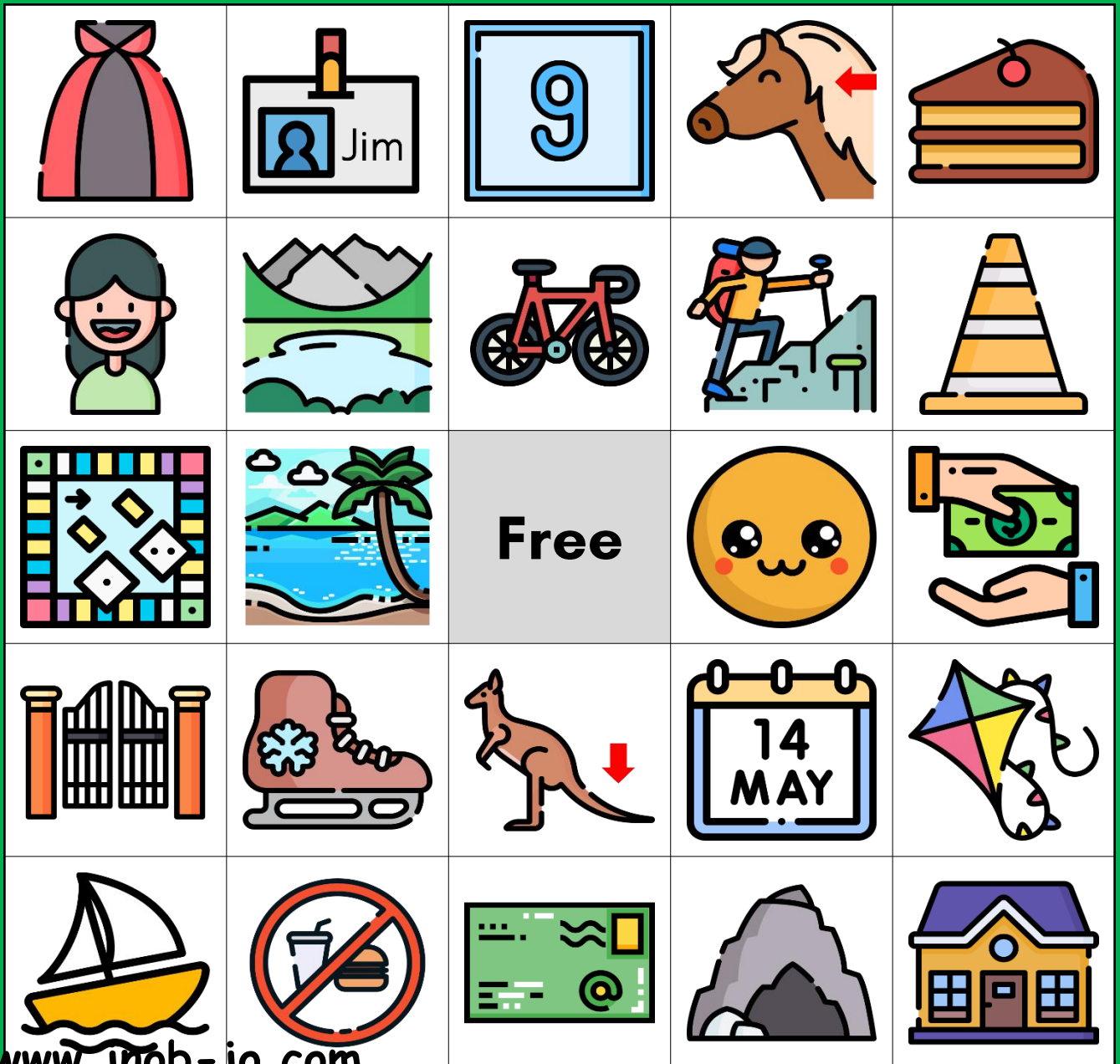


Oxford

Phonics World 3

Units 1-4

B I N G O



B I N G O



Oxford

Phonics World 3

Units 1-4

B I N G O



Oxford

Phonics World 3

Units 1-4

B I N G O



Oxford

Phonics World 3

Units 1-4

B I N G O



B I N G O



B I N G O



Oxford

Phonics World 3

Units 1-4

B I N G O

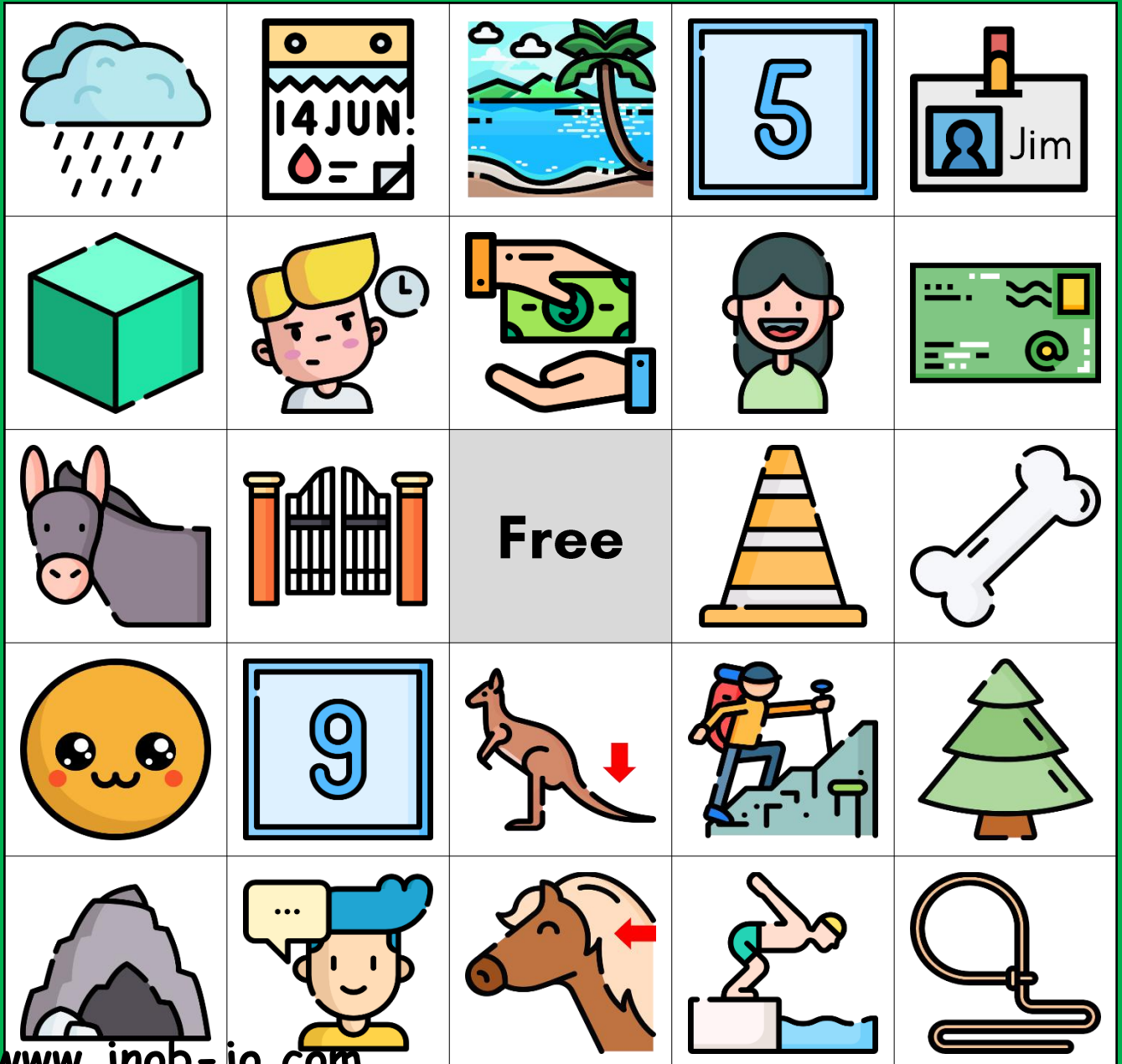


Oxford

Phonics World 3

Units 1-4

B I N G O

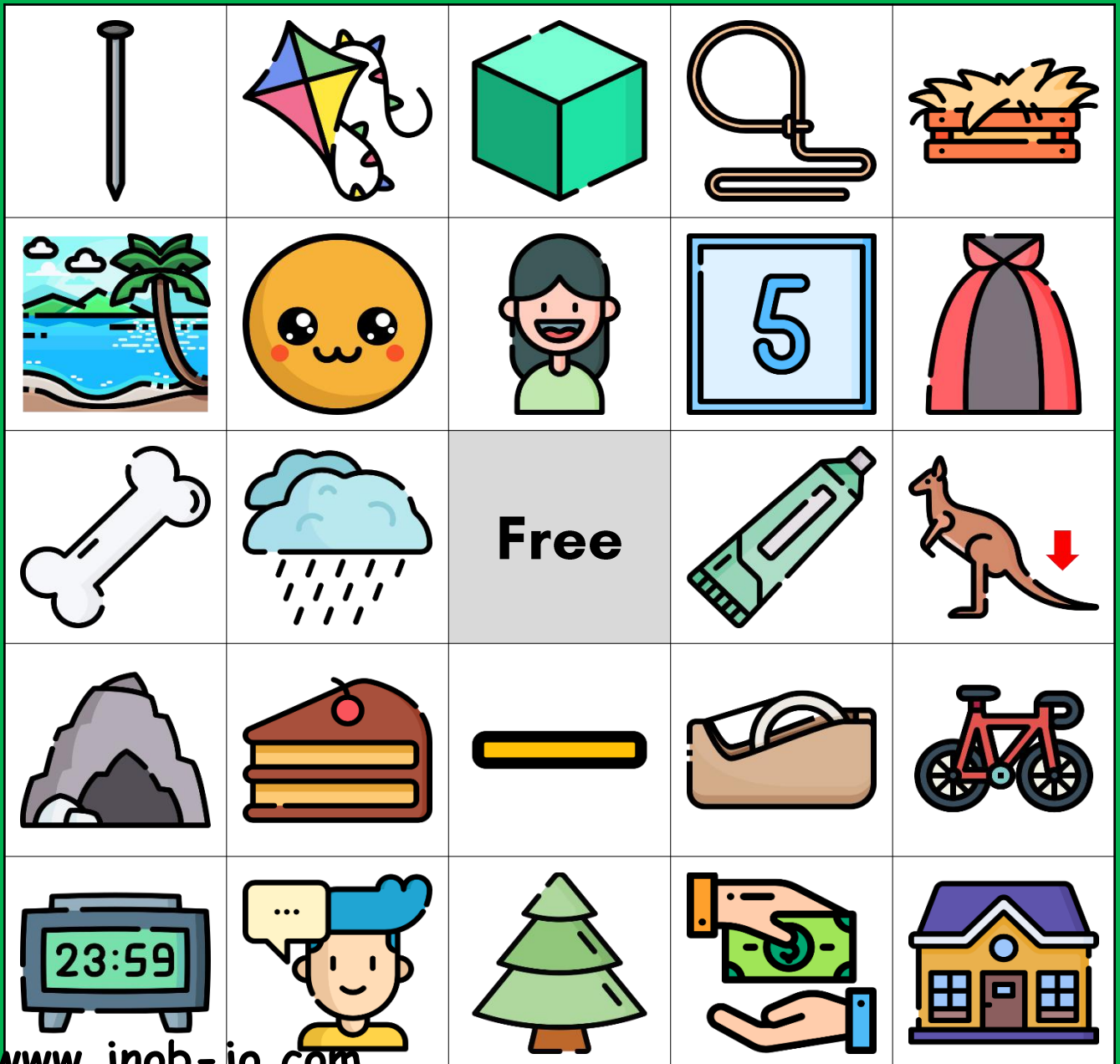


Oxford

Phonics World 3

Units 1-4

B I N G O



B I N G O



Oxford

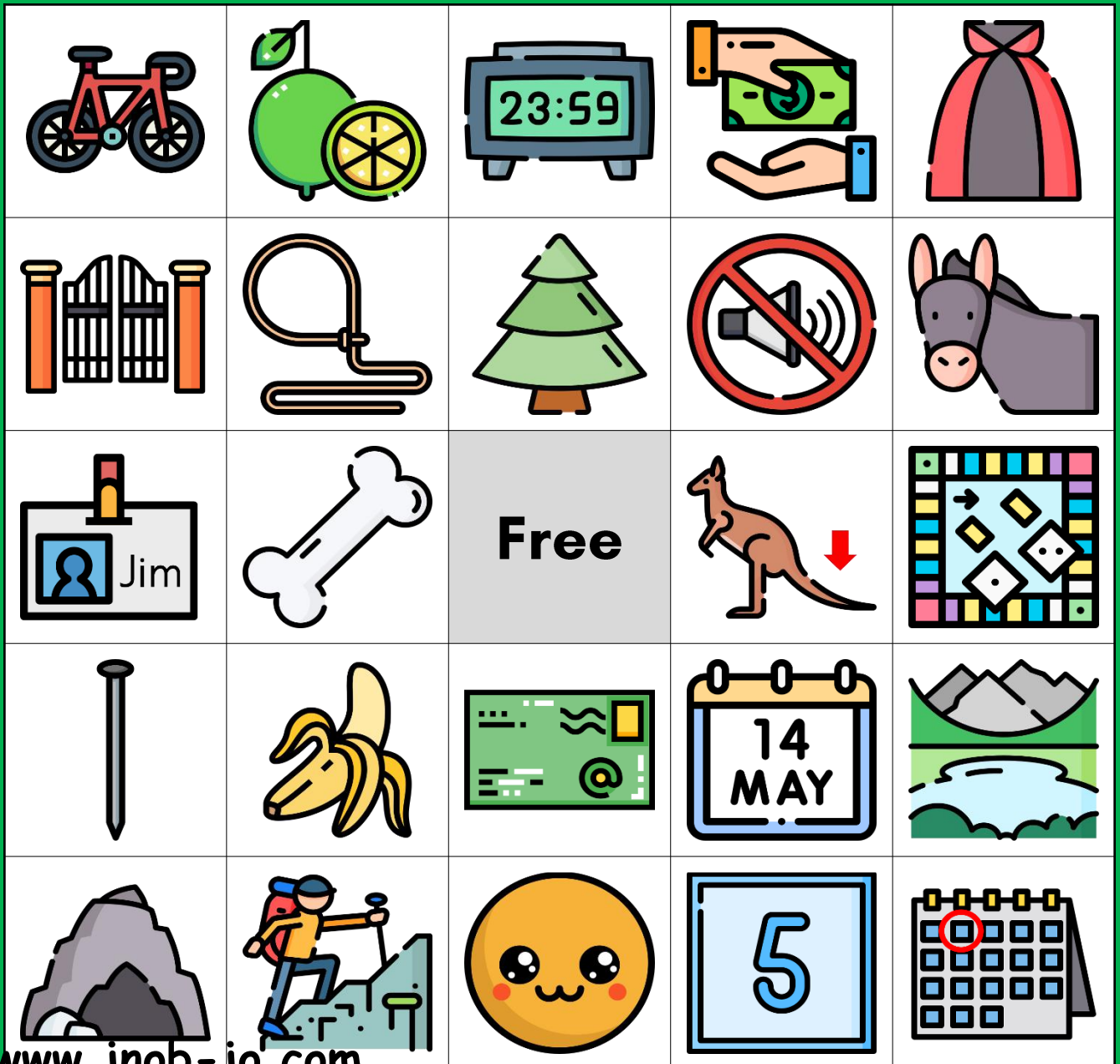
Phonics World 3

Units 1-4

B I N G O



B I N G O



B I N G O

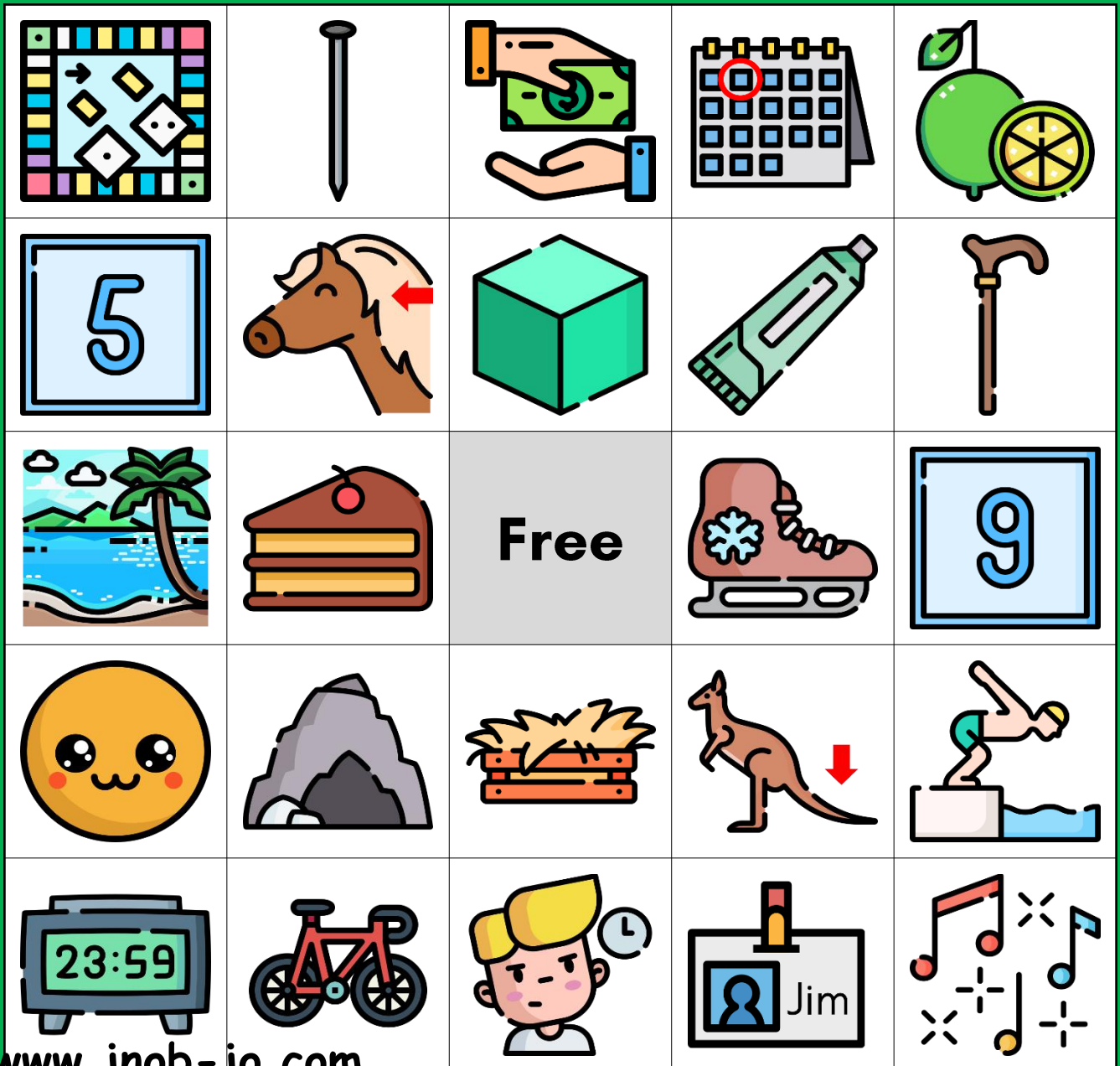


Oxford

Phonics World 3

Units 1-4

B I N G O



Oxford

Phonics World 3

Units 1-4

B I N G O



Oxford

Phonics World 3

Units 1-4

B I N G O



Oxford

Phonics World 3

Units 1-4

B I N G O



Oxford

Phonics World 3

Units 1-4

B I N G O



B I N G O



B I N G O



B I N G O



cape

cake

wave

tape

skate

lake

mane

cave

name

pine

bike

nine

hike

dive

kite

fine

line

time

bone

mute

June

mule

tune

home

rope

rule

cute

nail

day

mail

pay

hay

rain

wait

May

say

cane

lime

tube

game

five

tail

gate

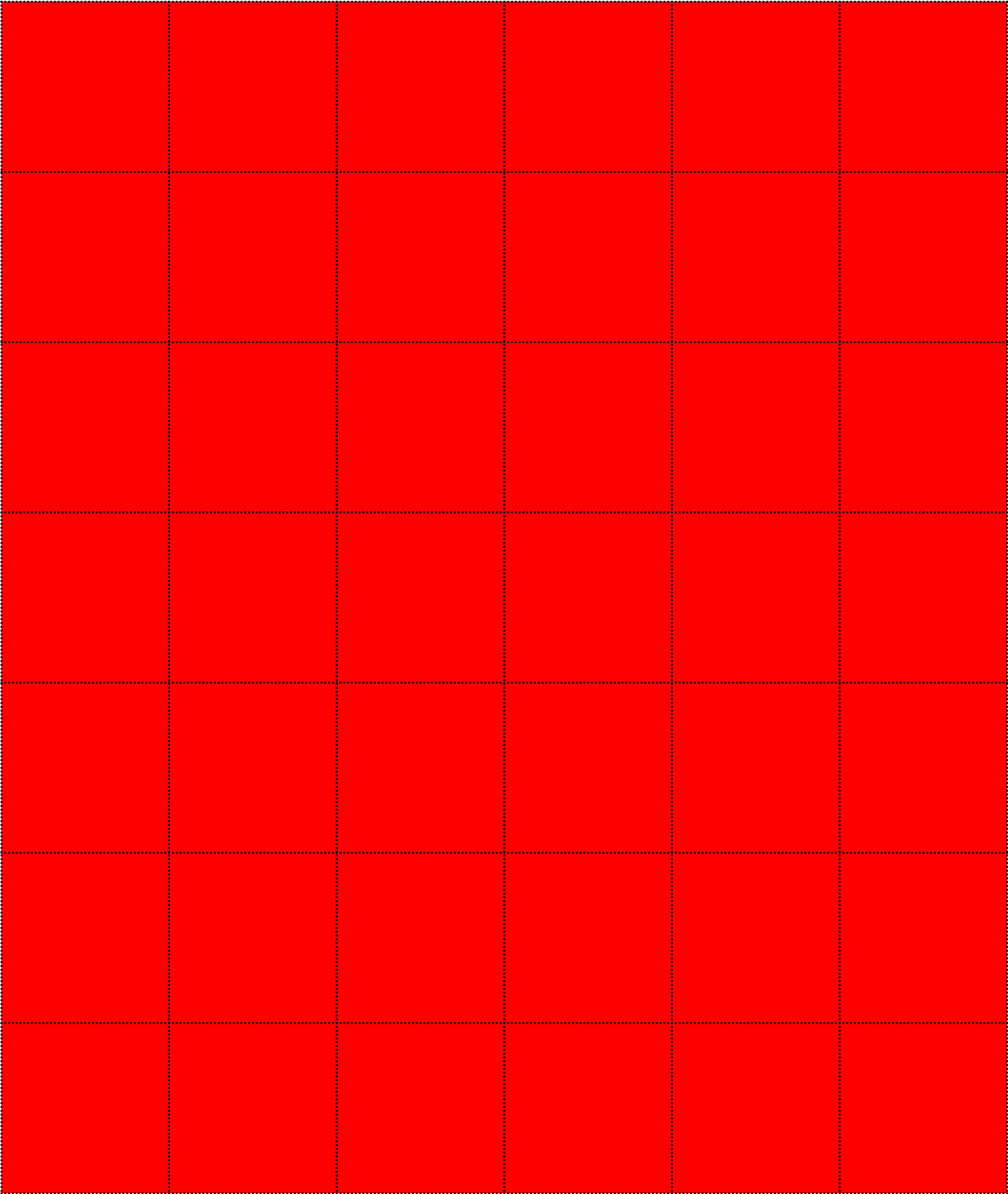
cone

bay

ripe

cube

sail



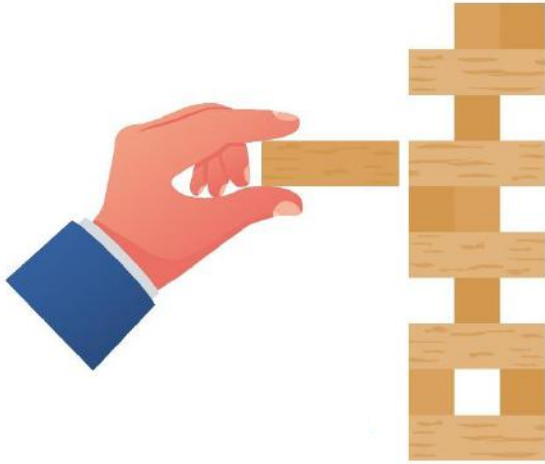
How to Play *Bingo*

Teachers who would like to brush up on the original rules of Bingo can visit [this site](#) or watch [this video](#).



1

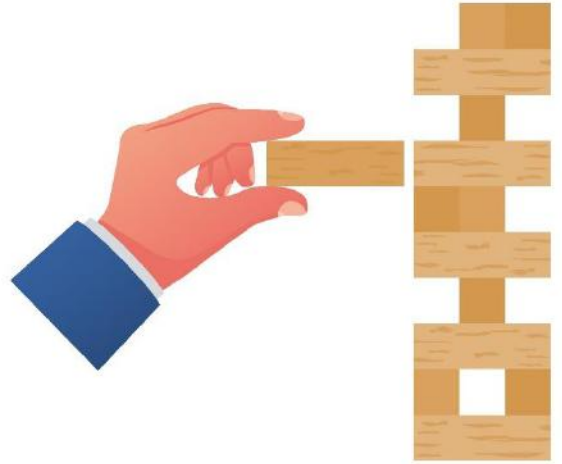
Units 1-4



There is a cape.

2

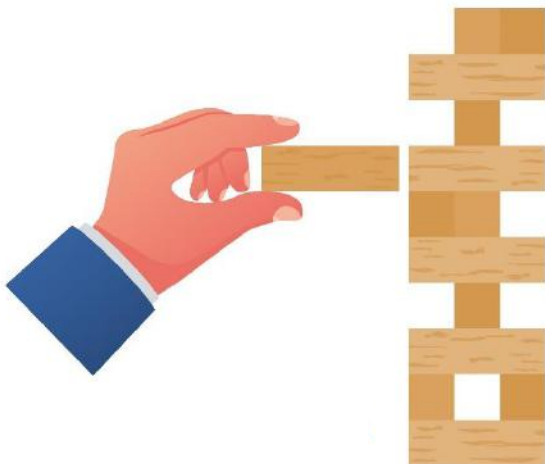
Units 1-4



There is a cake.

3

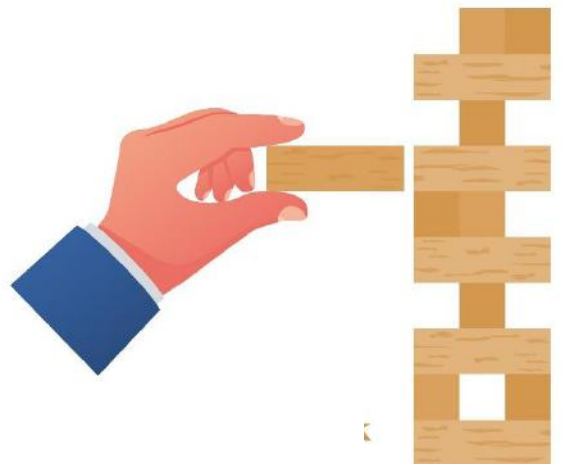
Units 1-4



There is a wave.

4

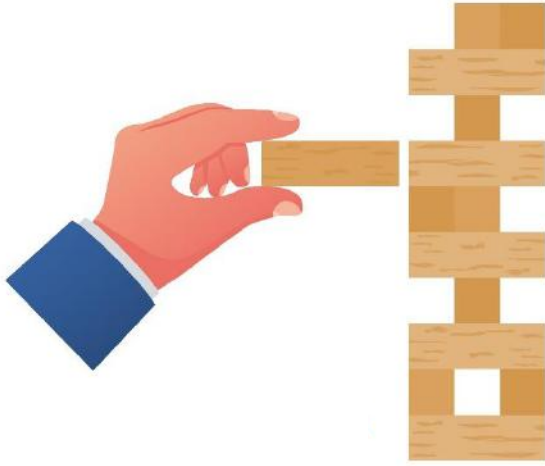
Units 1-4



There is some tape.

5

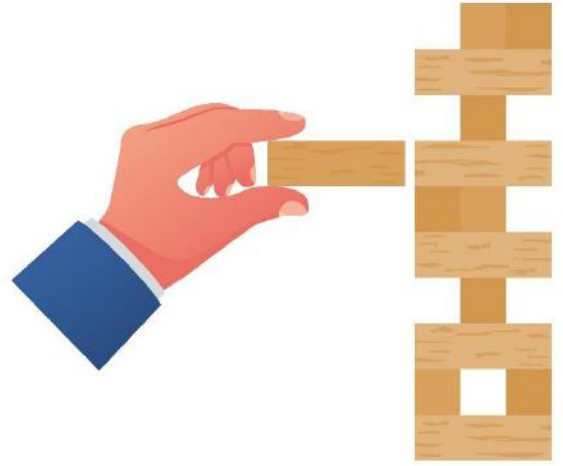
Units 1-4



I can skate.

6

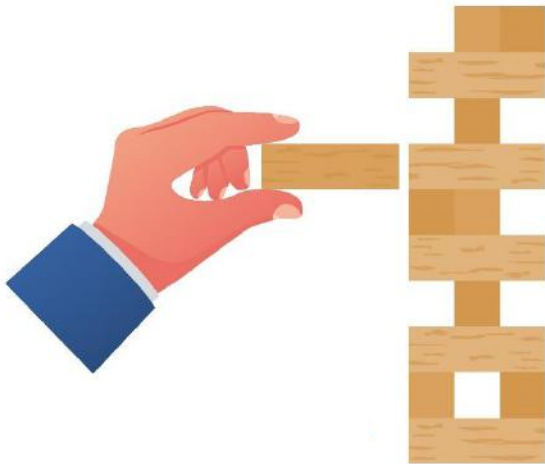
Units 1-4



I can hike.

7

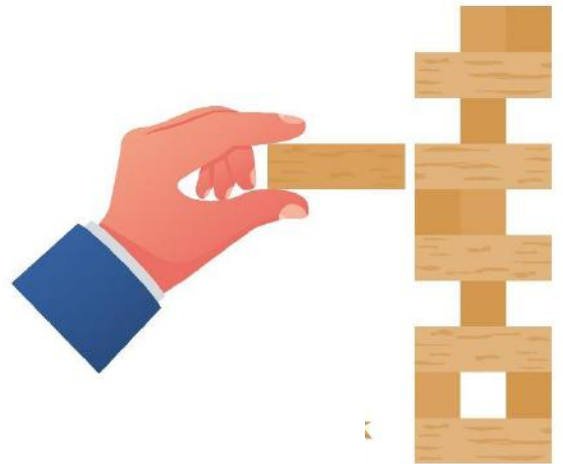
Units 1-4



I can sail.

8

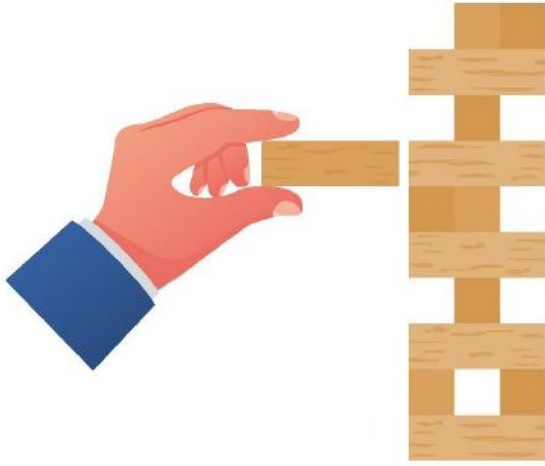
Units 1-4



I can wait.

9

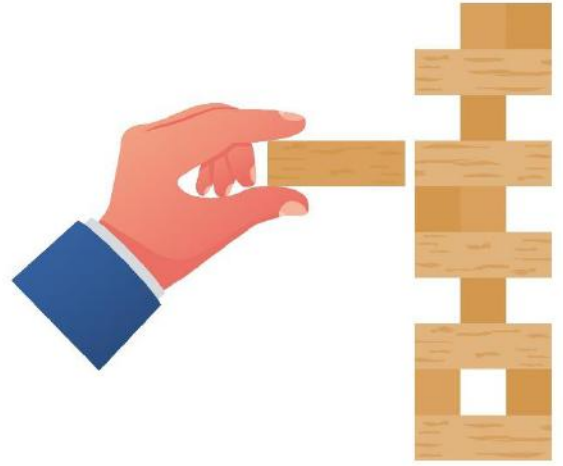
Units 1-4



He is in a cave.

10

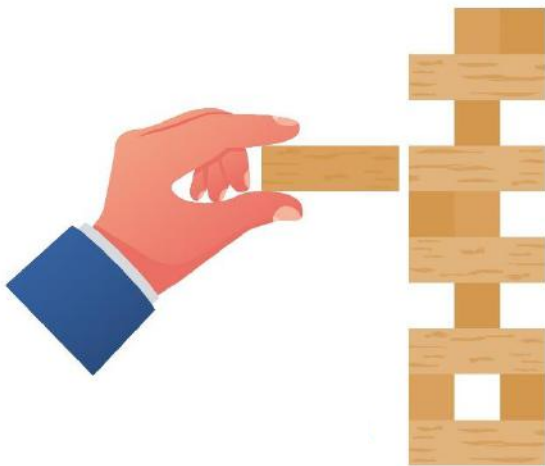
Units 1-4



She is in her home.

11

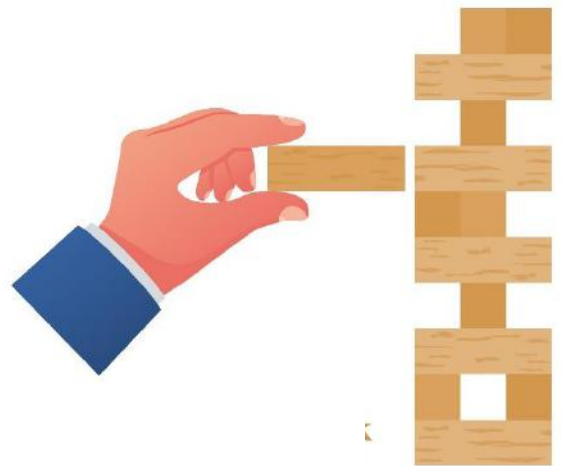
Units 1-4



He is on a bike.

12

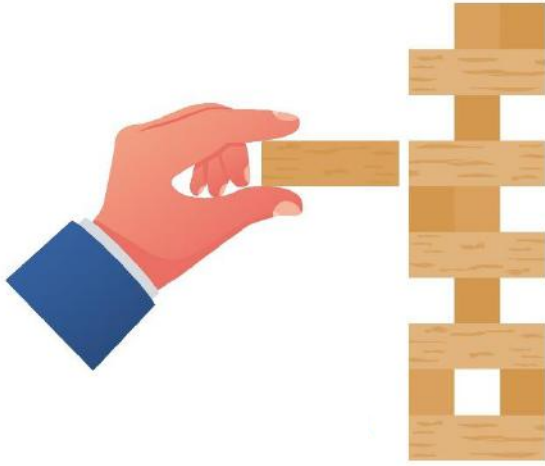
Units 1-4



She is at the lake.

13

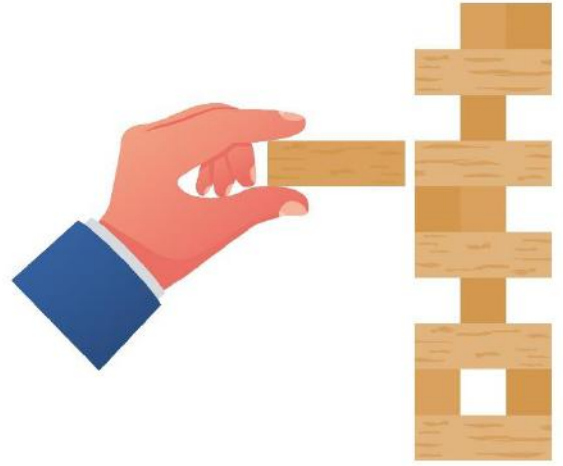
Units 1-4



He has a nail.

14

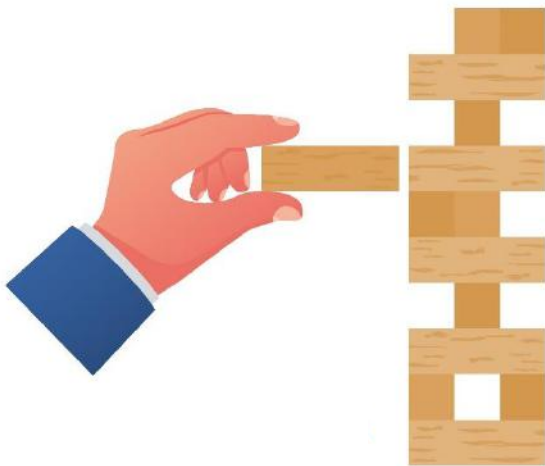
Units 1-4



She has some mail.

15

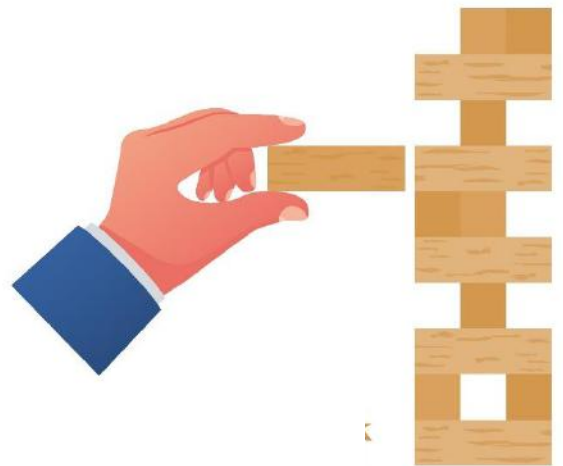
Units 1-4



He has a cane.

16

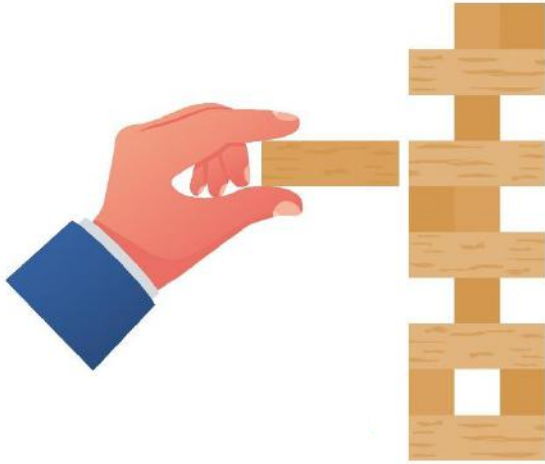
Units 1-4



She has a game.

17

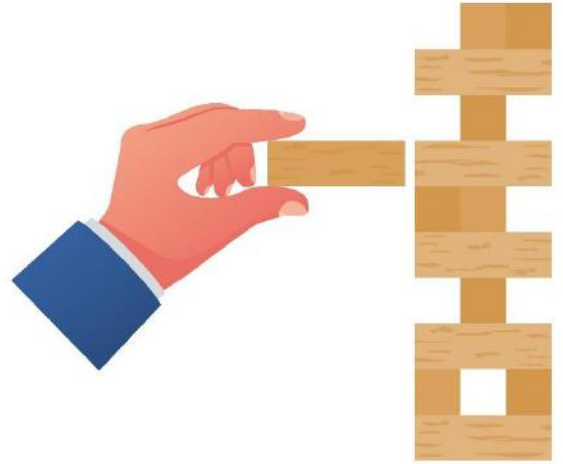
Units 1-4



I have five cats.

18

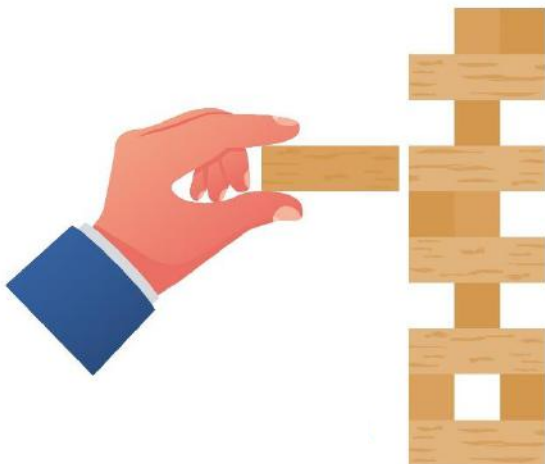
Units 1-4



I have nine cats.

19

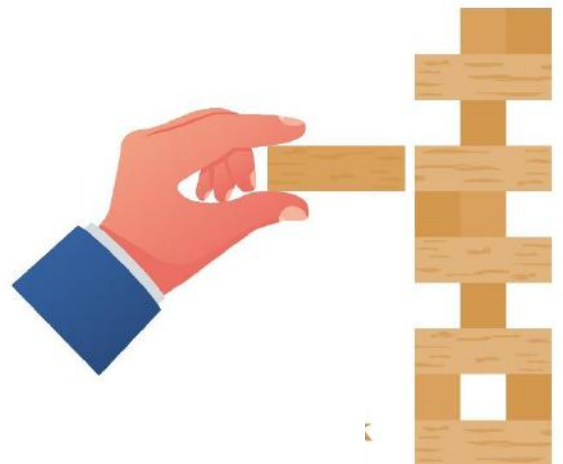
Units 1-4



It is ripe.

20

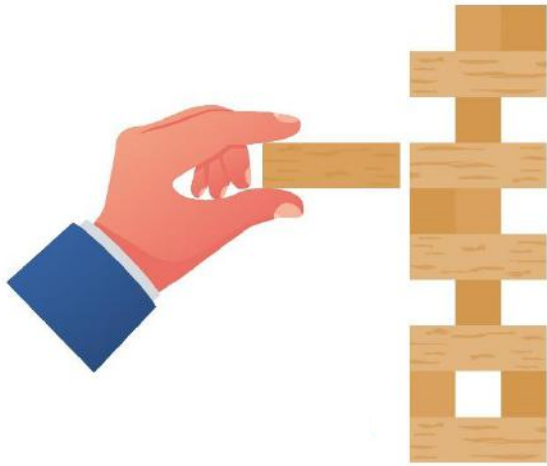
Units 1-4



It is mute.

21

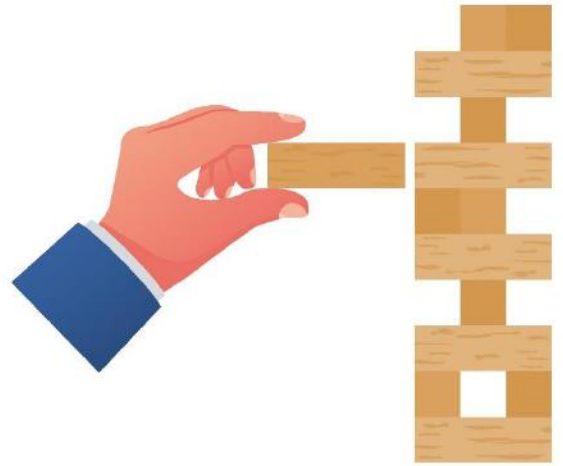
Units 1-4



I see rain.

22

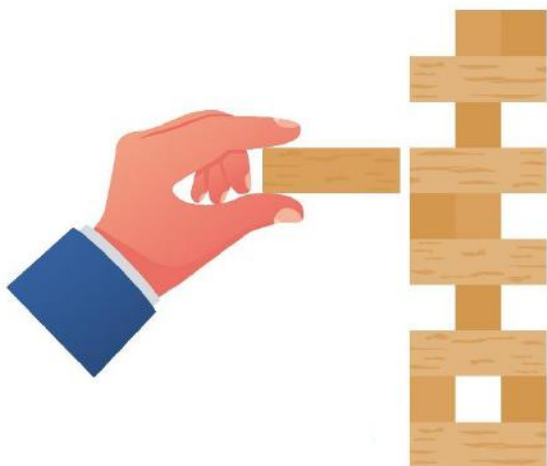
Units 1-4



I see a bay.

23

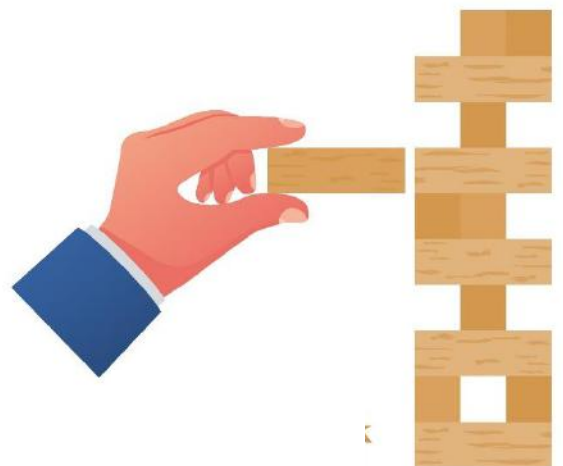
Units 1-4



I see a gate.

24

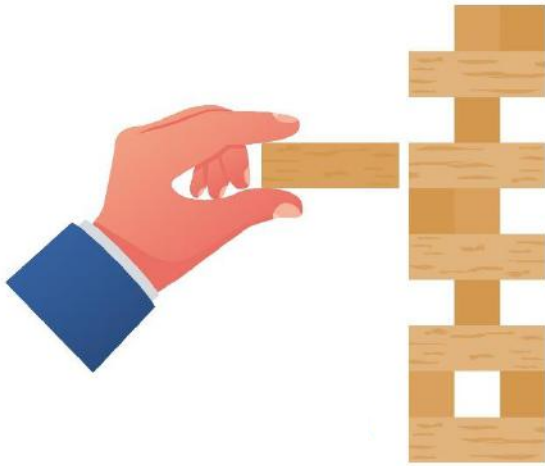
Units 1-4



I see pine.

25

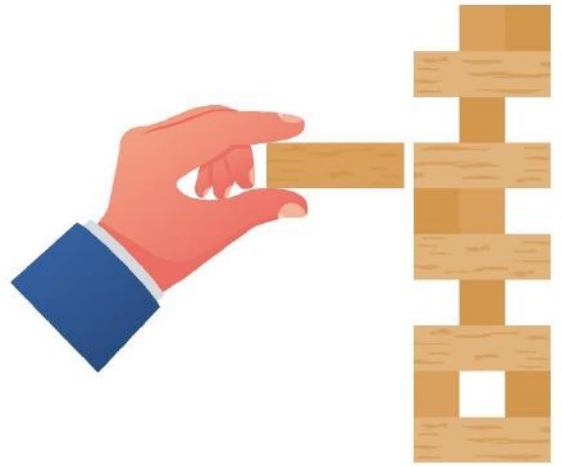
Units 1-4



It is May.

26

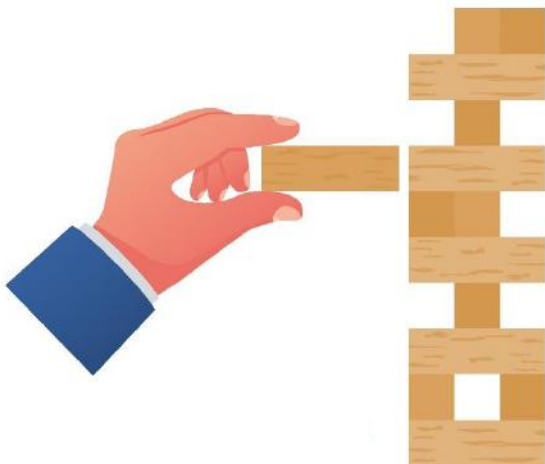
Units 1-4



It is June.

27

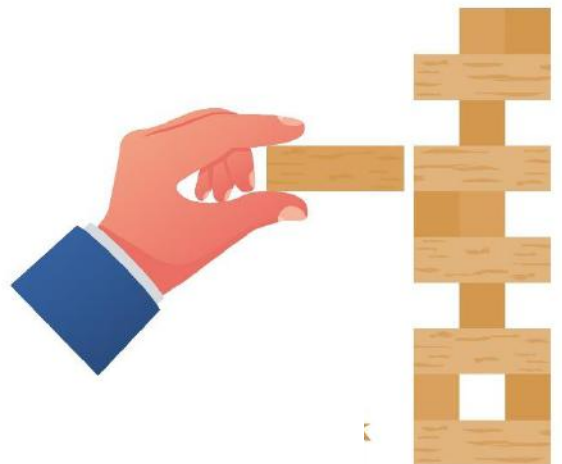
Units 1-4



She can dive.

28

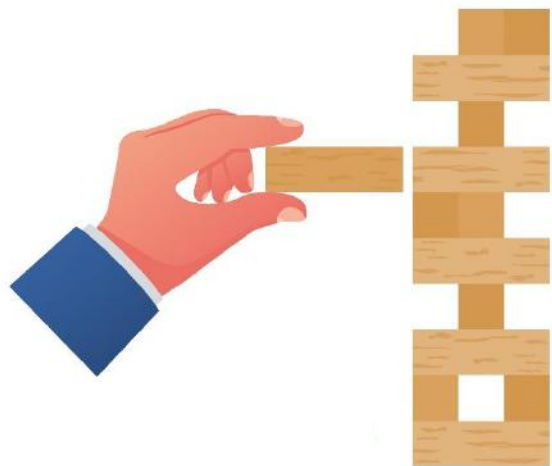
Units 1-4



The cat is cute.

29

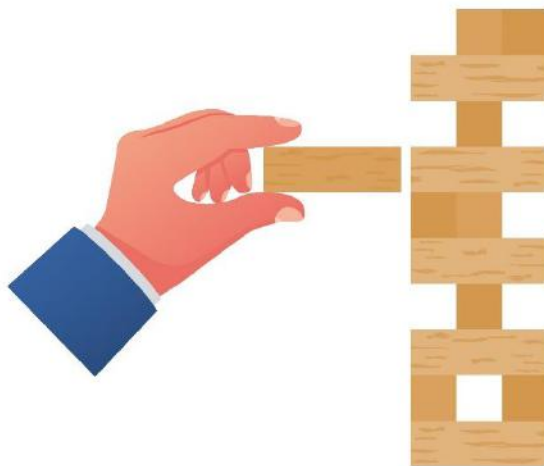
Units 1-4



It is a rule.

30

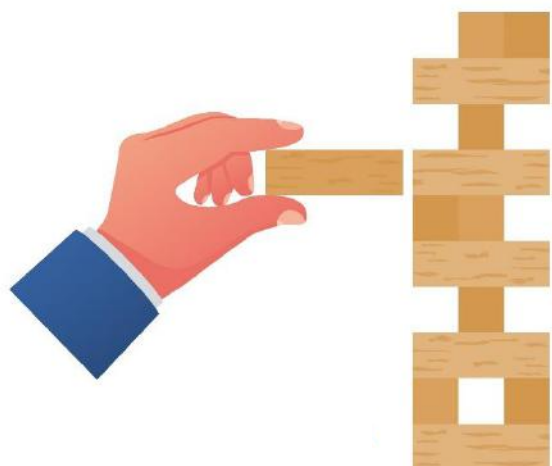
Units 1-4



It is a tune.

31

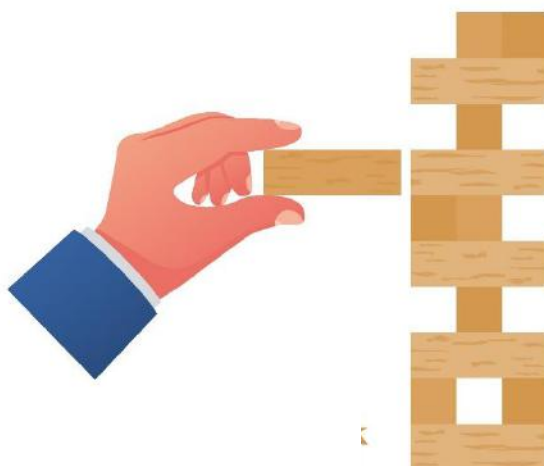
Units 1-4



It is my name.

32

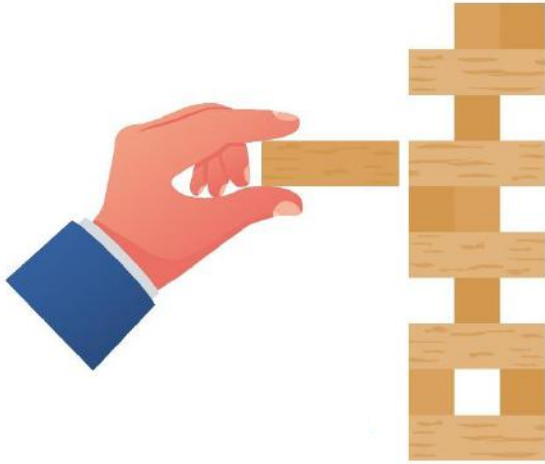
Units 1-4



It is a line.

33

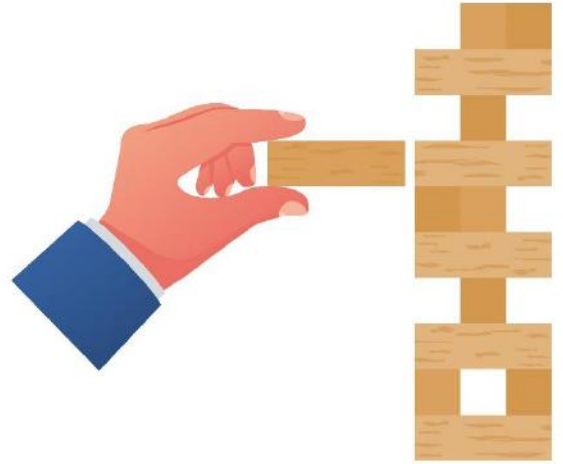
Units 1-4



It has a mane.

34

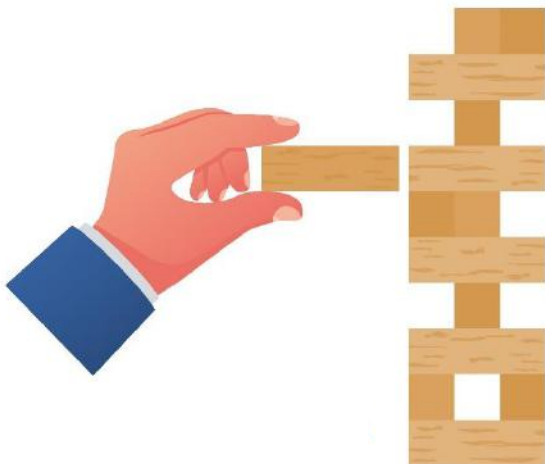
Units 1-4



The cat has a tail.

35

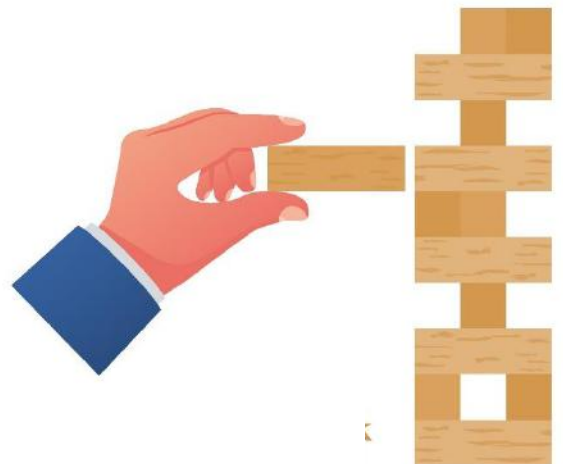
Units 1-4



Dad can pay.

36

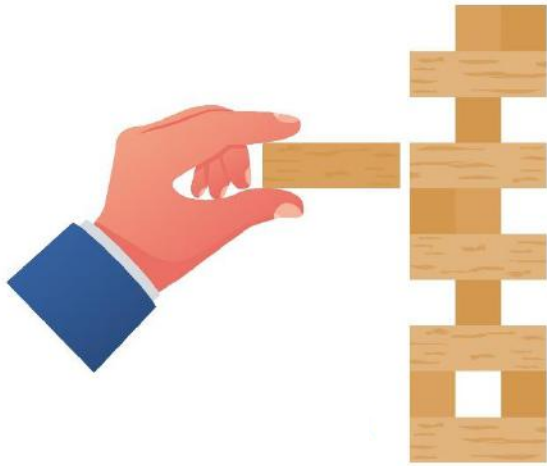
Units 1-4



Mom can dive.

37

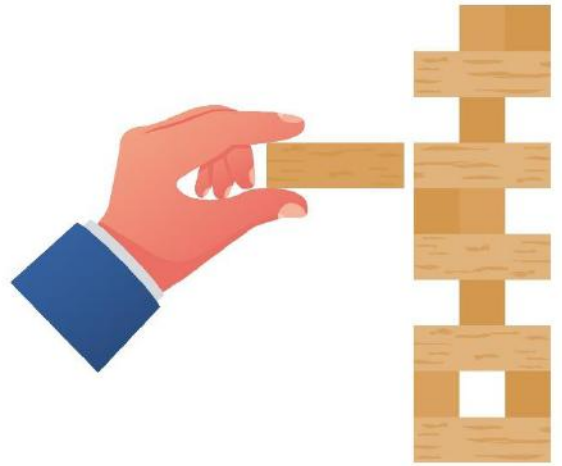
Units 1-4



What day is it?

38

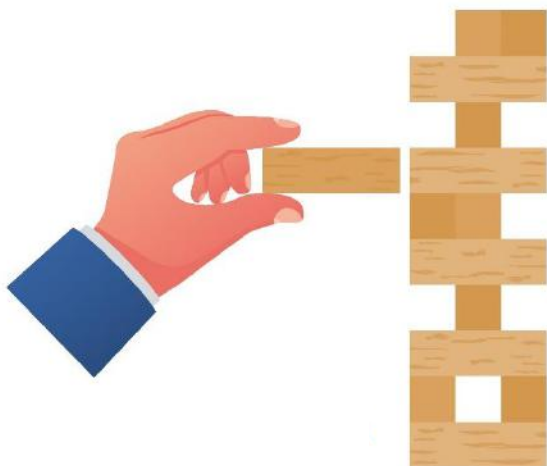
Units 1-4



What time is it?

39

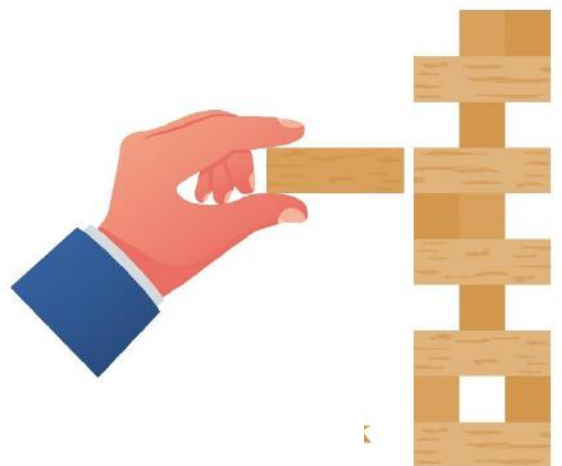
Units 1-4



I am fine.

40

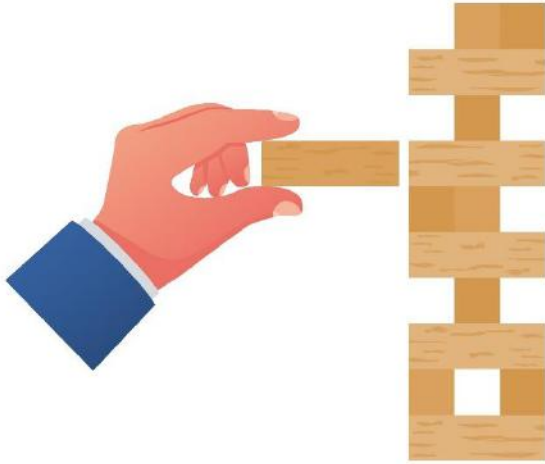
Units 1-4



The dog is cute.

41

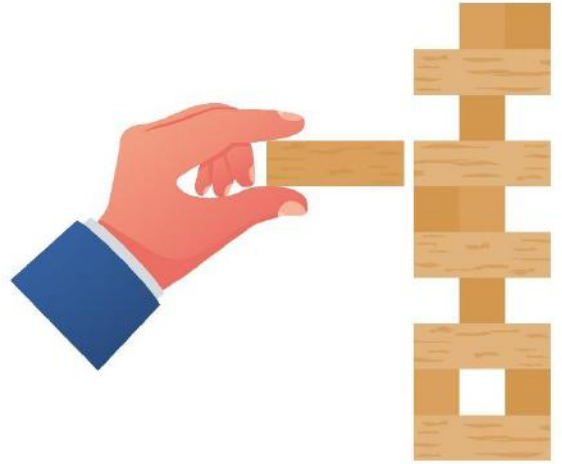
Units 1-4



I can say hello.

42

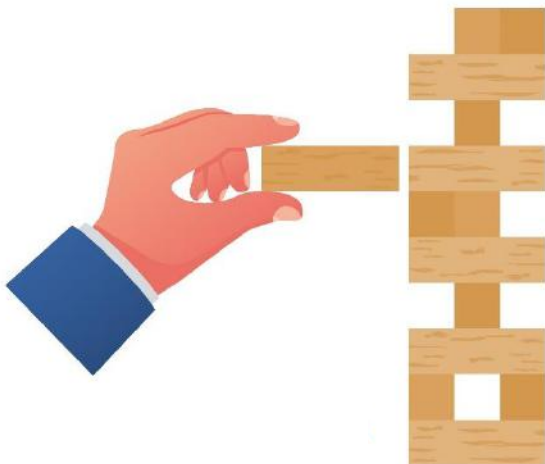
Units 1-4



I want a lime.

43

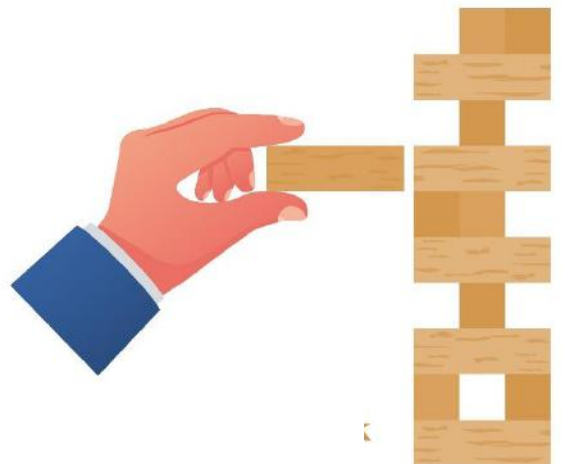
Units 1-4



I want a cone.

44

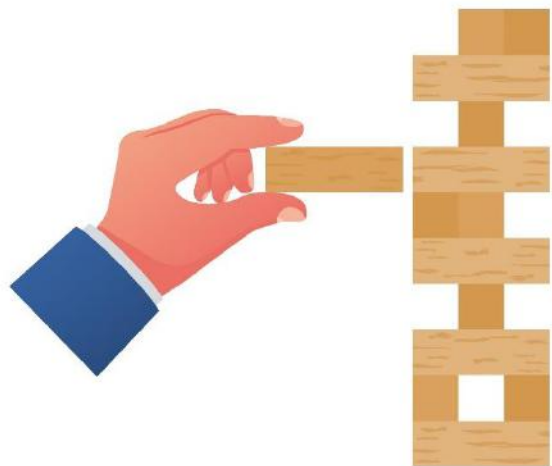
Units 1-4



I want a kite.

45

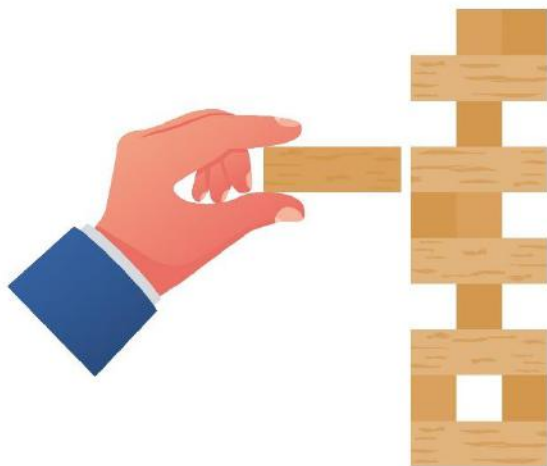
Units 1-4



This is hay.

46

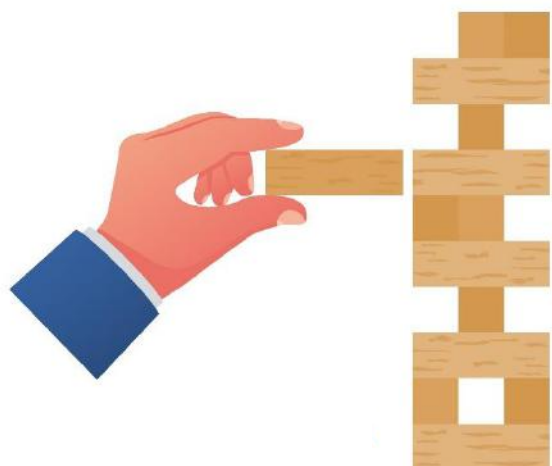
Units 1-4



This is a tube.

47

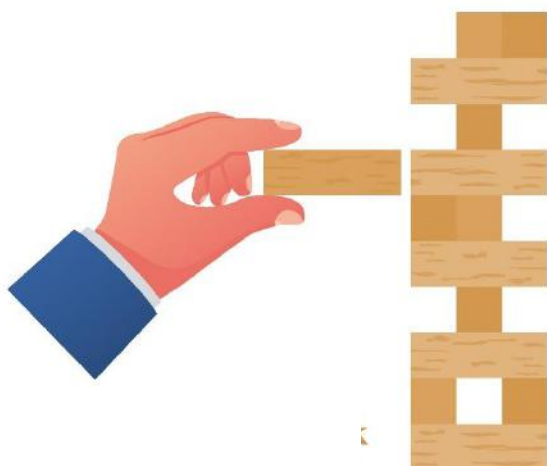
Units 1-4



This is a cube.

48

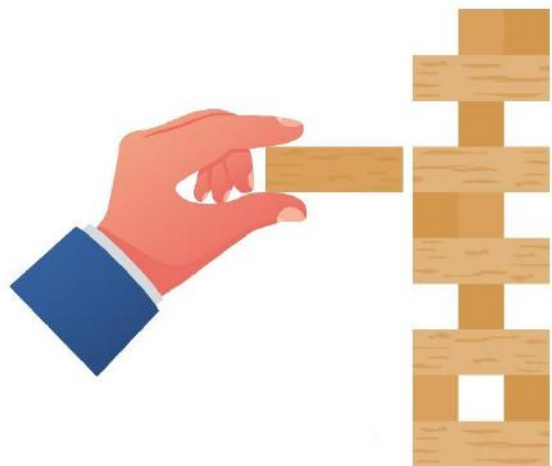
Units 1-4



This is a bone.

49

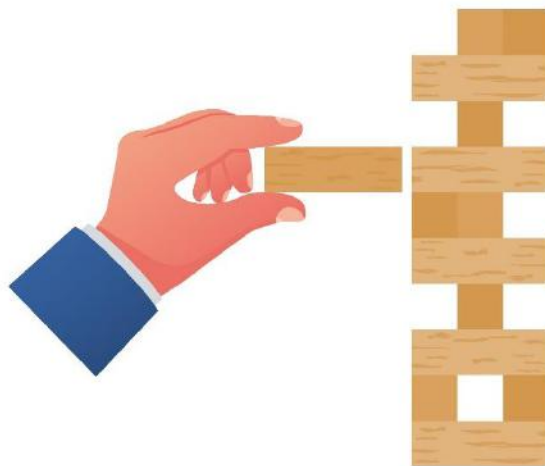
Units 1-4



This is a mule.

50

Units 1-4



This is a rope.

JENGA!

Oxford Phonics World 3

JENGA!

Oxford Phonics World 3

JENGA!

www.jnob-jo.com Oxford Phonics World 3

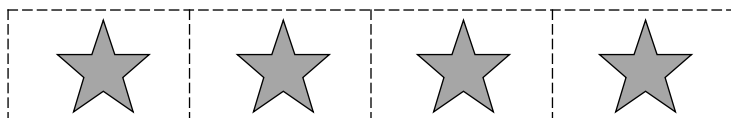
JENGA!

Oxford Phonics World 3

How to Use *Jenga Cards*

A standard Jenga set has 54 blocks. Use a felt tip marker to write the numbers 1 to 50 on the ends of 50 of the blocks – or attach the labels below with glue. Add stars to any remaining blocks.

1	2	3	4	5
<u>6</u>	7	8	<u>9</u>	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	45
46	47	48	49	50



Stack the Jenga blocks in the normal way and shuffle the deck of game cards.

Method 1

Place the deck face down. On their turn, each player draws the top card and reads the word printed on it. The player then removes the block matching the number on the upper left-hand corner of the card from the Jenga tower. After placing the block on the top of the tower, the player receives one point. Starred blocks are worth zero points and may be played once per turn instead of a game card.

A player may pass their turn (e.g., because removing that block will cause the Jenga tower to collapse) and return their unplayed card to the bottom of the deck. Continue playing until the Jenga tower collapses. The player with the most points wins.

Method 2

Deal the cards to all players equally. On their turn, each player reads one card and plays a block as in *Method 1*.

A player may pass their turn without penalty. Starred blocks may be played once per turn instead of a game card. The first player to read all their cards (or the one with the fewest after the tower collapses) is the winner.

How to Play *Jenga*

Teachers who would like to brush up on the original rules of Jenga can visit [this site](#) or watch [this video](#).



Table of Contents

Return to the table of contents by clicking on [Oxford Phonics World](#).

- | | |
|--|---------------------------------------|
| • Picture Dictionary | • Concentration |
| • Word Search | • Roll and Read |
| • Unscramble the Words | • Tic-Tac-Toe |
| • Circle the Words | • Snakes and Ladders |
| • Circle the Pictures | • Turn and Search |
| • ABC Order | • Dominoes |
| • Draw Pictures | • UNO |
| • Circle and Write | • Dots and Boxes |
| | • Go Fish |
| | • Scrabble Spelling |
| | • Mr. Penguin's Class |
| | • Island Hoppers |
| | • Space Force |
| | • Flashcards |

Skip to another unit by clicking below.

[Unit 1](#)[Unit 2](#)[Unit 3](#)[Unit 4](#)[Review 1](#)[Unit 5](#)[Unit 6](#)[Unit 7](#)[Unit 8](#)[Review 2](#)

Name: _____

Picture Dictionary



















_____	_____
-----	-----
_____	_____



_____	_____
-----	-----
_____	_____















_____	_____
-----	-----
_____	_____



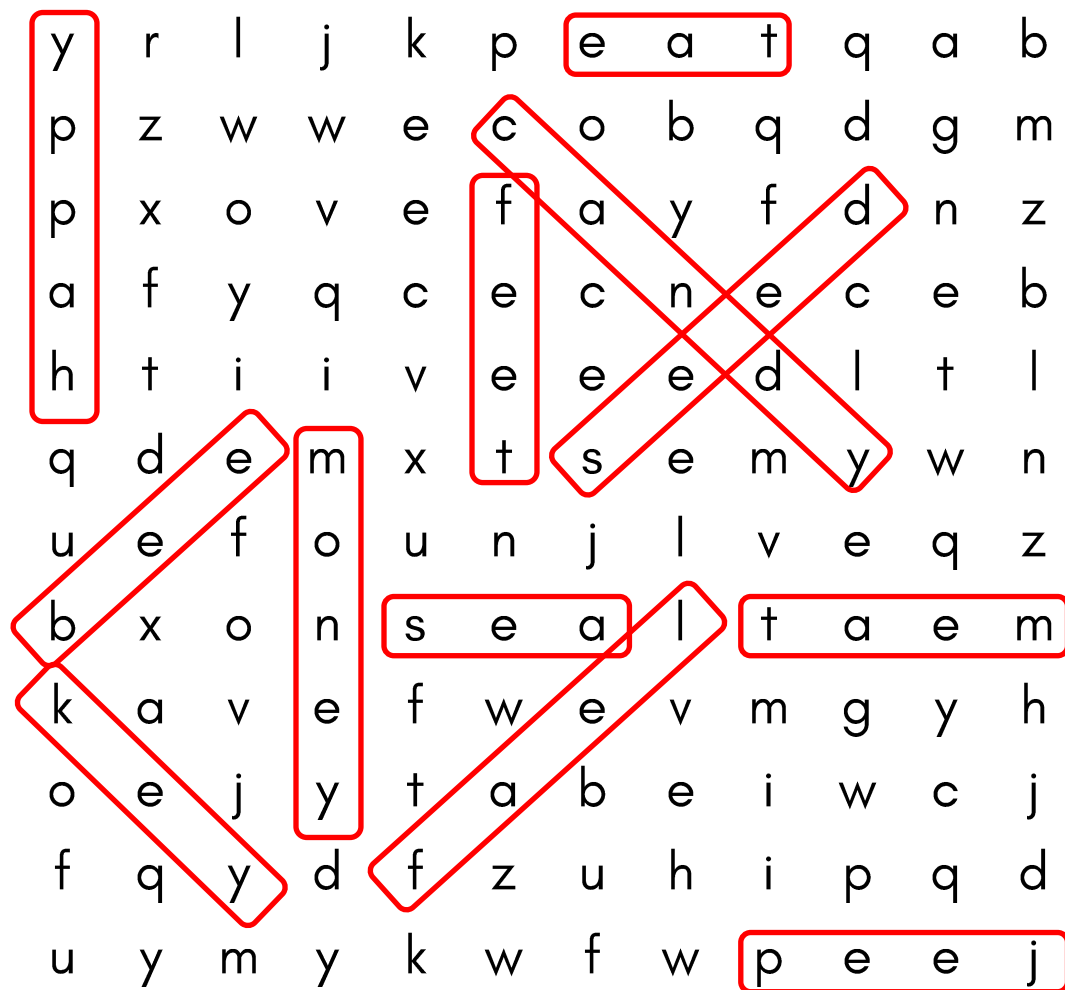
_____	_____
-----	-----
_____	_____













Find the Words

y r l j k p e a t q a b
 p z w w e c o b q d g m
 p x o v e f a y f d n z
 a f y q c e c n e c e b
 h t i i v e e e d l t l
 q d e m x t s e m y w n
 u e f o u n j l v e q z
 b x o n s e a l t a e m
 k a v e f w e v m g y h
 o e j y t a b e i w c j
 f q y d f z u h i p q d
 u y m y k w f w p e e j

bee 	jeep 	sea 	key 
feet 	leaf 	meat 	happy 
seed 	eat 	candy 	money 

Find the Words



bee 	jeep 	sea 	key 
feet 	leaf 	meat 	happy 
seed 	eat 	candy 	money 

Name: _____

Make a Word Search

_____	_____	_____	_____
_____	_____	_____	_____

Name: _____

Unscramble the Words and Match

eeds

•

•



tea

•

•



eas

•

•



ebe

•

•



ejep

•

•



etfe

•

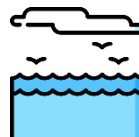
•



mate

•

•



ealf

•

•



yhyap

•

•



canyd

•

•



yenom

•

•



yek

•

•



Name: _____

Circle the Correct Word



bee

meat

leaf



sea

eat

feet



seed

bee

jeep



feet

jeep

sea



seed

feet

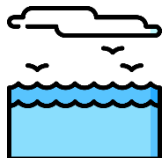
leaf



eat

meat

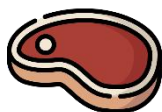
jeep



leaf

sea

seed



meat

bee

eat



candy

key

money



money

key

happy



key

happy

candy



money

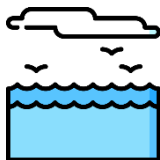
candy

happy

Name: _____

Circle the Correct Picture

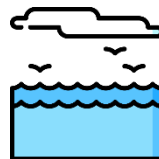
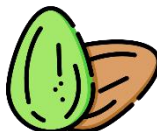
bee



feet



seed



jeep



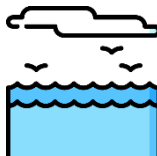
leaf



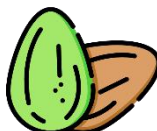
eat



sea



meat



candy



key



happy



money



Name: _____

Put the Words in ABC Order

1. Cut out the words.
2. Put the words in ABC order.
3. Glue the words in the boxes.

1	2	3	4
5	6	7	8
9	10	11	12

feet	eat	key	seed
meat	happy	bee	leaf
jeep	money	sea	candy

Name: _____

Draw Pictures



They are my feet.



I can eat.



She has a key.



They are seeds.



I see a jeep.



She has some money.



There is the sea.



I like candy.



He likes meat.



My dad is happy.



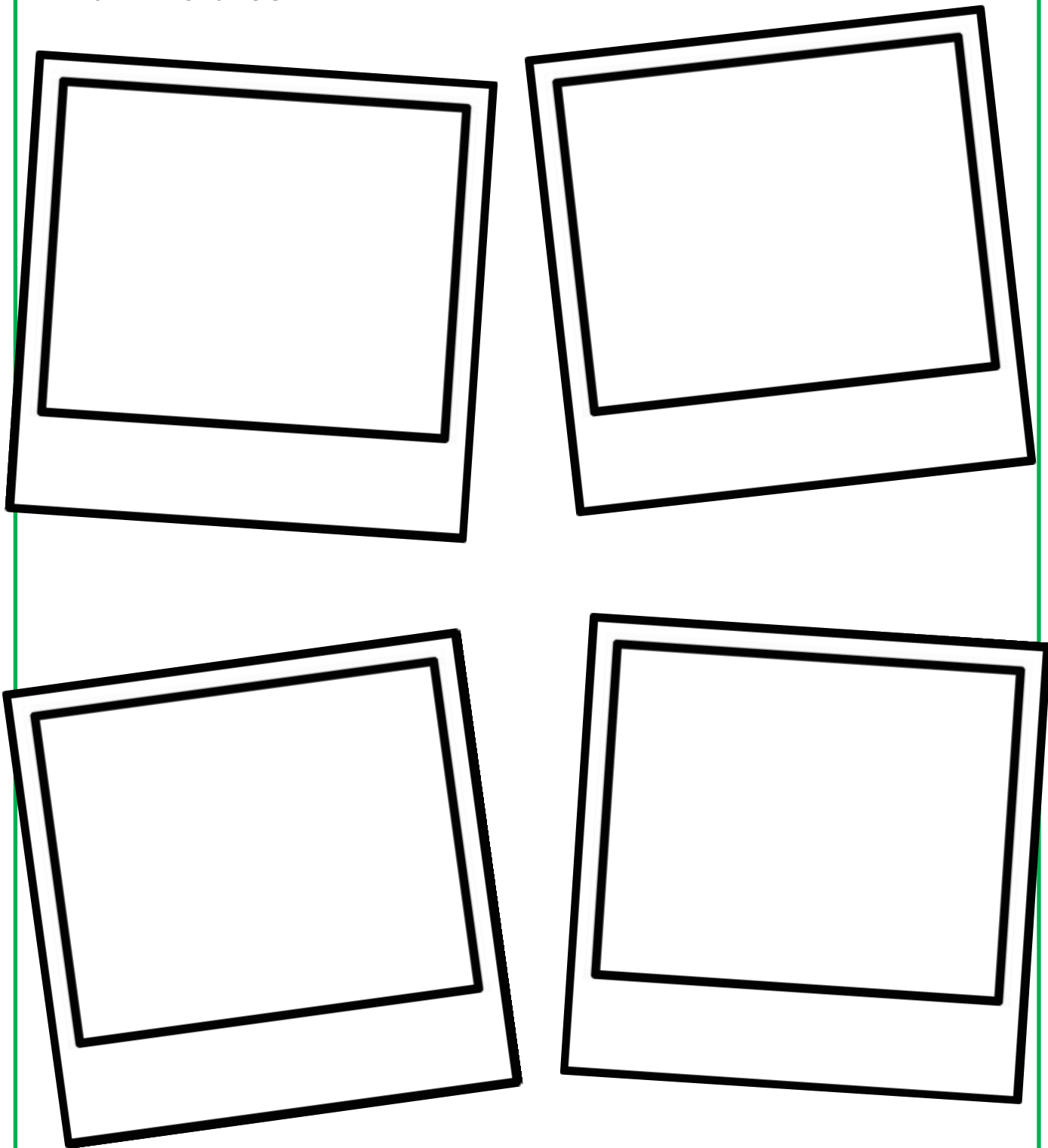
There are five bees.

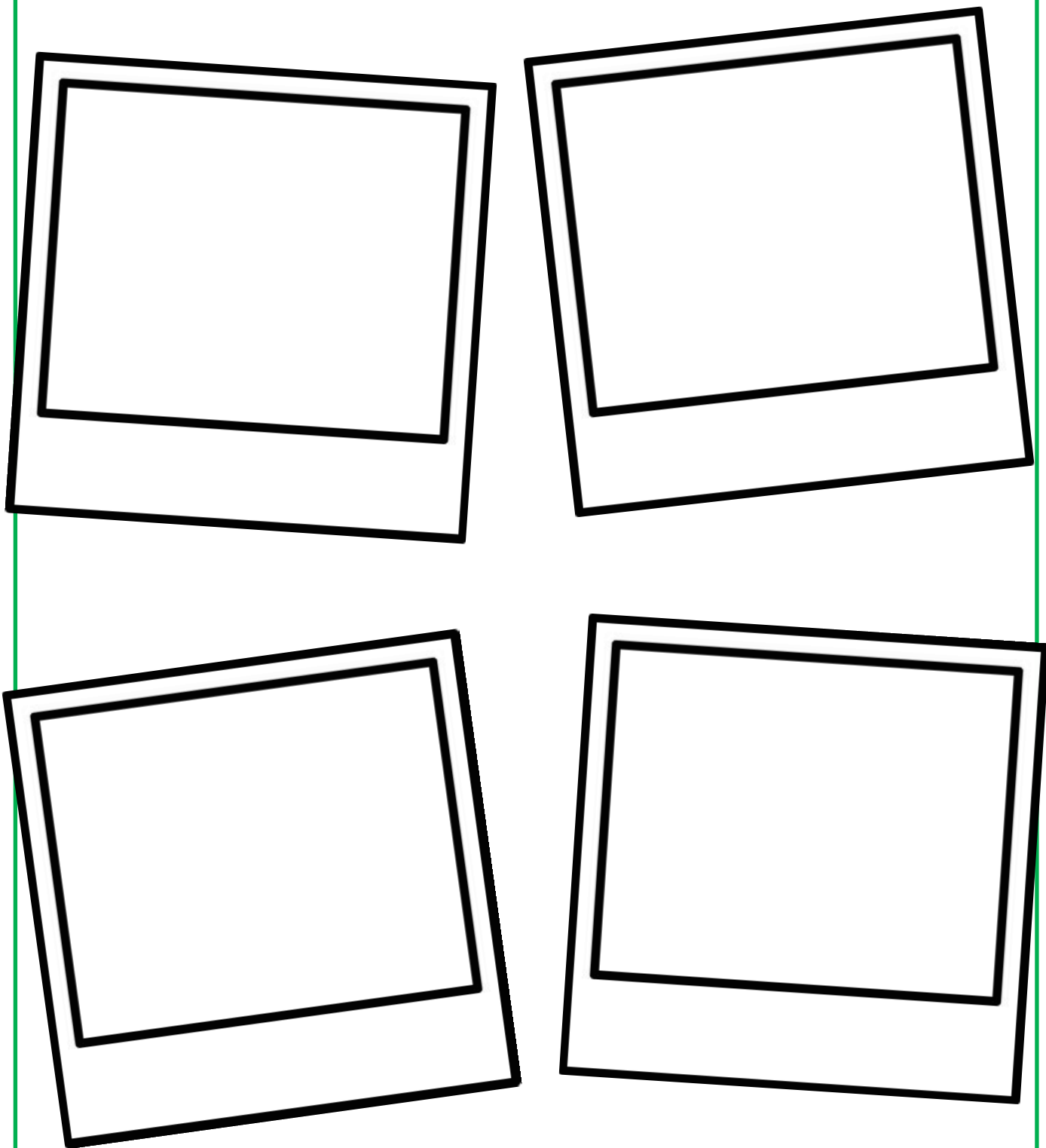


This is a leaf.

Name: _____

Draw Pictures





Name: _____

Circle and Write



I

see

this

there

like

like

there

I

this

see

see

this

like

there

I

like

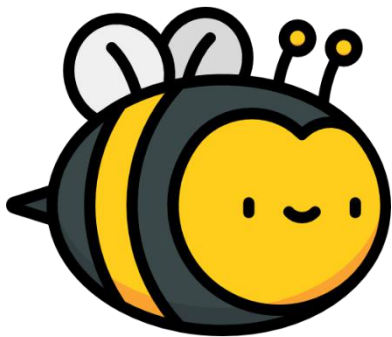
I

see

this

there

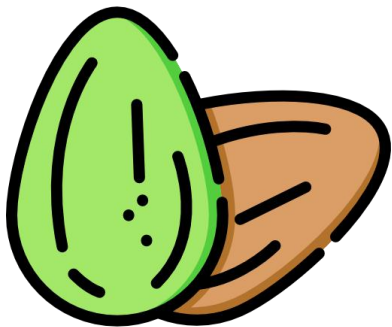
this



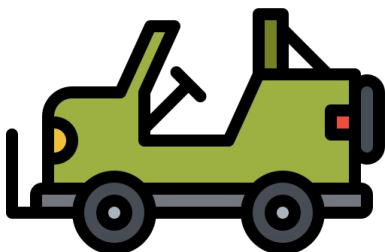
bee



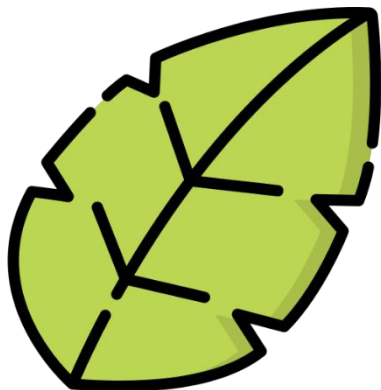
feet



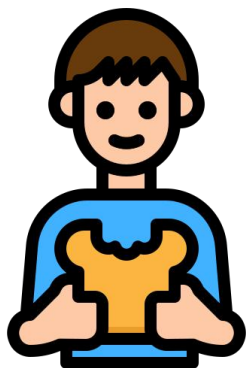
seed



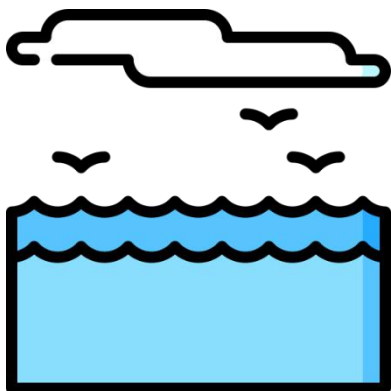
jeep



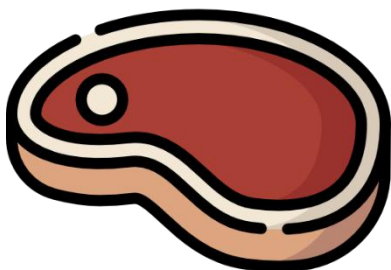
leaf



eat



sea



meat



candy



key



happy



money



I

this

there

play

see

have

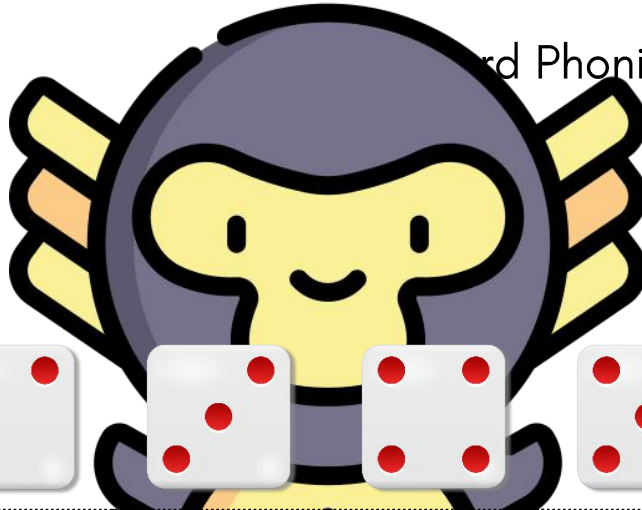
like

has

How to Play *Concentration*


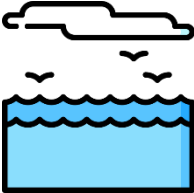



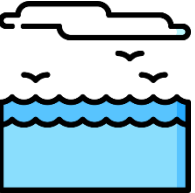

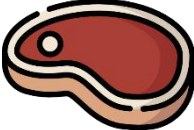

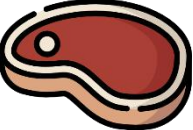

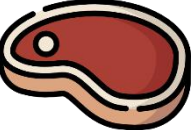
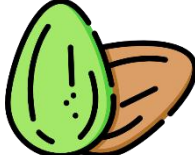

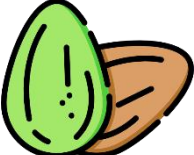











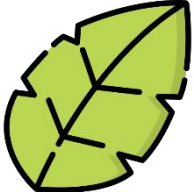

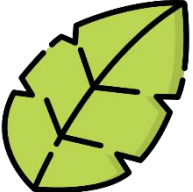







Teachers who would like to brush up on the original rules of Concentration (otherwise known as Memory) can watch [this video](#).





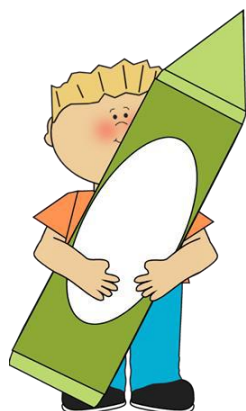
bee	sea	bee	sea	bee	sea
feet	meat	feet	meat	feet	meat
seed	candy	seed	candy	seed	candy
jeep	key	jeep	key	jeep	key
leaf	happy	leaf	happy	leaf	happy
eat	money	eat	money	eat	money



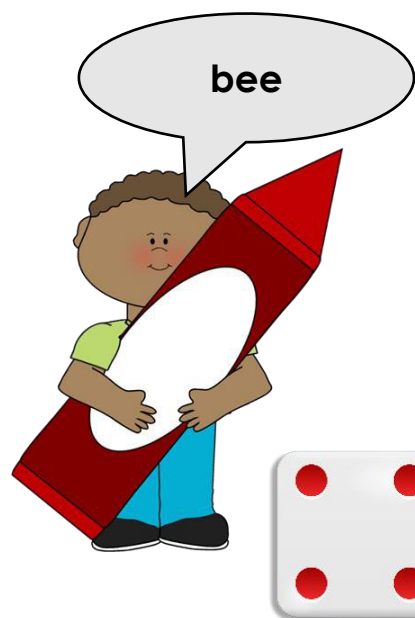
					
					
					
					
					
					

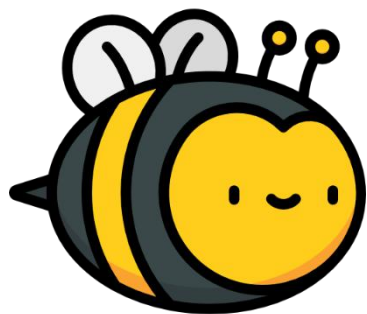
How to Play *Roll and Read*

Here's a quick and easy game to practice reading. Divide the class into pairs and give each set of children a *Roll and Read* sheet, a dice, and two crayons. The first child rolls the dice. If the dice says 2, then the child reads one of the words in the 2-column and colors the box the word is in. The next child does the same. If all the words in a number column have been filled, then the child loses their turn. Continue until all the boxes have been filled. The child with the most filled squares is the winner.

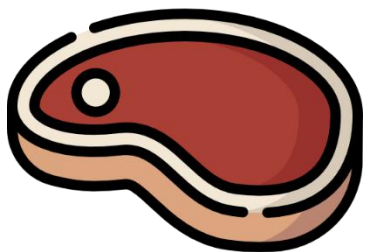


bee	sea	bee	sea	bee	sea
feet	meat	feet	meat	feet	meat
seed	candy	seed	candy	seed	candy
jeep	key	jeep	key	jeep	key
leaf	happy	leaf	happy	leaf	happy
eat	money	eat	money	eat	money

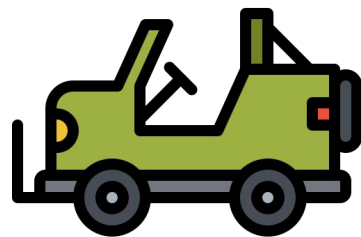




bee



meat



jeep



candy



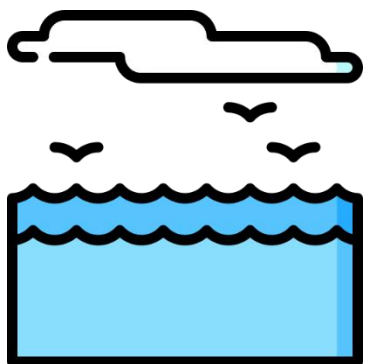
feet



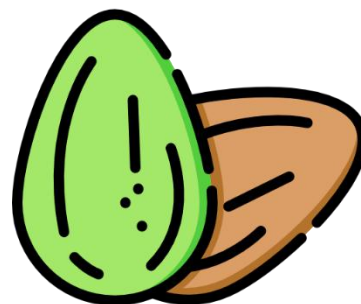
eat



key



sea



seed

bee

meat

jeep

candy

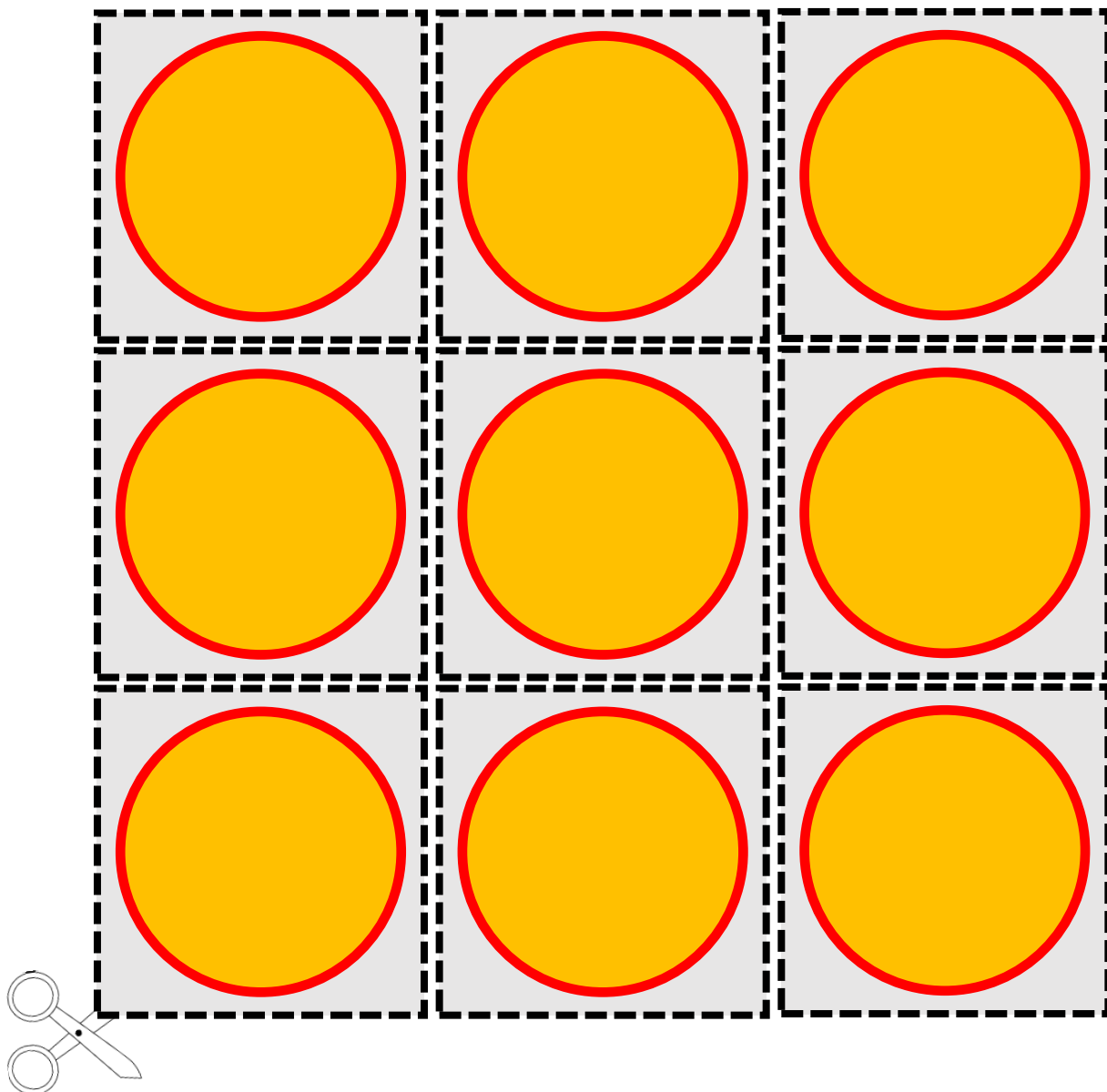
feet

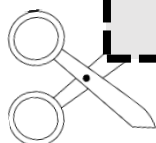
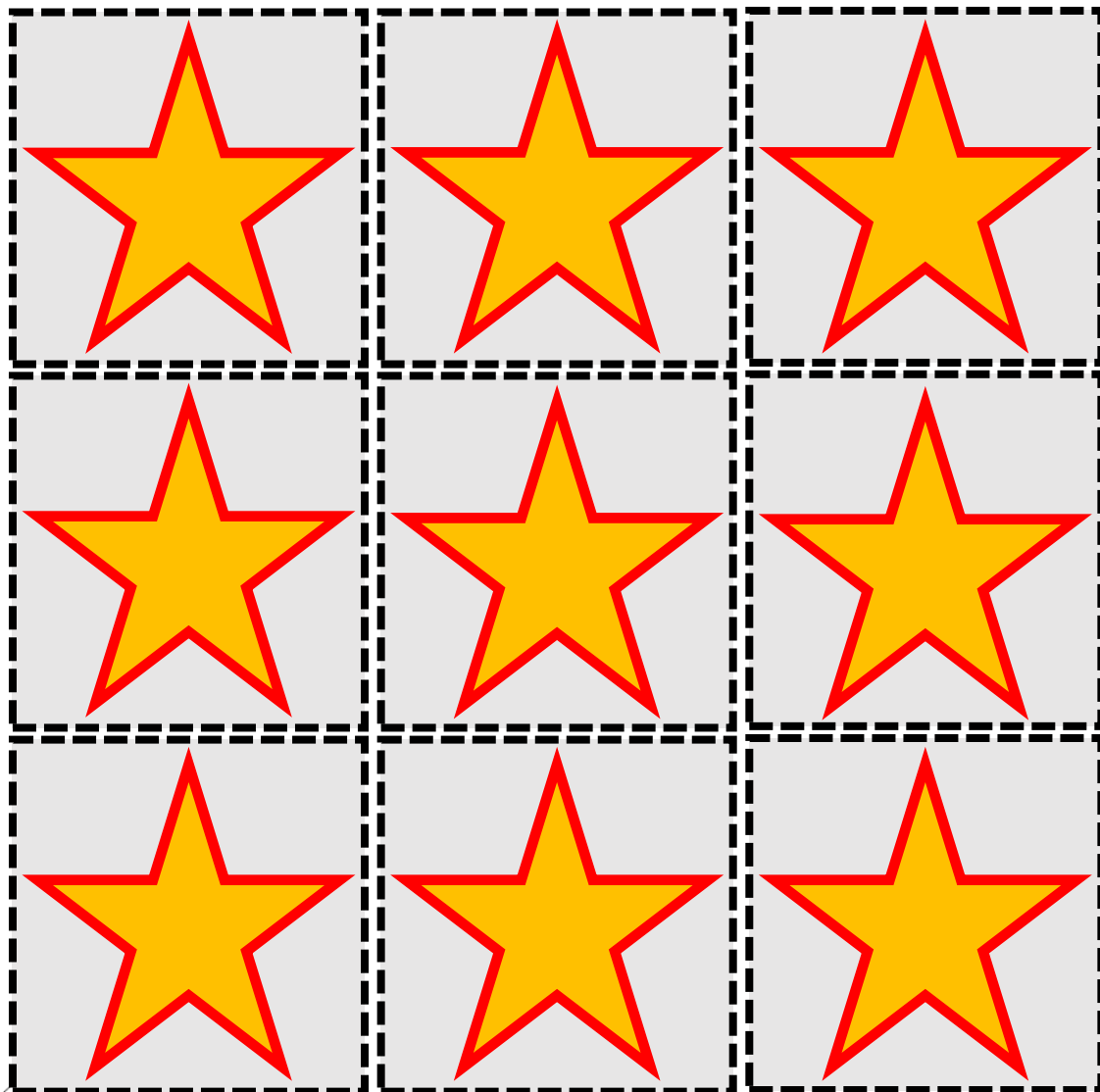
eat

key

sea

seed





How to Play *Tic-Tac-Toe*

Teachers who would like to brush up on the original rules of *Tic-Tac-Toe* can visit [this site](#) or watch [this video](#).



Scoring in Accumulative *Tic-Tac-Toe*

Accumulative tic-tac-toe is a way to inject some excitement into the traditional game. Students play twelve rounds using the attached score sheet. After the first round, the winner circles the number one under their name, thus earning one point. The loser crosses their number one out. Likewise, the winner of the second round circles the number two, earning two points. If the round is a draw, both players cross out their circles and neither receive points. Continue playing until all twelve rounds are complete, and then tally up the total at the bottom. The player with the most points wins.

Name: Billy	Name: Jean
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
Total: 30	Total: 17

Billy wins the first round and gets 1 point.

Jean wins the second round and gets 2 points.

The fifth round is a draw, so nobody gets any points.

After twelve rounds Billy is the overall winner because he has more accumulated points than Jean. Although Jean could easily have won the entire game had she won just once in the eleventh or twelfth round.

3-Person Accumulative *Tic-Tac-Toe*

If there is an odd number of students, three player play is also possible with one player sitting out in rotation. The first player to sit out is decided by a game of rock paper scissor, train straws, or rolling a die. The remaining two students play the first round, the winner awarded points in the normal way. The winner of the first round though must sit out during the second round. In the event of a draw all three students must once again randomly choose who will sit out. They continue in this way until all rounds are completed.

Archie loses rock paper scissors so only Betty and Veronica play in the first round.

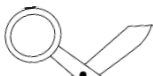
Since Veronica won the first round, Archie and Betty play each other in the second round and Veronica takes a break.

The eighth round is a draw so the three players must once again randomly decide which two players will play in the ninth round.

In 3-person accumulative tic-tac-toe it is impossible for someone to win two consecutive rounds because the winner must always sit out.

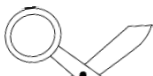
Name: Betty	Name: Archie	Name: Veronica
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
11	11	11
12	12	12
Total: 19	Total: 20	Total: 21

2-Person Accumulative Tic-Tac-Toe Score Board



Name:	Name:	Name:	Name:
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9
10	10	10	10
11	11	11	11
12	12	12	12
Total: www.jnob-jo.com	Total:	Total:	Total:

3-Person Accumulative Tic-Tac-Toe Score Board



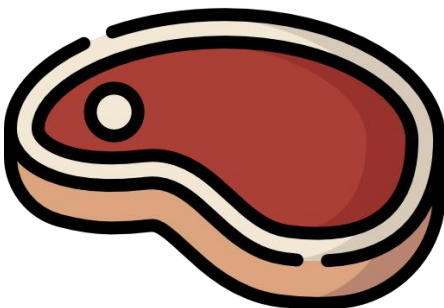
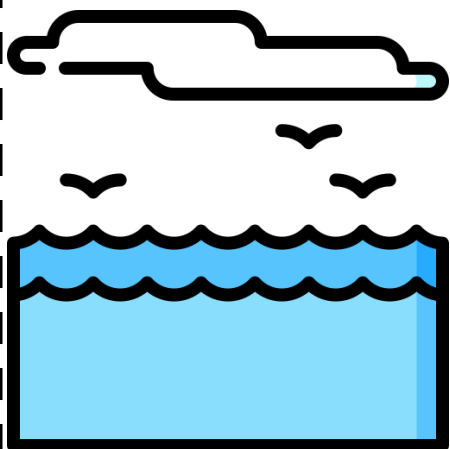
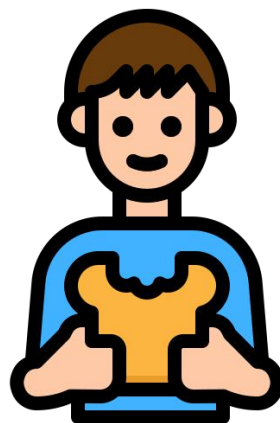
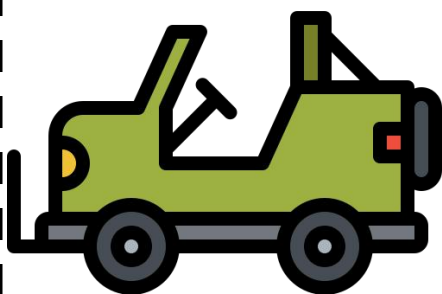
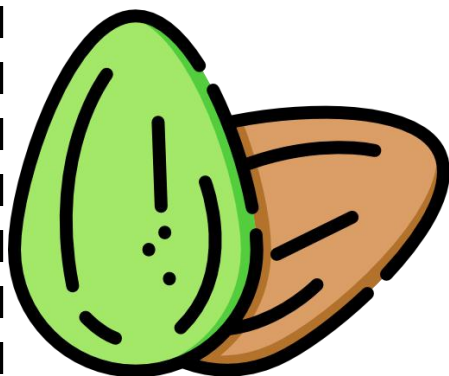
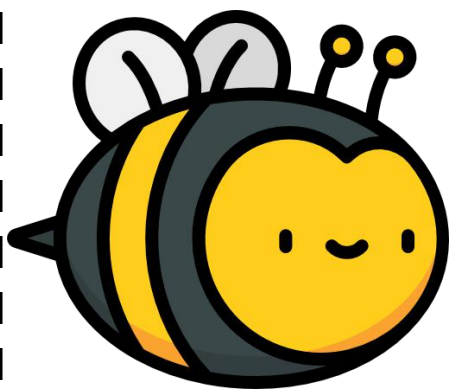
Name:	Name:	Name:	Name:	Name:	Name:
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5
6	6	6	6	6	6
7	7	7	7	7	7
8	8	8	8	8	8
9	9	9	9	9	9
10	10	10	10	10	10
11	11	11	11	11	11
12	12	12	12	12	12
Total:	Total:	Total:	Total:	Total:	Total:

WIN!	99 	98 	97	96 	95 	94 	93 	92 	91
81 	82 	83 	84 	85 	86 	87 	88 	89 	90
80	79 	78 	77 	76 	75 	74	73 		71
61 	62 	63 	64 	65 	66 	67 	68 	69	70
60 	59 	58 	57	56 	55 	54 	53 	52 	51
41 	42 	43 	44	45 	46 	47 	48 	49 	50
40 	39 	38 	37 	36 	35 	34 	33 	32 	31
21 	22 	23 	24 	25 	26 	27 	28 	29 	30
20 	19 	18 	17 	16 	15 	14 	13 	12 	11
1 	2 	3 	4 	5 	6 	7 	8 	9 	10

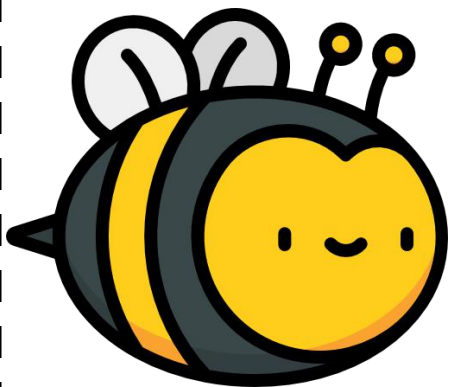
How to Play *Snakes and Ladders*

Teachers who would like to brush up on the original rules of *Snakes and Ladders* can visit [this site](#) or watch [this video](#).





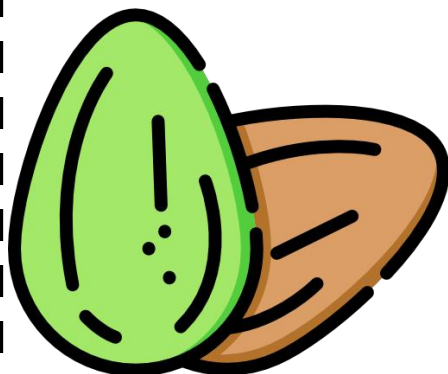




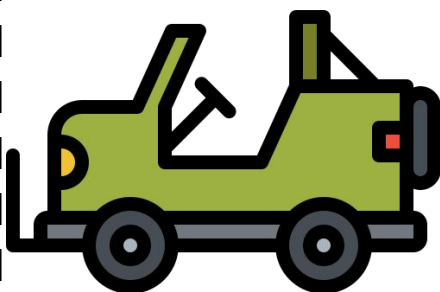
bee



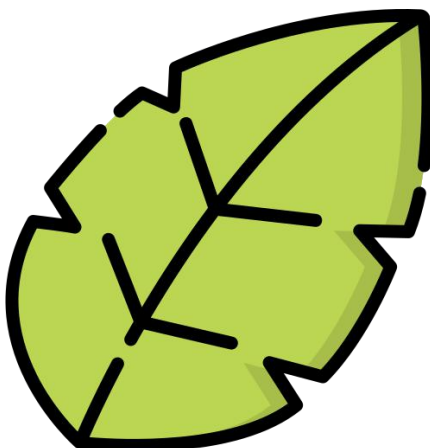
feet



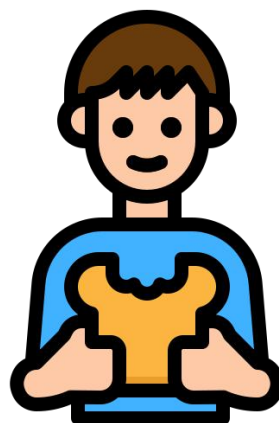
seed



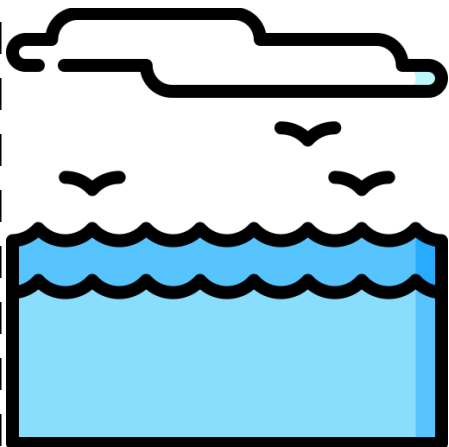
jeep



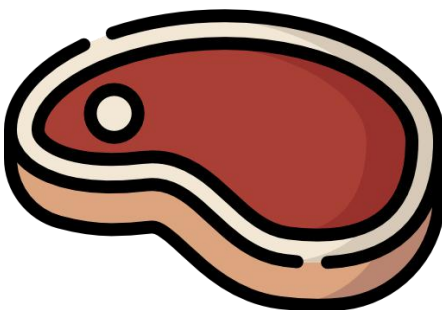
leaf



eat



www.job-job.com



meat



candy



key



happy



money



bee

feet

seed

jeep

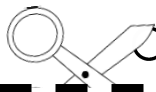
leaf

eat

sea

meat

candy

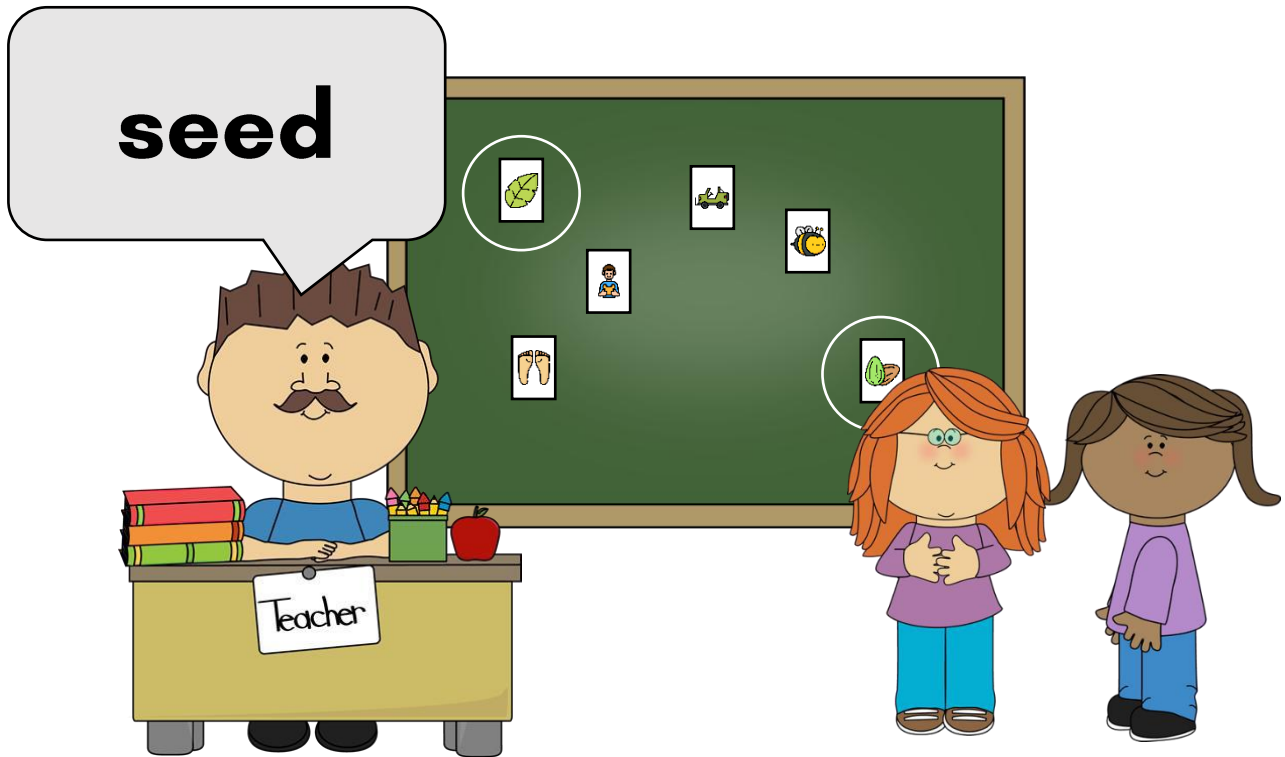


key

happy

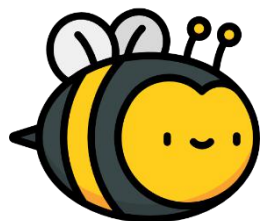
money

How to Play *Turn and Search*

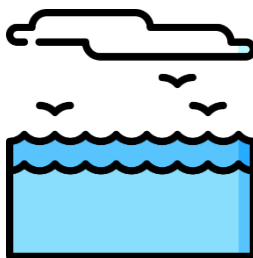


First, print out four to six copies of the game cards. Cut out all of the cards and attach them to the board at the front of the class. After dividing the class into two teams, one member from each team comes up to the front of the class.

The teacher then says one of the words on the board, and the children turn race to find it. The first one to find the correct word gets a point for their team. Now circle the finished card with a board marker and go again with the next two students. Continue until all the cards have been circled. The team with the most points is the winner.



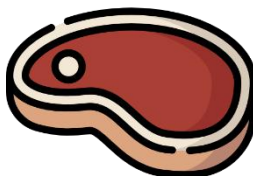
bee



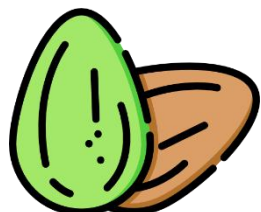
bee



bee



bee



bee



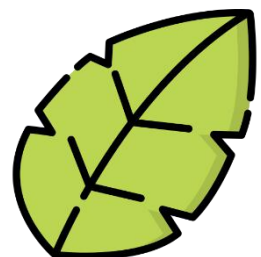
bee



bee



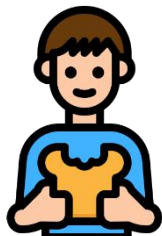
bee



bee



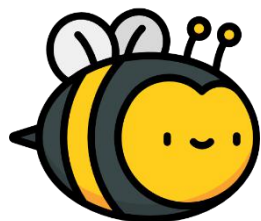
bee



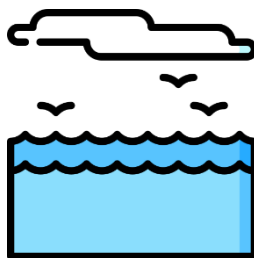
bee



bee



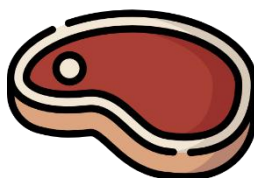
feet



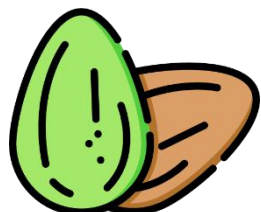
feet



feet



feet



feet



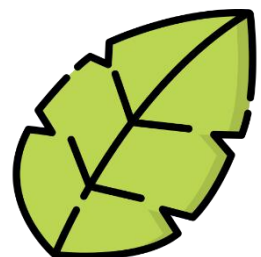
feet



feet



feet



feet




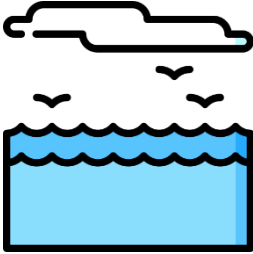

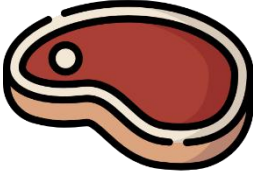
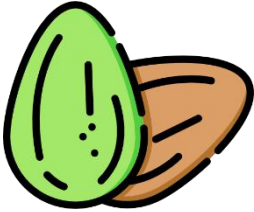



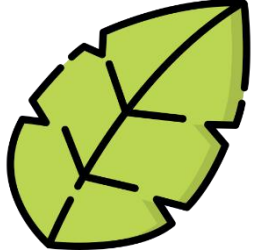



feet

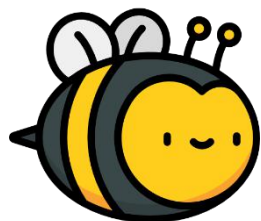


feet

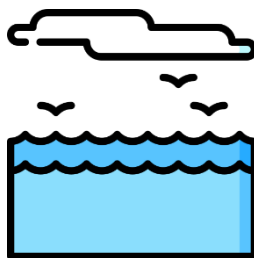


feet

	seed		seed
	seed		seed
	seed		seed
	seed		seed
	seed		seed
	seed		seed



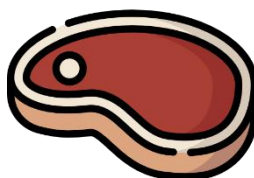
jeep



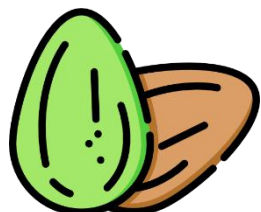
jeep



jeep



jeep



jeep



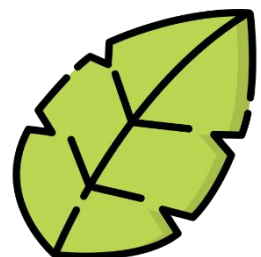
jeep



jeep



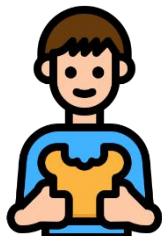
jeep



jeep




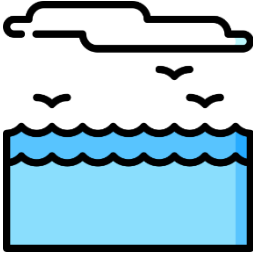

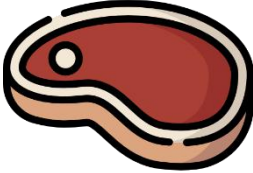
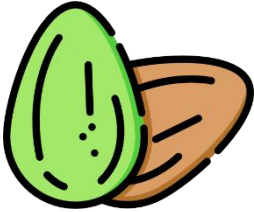



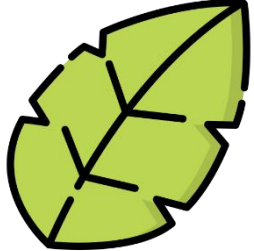



jeep

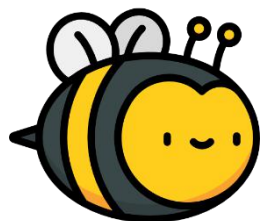


jeep

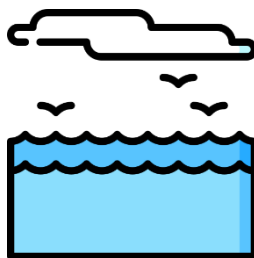


jeep

	leaf		leaf
	leaf		leaf
	leaf		leaf
	leaf		leaf
	leaf		leaf
	leaf		leaf



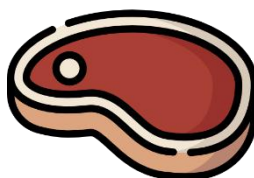
eat



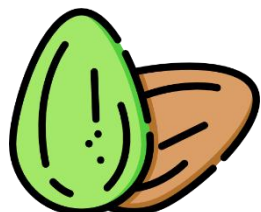
eat



eat



eat



eat



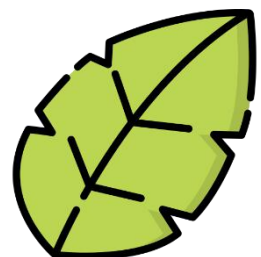
eat



eat



eat



eat



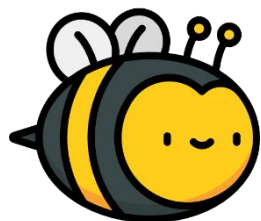
eat



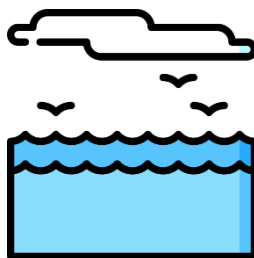
eat



eat



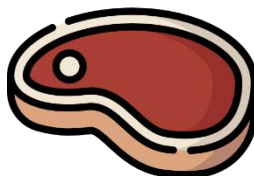
sea



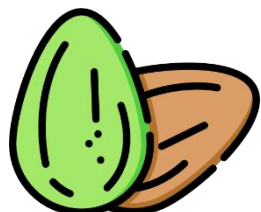
sea



sea



sea



sea



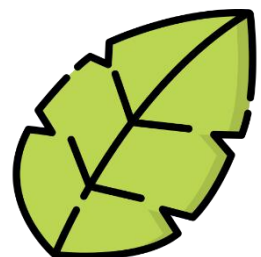
sea



sea



sea



sea




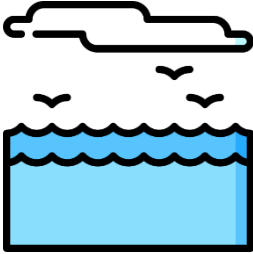

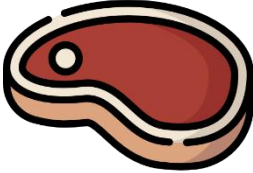
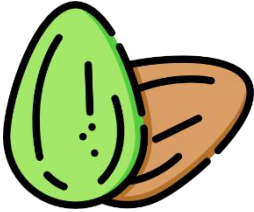



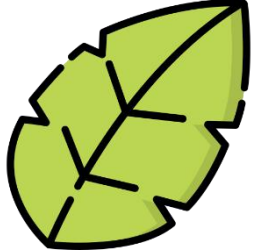



sea

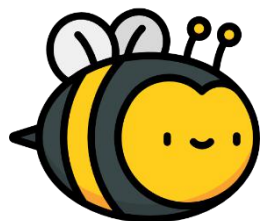


sea

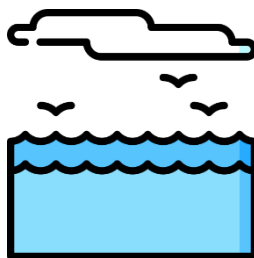


sea

	meat		meat
	meat		meat
	meat		meat
	meat		meat
	meat		meat
	meat		meat



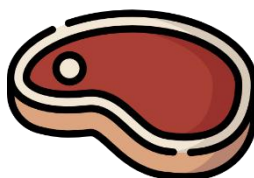
candy



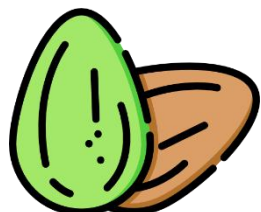
candy



candy



candy



candy



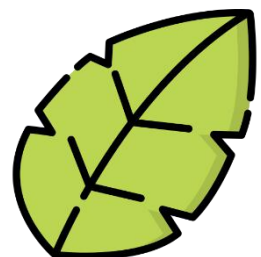
candy



candy



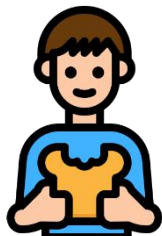
candy



candy




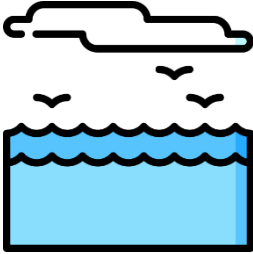

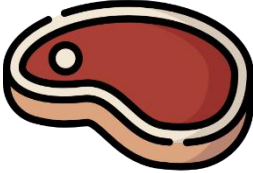
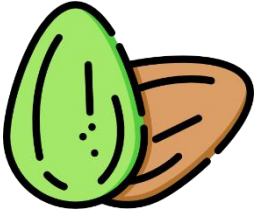



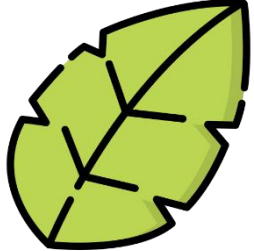



candy

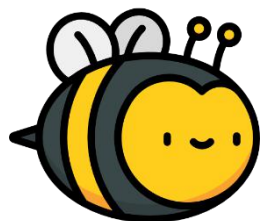


candy

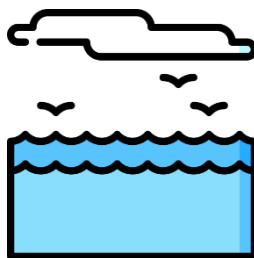


candy

	key		key
	key		key
	key		key
	key		key
	key		key
	key		key



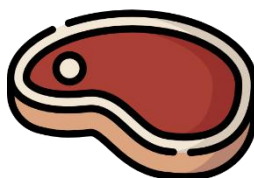
happy



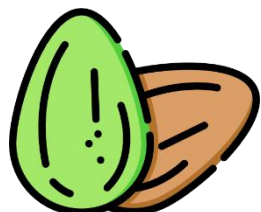
happy



happy



happy



happy



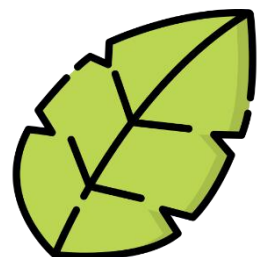
happy



happy



happy



happy



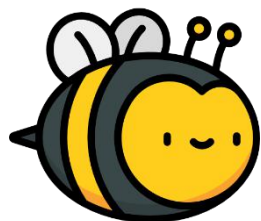
happy



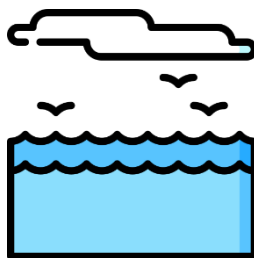
happy



happy



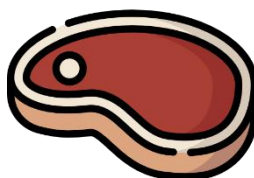
money



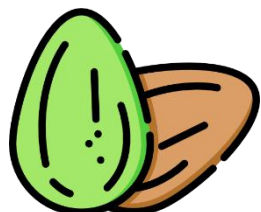
money



money



money



money



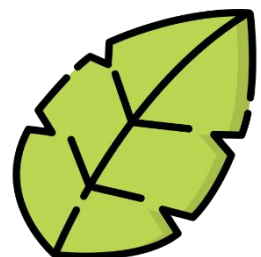
money



money



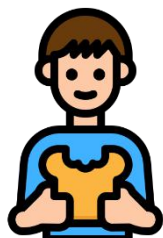
money



money



money



money



money

How to Play *Dominoes*

Deal 7 dominoes to each player. Then, take one domino from the deck and place it face up at the center of the table. The first player adds a domino to either end, in any direction. A domino can only be added if the pictures or words match, and only at the ends of the domino chain.

If you can't play onto either end, the player passes their turn and draws a domino from the deck. Players continue adding dominos until someone runs out. The first person to use up all their dominoes wins the game.

Those who would like to brush up on the original rules of Dominoes can visit [this site](#) or watch [this video](#).

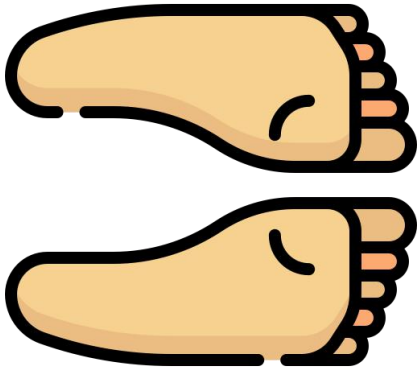




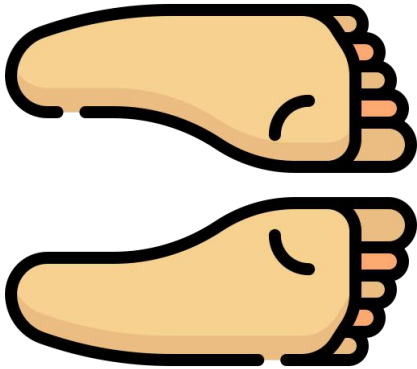
bee



bee



feet



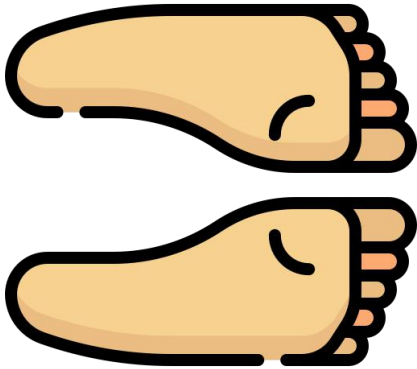
feet



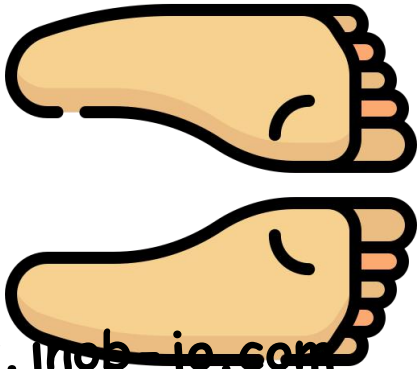
bee



bee



feet



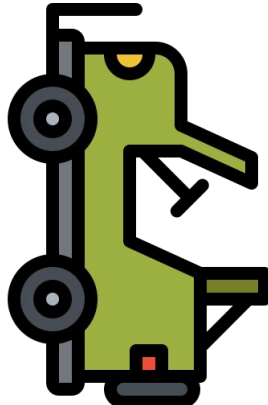
feet



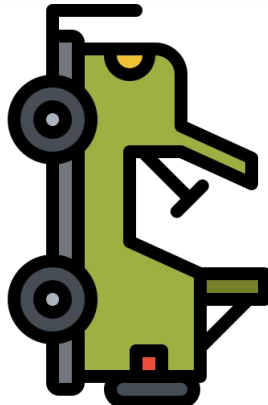
seed



seed



jeep



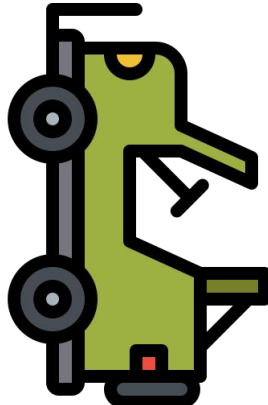
jeep



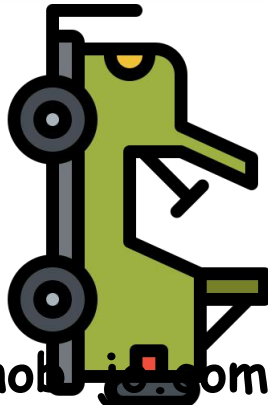
seed



seed



jeep



jeep



leaf



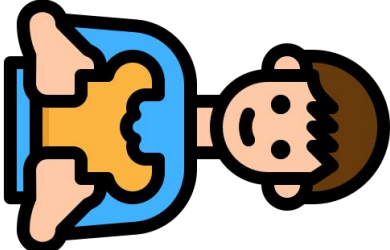
leaf



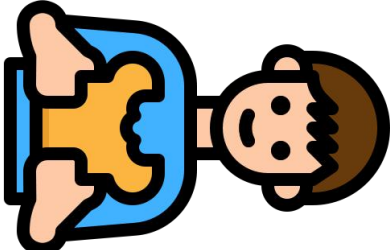
leaf



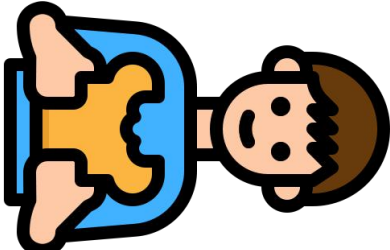
leaf



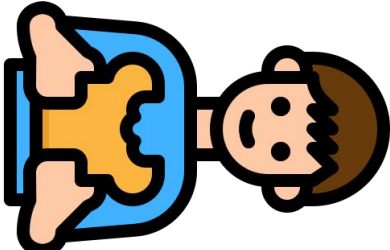
eat



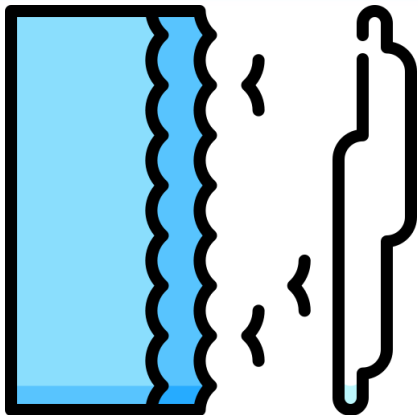
eat



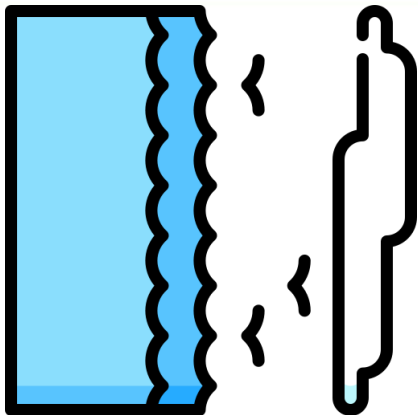
eat



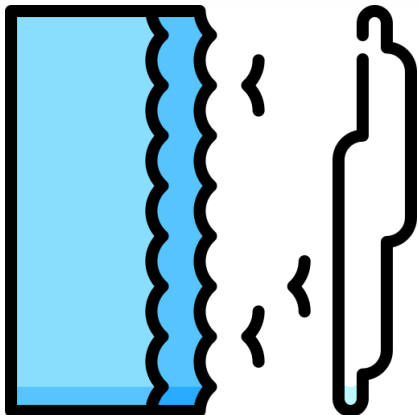
eat



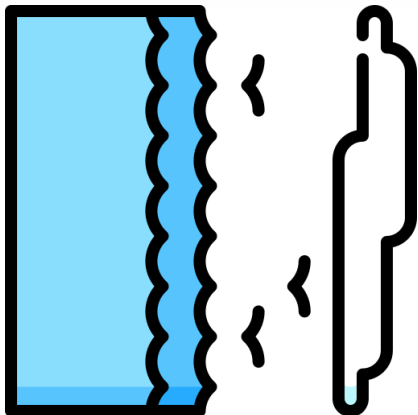
sea



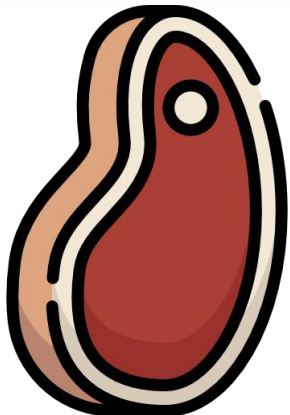
sea



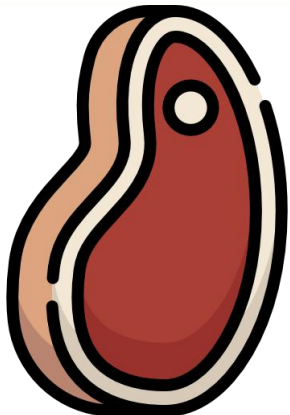
sea



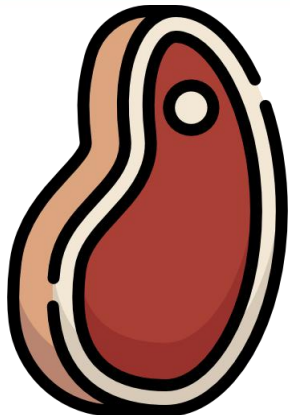
sea



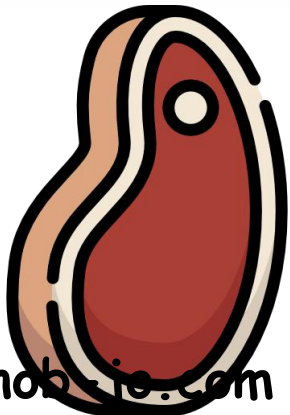
meat



meat



meat



meat



candy



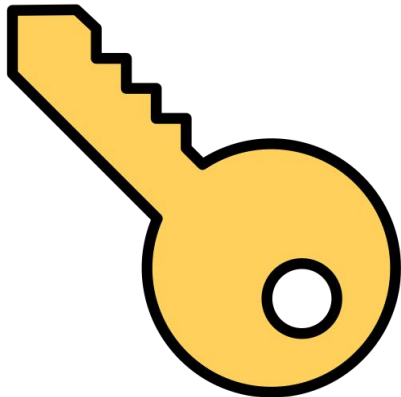
candy



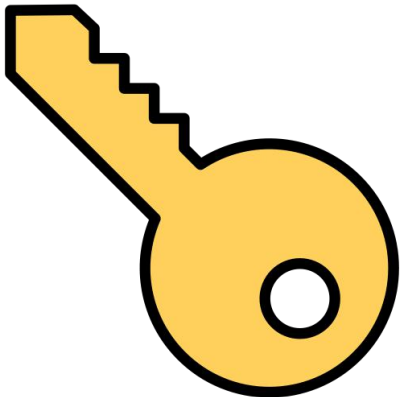
candy



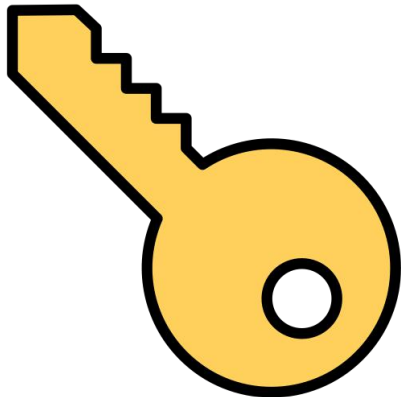
candy



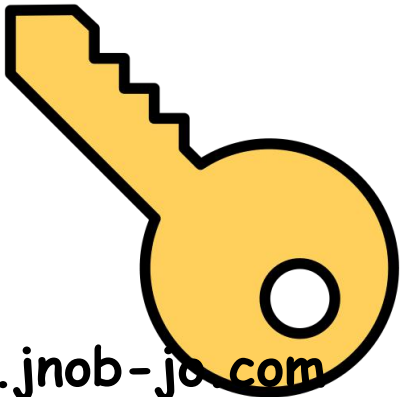
key



key



key



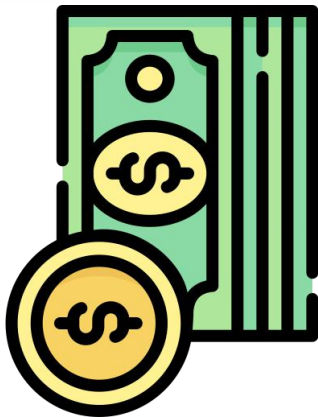
key



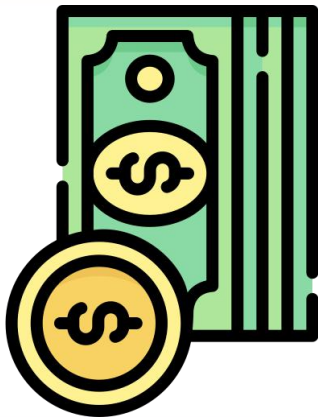
happy



happy



money



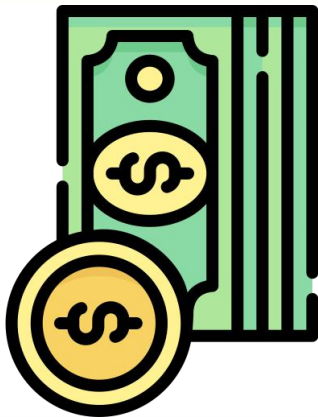
money



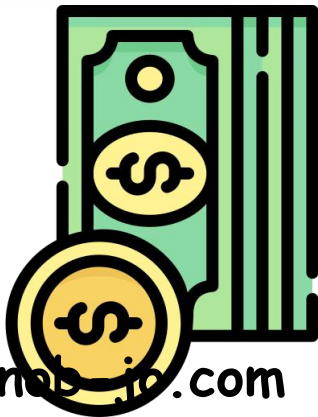
happy



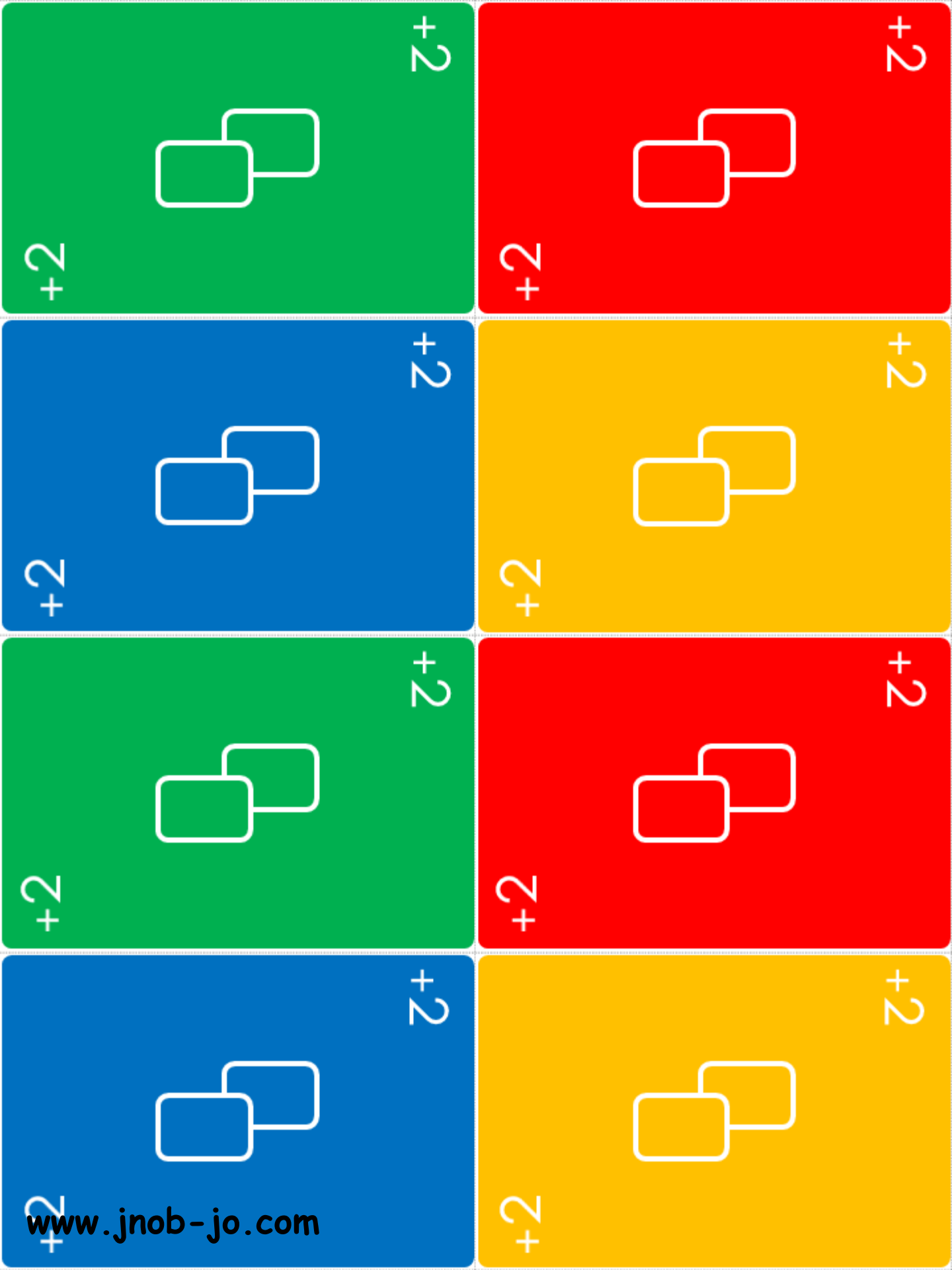
happy



money



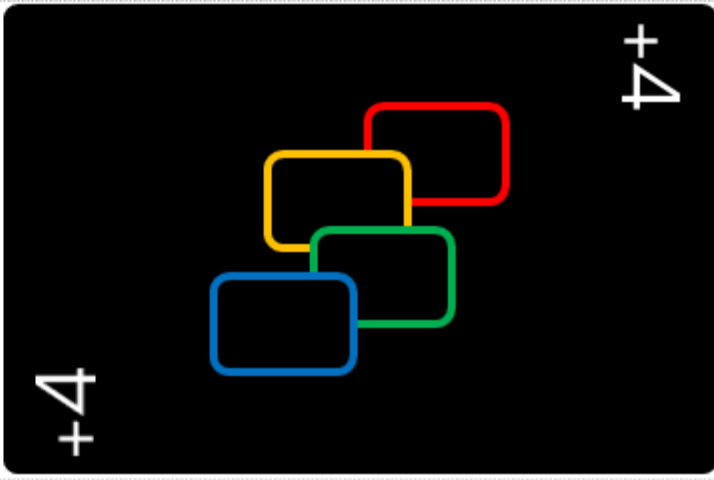
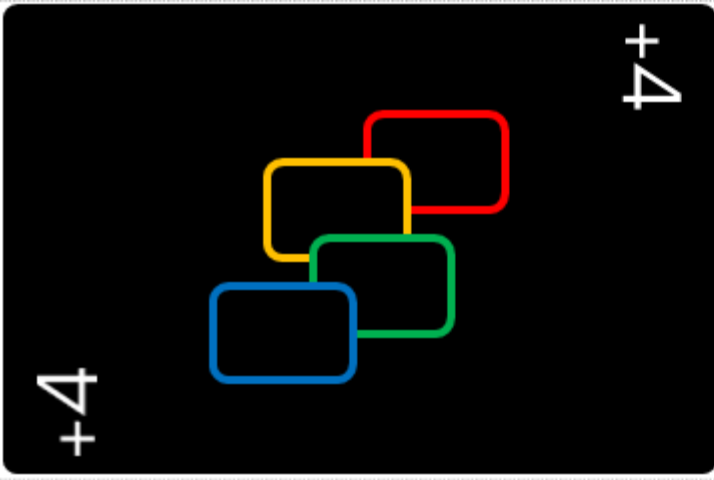
money















Unit 5



Unit 5



Unit 5



Unit 5



Unit 5



Unit 5



Unit 5



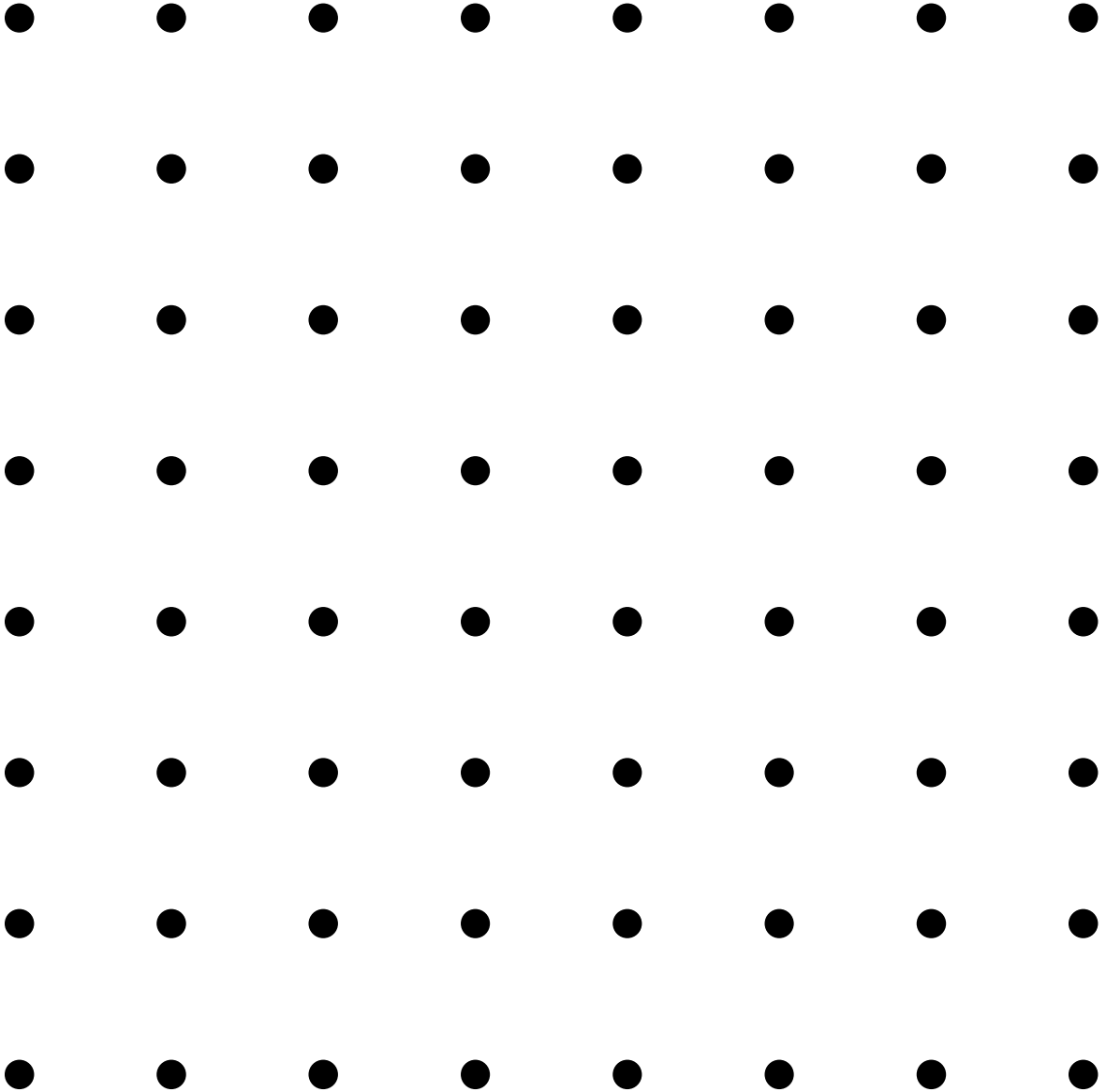
Unit 5

How to Play *Uno*

These Uno cards can be played like the regular game substituting vocabulary words for numbers.

Teachers who would like to brush up on the rules can visit [this site](#) or watch [this video](#).





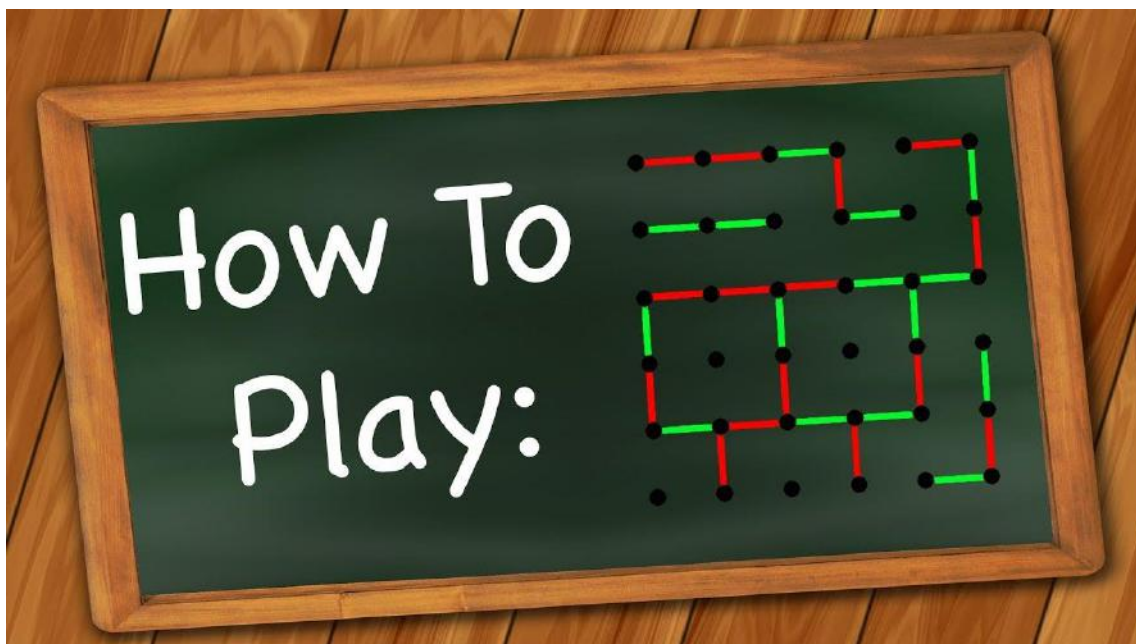
How to Play *Dots and Boxes*

Dots and Boxes is a classic board game that children love. Players take turns drawing a single horizontal or vertical line between two dots on the grid. A player who completes the fourth side of a 1x1 box earns one point. Points can be recorded by placing an initial of the player in the box. The game ends when no more lines can be placed. The winner of the game is the player with the most points.

Class Play: Draw a grid on the board and divide the class into two teams. You can use the flashcard cards to ask your class how to read words.

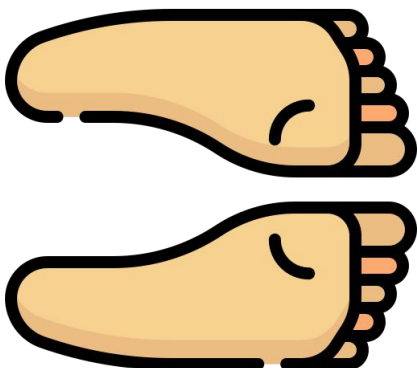
Pair Play: For more practice give a grid and flashcards to each pair of students. They can take turns reading words.

Teachers who would like to brush up on the rules of Dots and Boxes can visit [this site](#) or watch [this video](#).





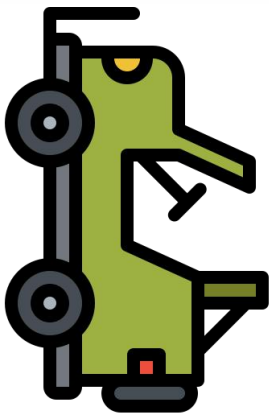
bee



feet



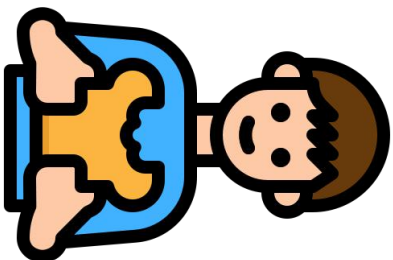
seed



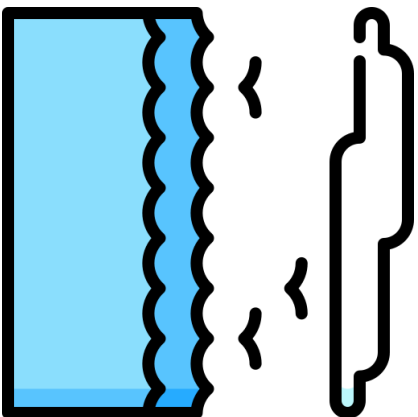
jeep



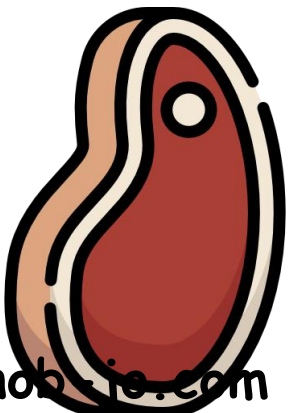
leaf



eat



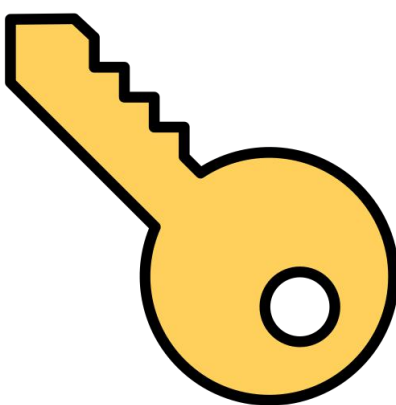
sea



meat



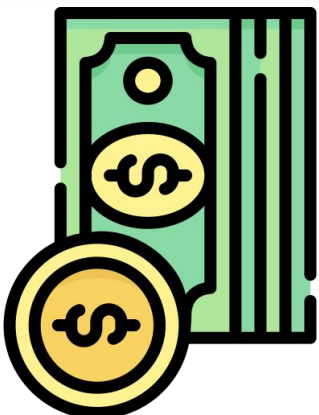
candy



key



happy



money



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish





Go Fish

Unit 5



Go Fish

Unit 5



Go Fish

Unit 5



Go Fish

Unit 5



Go Fish

Unit 5



Go Fish

Unit 5



Go Fish

Unit 5



Go Fish

Unit 5

How to Play *Go Fish*

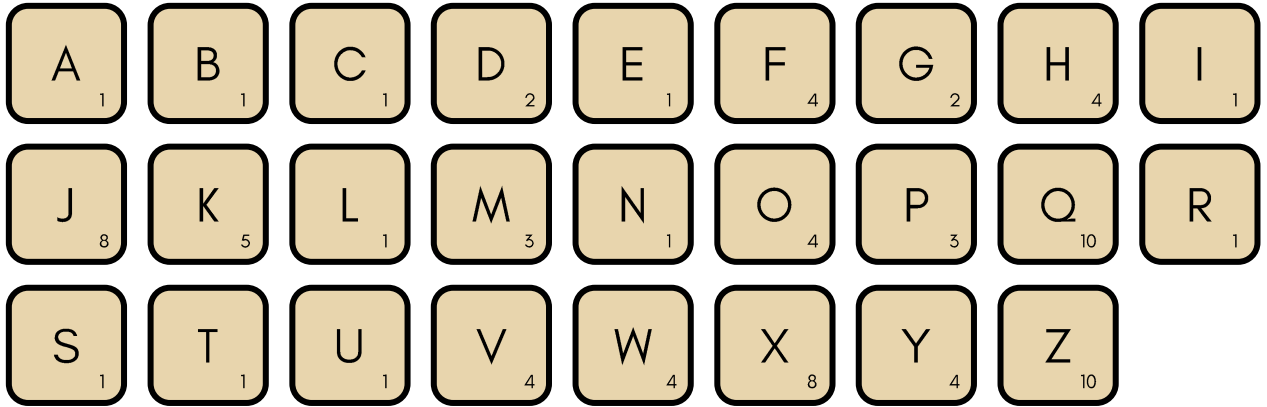
These Go Fish cards can be played like the regular game substituting vocabulary words for numbers. When a player lays down a *Bang Card*, all other players must hand over one of their cards.

Teachers who would like to brush up on the rules can visit [this site](#) or watch [this video](#).



Scrabble Spelling

Use the numbers on the letter tiles to add up your spelling words.



Word	Math	Answer
<i>apple</i>	$1 + 3 + 3 + 1 + 1$	9

Word	Math	Answer
	Total	



bee

sea

feet

meat

seed

candy

jeep

key

leaf

happy

eat

money

I

this

there

play

see

have

like

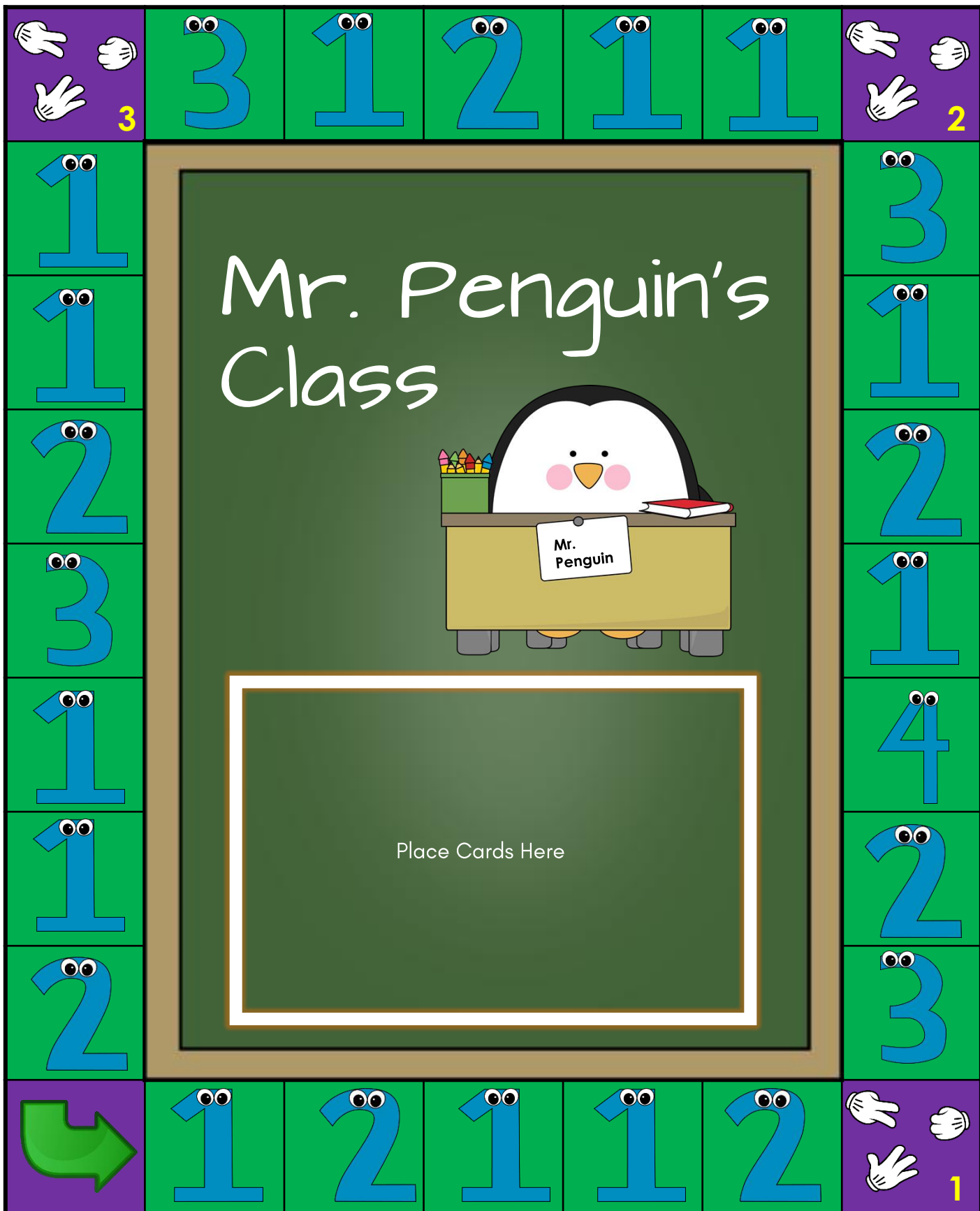
has

How to Play Scrabble Spelling

Scrabble Spelling is a simple game that can be played individually, in pairs, or small groups.

Students take turns drawing from a stack of vocabulary cards. (Any vocabulary cards will do, even ones the students make themselves.) The students write the word in the table and calculate how many points they get according to the letter tiles at the top of the page.

Continue until there are no more vocabulary cards or no more spaces in the table. Then, add up the scores. The student with the most points wins.





bee



Unit 5

feet



Unit 5

seed



Unit 5

jeep



Unit 5

leaf



Unit 5

eat



Unit 5

sea

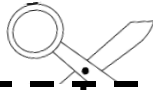


Unit 5

meat



Unit 5



candy



Unit 5

key



Unit 5

happy



Unit 5

money



Unit 5



I

Unit 5



there

Unit 5



see

Unit 5



like

Unit 5



this

Unit 5



play

Unit 5



have


Unit 5

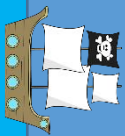
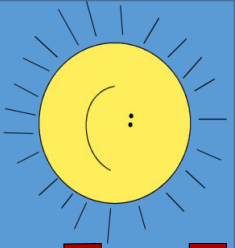


has

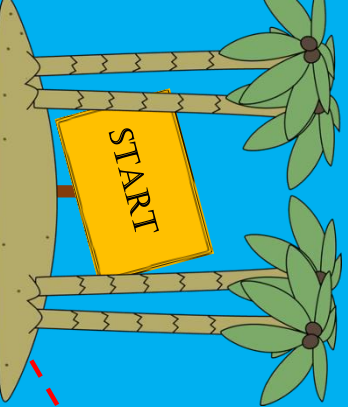
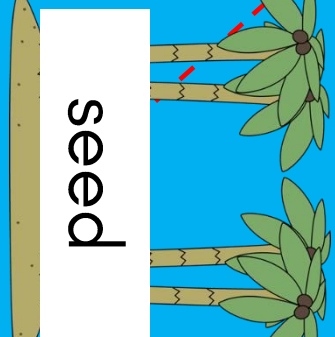
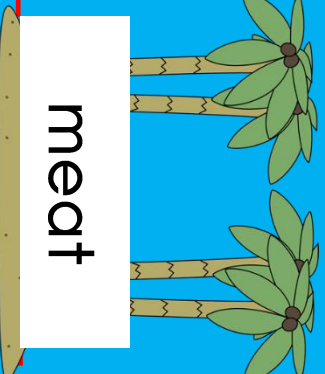
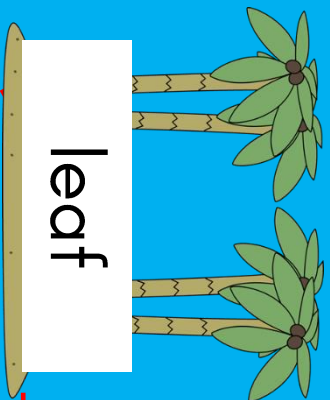
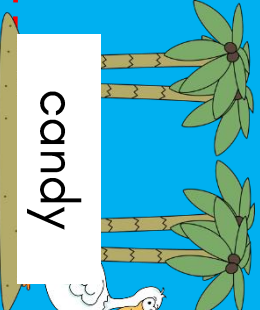
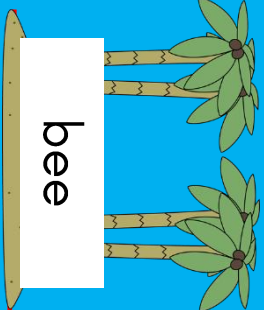
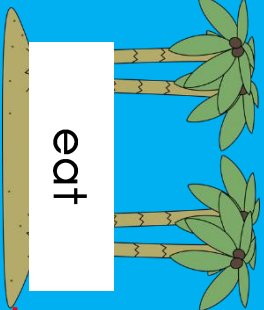
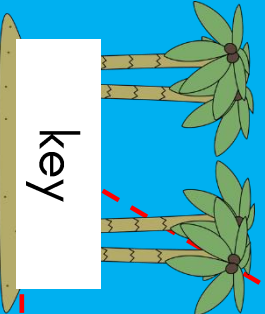
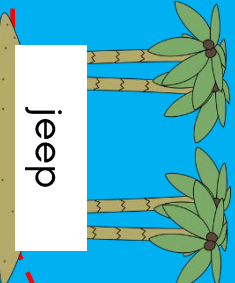
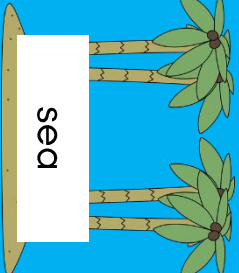
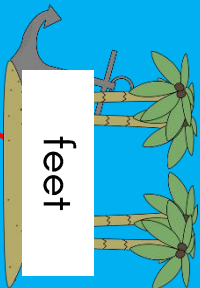
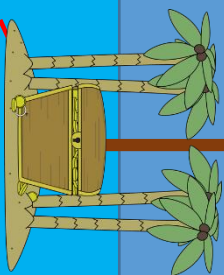
Unit 5

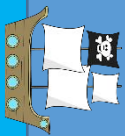
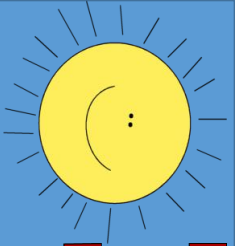
How to Play *Mr. Penguin's Class*

1. Stack the playing cards face down on the board (you may want to make several sets) and place game counters (one for each player) on the arrow.
2. Players take turns rolling the dice and moving their counters around the board.
3. When a player's counter lands on a square, the player takes as many cards as shown, but to keep them the player must read each one.
4. If the player lands on  , all the players play rock, scissor, paper. The winner may take as many cards from each of the losers as specified on the board.
5. Continue going around the board until all the cards have been taken.
6. The player with the most cards is the winner.

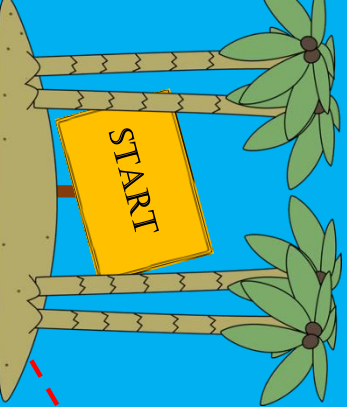
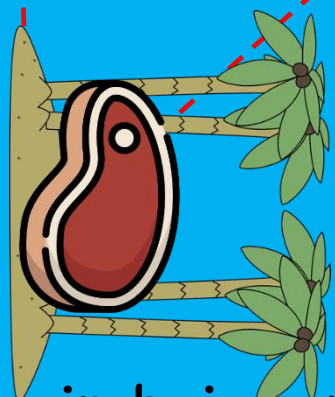
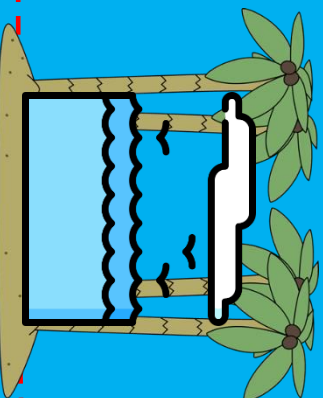
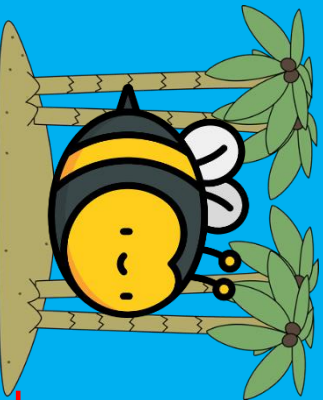
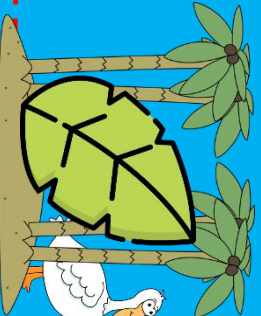
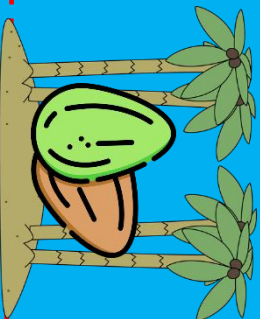
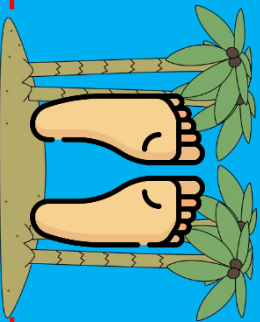
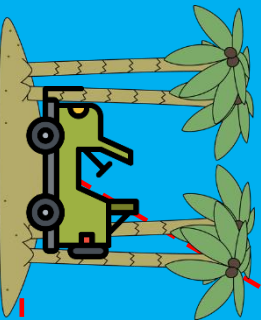
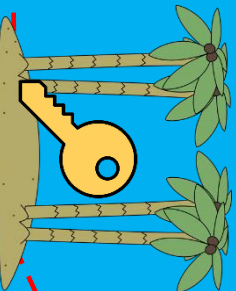
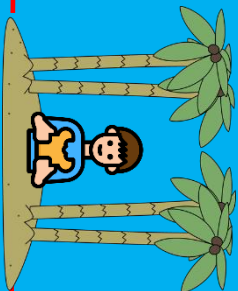
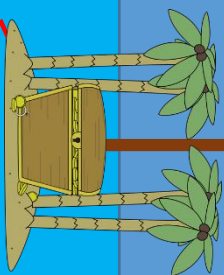


ISLAND HOPPERS





ISLAND HOPPERS



How to Play *Island Hoppers*

**2 to 4 players are recommended for this game.
Each player will need their own dice.**

1. Place a game marker for each player on START.
2. All players roll their dice at the same time.
3. The player with the highest number moves forward one space along the board and reads on the island.
4. If two or more players have the highest number, they both move forward one space.
4. The player who arrives at FINISH first is the winner.



bee



feet



seed



jeep



leaf



eat



sea



meat



candy



key



happy



money



I



there



see



like



this



play



have



has





Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE

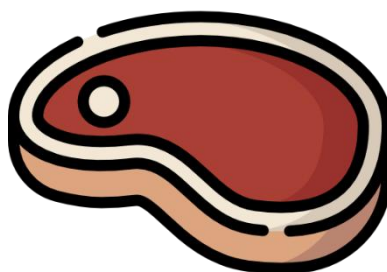
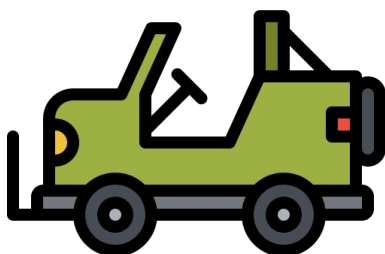
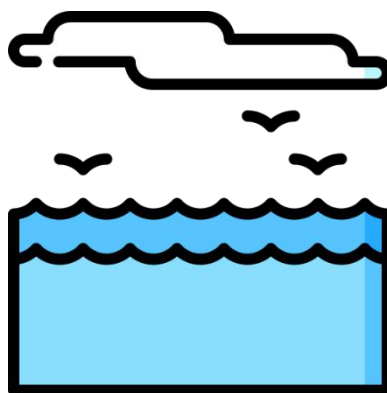
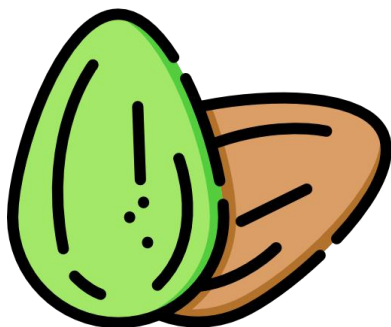
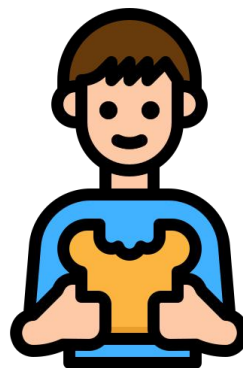
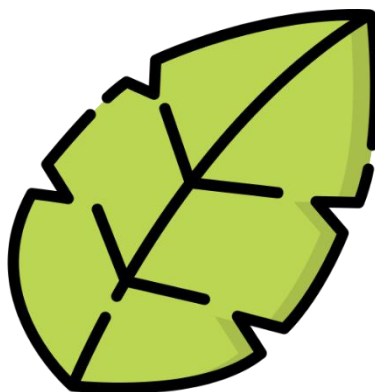
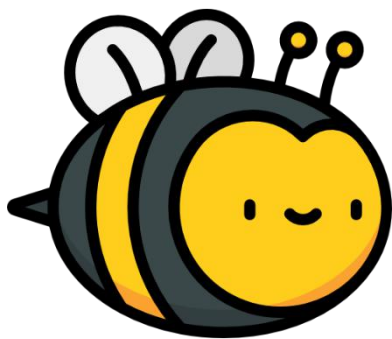
How to Play *Space Force*

Set Up

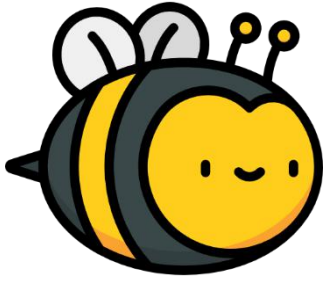
Print and cut out the game cards. Shuffle the cards and stack them face down. For longer play, combine two or three decks of cards.

How To Play

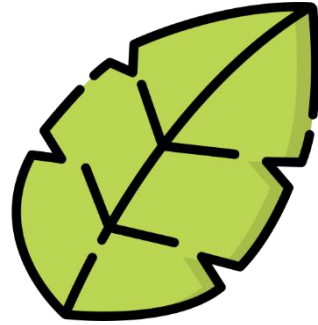
Students take turns drawing a card and reading the word. If the word is read correctly, they can keep the card. If a rocket card is pulled, they get to draw another card. If a meteor card is pulled, they must return one of their cards to the bottom of the deck. The player with the most cards at the end wins. (The Space Force cards are for use as the backside of the game cards.)







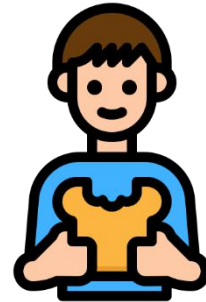
bee



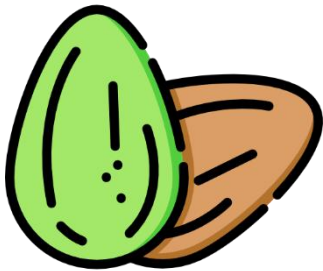
leaf



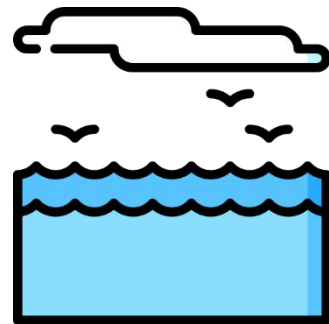
feet



eat



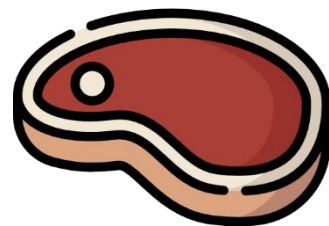
seed



sea



jeep



meat



candy



happy



key



money



bee

leaf

feet

eat

seed

sea

jeep

meat



candy

happy

key

money



bee

feet

seed

jeep

leaf

eat

see

meat



candy

key

happy

money

Table of Contents

Return to the table of contents by clicking on [Oxford Phonics World](#).

- | | |
|--|---------------------------------------|
| • Picture Dictionary | • Concentration |
| • Word Search | • Roll and Read |
| • Unscramble the Words | • Tic-Tac-Toe |
| • Circle the Words | • Snakes and Ladders |
| • Circle the Pictures | • Turn and Search |
| • ABC Order | • Dominoes |
| • Draw Pictures | • UNO |
| • Circle and Write | • Dots and Boxes |
| | • Go Fish |
| | • Scrabble Spelling |
| | • Mr. Penguin's Class |
| | • Island Hoppers |
| | • Space Force |
| | • Flashcards |

Skip to another unit by clicking below.

[Unit 1](#)[Unit 2](#)[Unit 3](#)[Unit 4](#)[Review 1](#)[Unit 5](#)[Unit 6](#)[Unit 7](#)[Unit 8](#)[Review 2](#)

Name: _____

Picture Dictionary



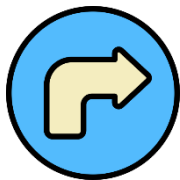
_____	_____
_____	_____



_____	_____
_____	_____



_____	_____
_____	_____



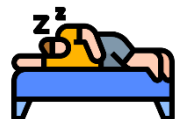
_____	_____
_____	_____



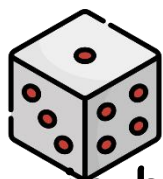
_____	_____
_____	_____



_____	_____
_____	_____



_____	_____
_____	_____



_____	_____
_____	_____



_____	_____
-----	-----
_____	_____



_____	_____
-----	-----
_____	_____














_____	_____
-----	-----
_____	_____



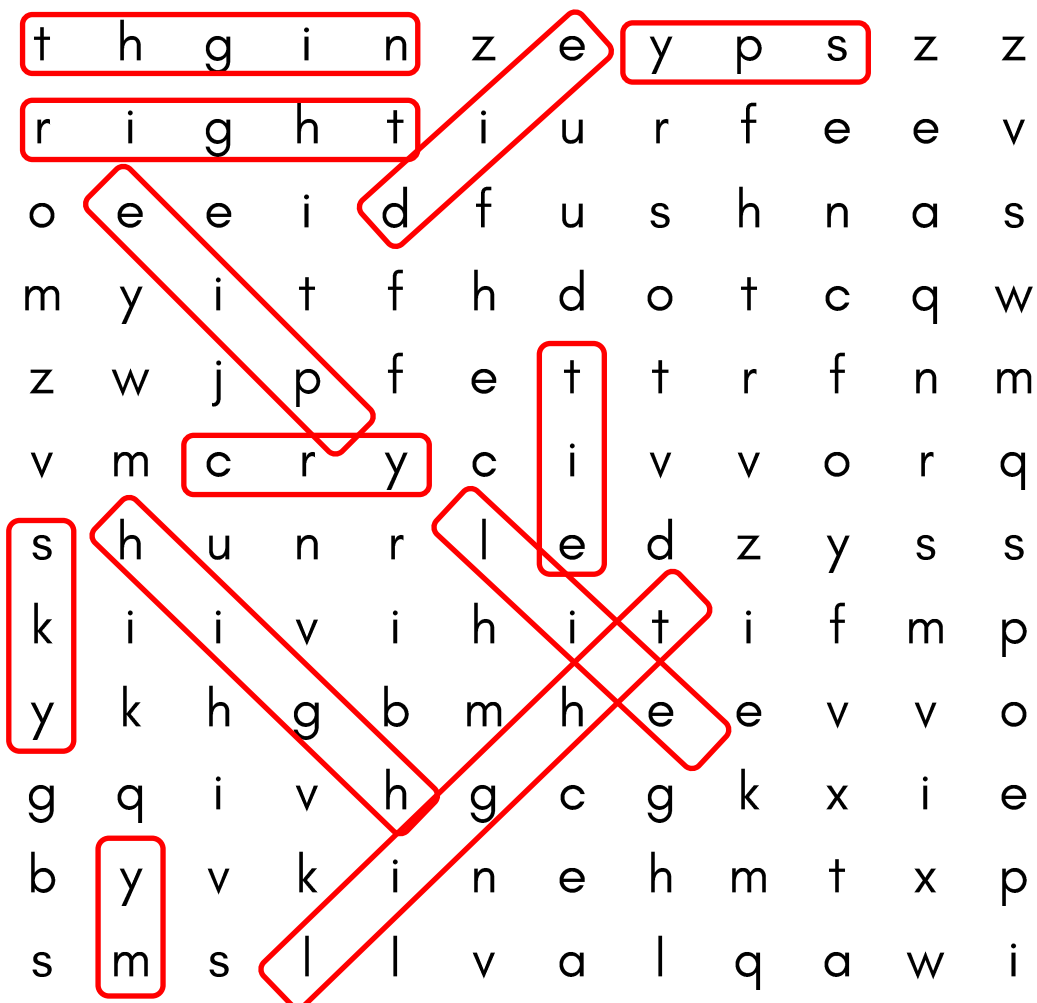
_____	_____
-----	-----
_____	_____

Find the Words

t h g i n z e y p s z z
 r i g h t i u r f e e v
 o e e i d f u s h n a s
 m y i t f h d o t c q w
 z w j p f e t t r f n m
 v m c r y c i v v o r q
 s h u n r l e d z y s s
 k i i v i h i t i f m p
 y k h g b m h e e v v o
 g q i v h g c g k x i e
 b y v k i n e h m t x p
 s m s l l v a l q a w i

light 	right 	lie 	sky 
night 	pie 	die 	cry 
high 	tie 	spy 	my 

Find the Words



light 	right 	lie 	sky 
night 	pie 	die 	cry 
high 	tie 	spy 	my 

Name: _____

Make a Word Search

_____	_____	_____	_____
_____	_____	_____	_____

Name: _____

Unscramble the Words and Match

ghih

•

•



eip

•

•



tghli

•

•



ide

•

•



eil

•

•



tnghi

•

•



trghi

•

•



eit

•

•



ryc

•

•



syp

•

•



ym

•

•



syk

•

•



Name: _____

Circle the Correct Word



light

die

pie



lie

night

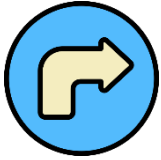
tie



high

light

right



right

night

lie



high

night

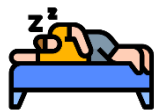
pie



die

tie

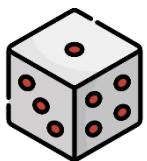
right



pie

lie

high



tie

light

die



sky

spy

my



my

sky

cry



cry

spy

sky



my

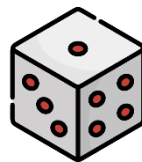
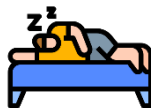
spy

cry

Name: _____

Circle the Correct Picture

light



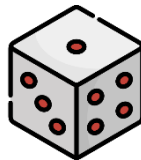
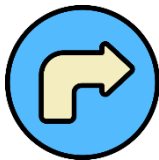
night



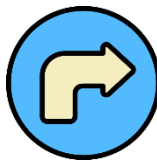
high



right



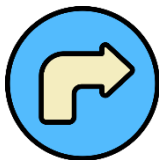
pie



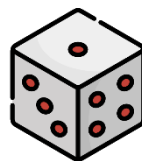
tie



lie



die



spy



sky



cry



my



Name: _____

Put the Words in ABC Order

1. Cut out the words.
2. Put the words in ABC order.
3. Glue the words in the boxes.

1	2	3	4
5	6	7	8
9	10	11	12

night	tie	sky	high
die	cry	light	pie
right	my	lie	spy

Name: _____

Draw Pictures



It is night.



I see the sky.



It is high.



This is my tie.



I have a die.



She can cry.



I see the light.



He has some pie.



I go right.



This is my dog.



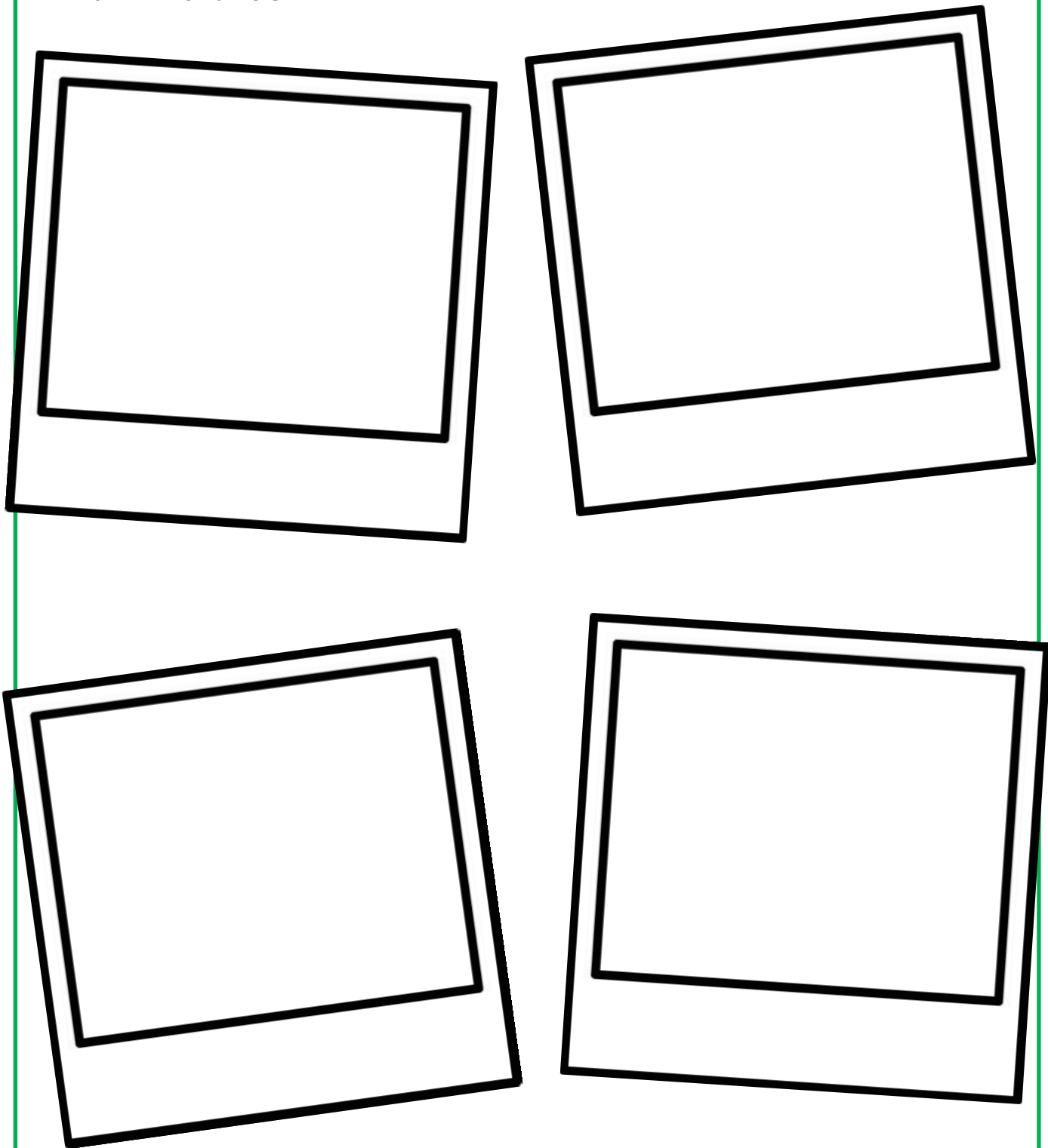
I lie here.

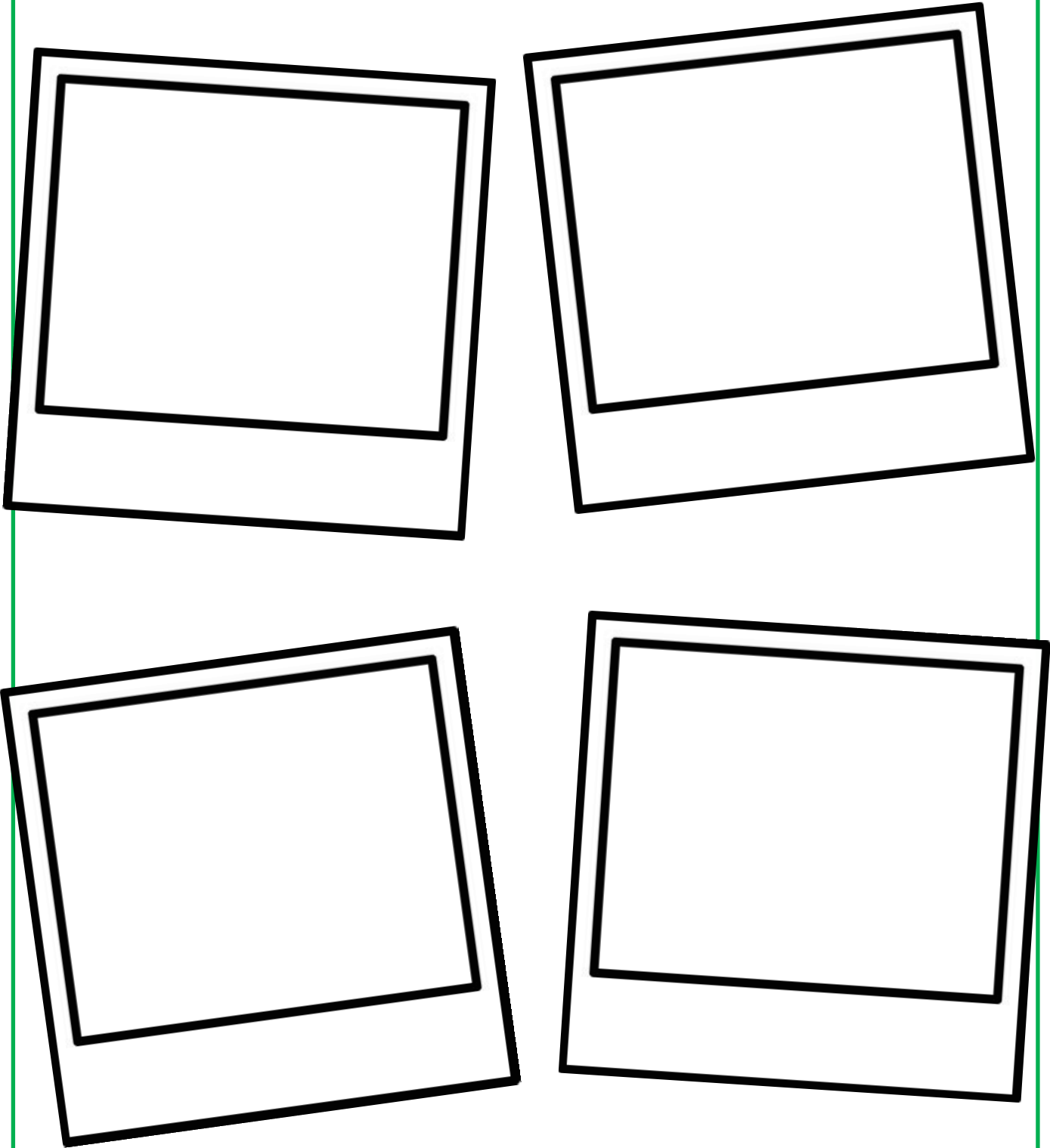


She is a spy.

Name: _____

Draw Pictures





Name: _____

Circle and Write



our

we

find

him

look

look

him

our

find

we

we

find

look

him

our

look

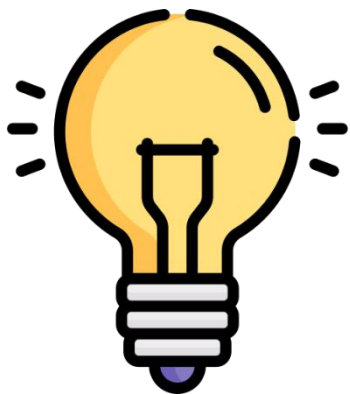
our

we

find

him

our



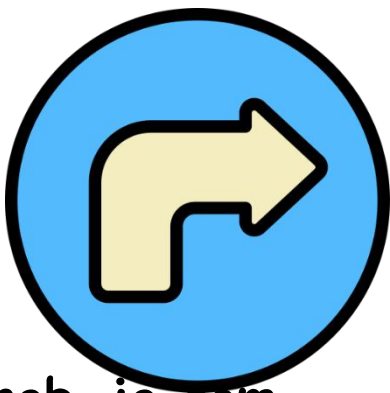
light



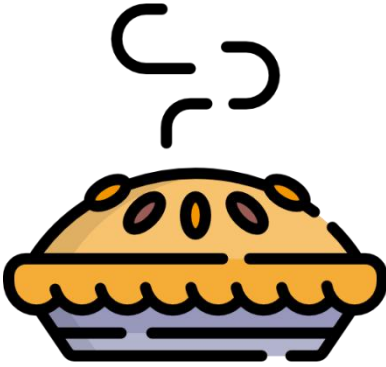
night



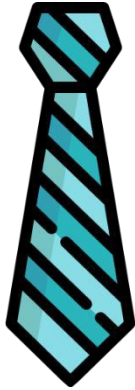
high



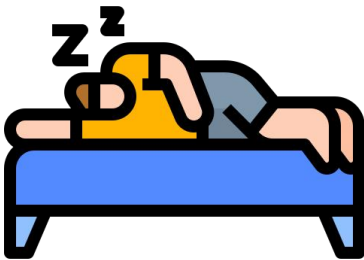
right



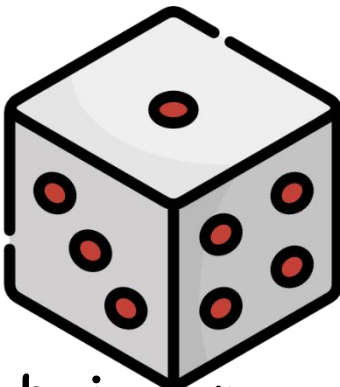
pie



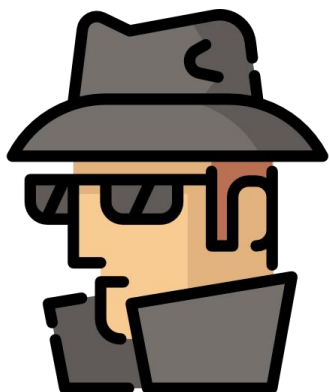
tie



lie



die



spy



sky



cry



my



our

find

him

like

we

for

look

is

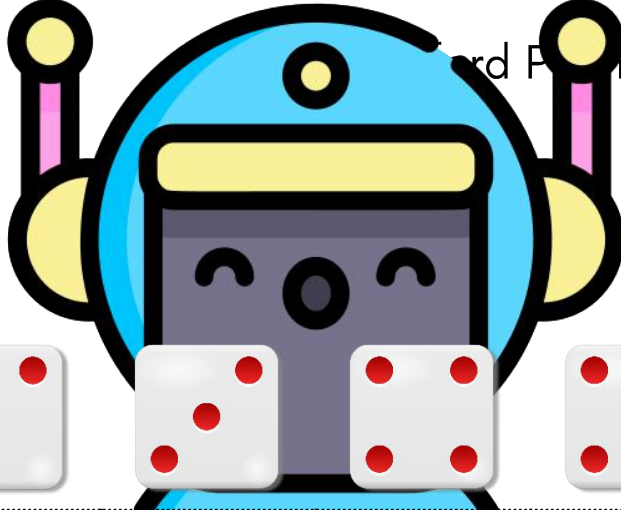
How to Play *Concentration*

Teachers who would like to brush up on the original rules of Concentration (otherwise known as Memory) can watch [this video](#).



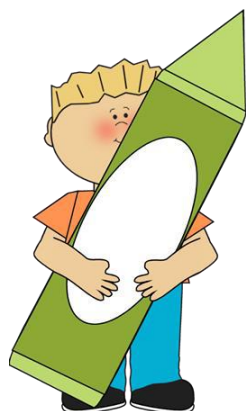


light	lie	light	lie	light	lie
night	die	night	die	night	die
high	spy	high	spy	high	spy
right	sky	right	sky	right	sky
pie	cry	pie	cry	pie	cry
tie	my	tie	my	tie	my

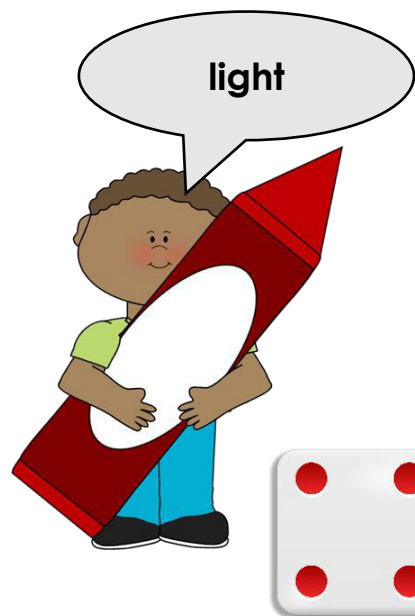


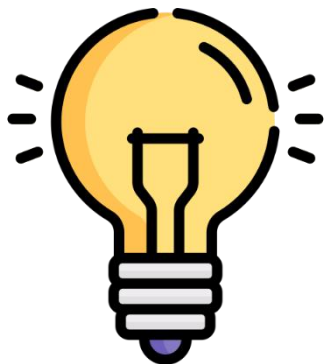
How to Play *Roll and Read*

Here's a quick and easy game to practice reading. Divide the class into pairs and give each set of children a *Roll and Read* sheet, a dice, and two crayons. The first child rolls the dice. If the dice says 2, then the child reads one of the words in the 2-column and colors the box the word is in. The next child does the same. If all the words in a number column have been filled, then the child loses their turn. Continue until all the boxes have been filled. The child with the most filled squares is the winner.

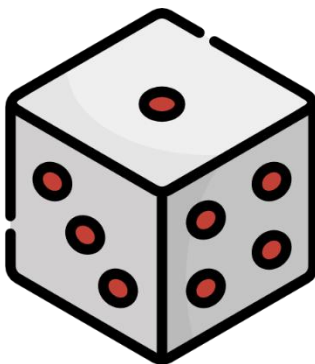


light	lie	light	lie	light	lie
night	die	night	die	night	die
high	spy	high	spy	high	spy
right	sky	right	sky	right	sky
pie	cry	pie	cry	pie	cry
tie	my	tie	my	tie	my

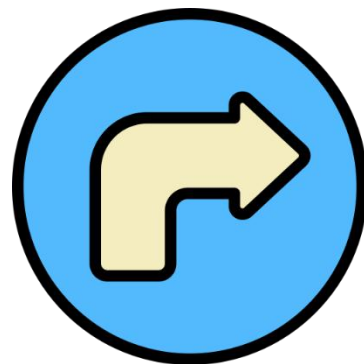




light



die



right



spy



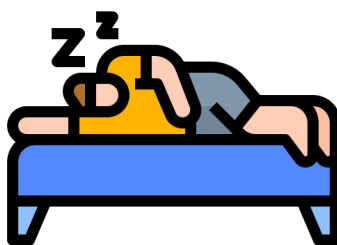
night



tie



sky



lie



high

light

die

right

spy

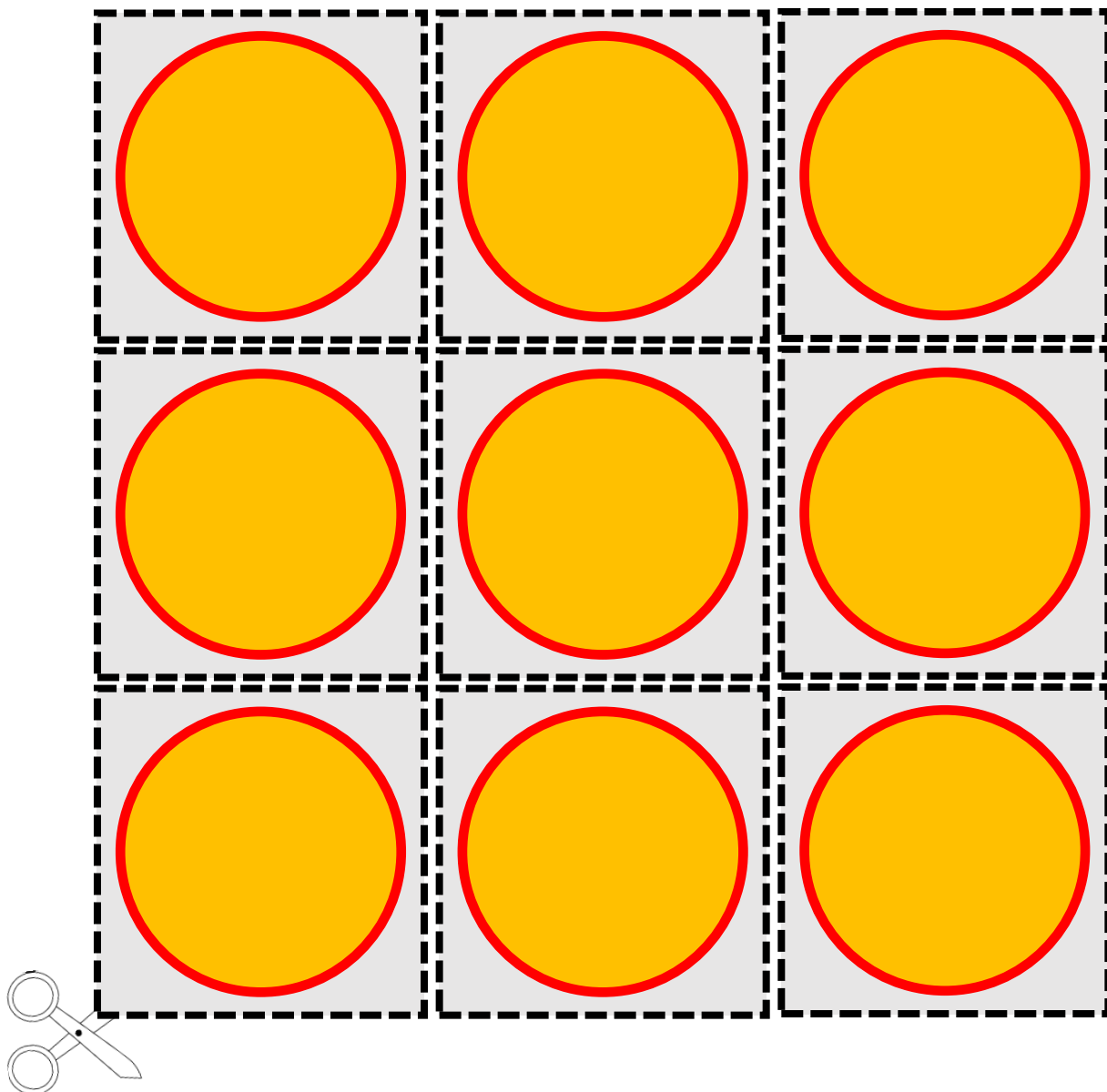
night

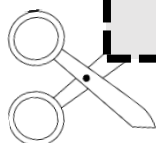
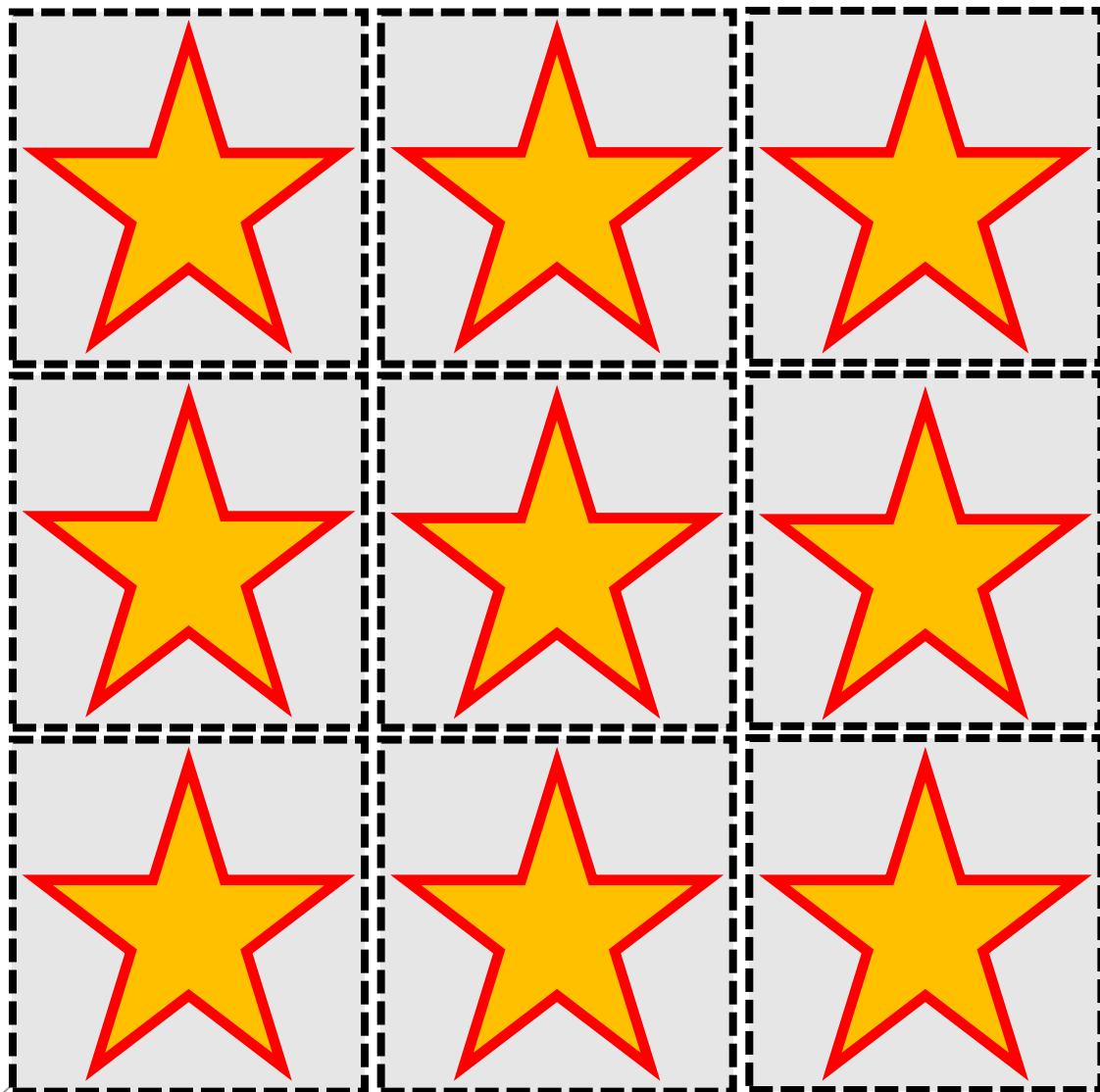
tie

sky

lie

high





How to Play *Tic-Tac-Toe*

Teachers who would like to brush up on the original rules of *Tic-Tac-Toe* can visit [this site](#) or watch [this video](#).



Scoring in Accumulative *Tic-Tac-Toe*

Accumulative tic-tac-toe is a way to inject some excitement into the traditional game. Students play twelve rounds using the attached score sheet. After the first round, the winner circles the number one under their name, thus earning one point. The loser crosses their number one out. Likewise, the winner of the second round circles the number two, earning two points. If the round is a draw, both players cross out their circles and neither receive points. Continue playing until all twelve rounds are complete, and then tally up the total at the bottom. The player with the most points wins.

Name: Billy	Name: Jean
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
Total: 30	Total: 17

Billy wins the first round and gets 1 point.

Jean wins the second round and gets 2 points.

The fifth round is a draw, so nobody gets any points.

After twelve rounds Billy is the overall winner because he has more accumulated points than Jean. Although Jean could easily have won the entire game had she won just once in the eleventh or twelfth round.

3-Person Accumulative *Tic-Tac-Toe*

If there is an odd number of students, three player play is also possible with one player sitting out in rotation. The first player to sit out is decided by a game of rock paper scissor, train straws, or rolling a die. The remaining two students play the first round, the winner awarded points in the normal way. The winner of the first round though must sit out during the second round. In the event of a draw all three students must once again randomly choose who will sit out. They continue in this way until all rounds are completed.

Archie loses rock paper scissors so only Betty and Veronica play in the first round.

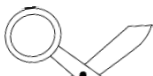
Since Veronica won the first round, Archie and Betty play each other in the second round and Veronica takes a break.

The eighth round is a draw so the three players must once again randomly decide which two players will play in the ninth round.

In 3-person accumulative tic-tac-toe it is impossible for someone to win two consecutive rounds because the winner must always sit out.

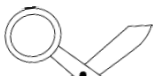
Name: Betty	Name: Archie	Name: Veronica
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
11	11	11
12	12	12
Total: 19	Total: 20	Total: 21

2-Person Accumulative Tic-Tac-Toe Score Board



Name:	Name:	Name:	Name:
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9
10	10	10	10
11	11	11	11
12	12	12	12
Total: www.jnob-jo.com	Total:	Total:	Total:

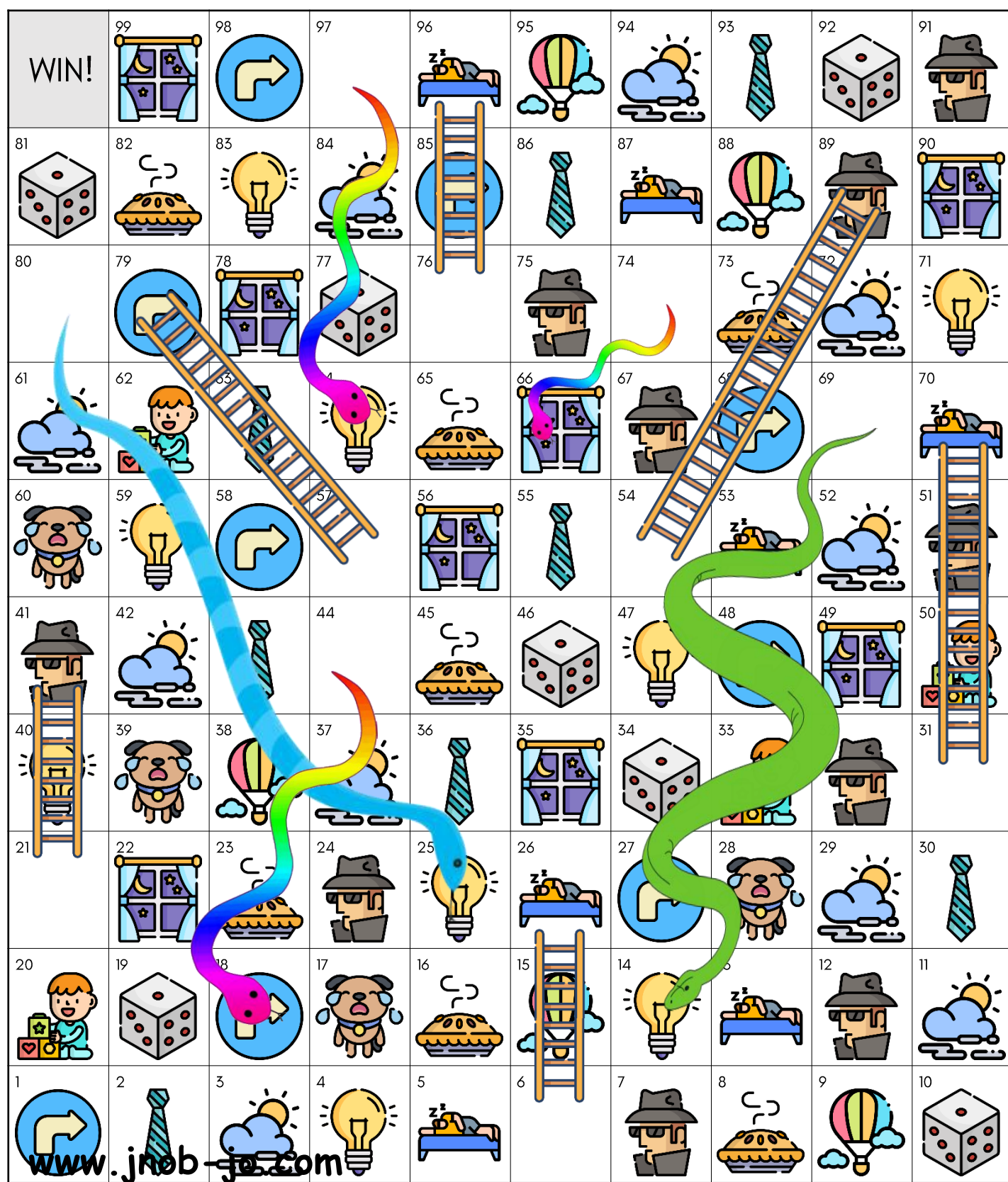
3-Person Accumulative Tic-Tac-Toe Score Board



Name:	Name:	Name:	Name:	Name:	Name:
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5
6	6	6	6	6	6
7	7	7	7	7	7
8	8	8	8	8	8
9	9	9	9	9	9
10	10	10	10	10	10
11	11	11	11	11	11
12	12	12	12	12	12
Total:	Total:	Total:	Total:	Total:	Total:

Snakes and Ladders

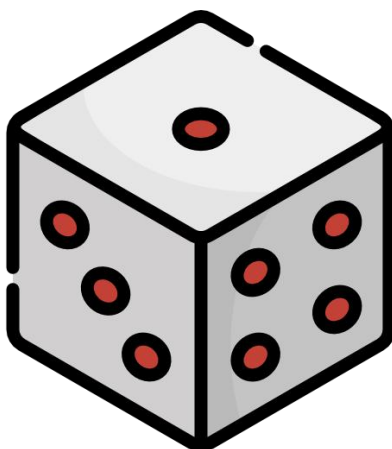
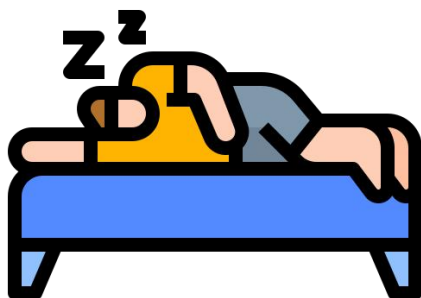
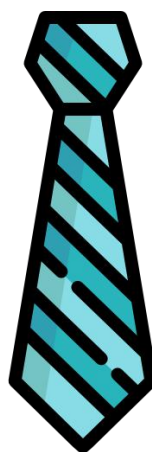
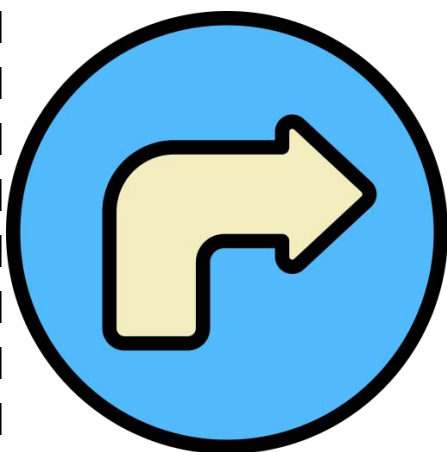
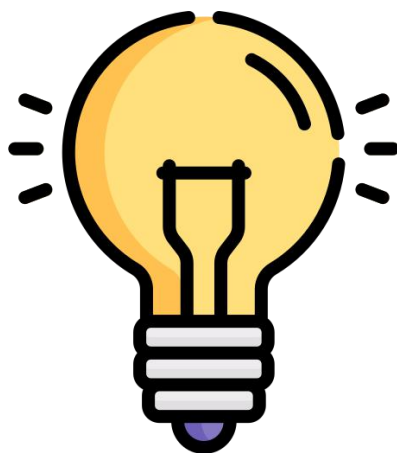
Oxford Phonics World 3: Unit 6

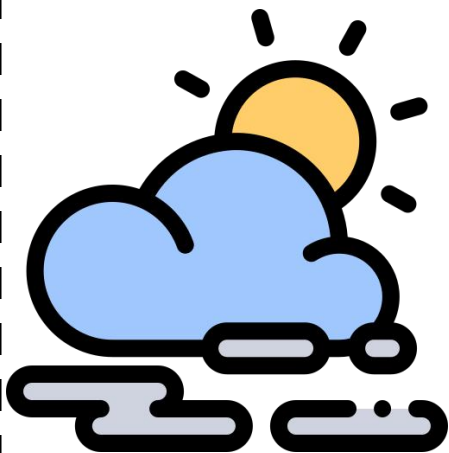


How to Play *Snakes and Ladders*

Teachers who would like to brush up on the original rules of *Snakes and Ladders* can visit [this site](#) or watch [this video](#).









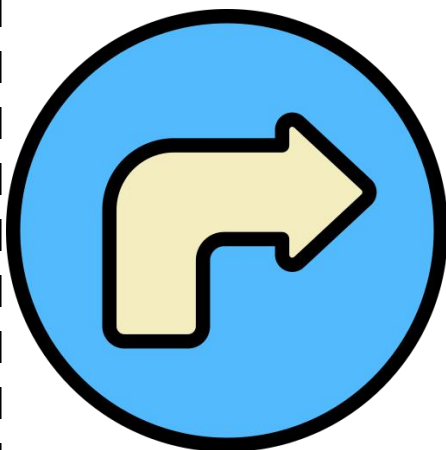
light



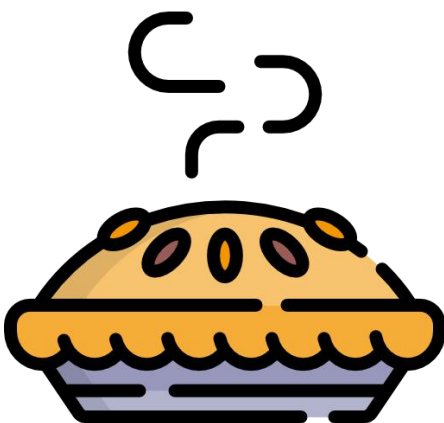
night



high



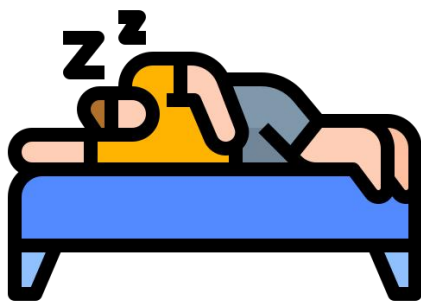
right



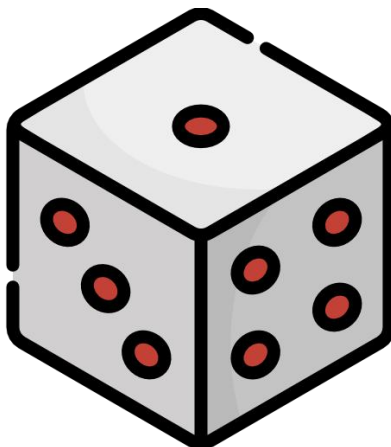
pie



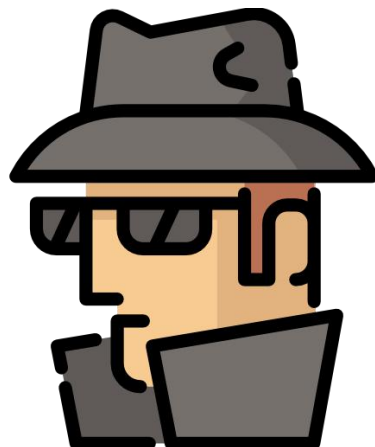
tie



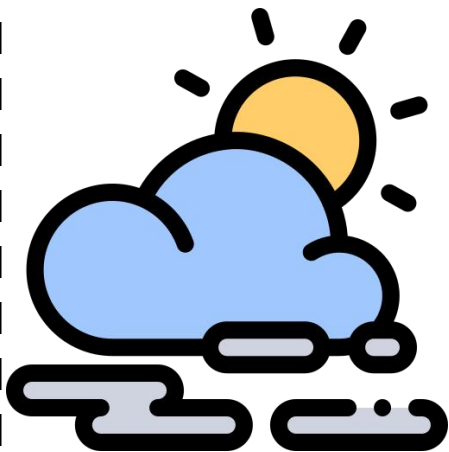
lie



die



spy



sky



cry



my



light

night

high

right

pie

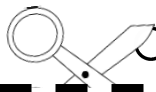
tie

lie

die

spy

Turn and Search



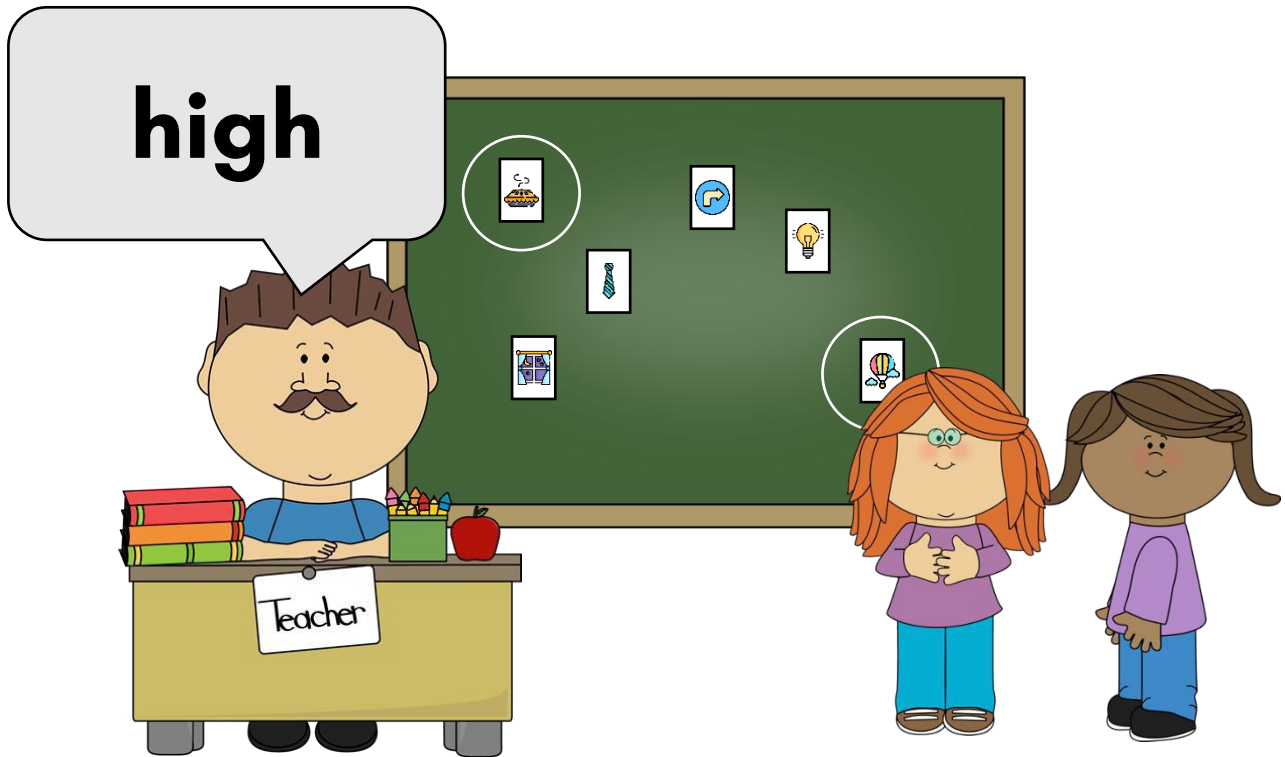
Oxford Phonics World 3: Unit 6

sky

cry

my

How to Play *Turn and Search*

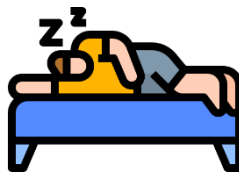


First, print out four to six copies of the game cards. Cut out all of the cards and attach them to the board at the front of the class. After dividing the class into two teams, one member from each team comes up to the front of the class.

The teacher then says one of the words on the board, and the children turn race to find it. The first one to find the correct word gets a point for their team. Now circle the finished card with a board marker and go again with the next two students. Continue until all the cards have been circled. The team with the most points is the winner.



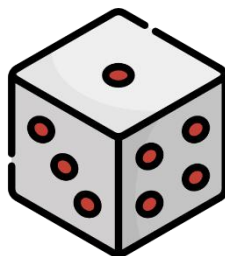
light



light



light



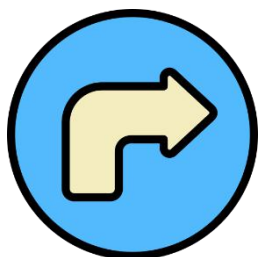
light



light



light



light



light



light



light



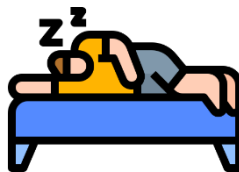
light



light



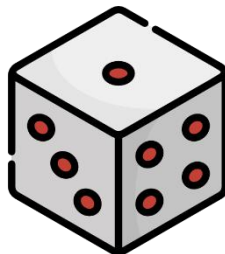
night



night



night



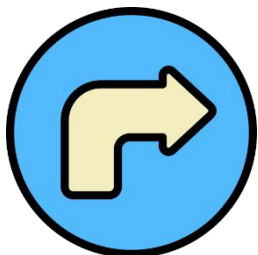
night



night



night



night



night



night



night



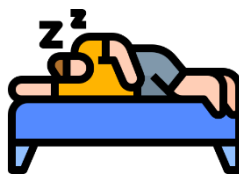
night



night



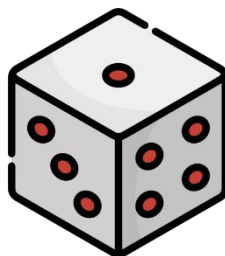
high



high



high



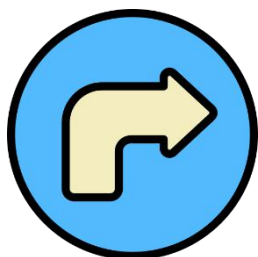
high



high



high



high



high



high



high



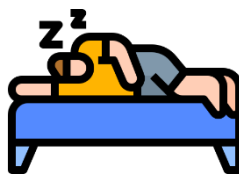
high



high



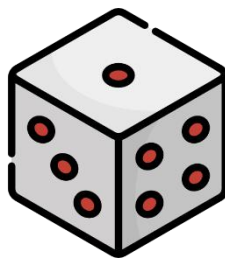
right



right



right



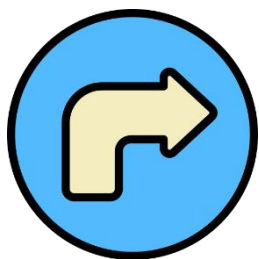
right



right



right



right



right



right



right



right



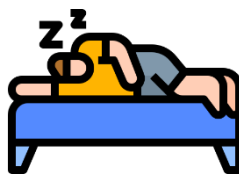
right

	pie		pie
	pie		pie
	pie		pie
	pie		pie
	pie		pie
	pie		pie

	tie		tie
	tie		tie
	tie		tie
	tie		tie
	tie		tie
	tie		tie



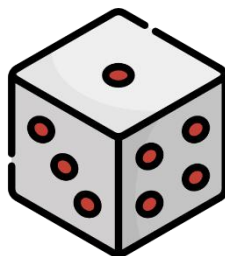
lie



lie



lie



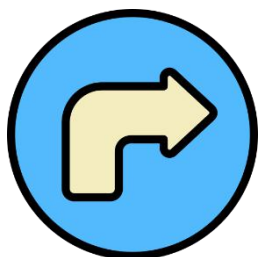
lie



lie



lie



lie



lie



lie



lie



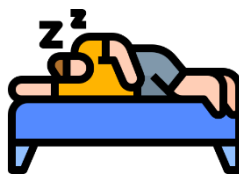
lie



lie



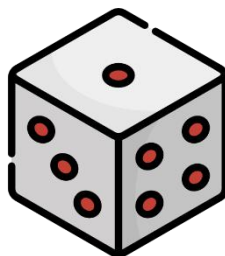
die



die



die



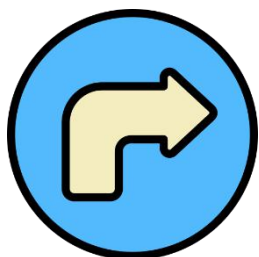
die



die



die



die



die



die



die



die



die

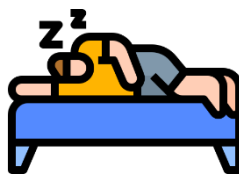
	spy		spy
	spy		spy
	spy		spy
	spy		spy
	spy		spy
	spy		spy

	sky		sky
	sky		sky
	sky		sky
	sky		sky
	sky		sky
	sky		sky

	cry		cry
	cry		cry
	cry		cry
	cry		cry
	cry		cry
	cry		cry



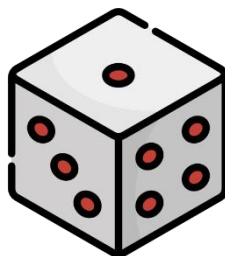
my



my



my



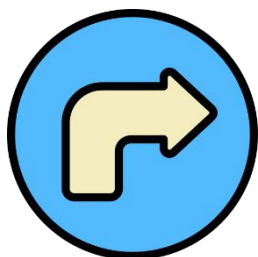
my



my



my



my



my



my



my



my



my

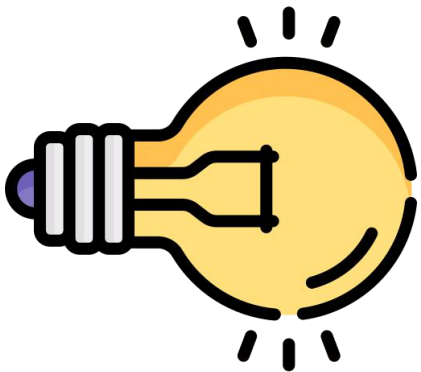
How to Play *Dominoes*

Deal 7 dominoes to each player. Then, take one domino from the deck and place it face up at the center of the table. The first player adds a domino to either end, in any direction. A domino can only be added if the pictures or words match, and only at the ends of the domino chain.

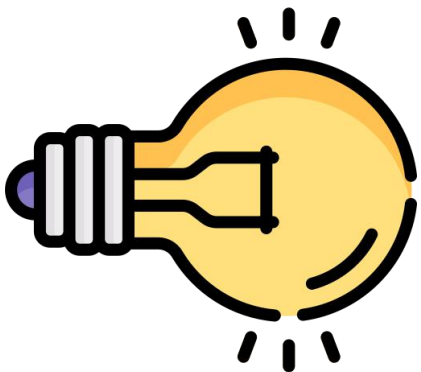
If you can't play onto either end, the player passes their turn and draws a domino from the deck. Players continue adding dominos until someone runs out. The first person to use up all their dominoes wins the game.

Those who would like to brush up on the original rules of Dominoes can visit [this site](#) or watch [this video](#).

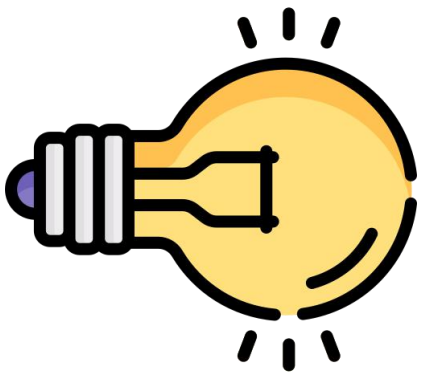




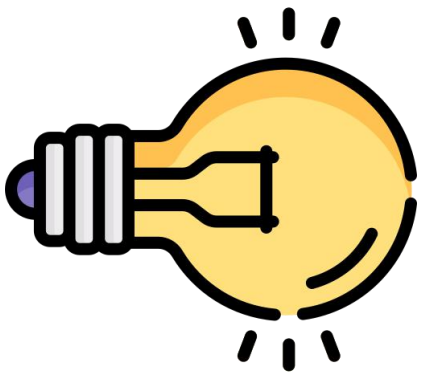
light



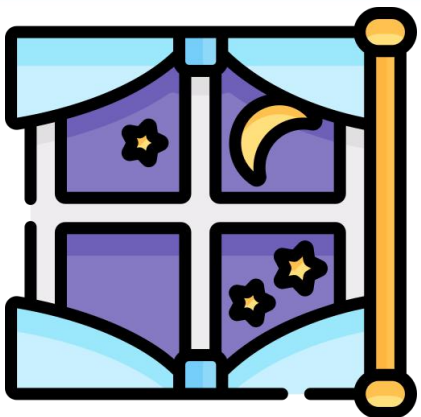
light



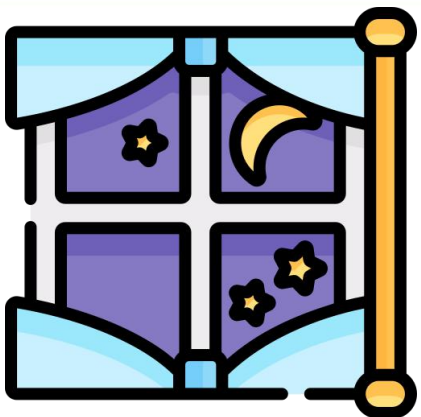
light



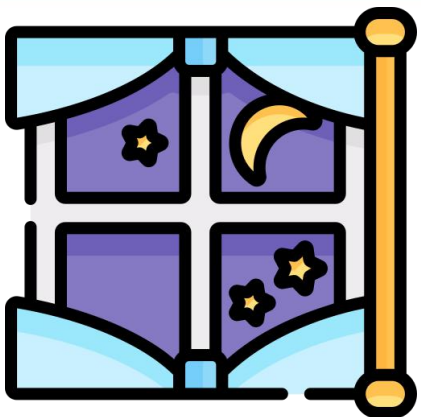
light



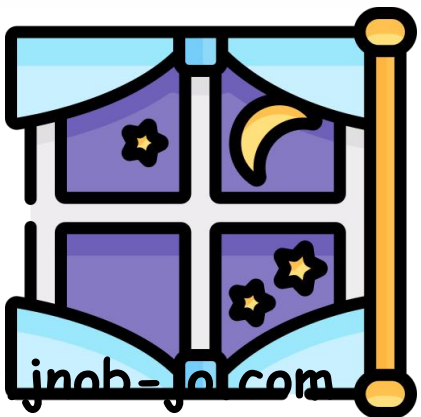
night



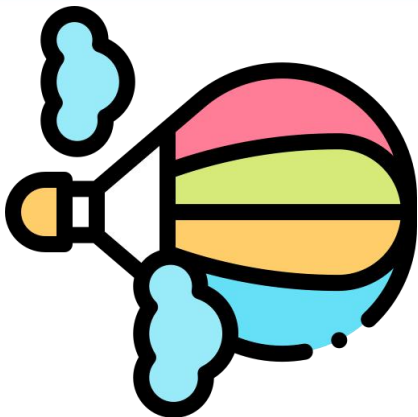
night



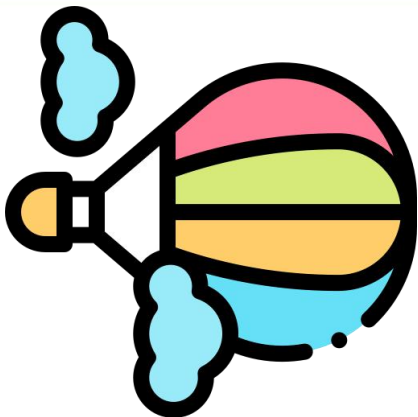
night



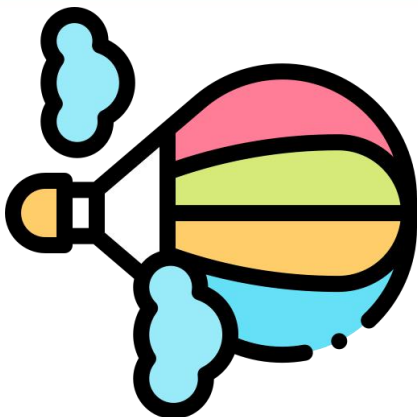
night



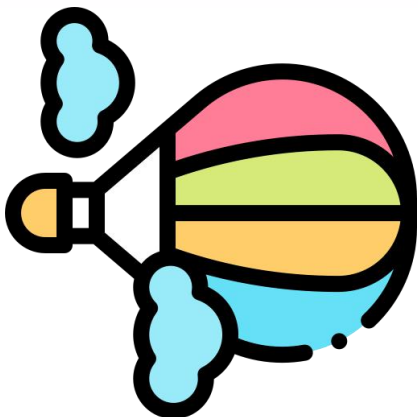
high



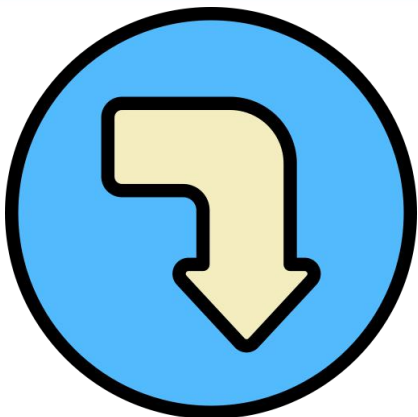
high



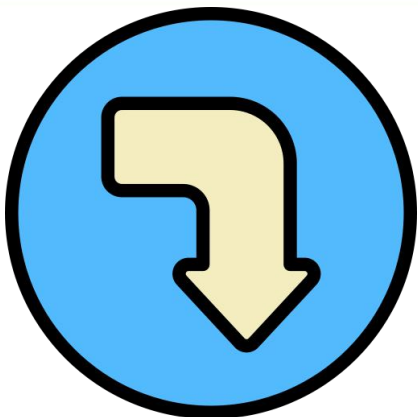
high



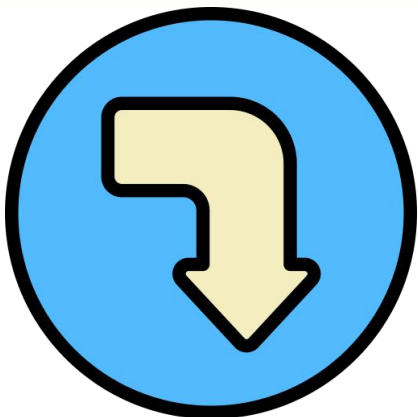
high



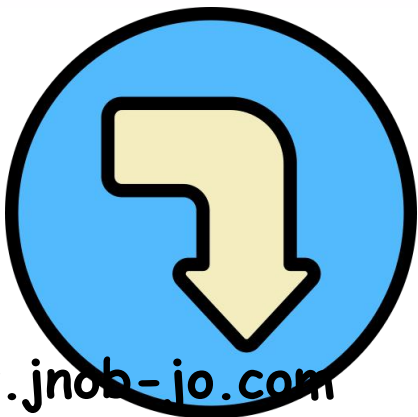
right



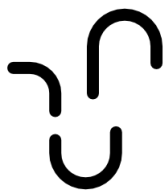
right



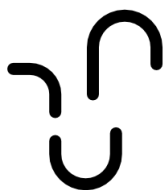
right



right



pie



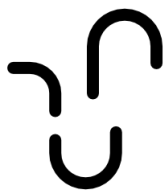
pie



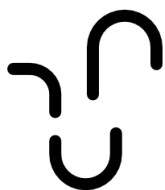
tie



tie



pie



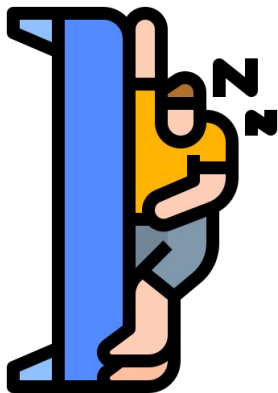
pie



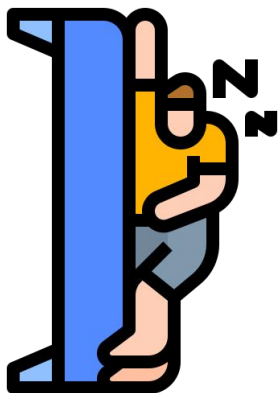
tie



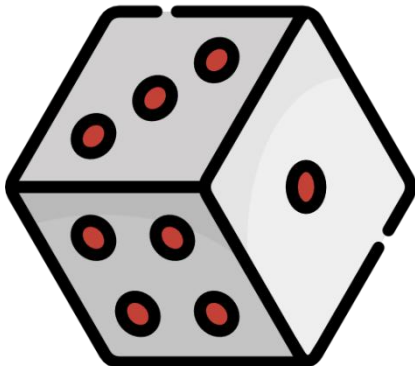
tie



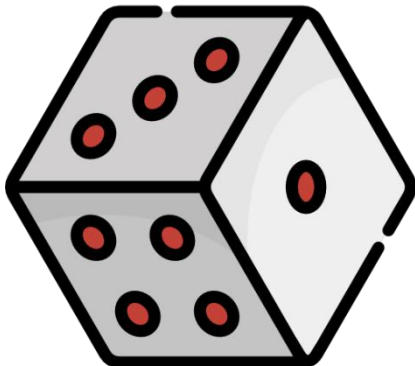
lie



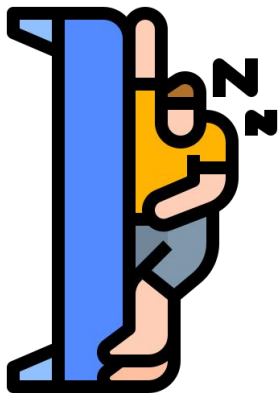
lie



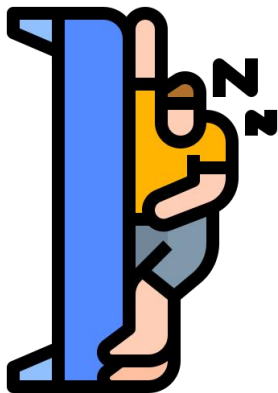
die



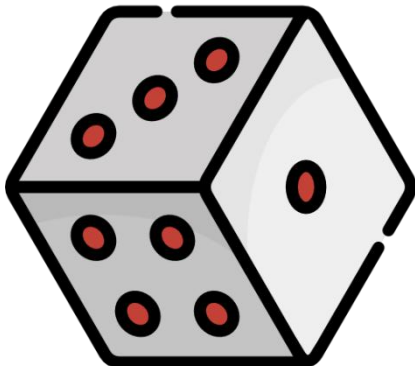
die



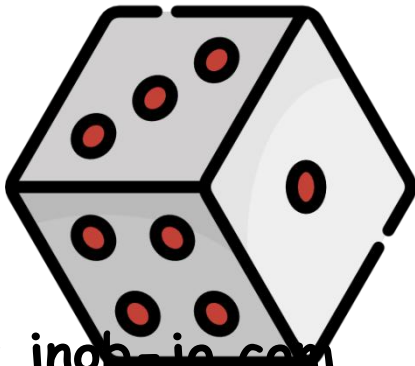
lie



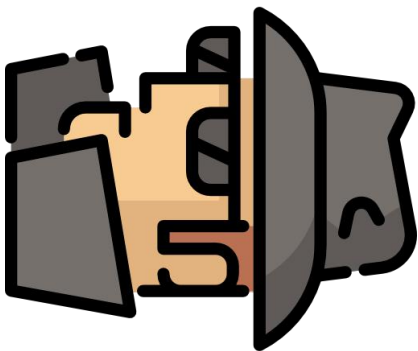
lie



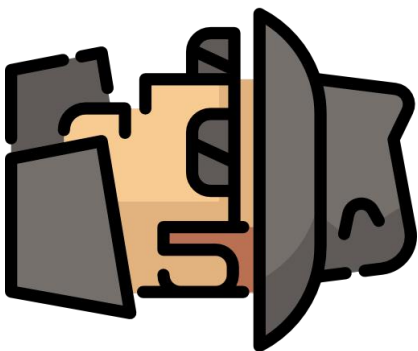
die



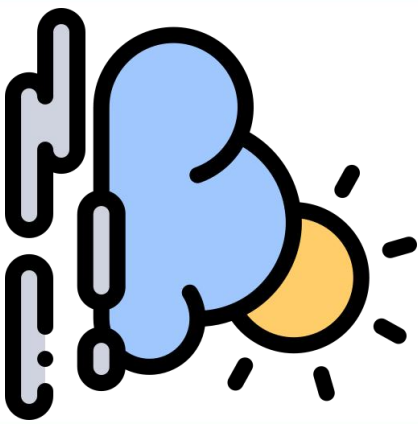
die



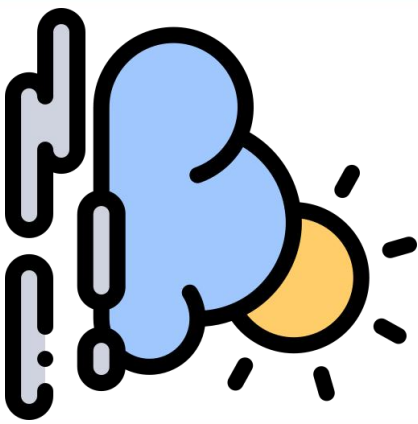
spy



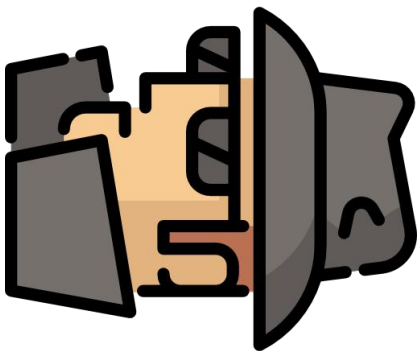
spy



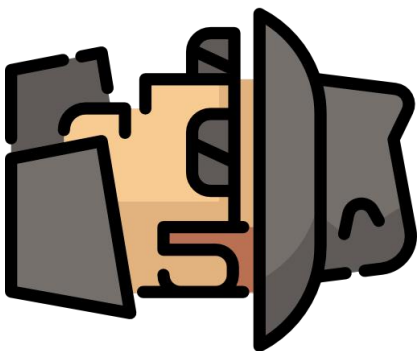
sky



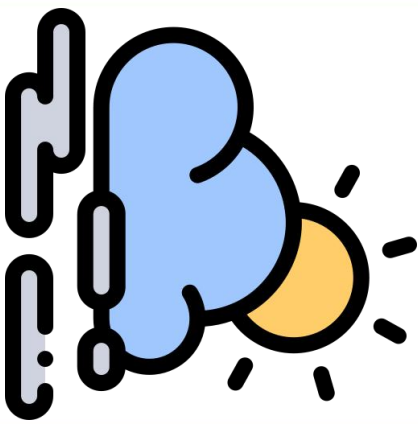
sky



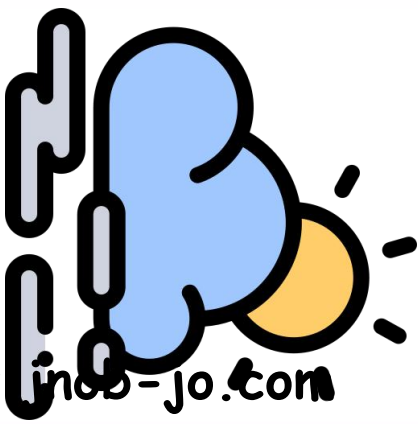
spy



spy



sky



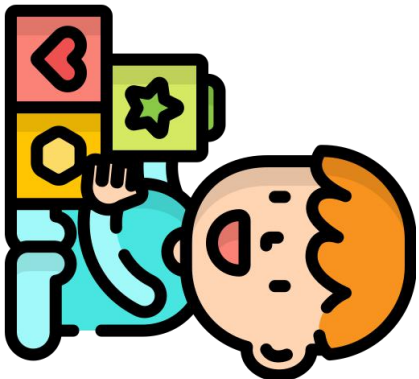
sky



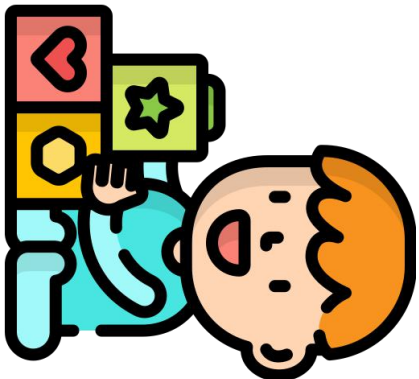
cry



cry



my



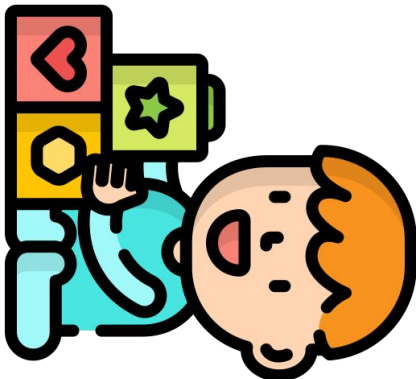
my



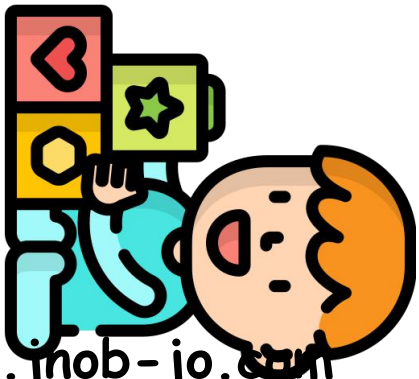
cry



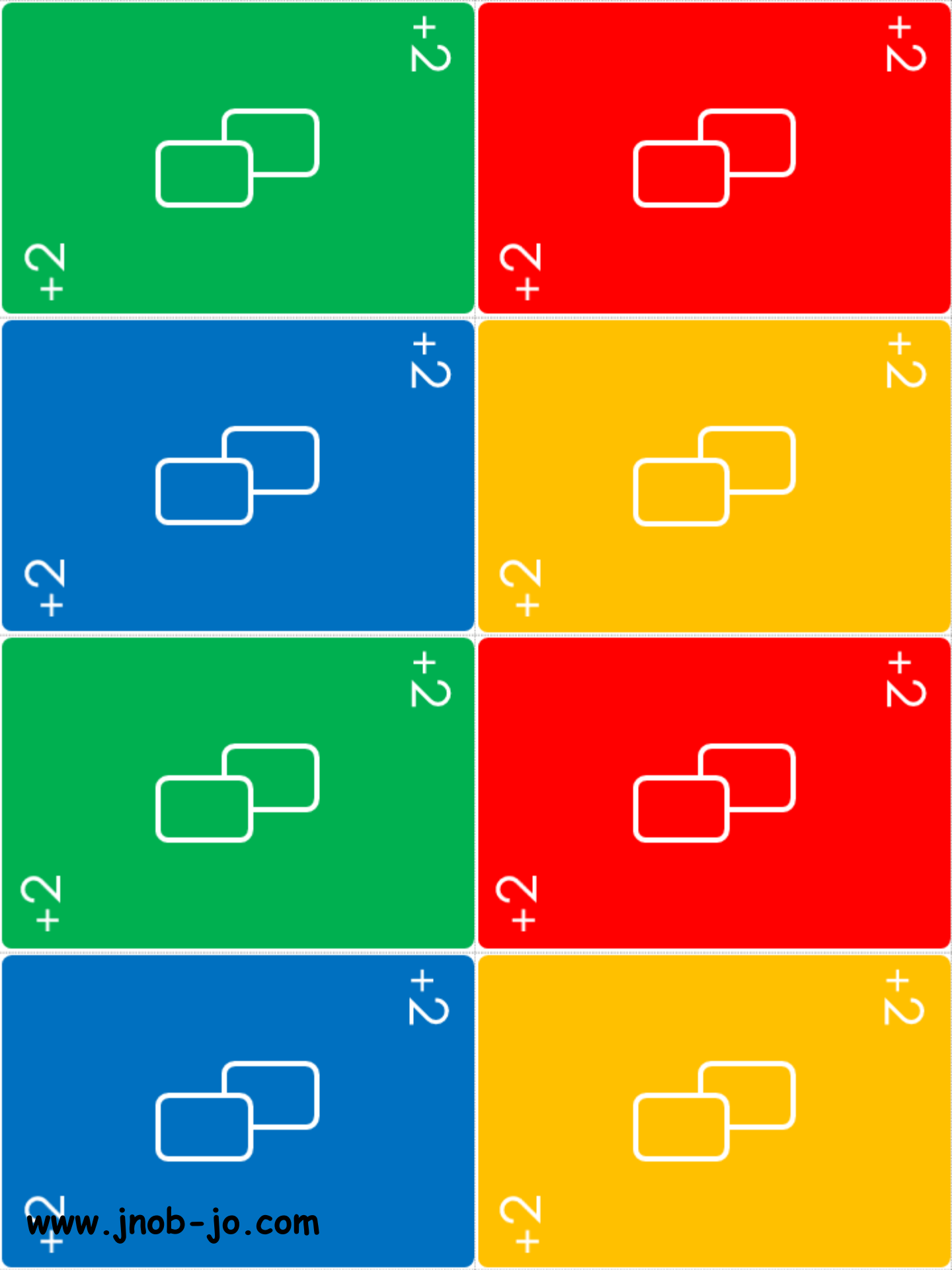
cry



my



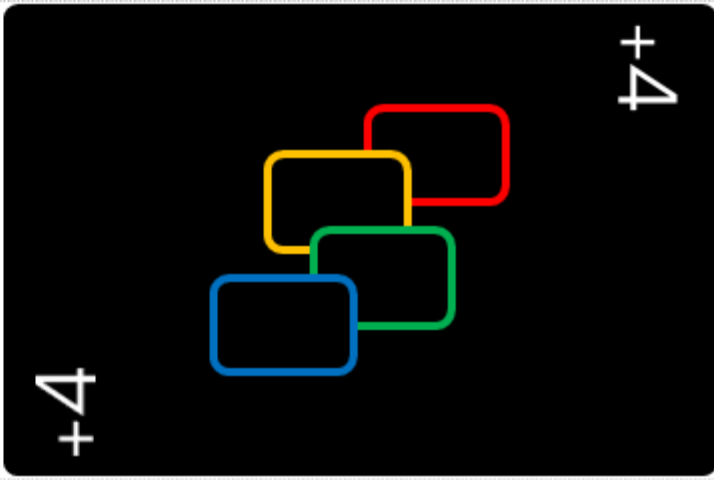
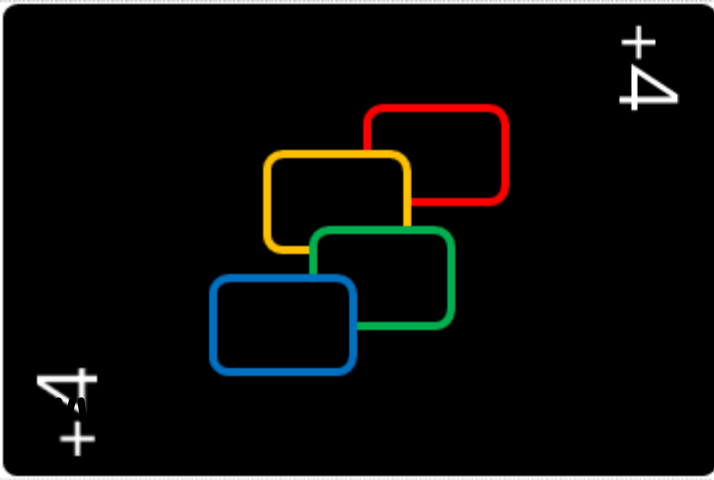
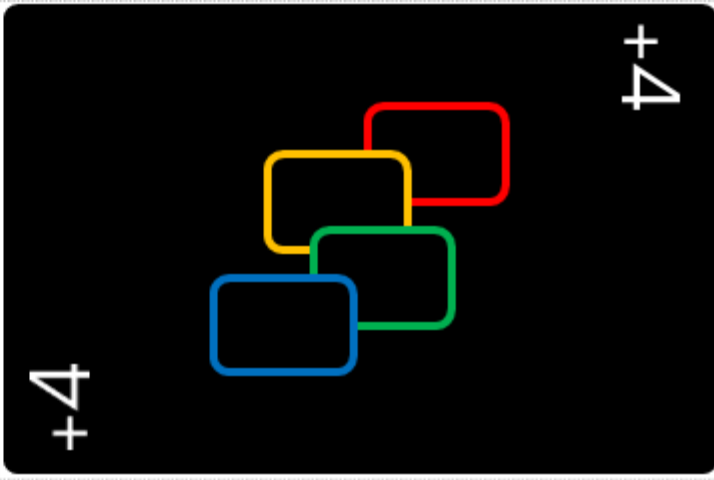
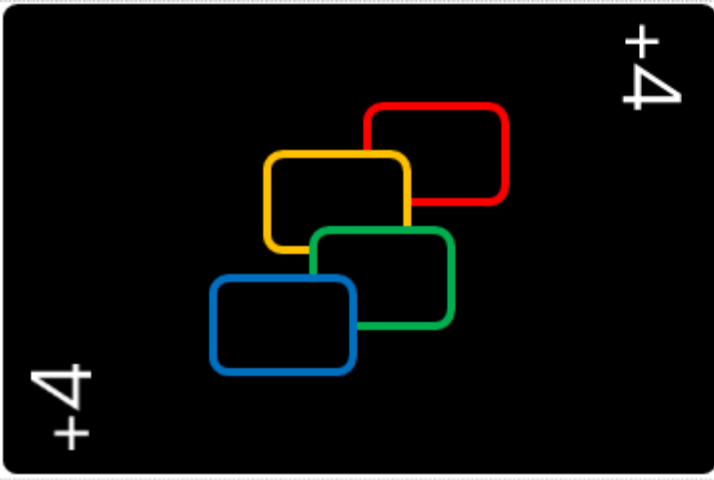
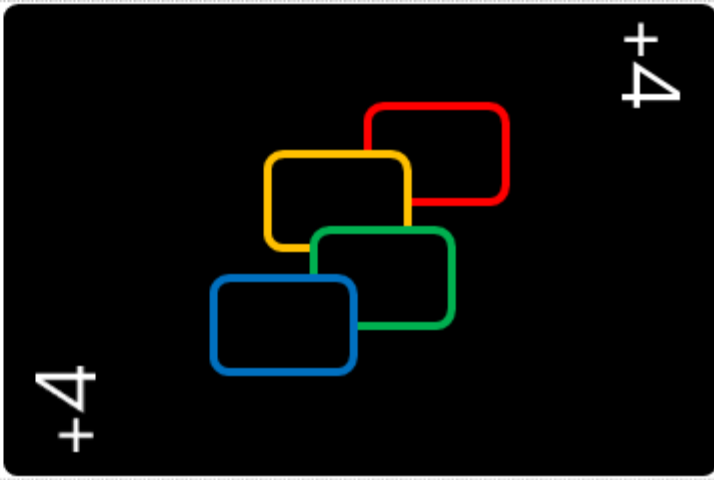
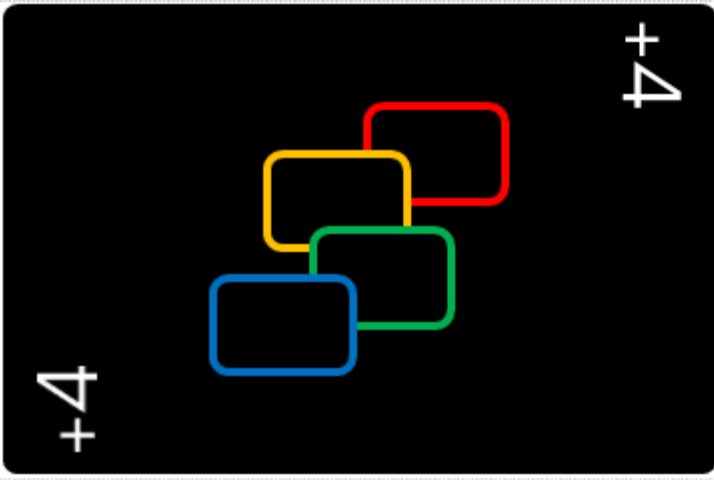
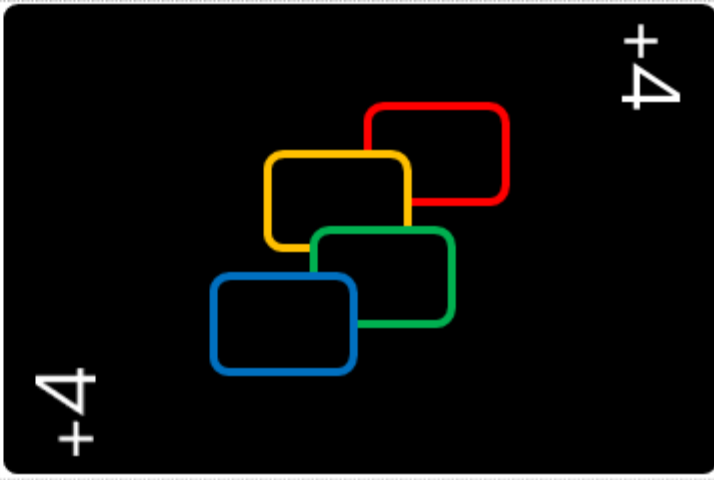
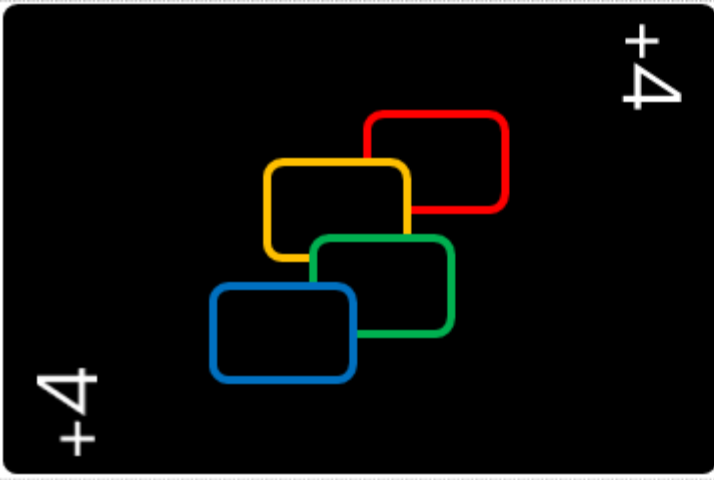
my















Unit 6



Unit 6



Unit 6



Unit 6



Unit 6



Unit 6



Unit 6



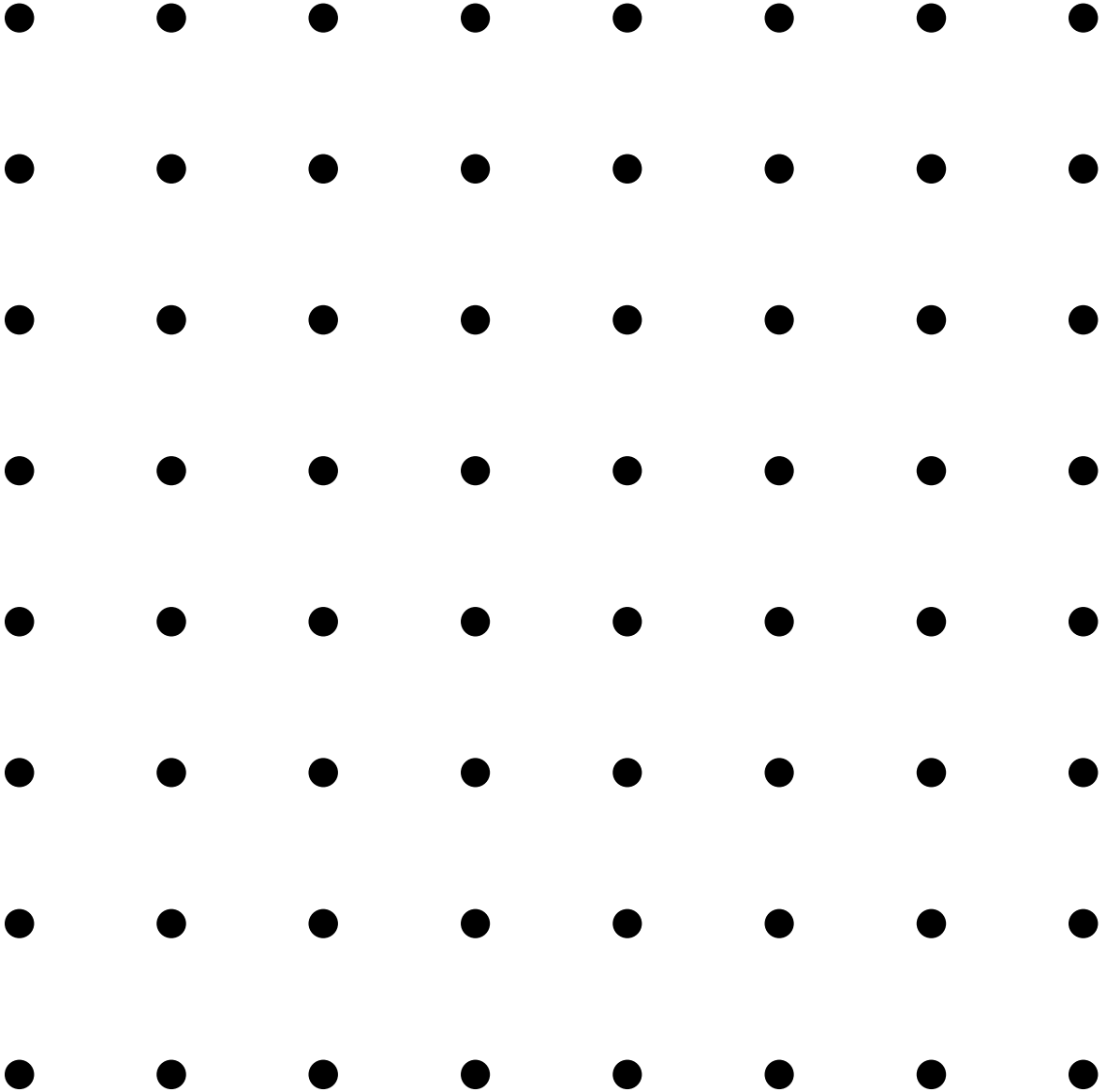
Unit 6

How to Play *Uno*

These Uno cards can be played like the regular game substituting vocabulary words for numbers.

Teachers who would like to brush up on the rules can visit [this site](#) or watch [this video](#).





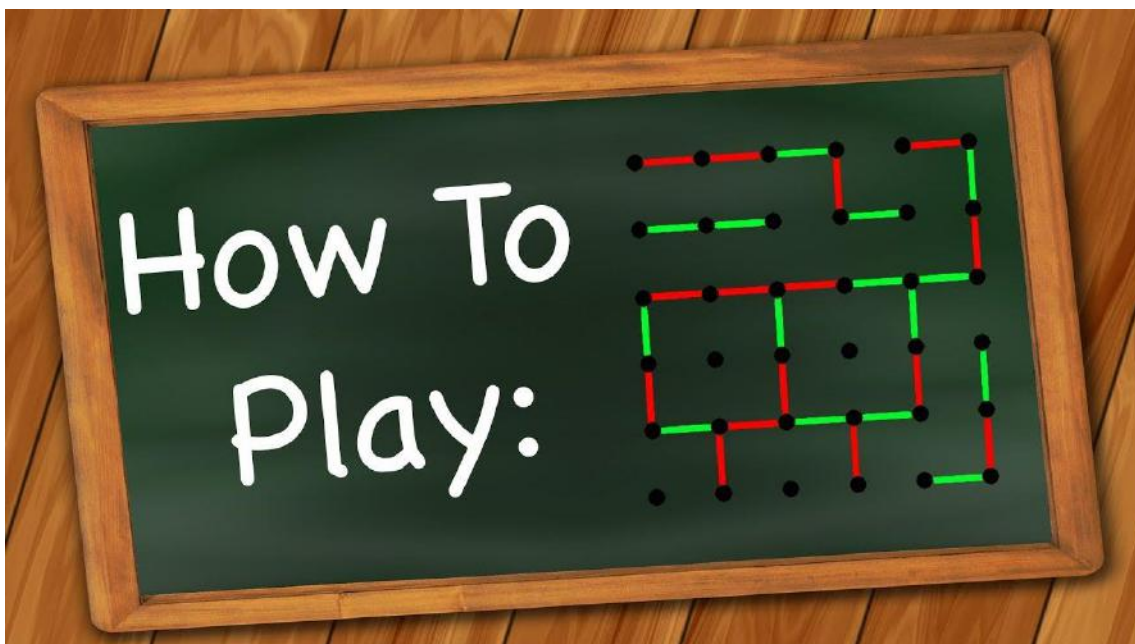
How to Play *Dots and Boxes*

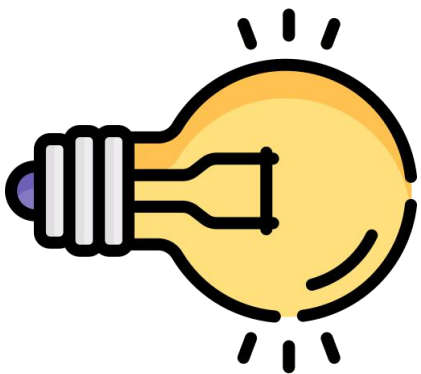
Dots and Boxes is a classic board game that children love. Players take turns drawing a single horizontal or vertical line between two dots on the grid. A player who completes the fourth side of a 1x1 box earns one point. Points can be recorded by placing an initial of the player in the box. The game ends when no more lines can be placed. The winner of the game is the player with the most points.

Class Play: Draw a grid on the board and divide the class into two teams. You can use the flashcard cards to ask your class how to read words.

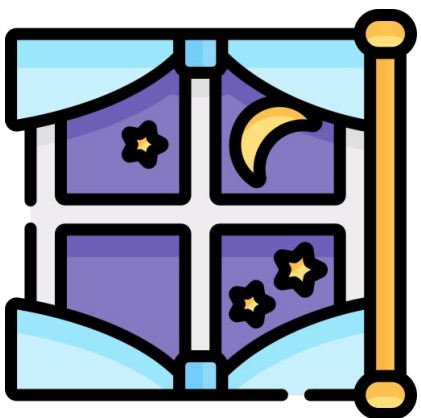
Pair Play: For more practice give a grid and flashcards to each pair of students. They can take turns reading words.

Teachers who would like to brush up on the rules of Dots and Boxes can visit [this site](#) or watch [this video](#).

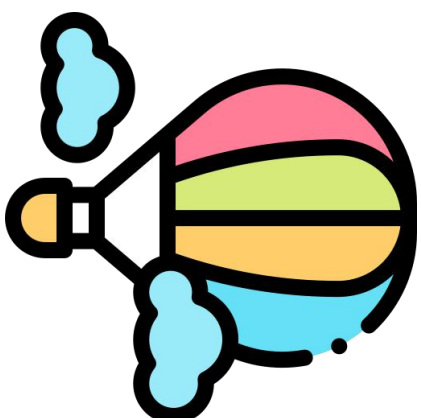




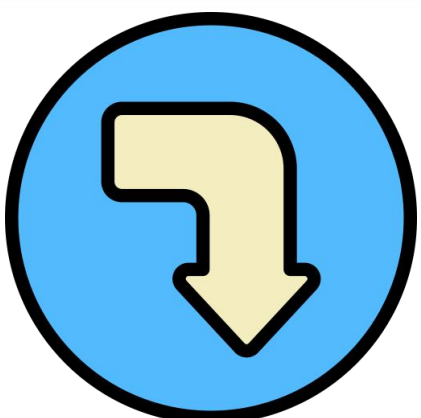
light



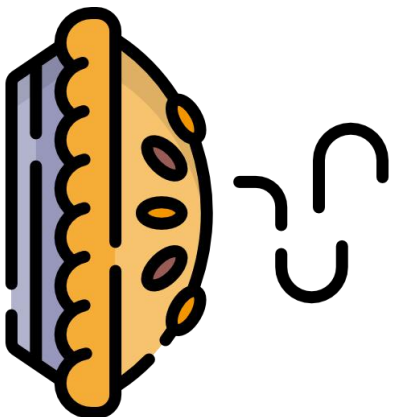
night



high



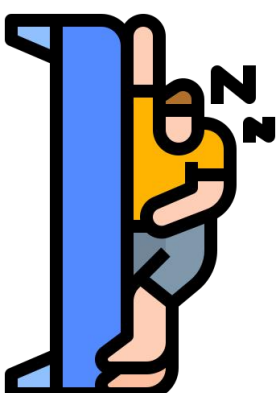
right



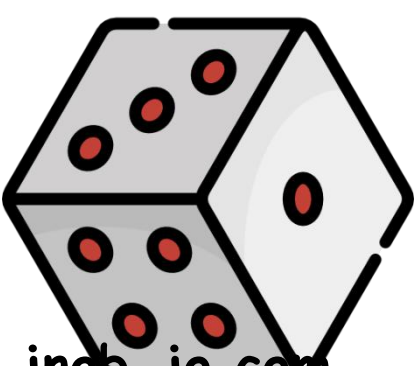
pie



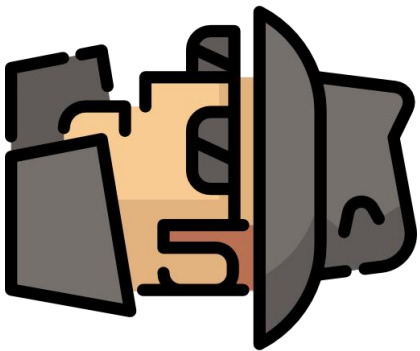
tie



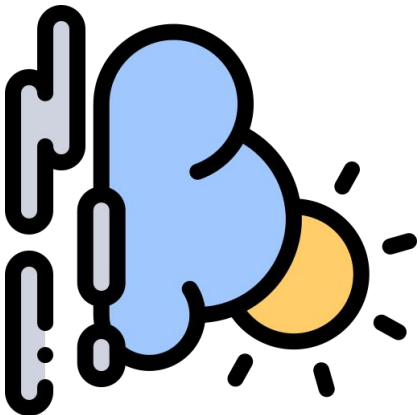
lie



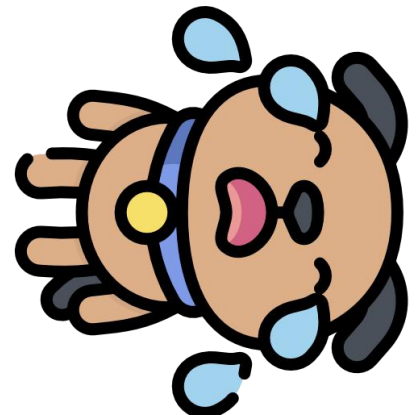
die



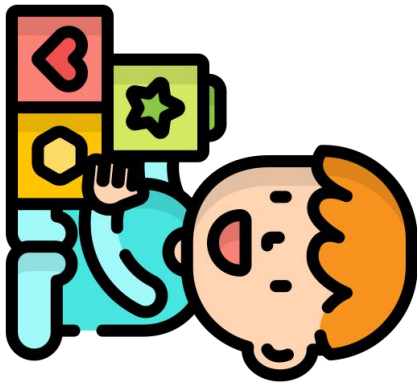
spy



sky



cry



my



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish





Go Fish

Unit 6



Go Fish

Unit 6



Go Fish

Unit 6



Go Fish

Unit 6



Go Fish

Unit 6



Go Fish

Unit 6



Go Fish

Unit 6



Go Fish

Unit 6

How to Play *Go Fish*

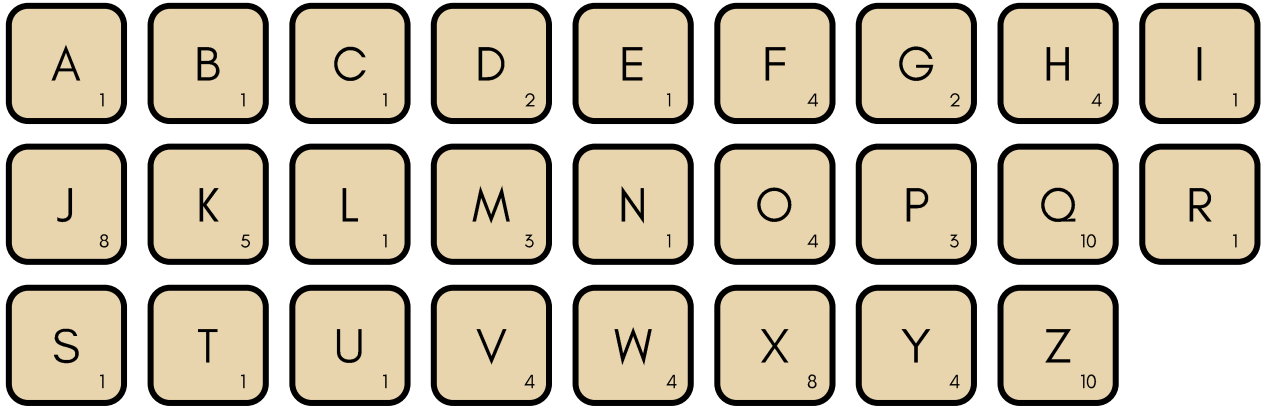
These Go Fish cards can be played like the regular game substituting vocabulary words for numbers. When a player lays down a *Bang Card*, all other players must hand over one of their cards.

Teachers who would like to brush up on the rules can visit [this site](#) or watch [this video](#).



Scrabble Spelling

Use the numbers on the letter tiles to add up your spelling words.



Word	Math	Answer
<i>apple</i>	$1 + 3 + 3 + 1 + 1$	9

[illegible]



light

lie

night

die

high

spy

right

sky

pie

cry

tie

my

our

find

him

like

we

for

look

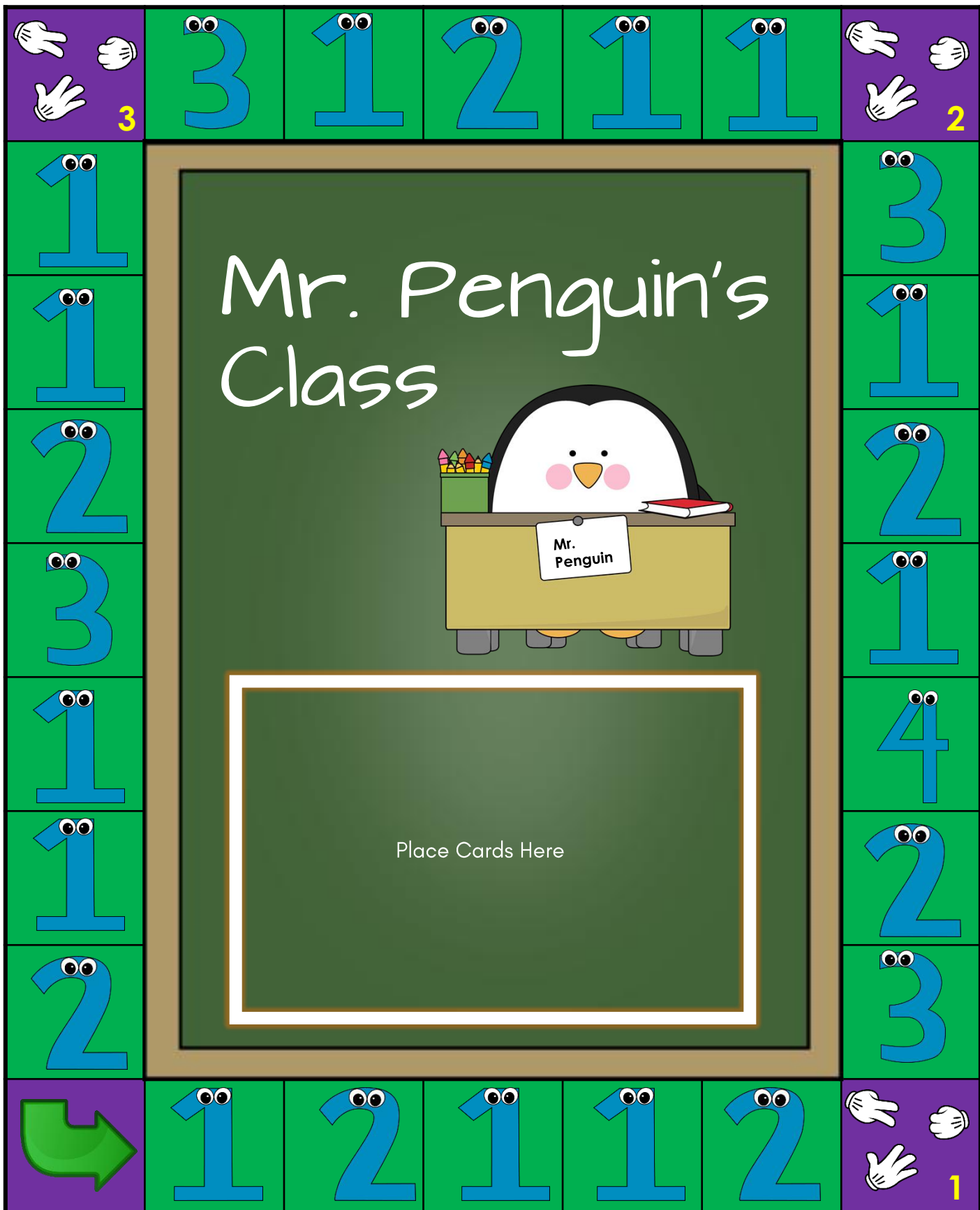
is

How to Play Scrabble Spelling

Scrabble Spelling is a simple game that can be played individually, in pairs, or small groups.

Students take turns drawing from a stack of vocabulary cards. (Any vocabulary cards will do, even ones the students make themselves.) The students write the word in the table and calculate how many points they get according to the letter tiles at the top of the page.

Continue until there are no more vocabulary cards or no more spaces in the table. Then, add up the scores. The student with the most points wins.





light



Unit 6

night



Unit 6

high



Unit 6

right



Unit 6

pie



Unit 6

tie



Unit 6

lie

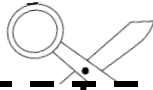


Unit 6

die



Unit 6



spy

Unit 6



sky

Unit 6



cry

Unit 6



my

Unit 6



our



Unit 6

him



Unit 6

we



Unit 6

look



Unit 6

find



Unit 6

like



Unit 6

for




Unit 6

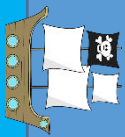
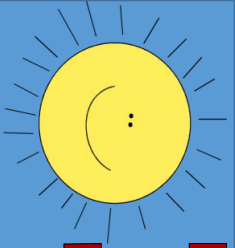
is



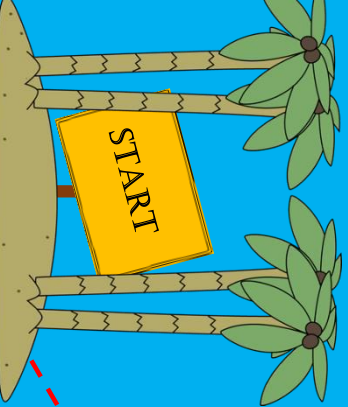
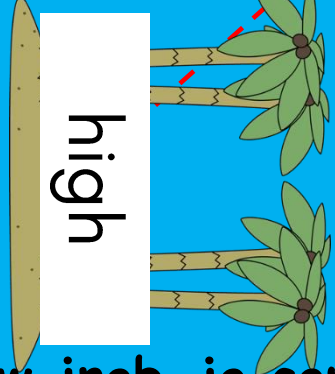
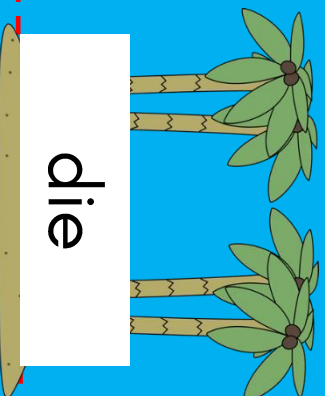
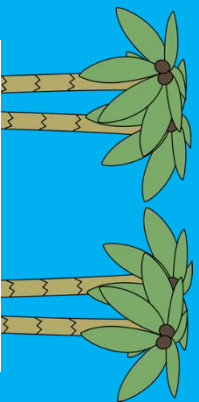
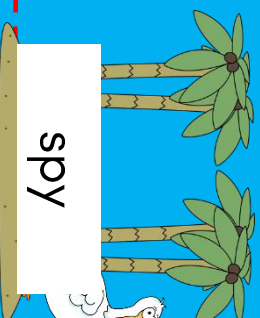
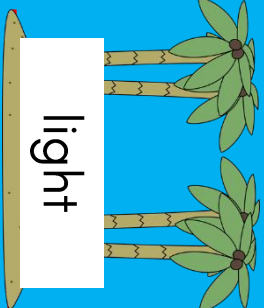
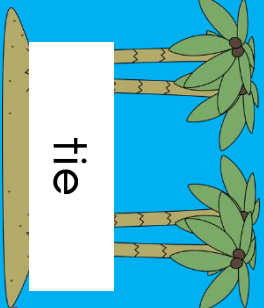
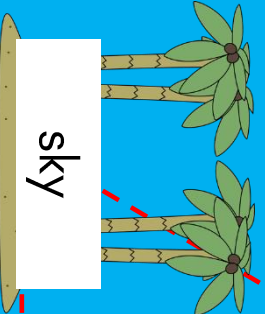
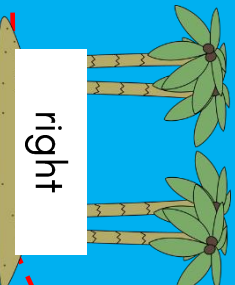
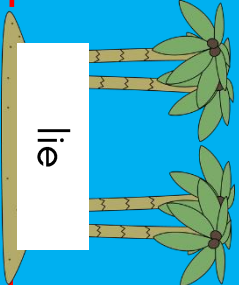
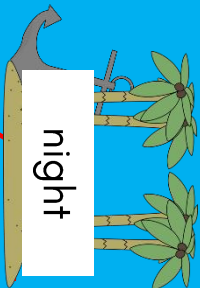
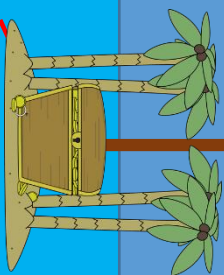
Unit 6

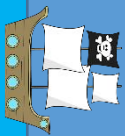
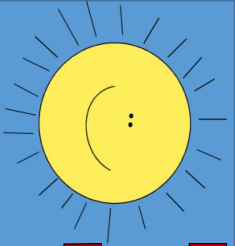
How to Play *Mr. Penguin's Class*

1. Stack the playing cards face down on the board (you may want to make several sets) and place game counters (one for each player) on the arrow.
2. Players take turns rolling the dice and moving their counters around the board.
3. When a player's counter lands on a square, the player takes as many cards as shown, but to keep them the player must read each one.
4. If the player lands on  , all the players play rock, scissor, paper. The winner may take as many cards from each of the losers as specified on the board.
5. Continue going around the board until all the cards have been taken.
6. The player with the most cards is the winner.

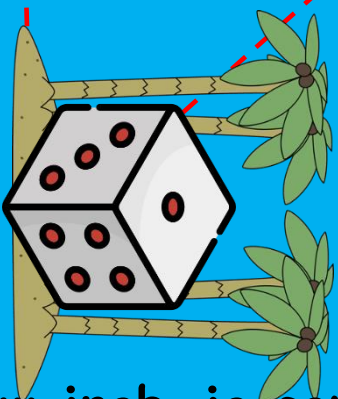
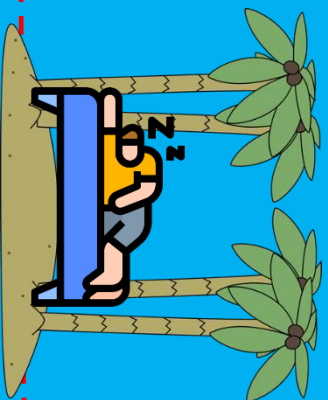
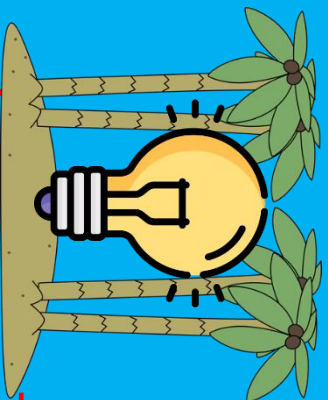
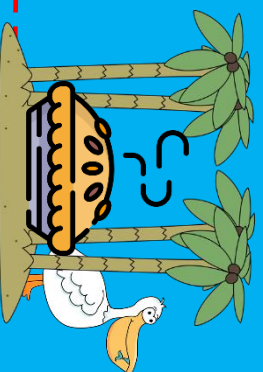
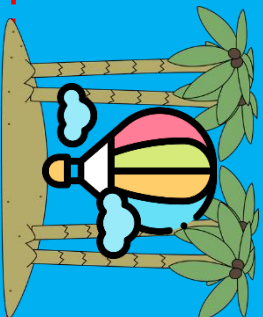
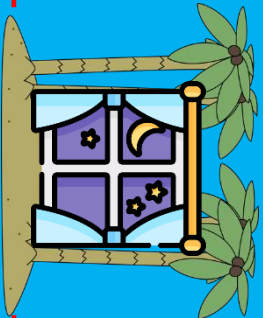
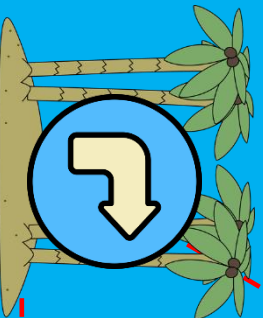
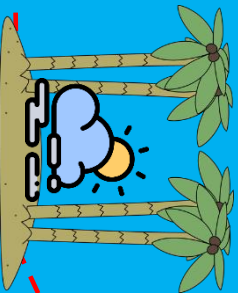
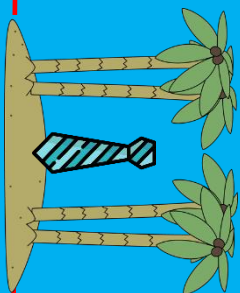
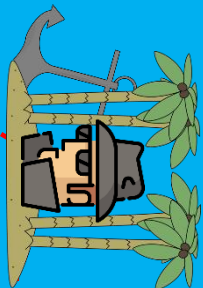
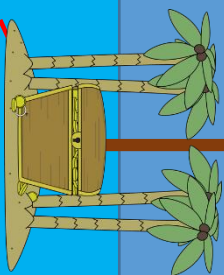


ISLAND HOPPERS





ISLAND HOPPERS



How to Play *Island Hoppers*

**2 to 4 players are recommended for this game.
Each player will need their own dice.**

1. Place a game marker for each player on START.
2. All players roll their dice at the same time.
3. The player with the highest number moves forward one space along the board and reads on the island.
4. If two or more players have the highest number, they both move forward one space.
4. The player who arrives at FINISH first is the winner.



light



night



high



right



pie



tie



lie



die



spy



sky



cry



my



our



him



we



look



find



like



for



is





Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE

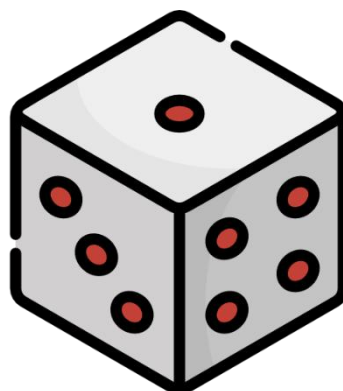
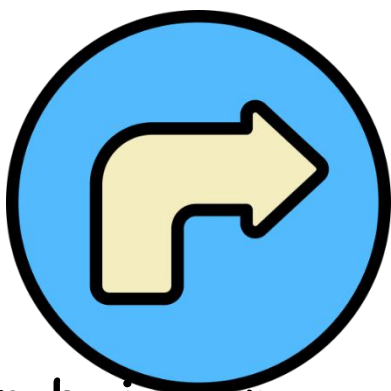
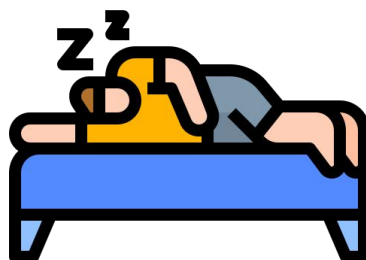
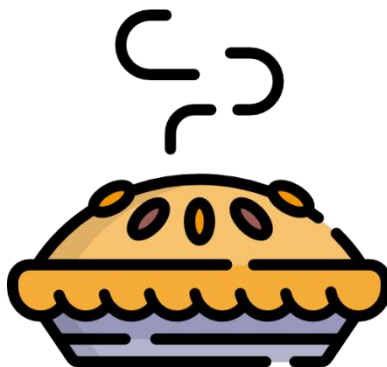
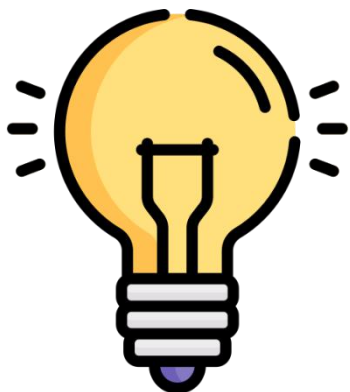
How to Play *Space Force*

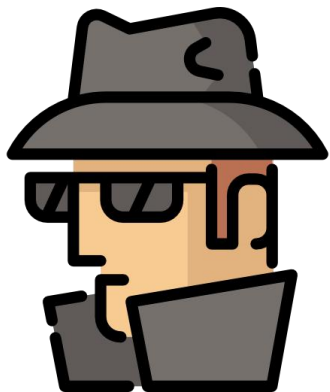
Set Up

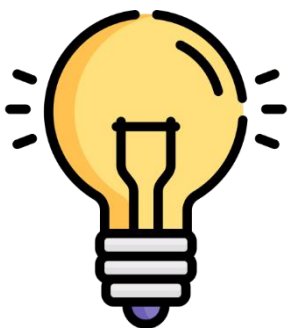
Print and cut out the game cards. Shuffle the cards and stack them face down. For longer play, combine two or three decks of cards.

How To Play

Students take turns drawing a card and reading the word. If the word is read correctly, they can keep the card. If a rocket card is pulled, they get to draw another card. If a meteor card is pulled, they must return one of their cards to the bottom of the deck. The player with the most cards at the end wins. (The Space Force cards are for use as the backside of the game cards.)







light



pie



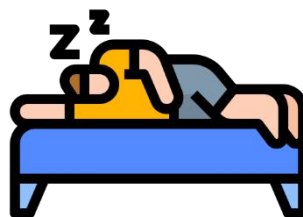
night



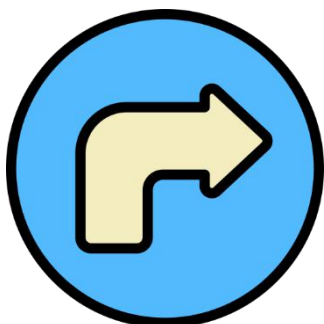
tie



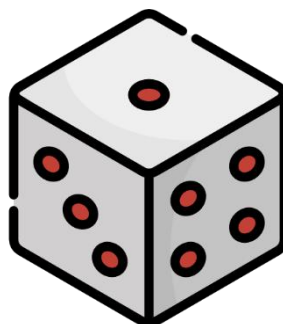
high



lie



right



die



spy



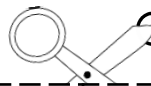
cry



sky



my



light

pie

night

tie

high

lie

right

die



spy

cry

sky

my



light

night

high

right

pie

tie

lie

die



spy

sky

city

my

Table of Contents

Return to the table of contents by clicking on [Oxford Phonics World](#).

- | | |
|--|---------------------------------------|
| • Picture Dictionary | • Concentration |
| • Word Search | • Roll and Read |
| • Unscramble the Words | • Tic-Tac-Toe |
| • Circle the Words | • Snakes and Ladders |
| • Circle the Pictures | • Turn and Search |
| • ABC Order | • Dominoes |
| • Draw Pictures | • UNO |
| • Circle and Write | • Dots and Boxes |
| | • Go Fish |
| | • Scrabble Spelling |
| | • Mr. Penguin's Class |
| | • Island Hoppers |
| | • Space Force |
| | • Flashcards |

Skip to another unit by clicking below.

[Unit 1](#)[Unit 2](#)[Unit 3](#)[Unit 4](#)[Review 1](#)[Unit 5](#)[Unit 6](#)[Unit 7](#)[Unit 8](#)[Review 2](#)

Name: _____

Picture Dictionary



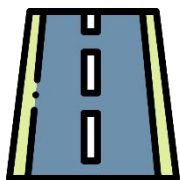
_____	_____
_____	_____
_____	_____



_____	_____
_____	_____
_____	_____



_____	_____
_____	_____
_____	_____



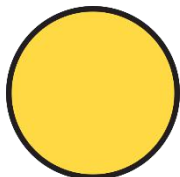
_____	_____
_____	_____
_____	_____



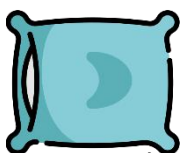
_____	_____
_____	_____
_____	_____



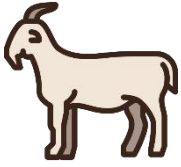
_____	_____
_____	_____
_____	_____



_____	_____
_____	_____
_____	_____



_____	_____
_____	_____
_____	_____



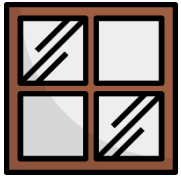
<hr/>	<hr/>
<hr/>	<hr/>
<hr/>	<hr/>



<hr/>	<hr/>
<hr/>	<hr/>
<hr/>	<hr/>



<hr/>	<hr/>
<hr/>	<hr/>
<hr/>	<hr/>















<hr/>	<hr/>
<hr/>	<hr/>
<hr/>	<hr/>

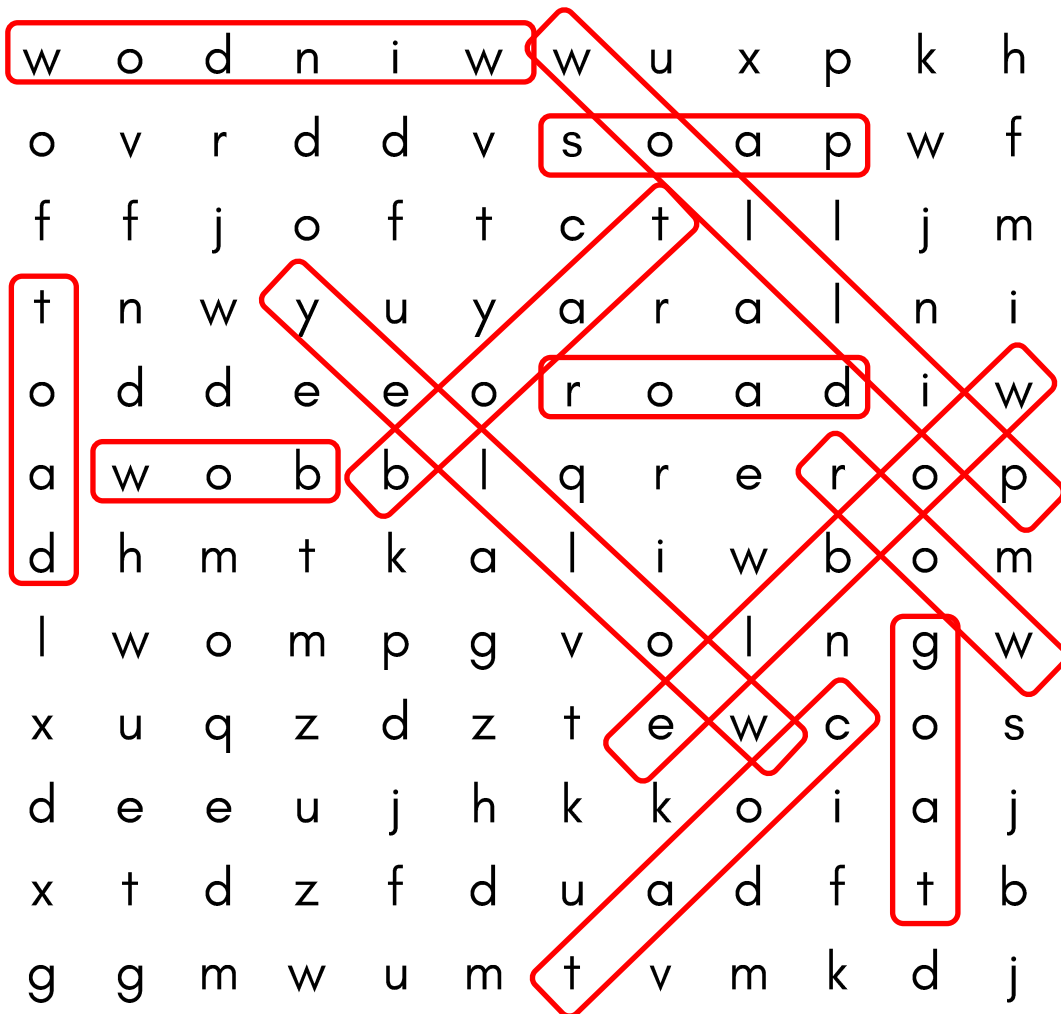
Name: _____













Find the Words

w o d n i w w u x p k h
 o v r d d v s o a p w f
 f f j o f t c t l l j m
 t n w y u y a r a l n i
 o d d e e o r o a d i w
 a w o b b l q r e r o p
 d h m t k a l i w b o m
 l w o m p g v o l n g w
 x u q z d z t e w c o s
 d e e u j h k k o i a j
 x t d z f d u a d f t b
 g g m w u m t v m k d j

boat		road		yellow		toad	
coat		bow		pillow		elbow	
soap		row		goat		window	

Find the Words



boat		road		yellow		toad	
coat		bow		pillow		elbow	
soap		row		goat		window	

Name: _____

Make a Word Search

_____	_____	_____	_____
_____	_____	_____	_____

Name: _____

Unscramble the Words and Match

dora

•

•



wolpli

•

•



cota

•

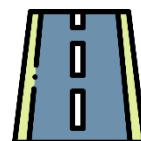
•



wbo

•

•



woylel

•

•



toba

•

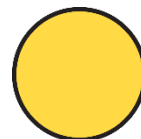
•



posa

•

•



owr

•

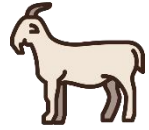
•



wwidon

•

•



tgoa

•

•



boewl

•

•



odta

•

•



Name: _____

Circle the Correct Word



boat

pillow

bow



row

yellow

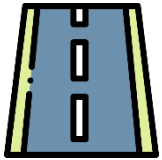
coat



soap

boat

road



road

yellow

coat



soap

coat

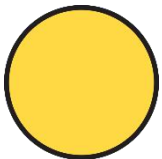
bow



road

pillow

row



bow

yellow

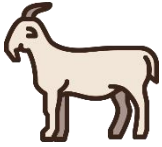
soap



pillow

boat

row



toad

goat

window



window

toad

elbow



elbow

goat

toad



window

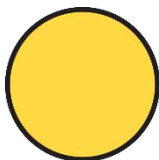
goat

elbow

Name: _____

Circle the Correct Picture

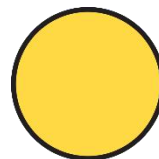
boat



coat



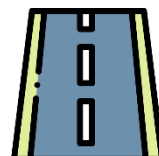
soap



road



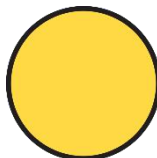
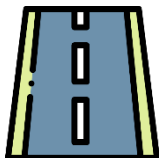
bow



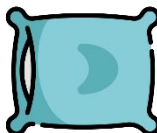
row



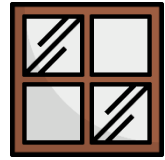
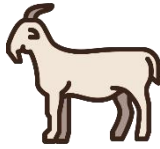
yellow



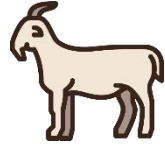
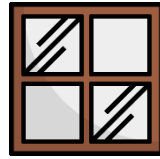
pillow



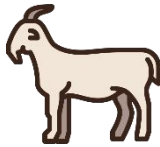
goat



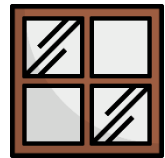
toad



elbow



window



Name: _____

Put the Words in ABC Order

1. Cut out the words.
2. Put the words in ABC order.
3. Glue the words in the boxes.

1	2	3	4
5	6	7	8
9	10	11	12

coat	row	toad	soap
pillow	elbow	boat	bow
road	window	yellow	goat

Name: _____

Draw Pictures



She has a red coat.



He has a toad.



She can row.



He has soap.



This is my pillow.



This is my elbow.



This is my boat.



This my bow.



I see a road.



There are two windows.



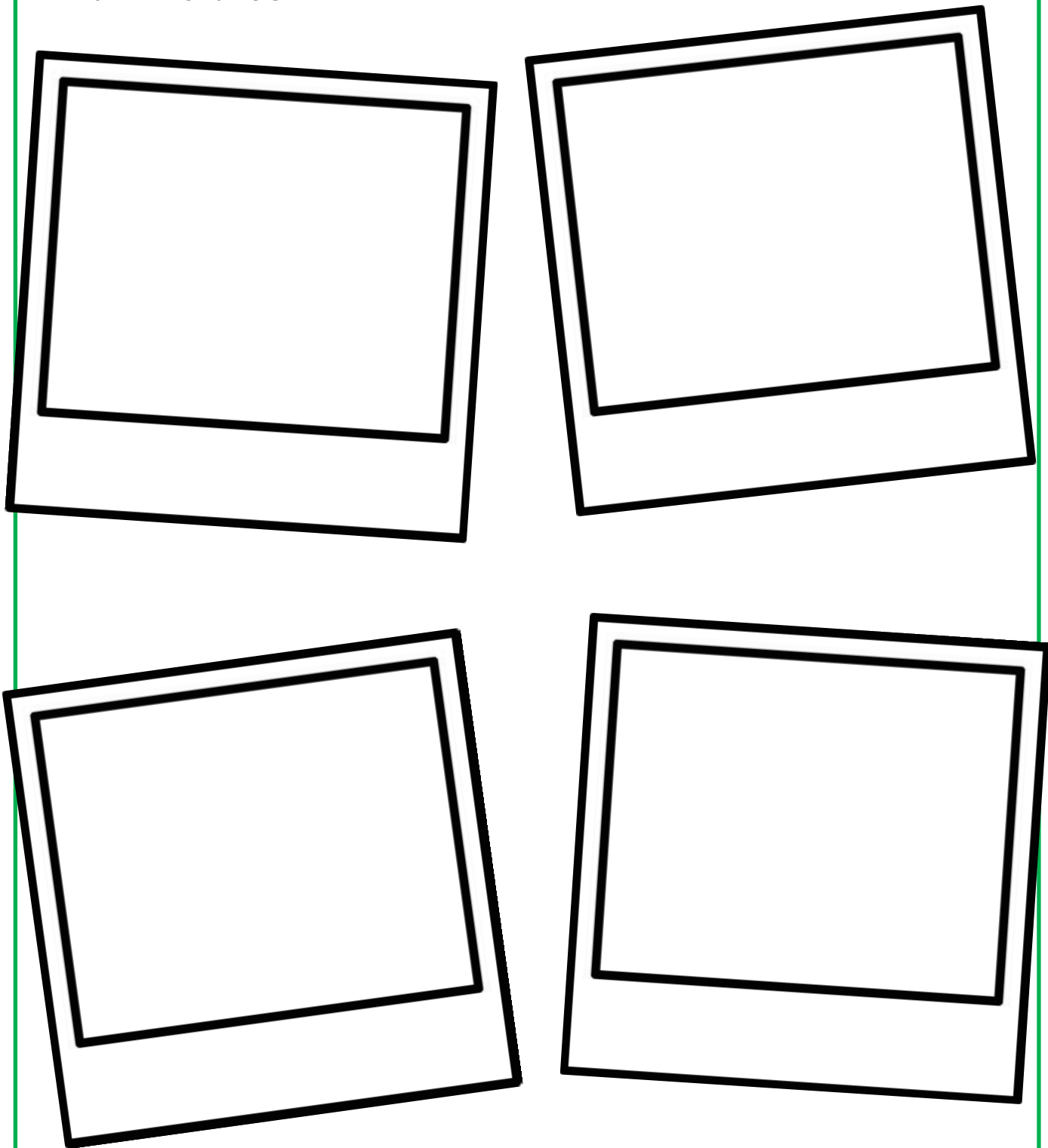
The sun is yellow.

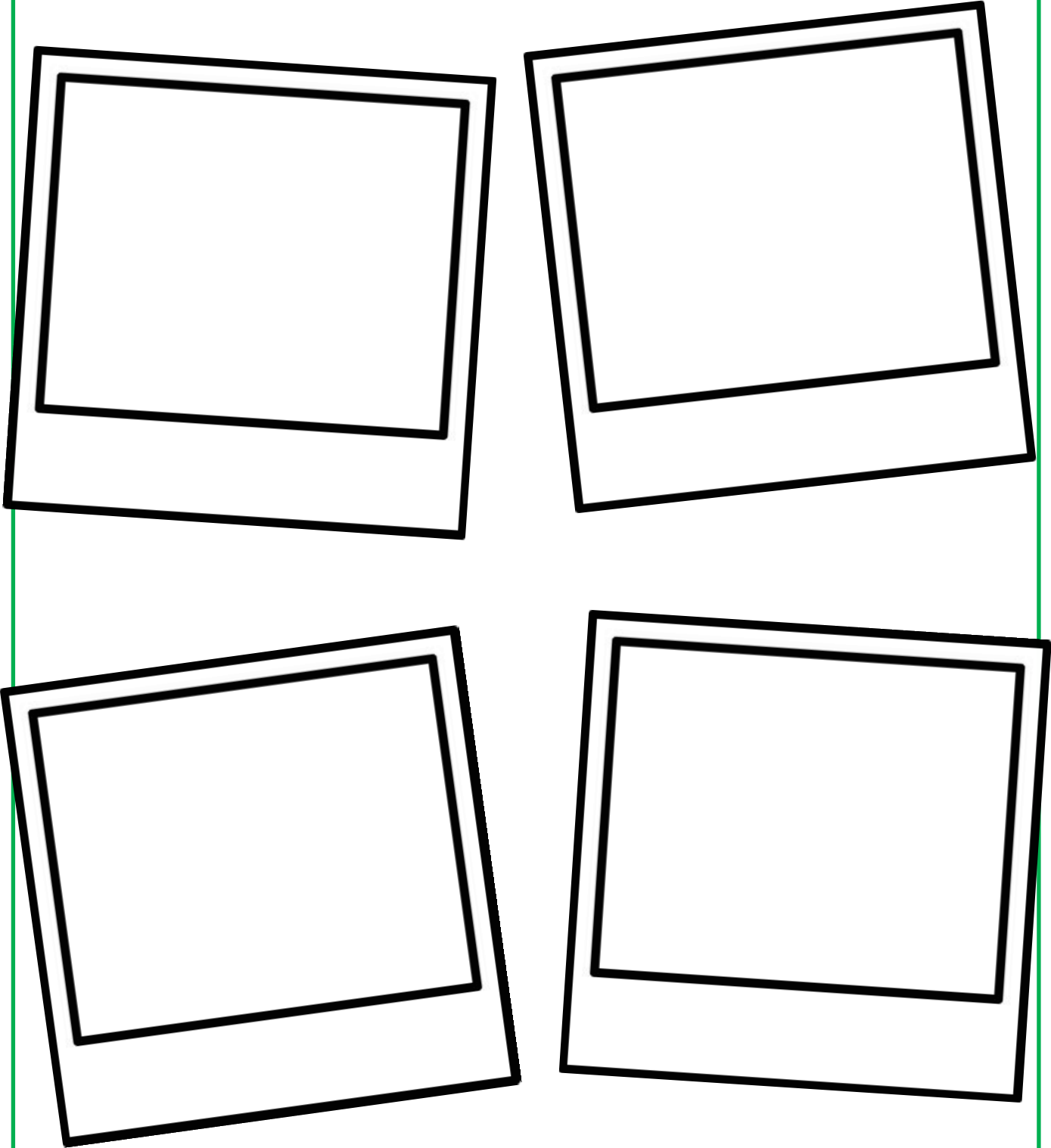


There is a boat.

Name: _____

Draw Pictures





Name: _____

Circle and Write



see

and

her

have

the

the

have

see

her

and

and

her

the

have

see

the

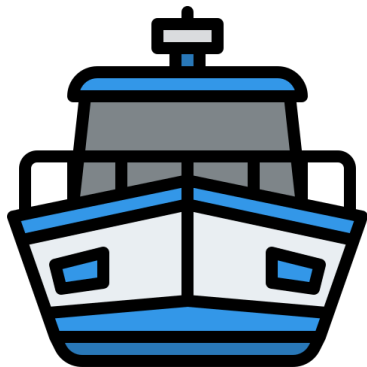
see

and

her

have

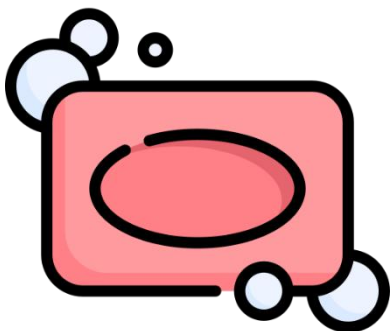
have



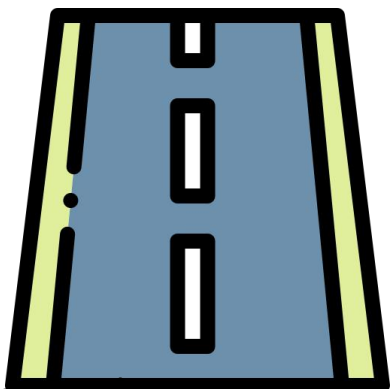
boat



coat



soap



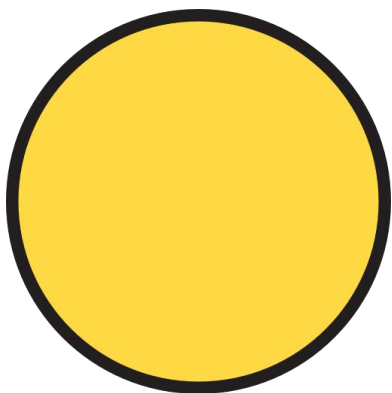
road



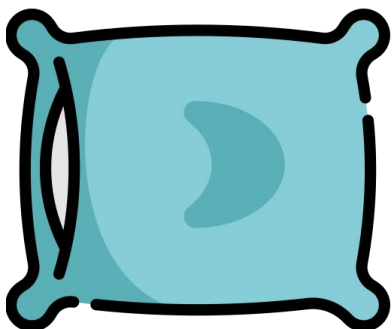
bow



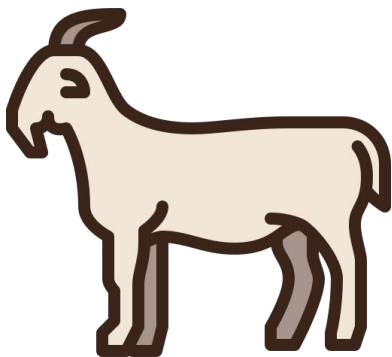
row



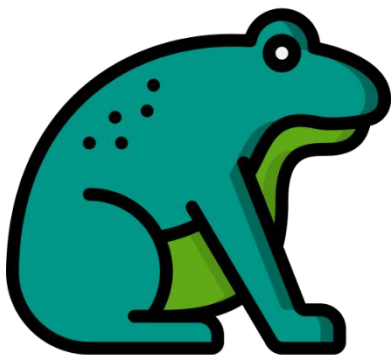
yellow



pillow



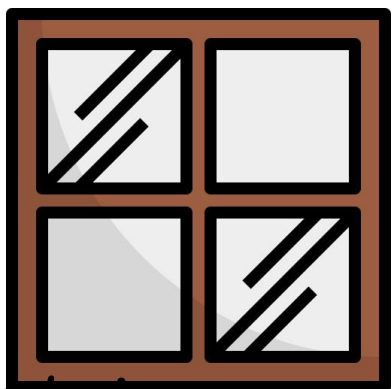
goat



toad



elbow



window



see

her

have

has

and

he

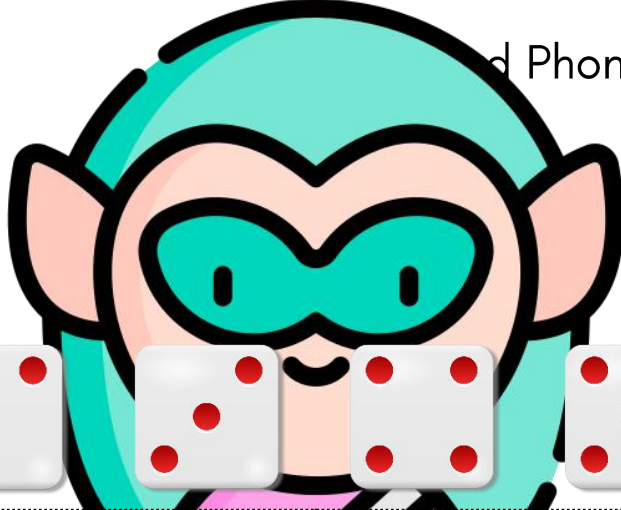
the

in

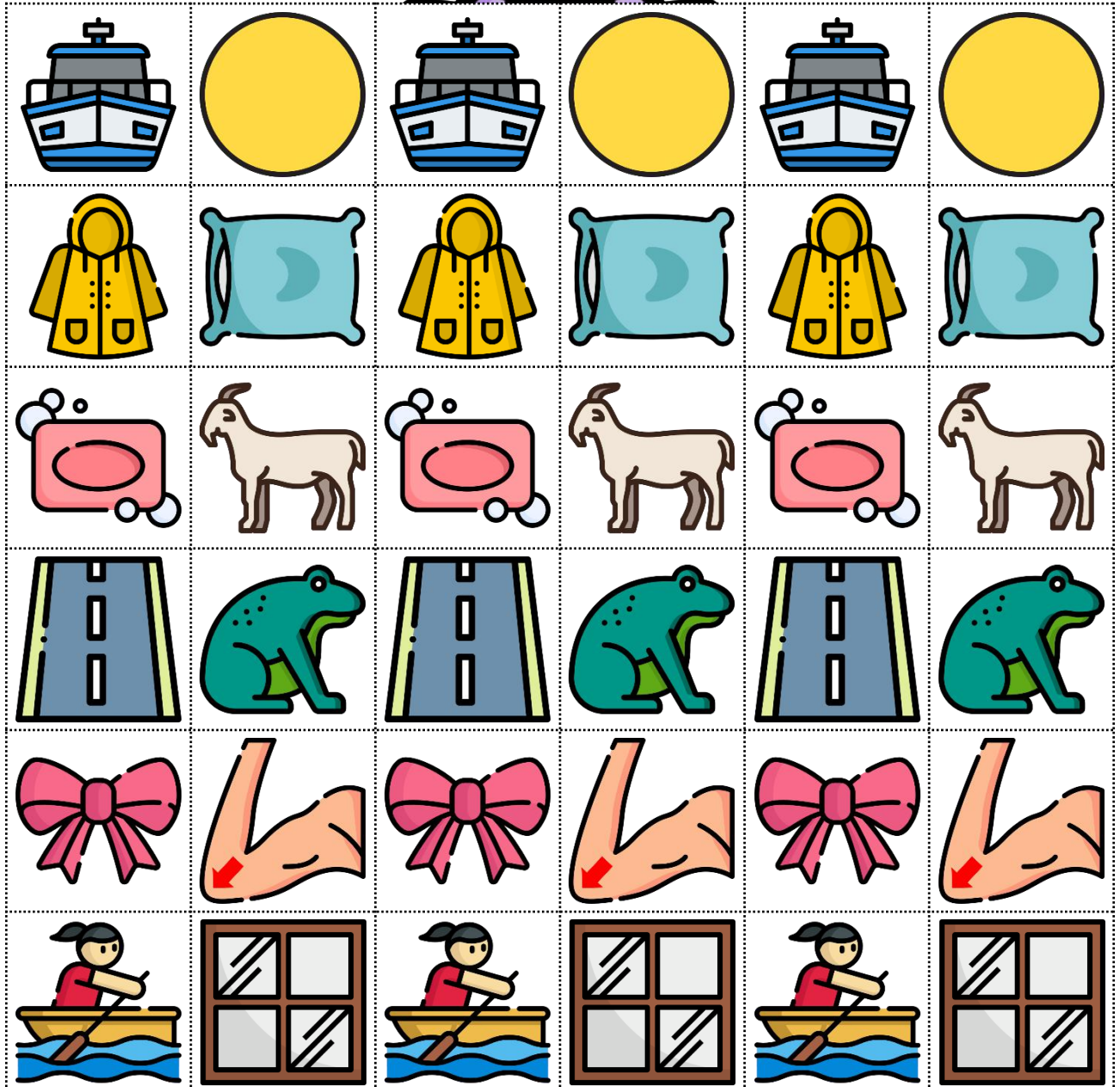
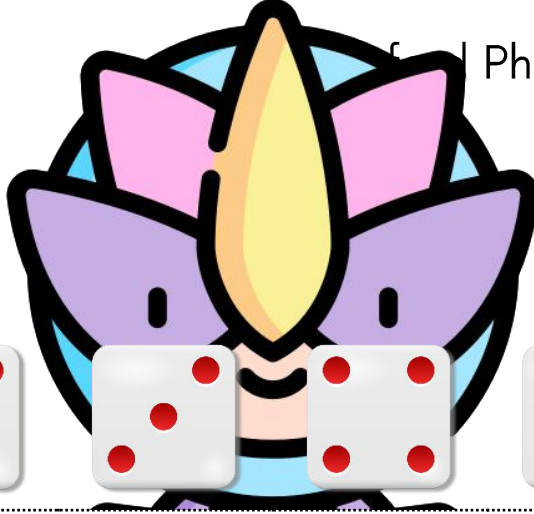
How to Play *Concentration*

Teachers who would like to brush up on the original rules of Concentration (otherwise known as Memory) can watch [this video](#).



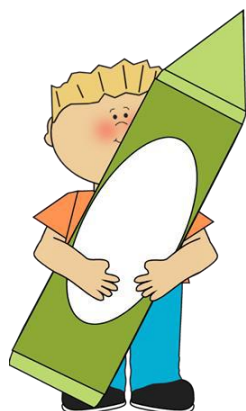


boat	yellow	boat	yellow	boat	yellow
coat	pillow	coat	pillow	coat	pillow
soap	goat	soap	goat	soap	goat
road	toad	road	toad	road	toad
bow	elbow	bow	elbow	bow	elbow
row	window	row	window	row	window

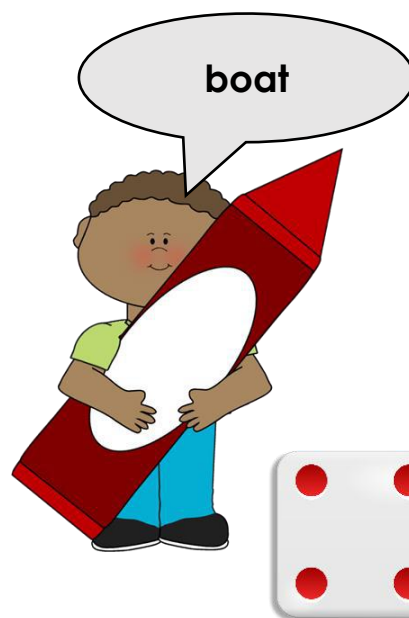


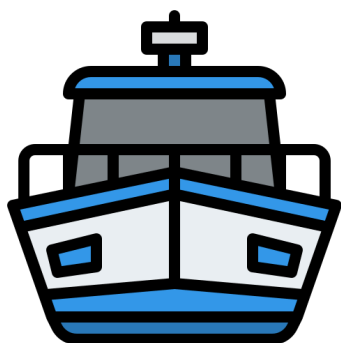
How to Play *Roll and Read*

Here's a quick and easy game to practice reading. Divide the class into pairs and give each set of children a *Roll and Read* sheet, a dice, and two crayons. The first child rolls the dice. If the dice says 2, then the child reads one of the words in the 2-column and colors the box the word is in. The next child does the same. If all the words in a number column have been filled, then the child loses their turn. Continue until all the boxes have been filled. The child with the most filled squares is the winner.

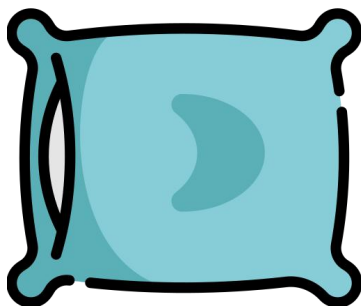


boat	yellow	boat	yellow	boat	yellow
coat	pillow	coat	pillow	coat	pillow
soap	goat	soap	goat	soap	goat
road	toad	road	toad	road	toad
bow	elbow	bow	elbow	bow	elbow
row	window	row	window	row	window

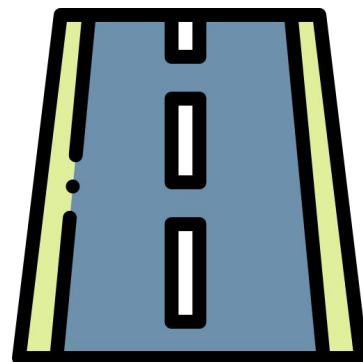




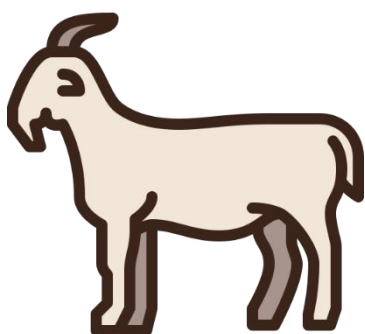
boat



pillow



road



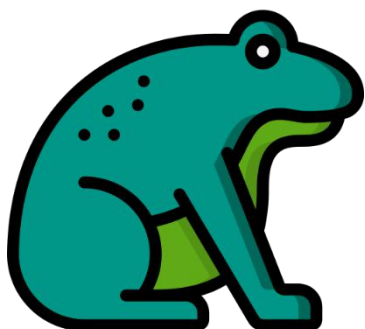
goat



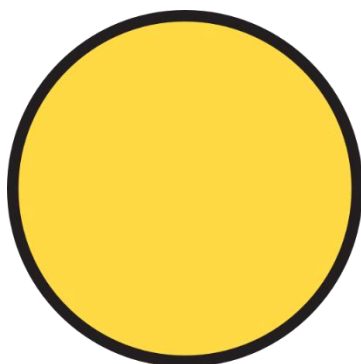
coat



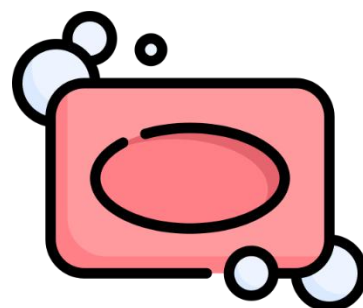
row



toad



yellow



soap

boat

pillow

road

goat

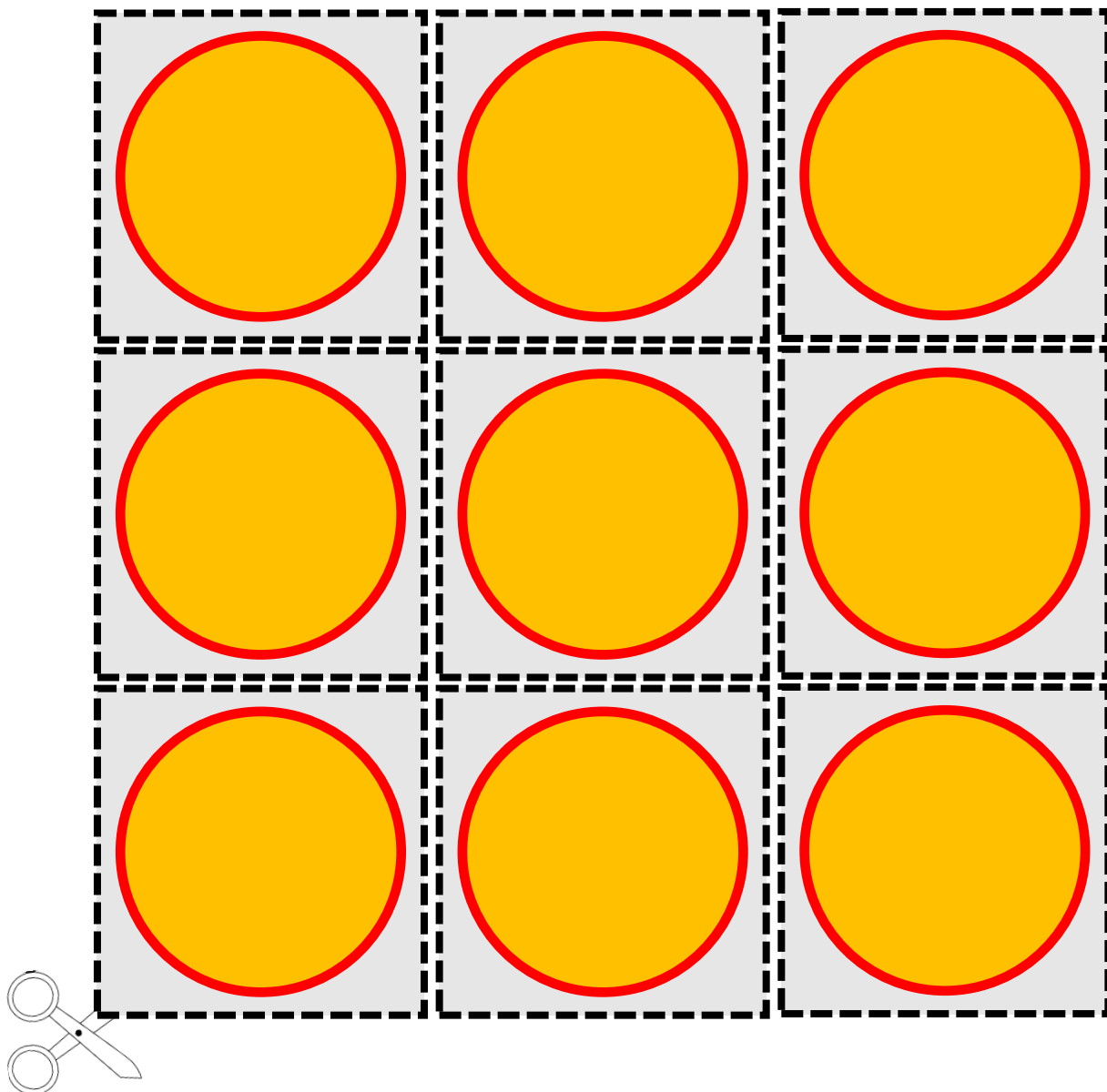
coat

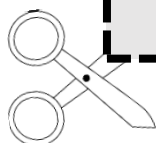
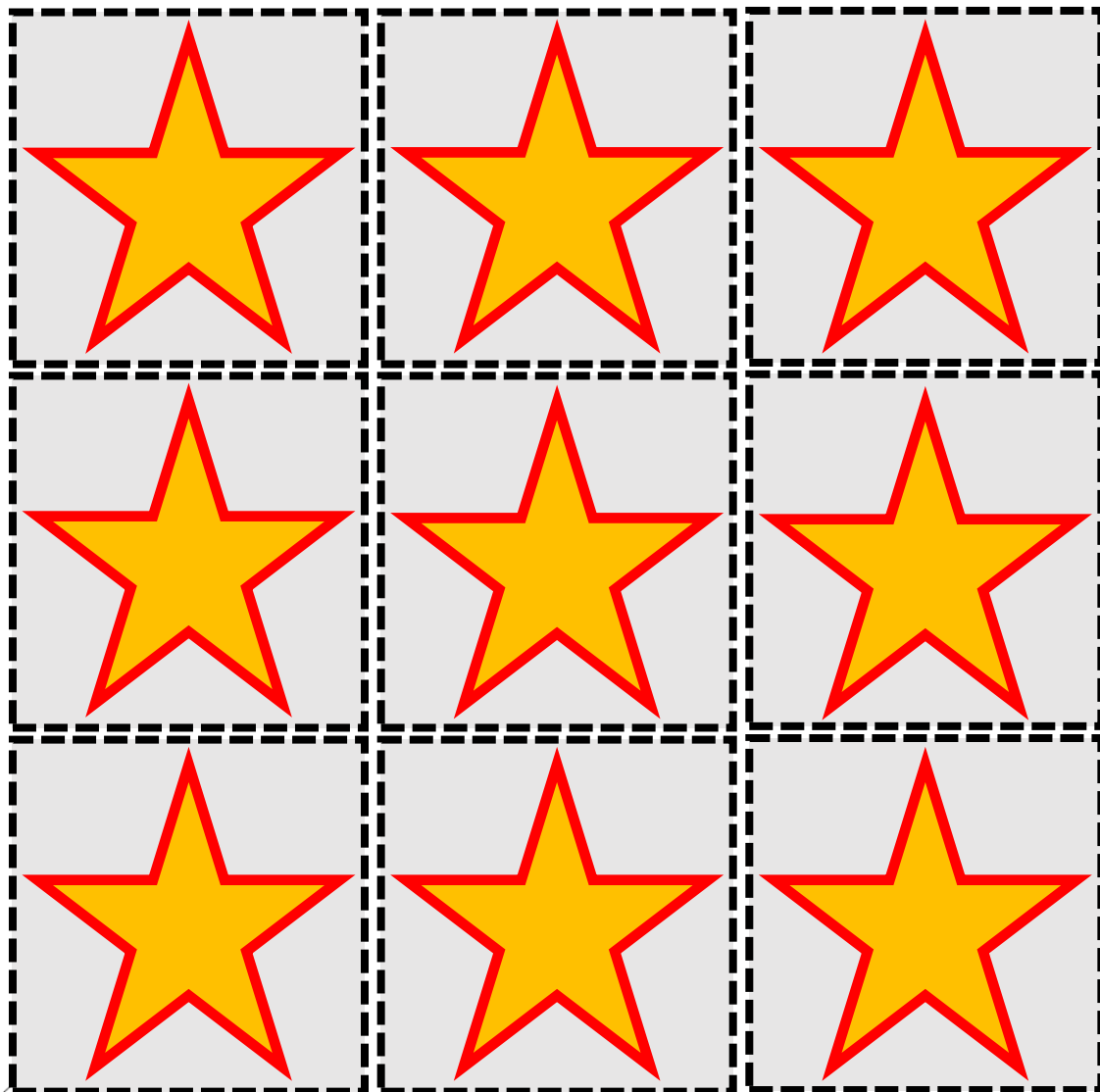
row

toad

yellow

soap





How to Play *Tic-Tac-Toe*

Teachers who would like to brush up on the original rules of *Tic-Tac-Toe* can visit [this site](#) or watch [this video](#).



Scoring in Accumulative *Tic-Tac-Toe*

Accumulative tic-tac-toe is a way to inject some excitement into the traditional game. Students play twelve rounds using the attached score sheet. After the first round, the winner circles the number one under their name, thus earning one point. The loser crosses their number one out. Likewise, the winner of the second round circles the number two, earning two points. If the round is a draw, both players cross out their circles and neither receive points. Continue playing until all twelve rounds are complete, and then tally up the total at the bottom. The player with the most points wins.

Name: Billy	Name: Jean
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
Total: 30	Total: 17

Billy wins the first round and gets 1 point.

Jean wins the second round and gets 2 points.

The fifth round is a draw, so nobody gets any points.

After twelve rounds Billy is the overall winner because he has more accumulated points than Jean. Although Jean could easily have won the entire game had she won just once in the eleventh or twelfth round.

3-Person Accumulative *Tic-Tac-Toe*

If there is an odd number of students, three player play is also possible with one player sitting out in rotation. The first player to sit out is decided by a game of rock paper scissor, train straws, or rolling a die. The remaining two students play the first round, the winner awarded points in the normal way. The winner of the first round though must sit out during the second round. In the event of a draw all three students must once again randomly choose who will sit out. They continue in this way until all rounds are completed.

Archie loses rock paper scissors so only Betty and Veronica play in the first round.

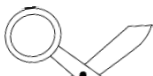
Since Veronica won the first round, Archie and Betty play each other in the second round and Veronica takes a break.

The eighth round is a draw so the three players must once again randomly decide which two players will play in the ninth round.

In 3-person accumulative tic-tac-toe it is impossible for someone to win two consecutive rounds because the winner must always sit out.

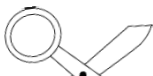
Name: Betty	Name: Archie	Name: Veronica
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
11	11	11
12	12	12
Total: 19	Total: 20	Total: 21

2-Person Accumulative Tic-Tac-Toe Score Board



Name:	Name:	Name:	Name:
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9
10	10	10	10
11	11	11	11
12	12	12	12
Total: www.jnob-jo.com	Total:	Total:	Total:

3-Person Accumulative Tic-Tac-Toe Score Board



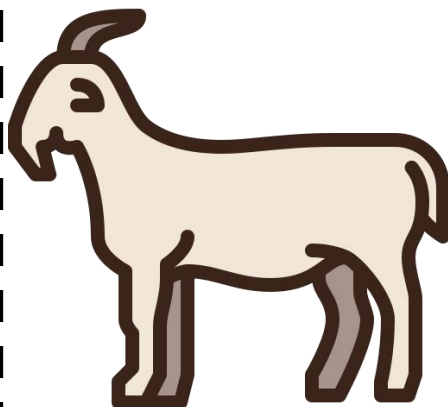
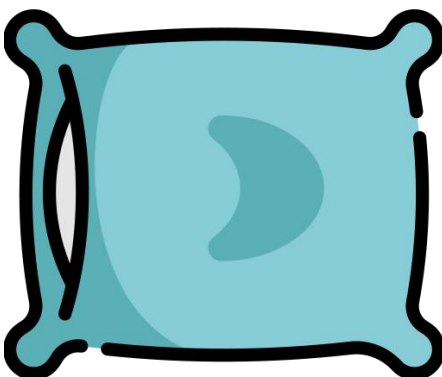
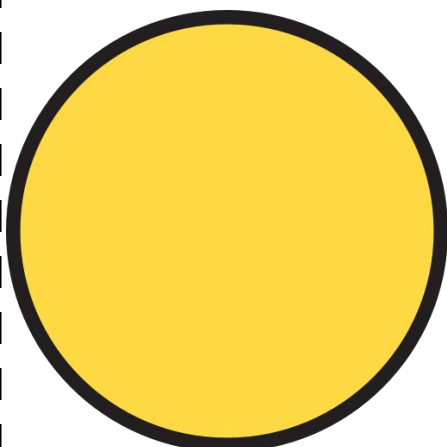
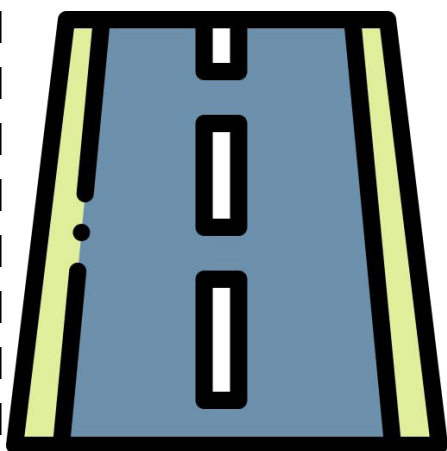
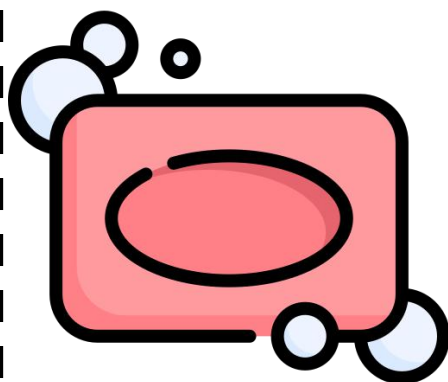
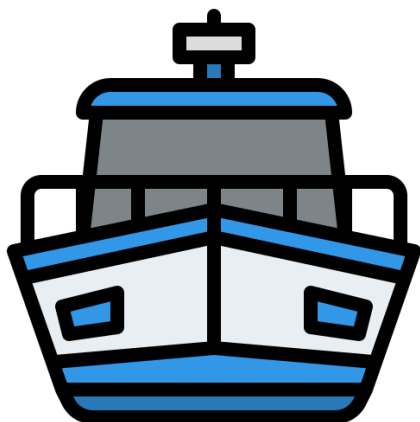
Name:	Name:	Name:	Name:	Name:	Name:
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5
6	6	6	6	6	6
7	7	7	7	7	7
8	8	8	8	8	8
9	9	9	9	9	9
10	10	10	10	10	10
11	11	11	11	11	11
12	12	12	12	12	12
Total:	Total:	Total:	Total:	Total:	Total:

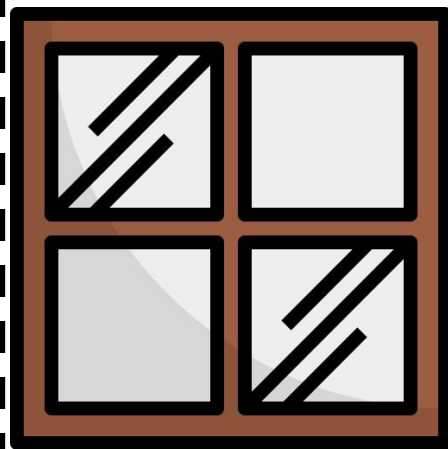
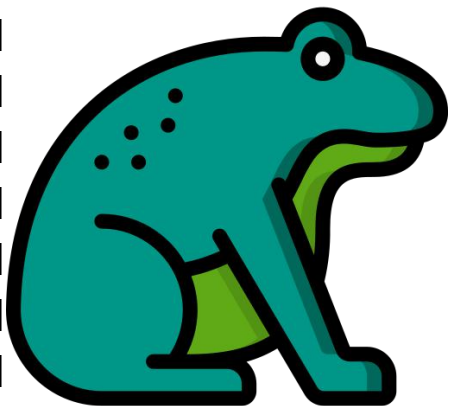
WIN!	99 	98 	97	96 	95 	94 	93 	92 	91
81 	82 	83 	84 	85 	86 	87 	88 	89 	90
80	79 	78 	77 	76 	75 	74	73 	72 	71
61 	62 	63 	64 	65 	66 	67 	68 	69 	70
60 	59 	58 	57 	56 	55 	54 	53 	52 	51
41 	42 	43 	44	45 	46 	47 	48 	49 	50
40 	39 	38 	37 	36 	35 	34 	33 	32 	31
21 	22 	23 	24 	25 	26 	27 	28 	29 	30
20 	19 	18 	17 	16 	15 	14 	13 	12 	11
1 	2 	3 	4 	5 	6 	7 	8 	9 	10

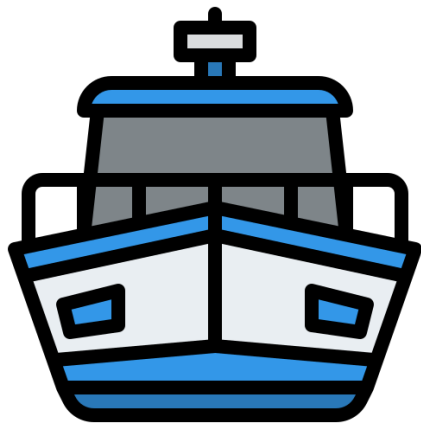
How to Play *Snakes and Ladders*

Teachers who would like to brush up on the original rules of *Snakes and Ladders* can visit [this site](#) or watch [this video](#).





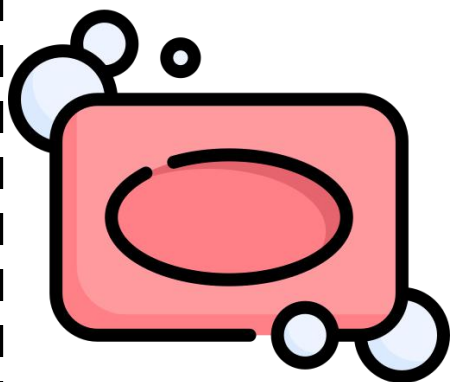




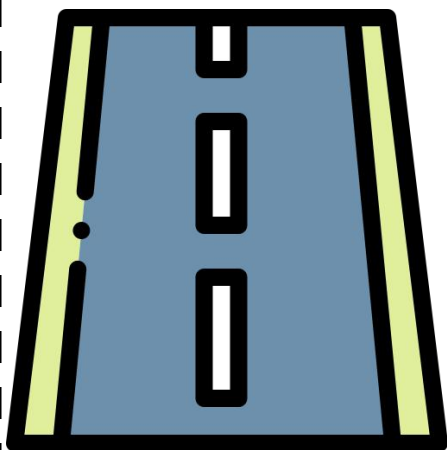
boat



coat



soap



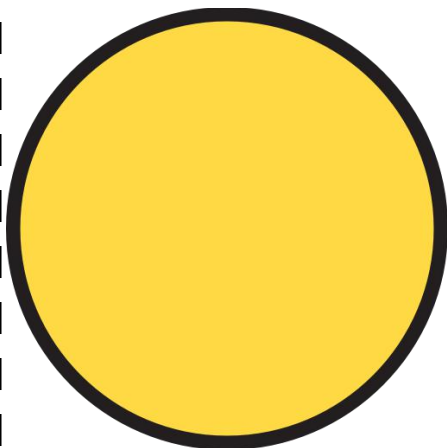
road



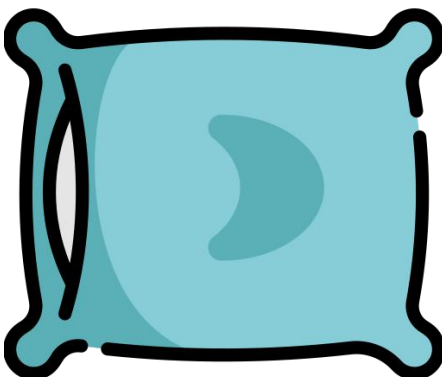
bow



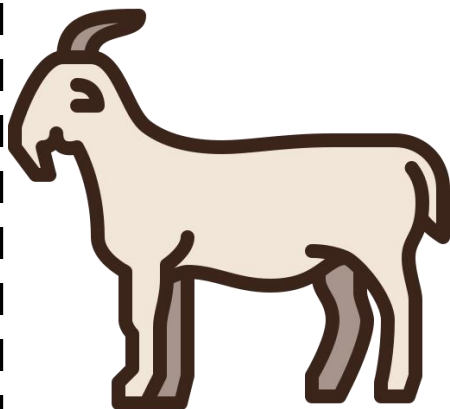
row



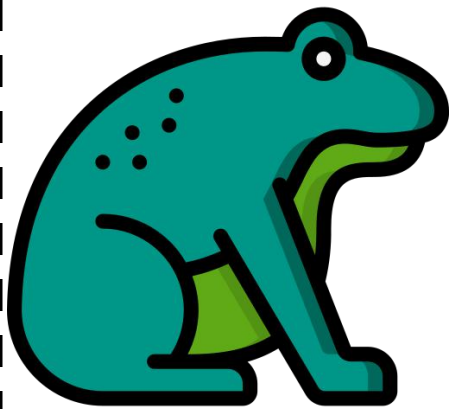
yellow



pillow



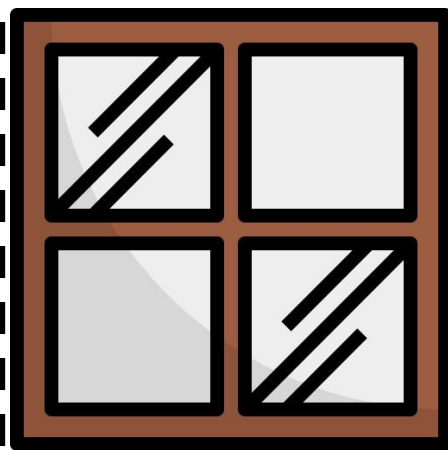
goat



toad



elbow



window



boat

coat

soap

road

bow

row

yellow

pillow

goat

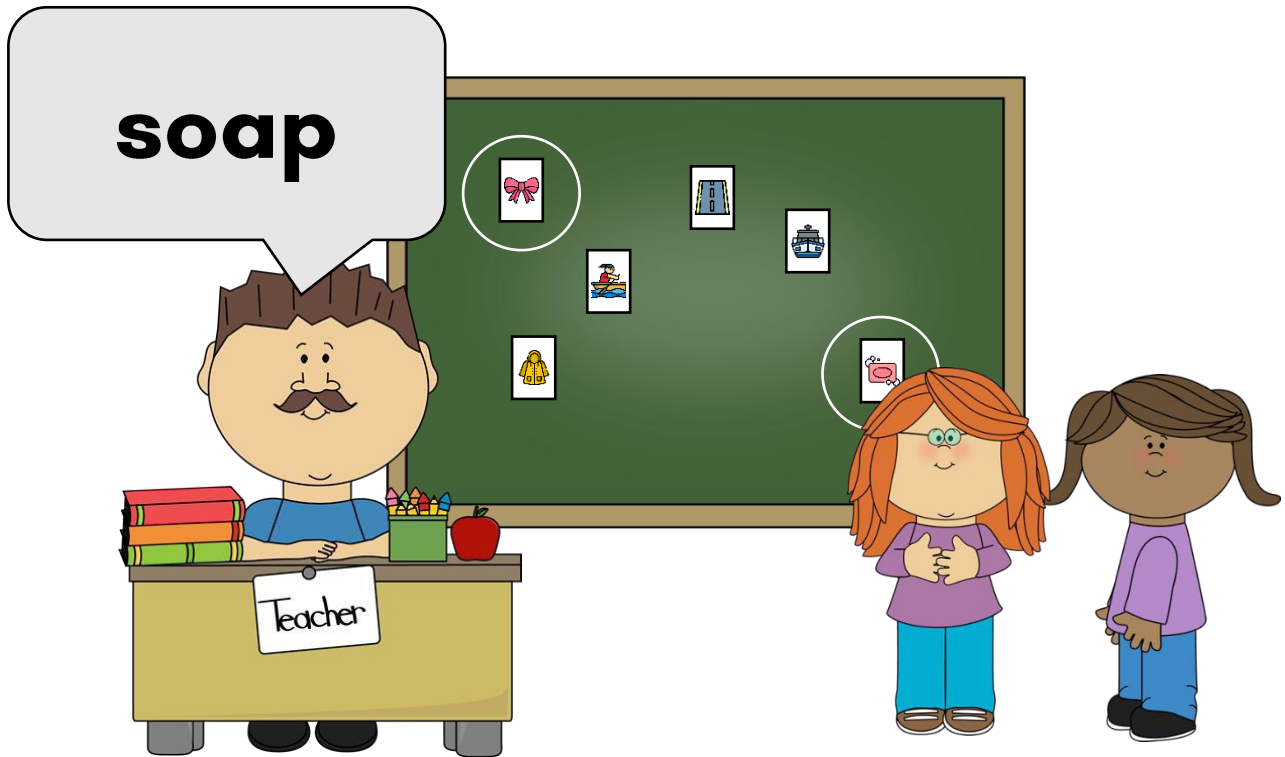


toad

elbow

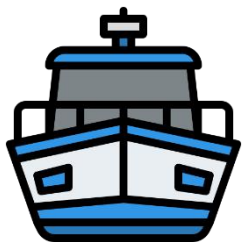
window

How to Play *Turn and Search*

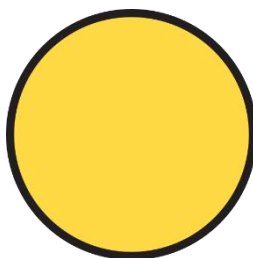


First, print out four to six copies of the game cards. Cut out all of the cards and attach them to the board at the front of the class. After dividing the class into two teams, one member from each team comes up to the front of the class.

The teacher then says one of the words on the board, and the children turn race to find it. The first one to find the correct word gets a point for their team. Now circle the finished card with a board marker and go again with the next two students. Continue until all the cards have been circled. The team with the most points is the winner.



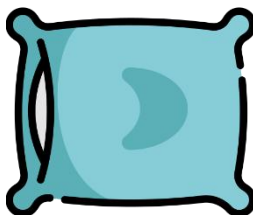
boat



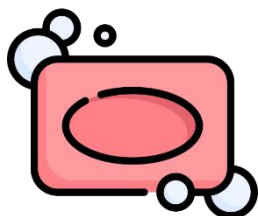
boat



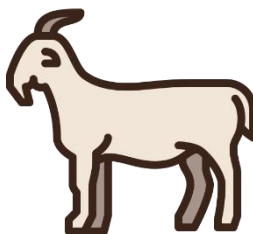
boat



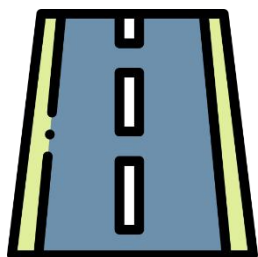
boat



boat



boat



boat



boat



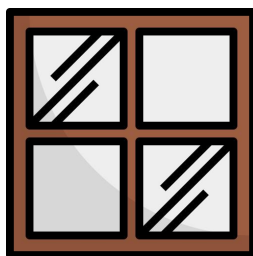
boat



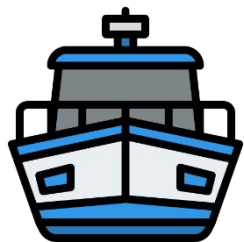
boat



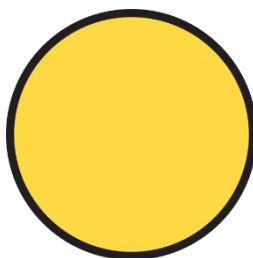
boat



boat



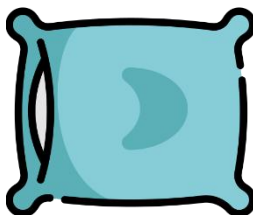
coat



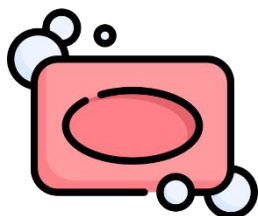
coat



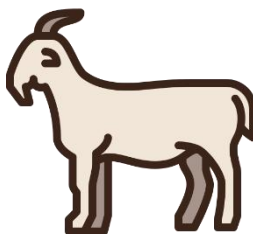
coat



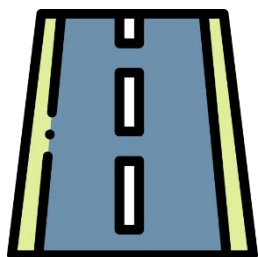
coat



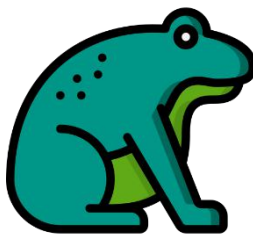
coat



coat



coat



coat



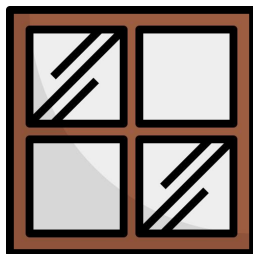
coat



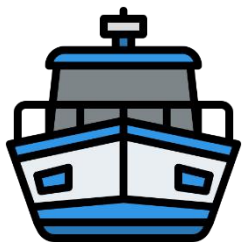
coat



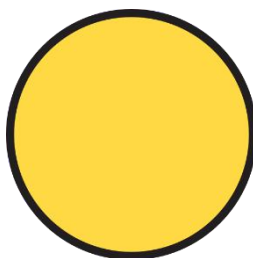
coat



coat



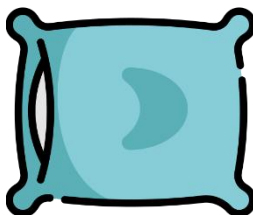
soap



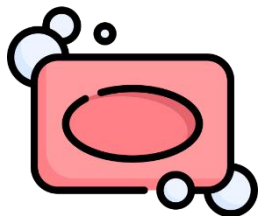
soap



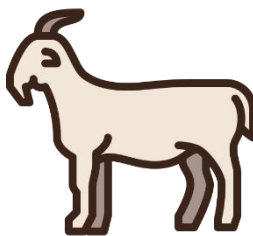
soap



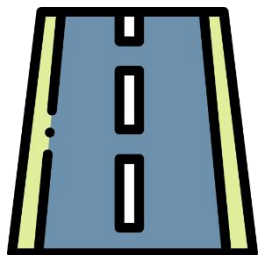
soap



soap



soap



soap



soap



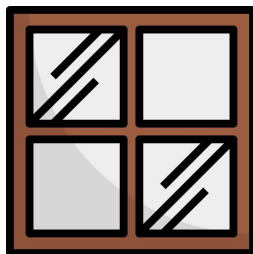
soap



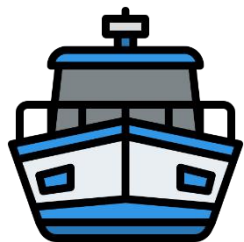
soap



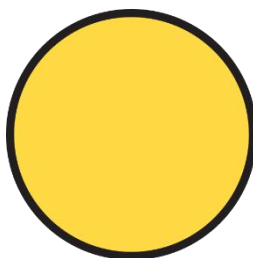
soap



soap



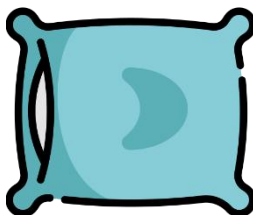
road



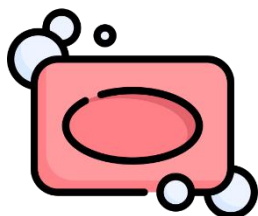
road



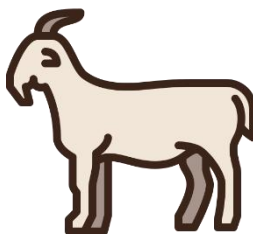
road



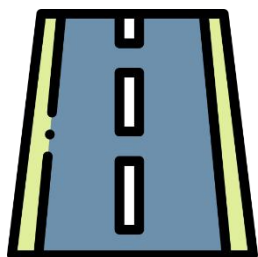
road



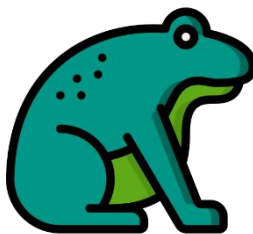
road



road



road



road



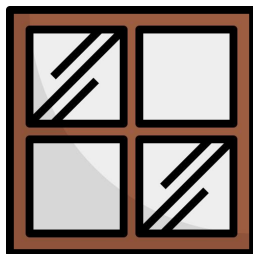
road



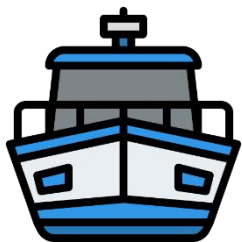
road



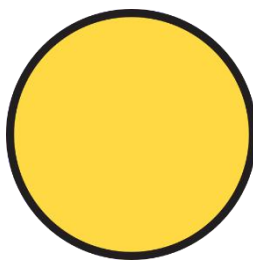
road



road



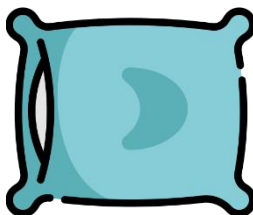
bow



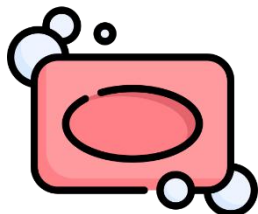
bow



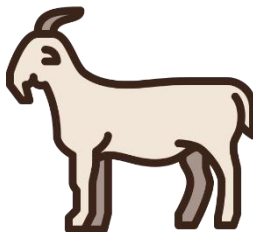
bow



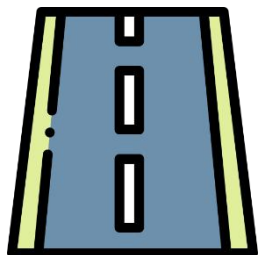
bow



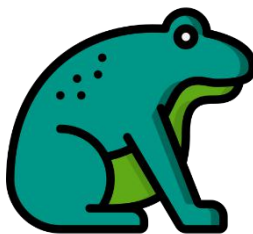
bow



bow



bow



bow



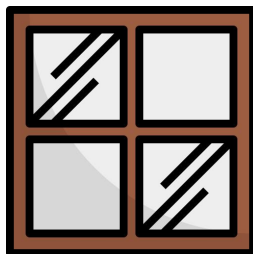
bow



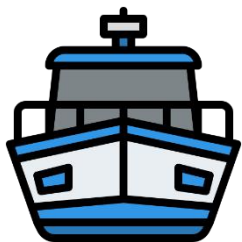
bow



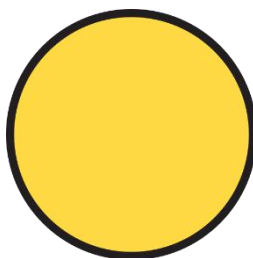
bow



bow



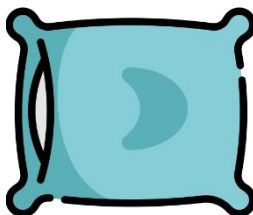
row



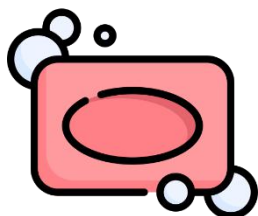
row



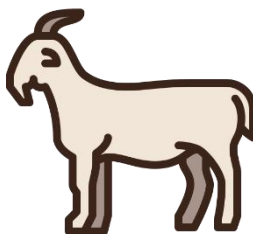
row



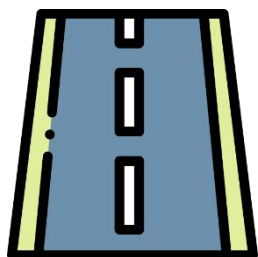
row



row



row



row



row



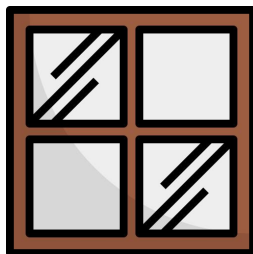
row



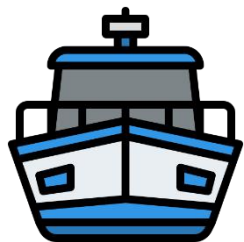
row



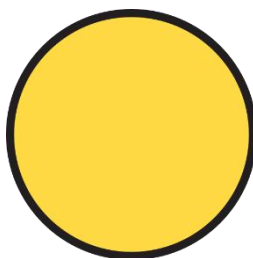
row



row



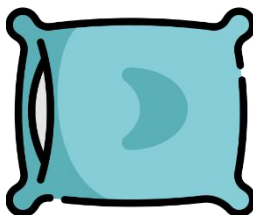
yellow



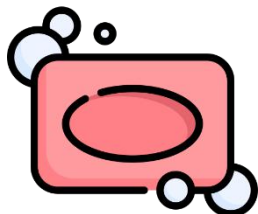
yellow



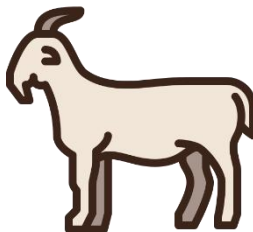
yellow



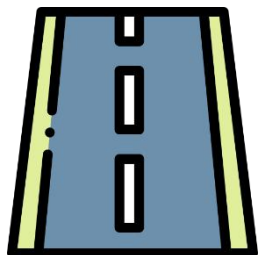
yellow



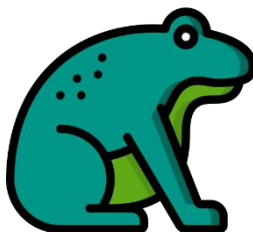
yellow



yellow



yellow



yellow



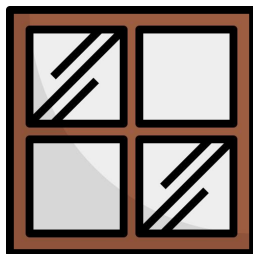
yellow



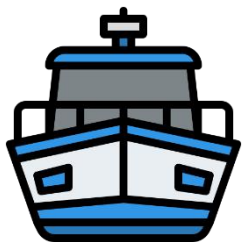
yellow



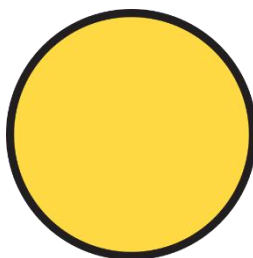
yellow



yellow



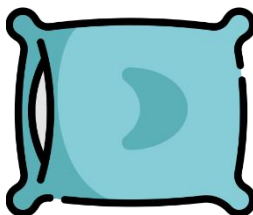
pillow



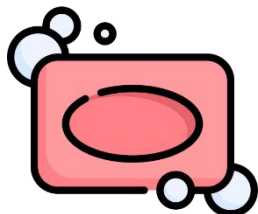
pillow



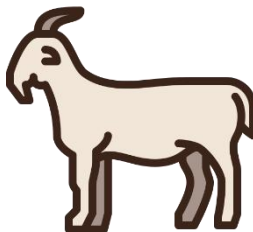
pillow



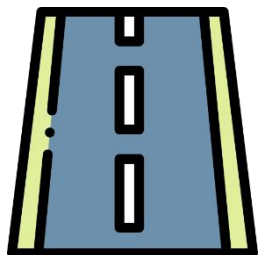
pillow



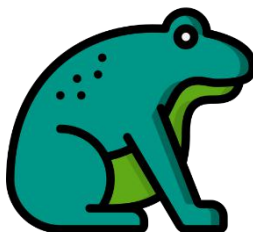
pillow



pillow



pillow



pillow



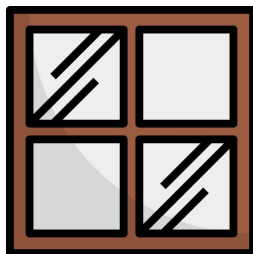
pillow



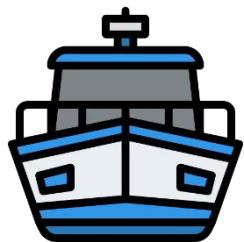
pillow



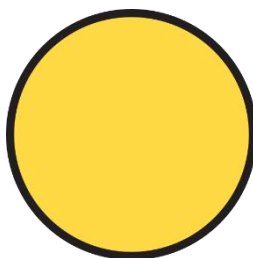
pillow



pillow



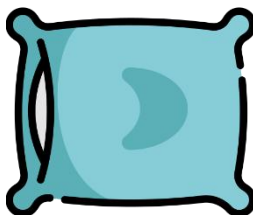
goat



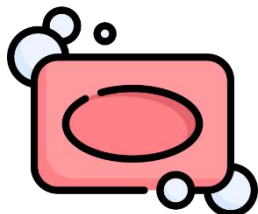
goat



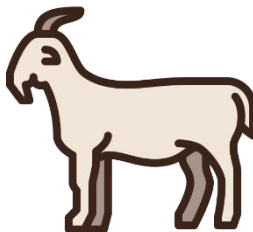
goat



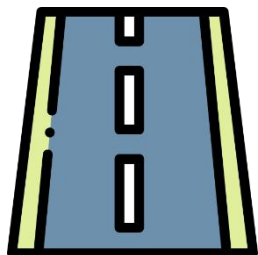
goat



goat



goat



goat



goat



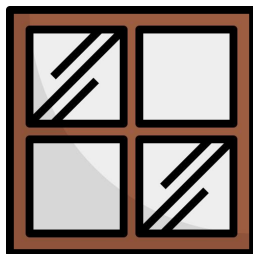
goat



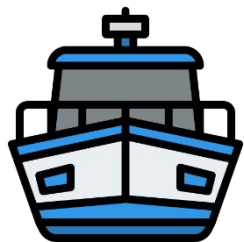
goat



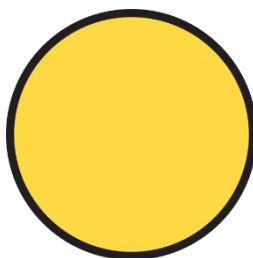
goat



goat



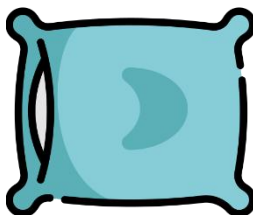
toad



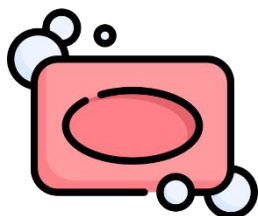
toad



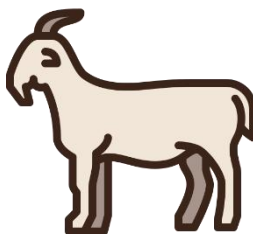
toad



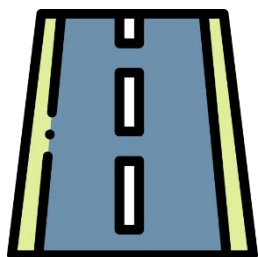
toad



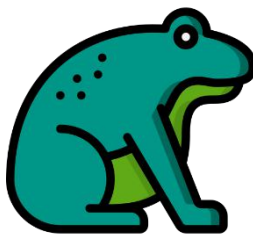
toad



toad



toad



toad



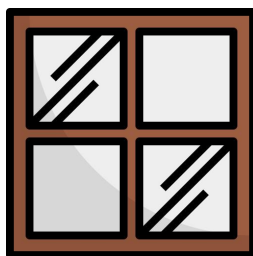
toad



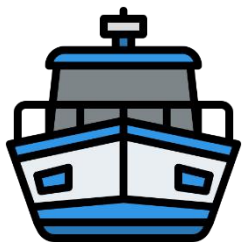
toad



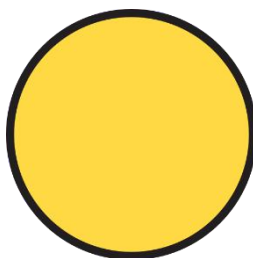
toad



toad



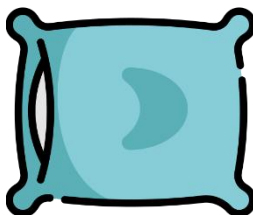
elbow



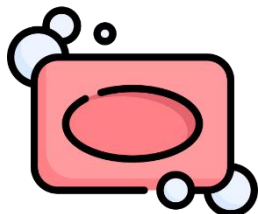
elbow



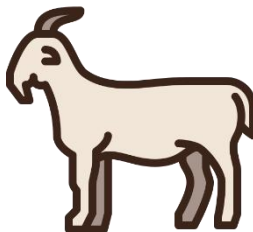
elbow



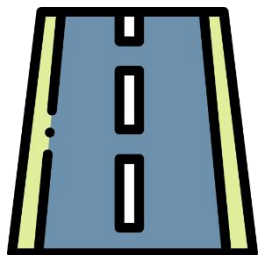
elbow



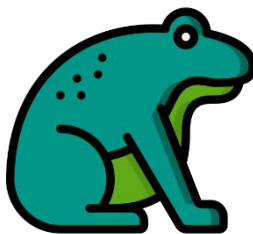
elbow



elbow



elbow



elbow



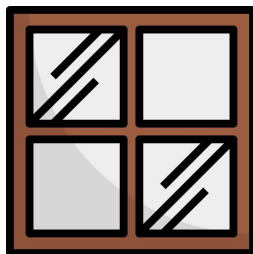
elbow



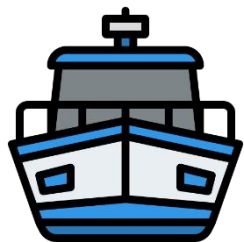
elbow



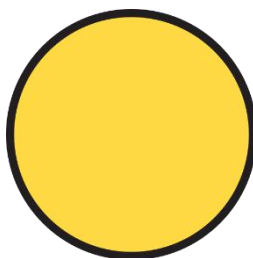
elbow



elbow



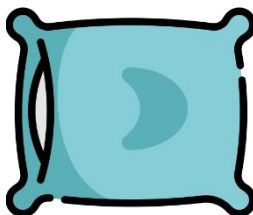
window



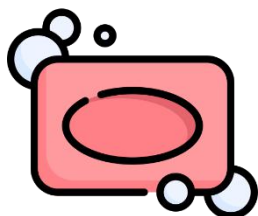
window



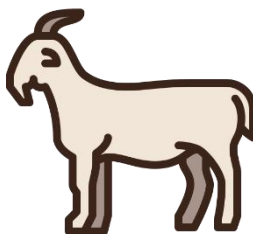
window



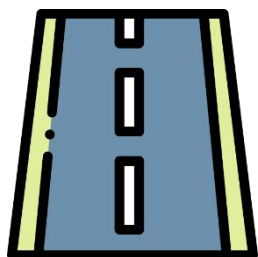
window



window



window



window



window



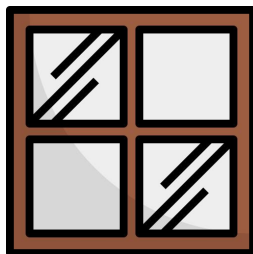
window



window



window



window

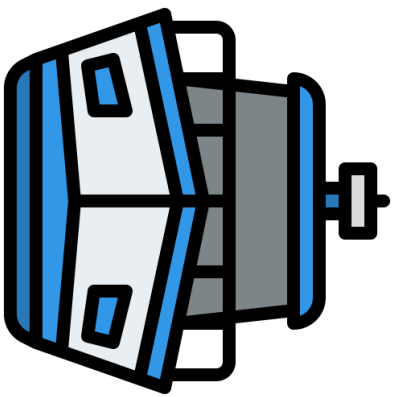
How to Play *Dominoes*

Deal 7 dominoes to each player. Then, take one domino from the deck and place it face up at the center of the table. The first player adds a domino to either end, in any direction. A domino can only be added if the pictures or words match, and only at the ends of the domino chain.

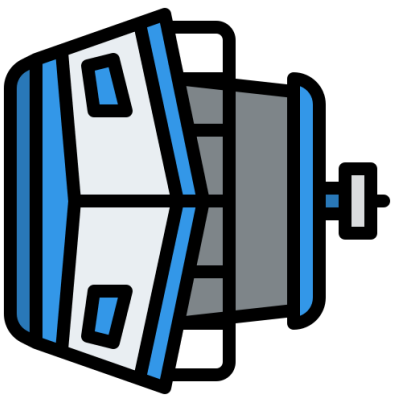
If you can't play onto either end, the player passes their turn and draws a domino from the deck. Players continue adding dominos until someone runs out. The first person to use up all their dominoes wins the game.

Those who would like to brush up on the original rules of Dominoes can visit [this site](#) or watch [this video](#).

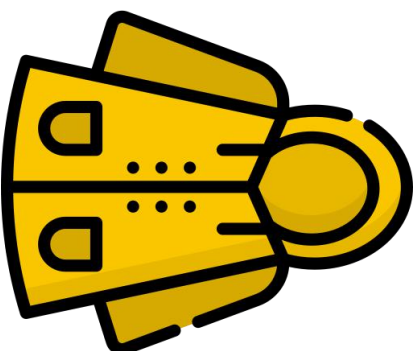




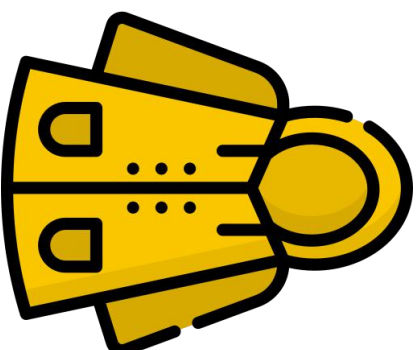
boat



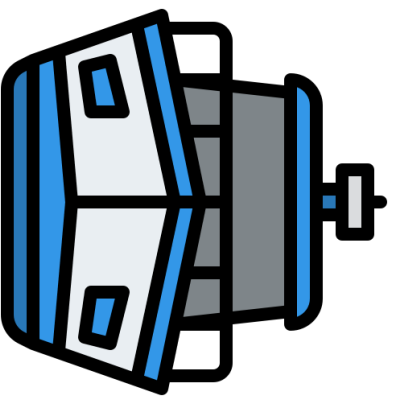
boat



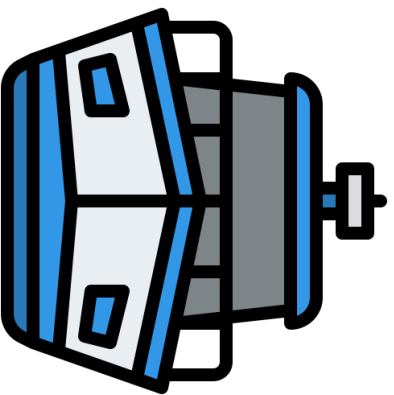
coat



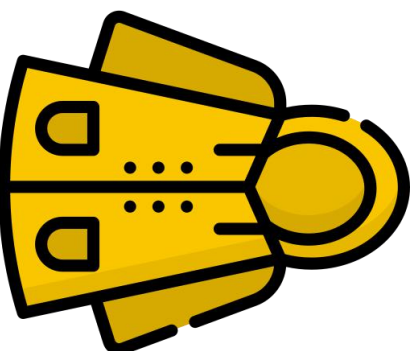
coat



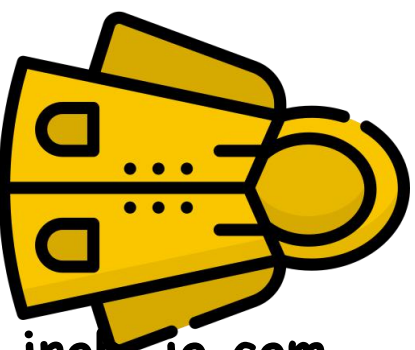
boat



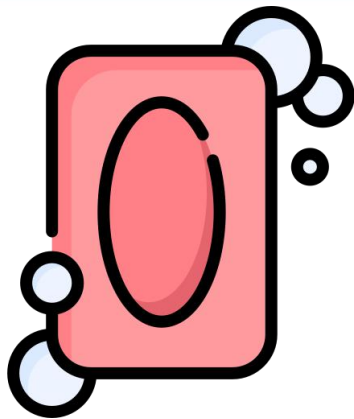
boat



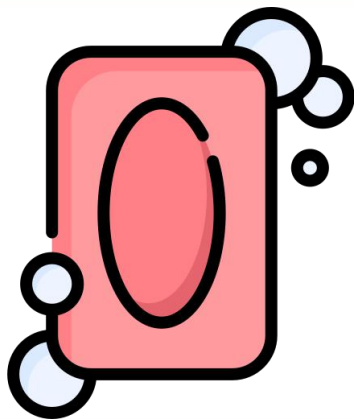
coat



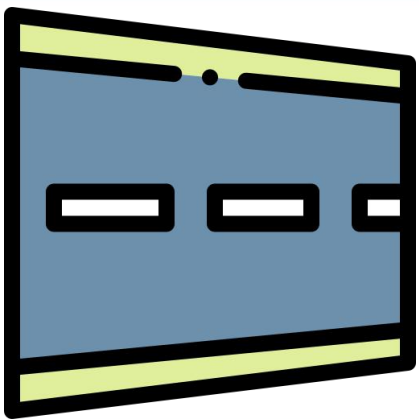
coat



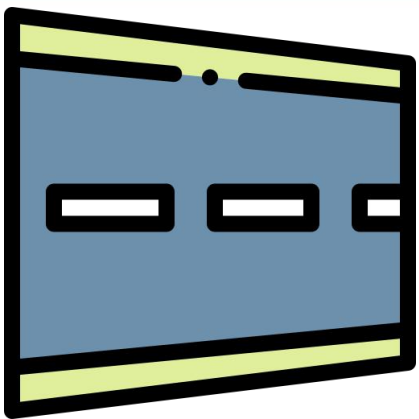
soap



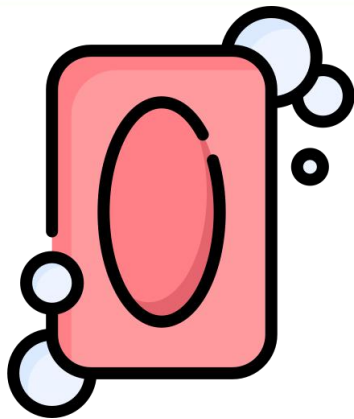
soap



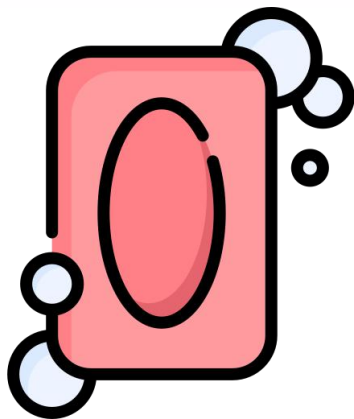
road



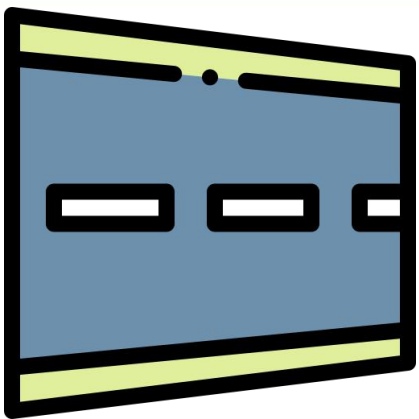
road



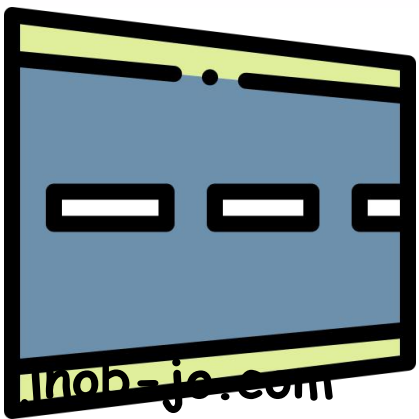
soap



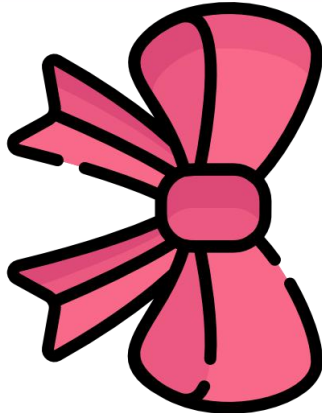
soap



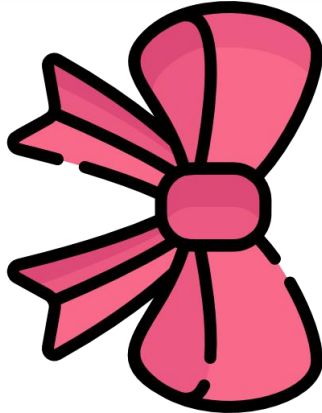
road



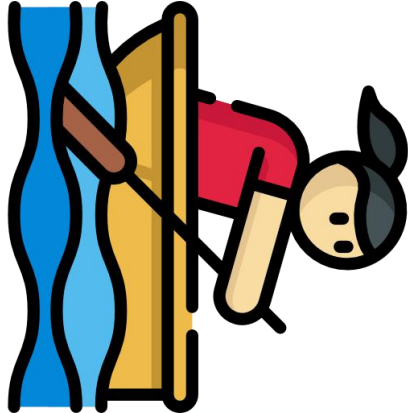
road



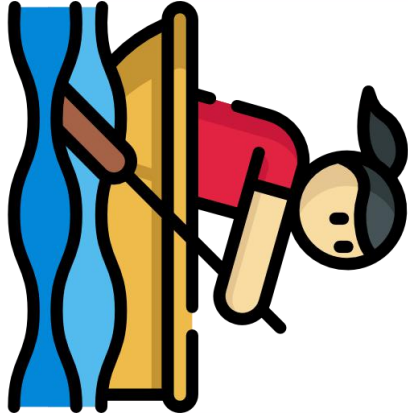
bow



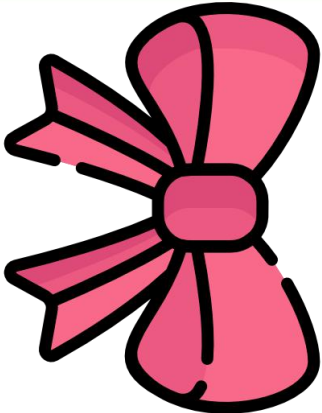
bow



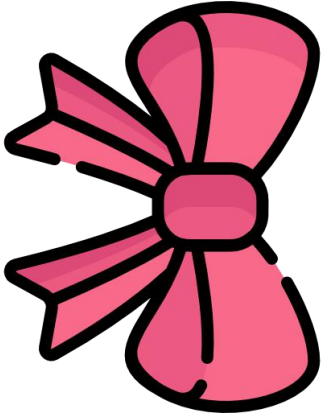
row



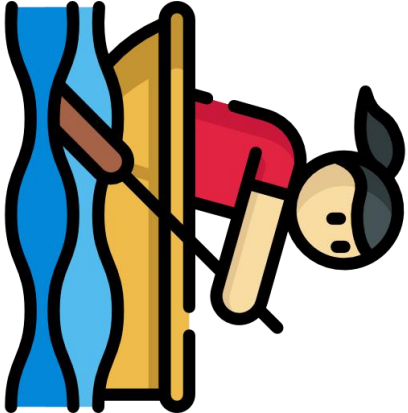
row



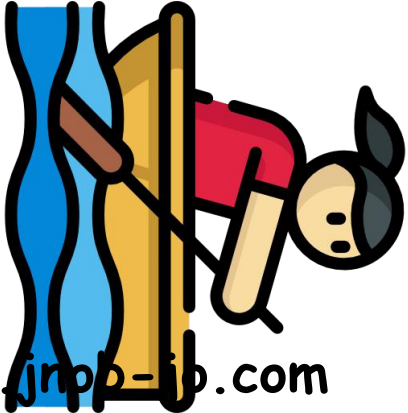
bow



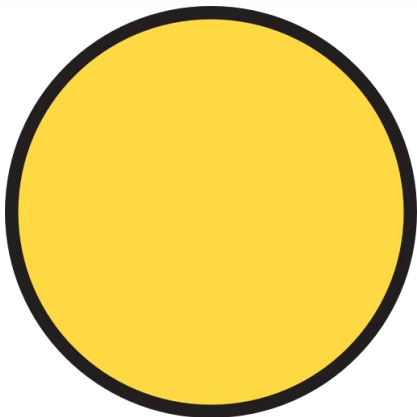
bow



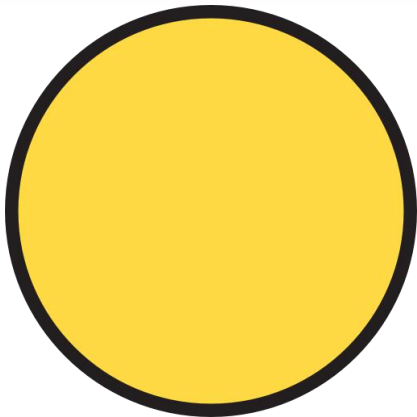
row



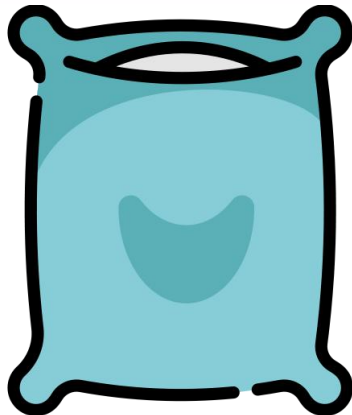
row



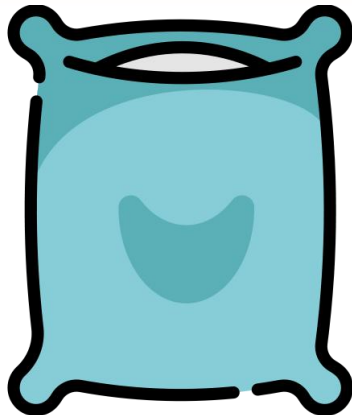
yellow



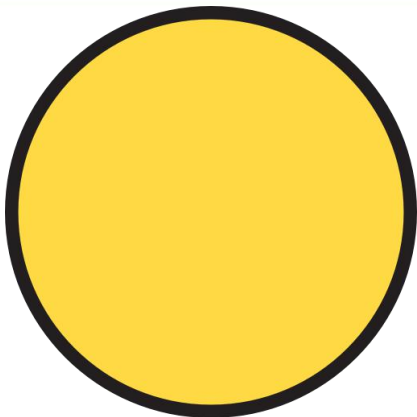
yellow



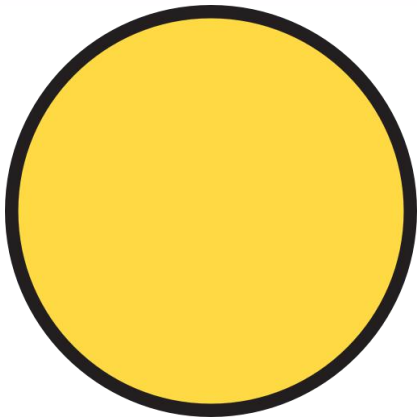
pillow



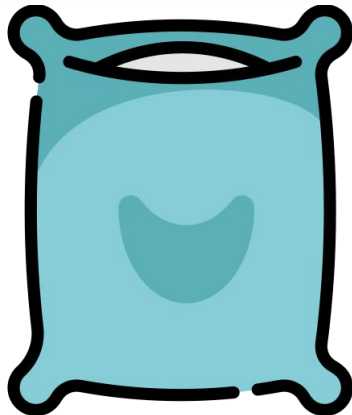
pillow



yellow



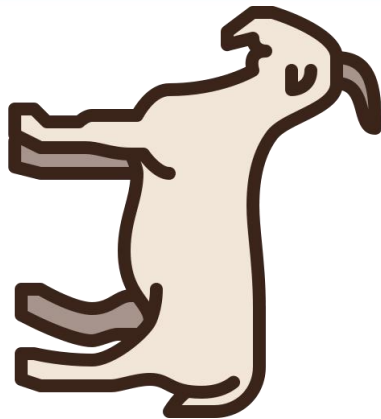
yellow



pillow



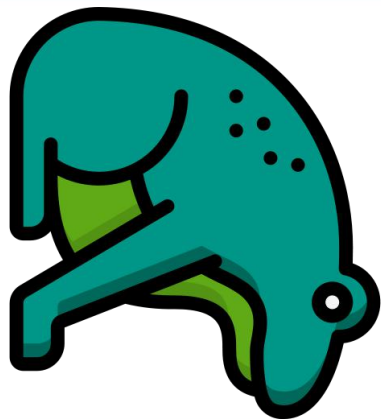
pillow



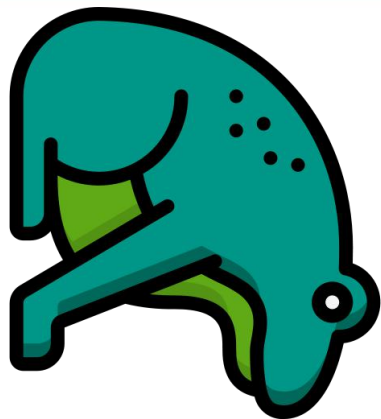
goat



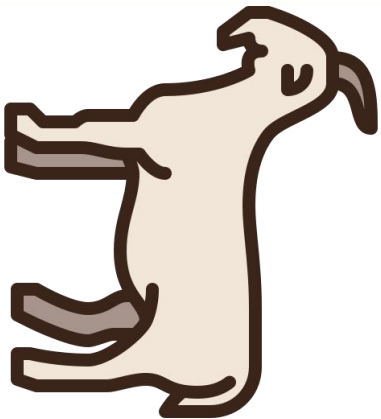
goat



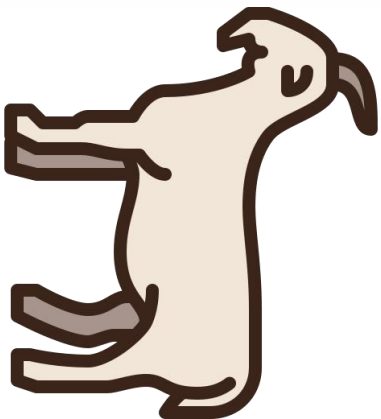
toad



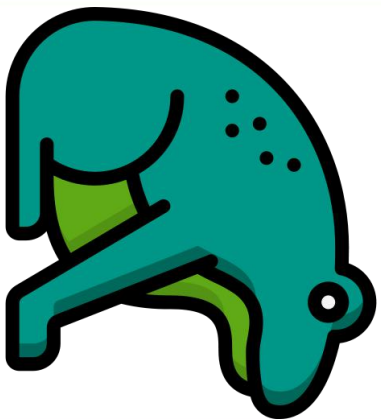
toad



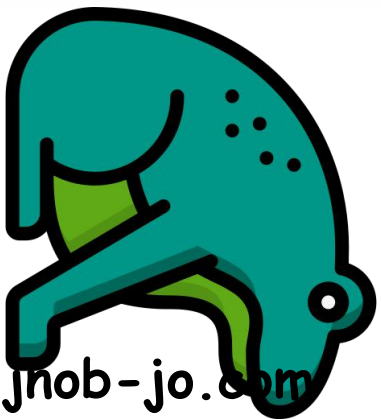
goat



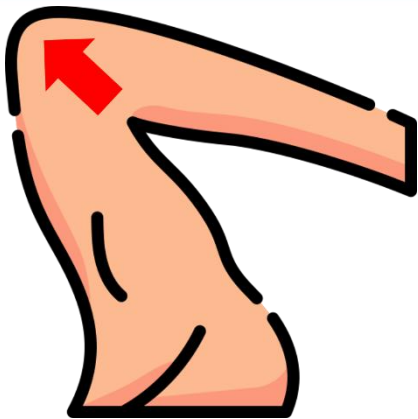
goat



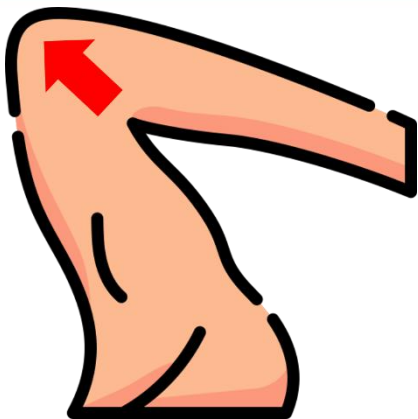
toad



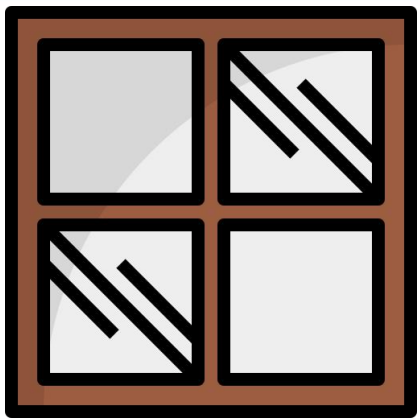
toad



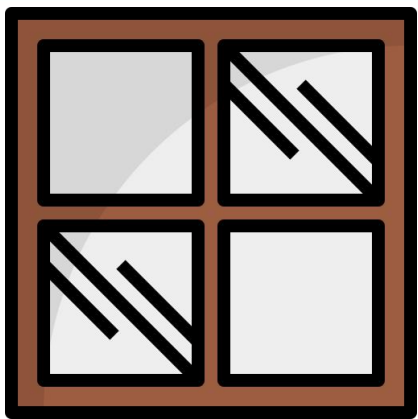
elbow



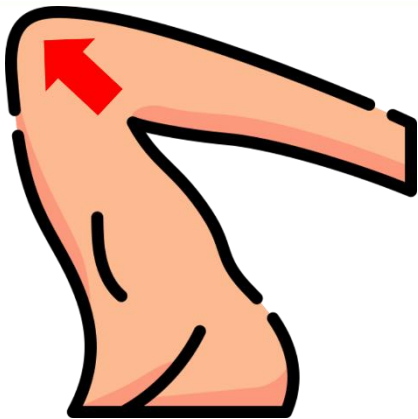
elbow



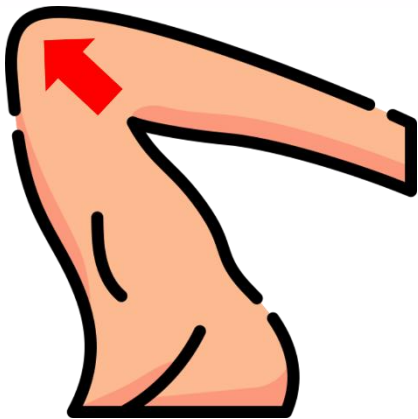
window



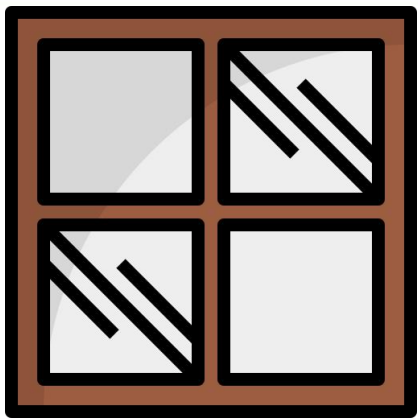
window



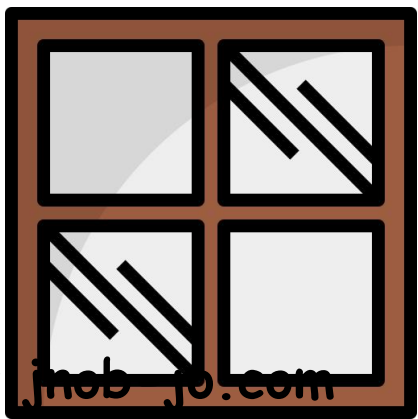
elbow



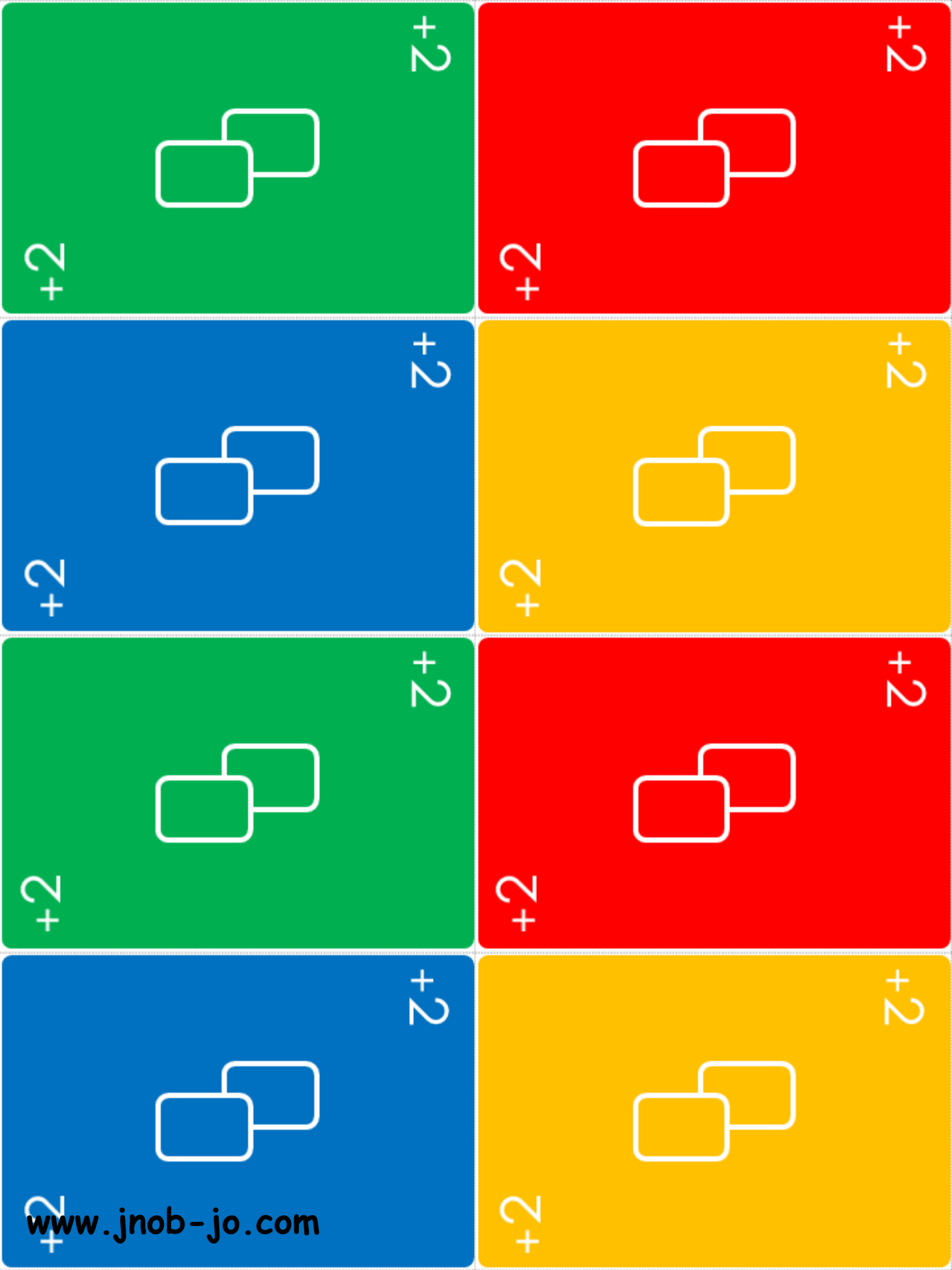
elbow



window



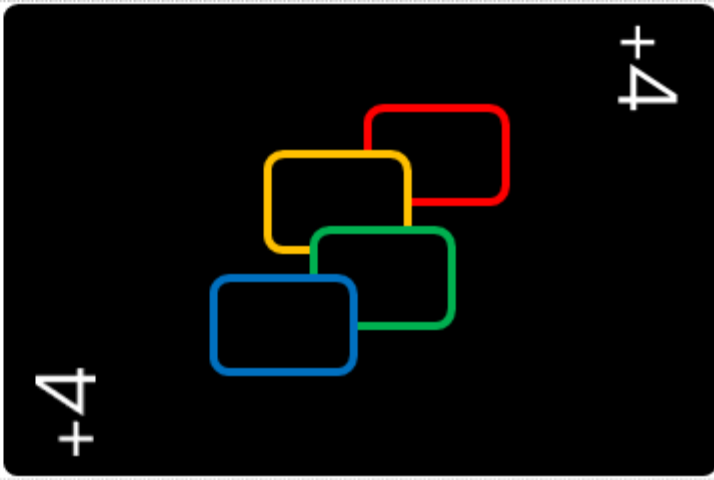
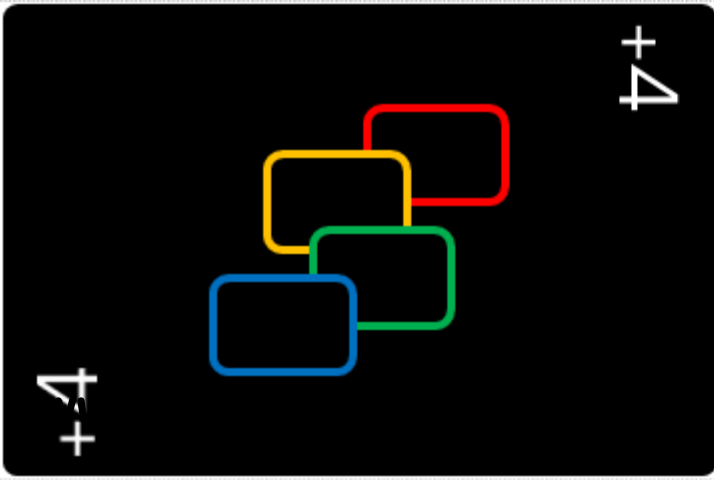
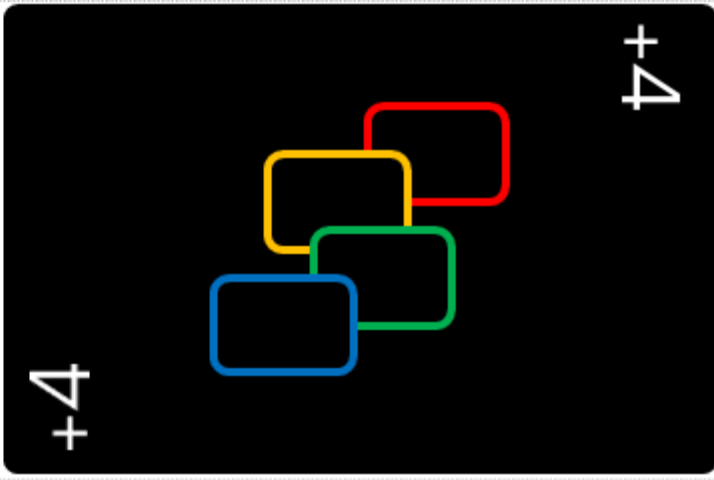
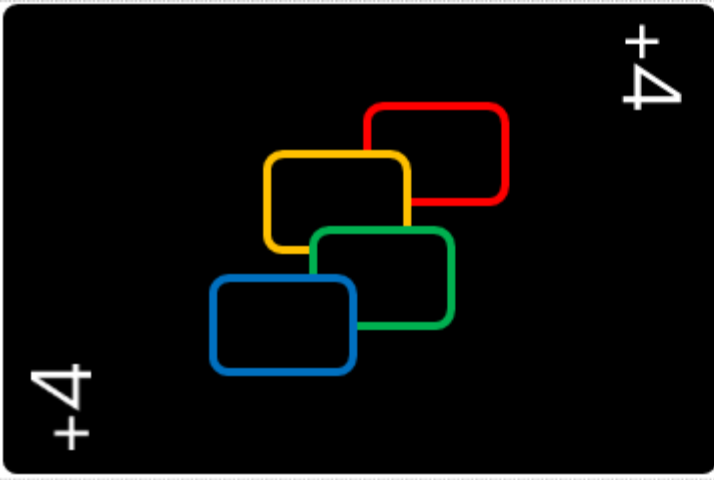
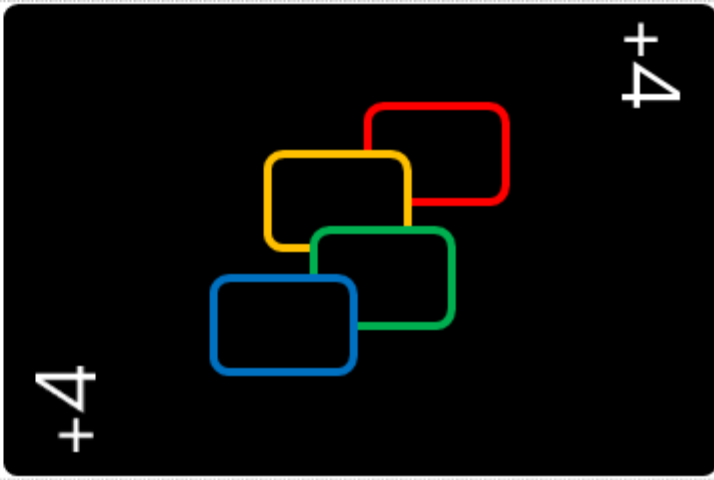
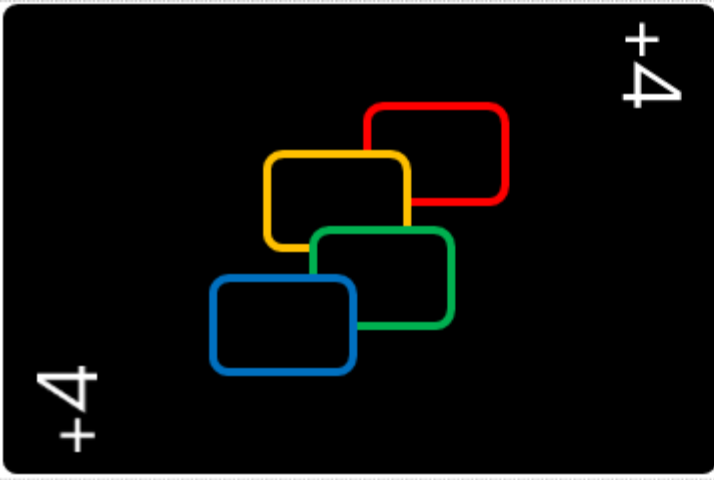
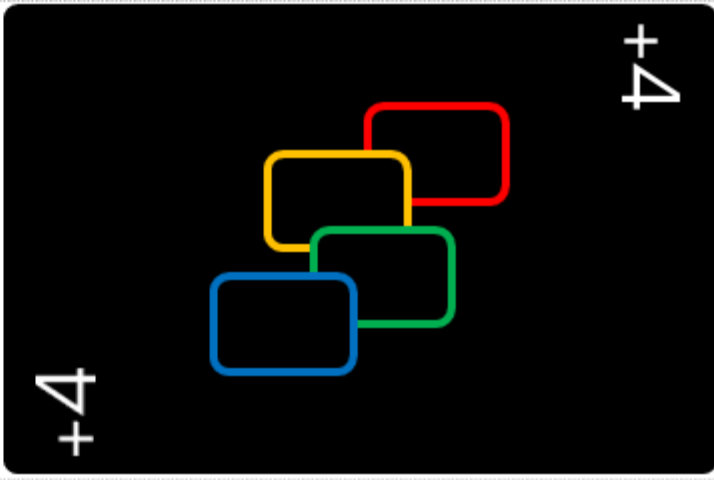
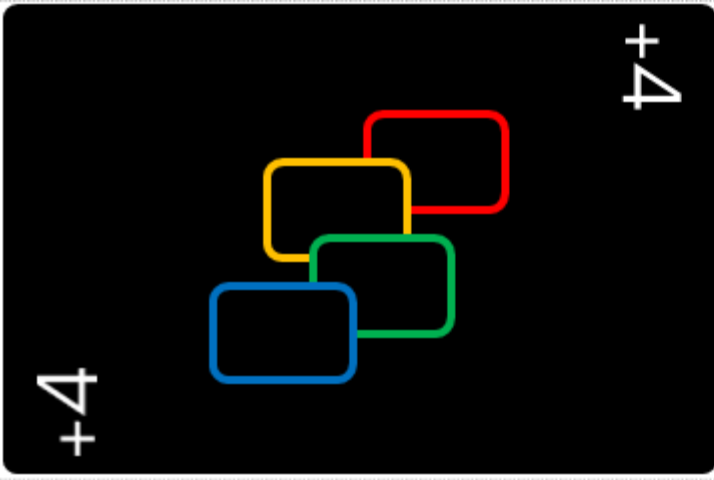
window















Unit 7



Unit 7



Unit 7



Unit 7



Unit 7



Unit 7



Unit 7



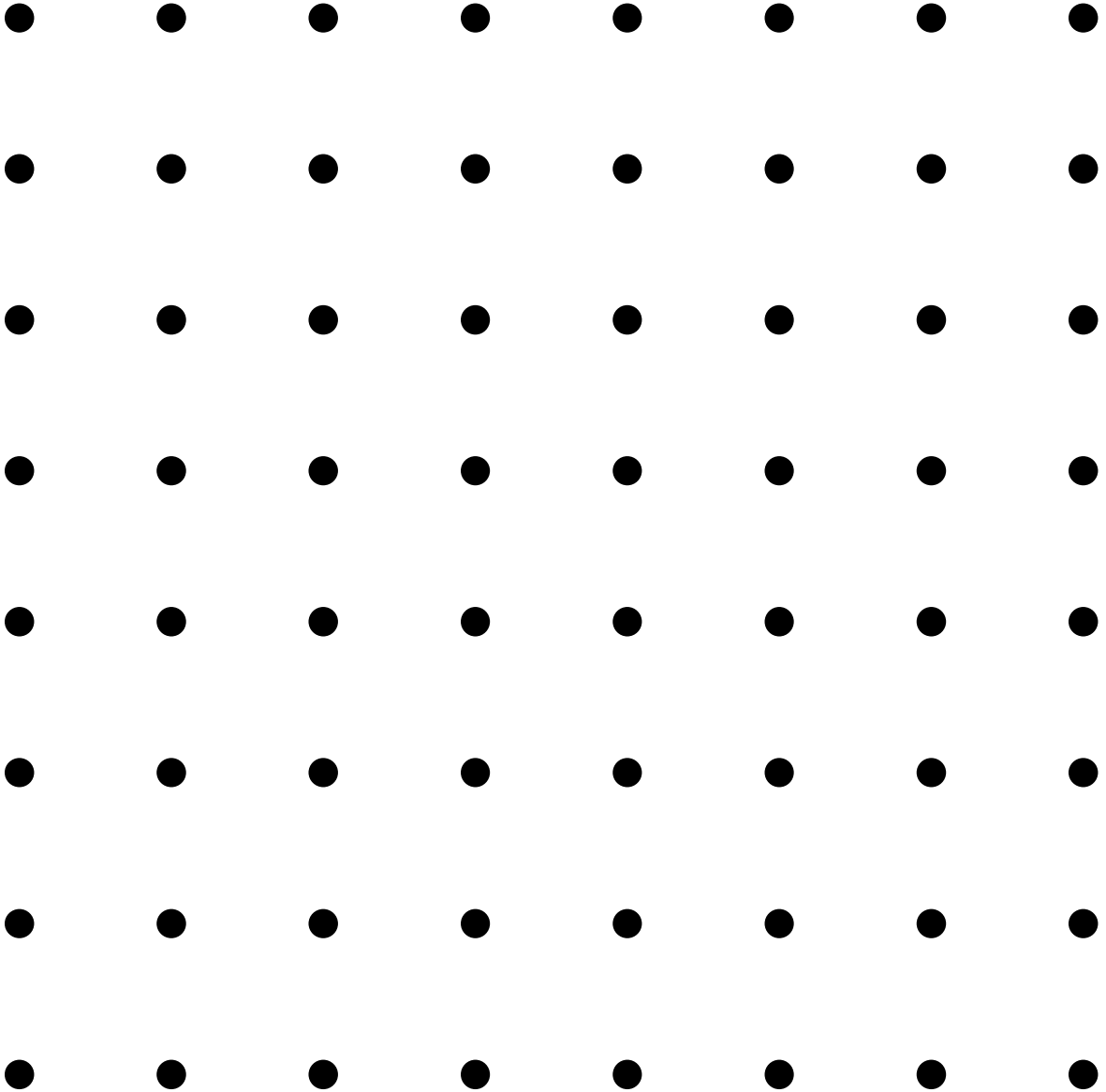
Unit 7

How to Play *Uno*

These Uno cards can be played like the regular game substituting vocabulary words for numbers.

Teachers who would like to brush up on the rules can visit [this site](#) or watch [this video](#).





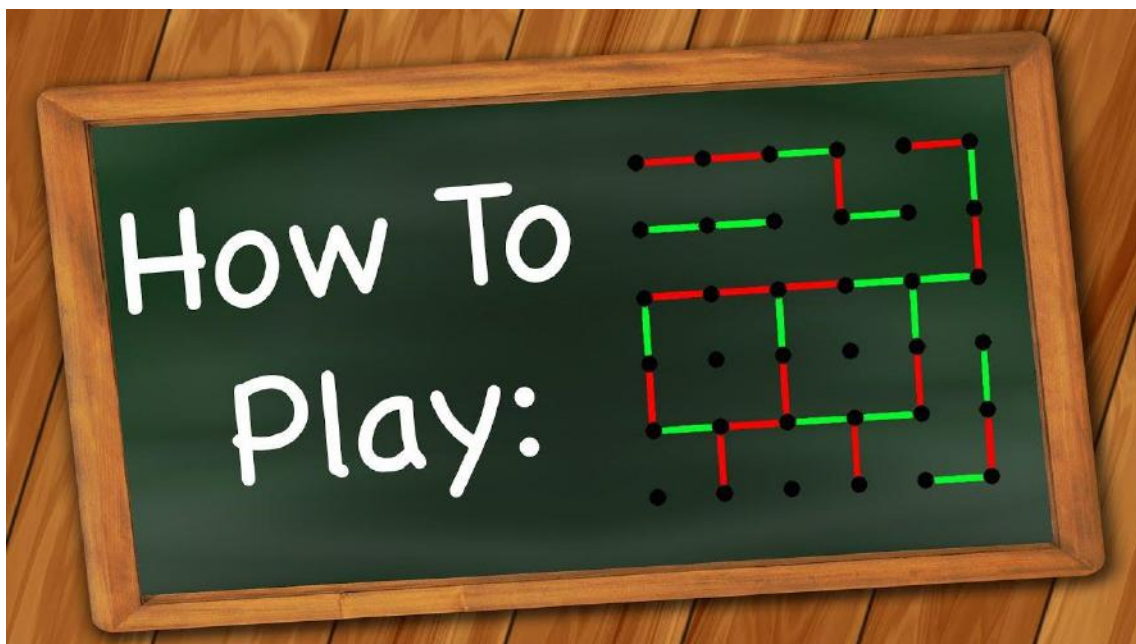
How to Play *Dots and Boxes*

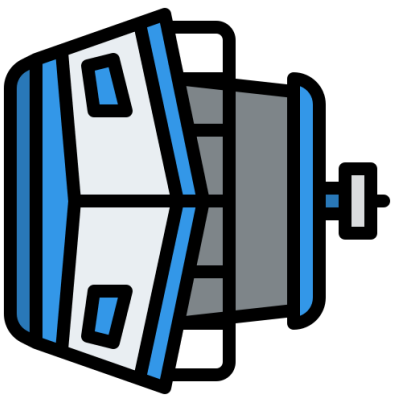
Dots and Boxes is a classic board game that children love. Players take turns drawing a single horizontal or vertical line between two dots on the grid. A player who completes the fourth side of a 1x1 box earns one point. Points can be recorded by placing an initial of the player in the box. The game ends when no more lines can be placed. The winner of the game is the player with the most points.

Class Play: Draw a grid on the board and divide the class into two teams. You can use the flashcard cards to ask your class how to read words.

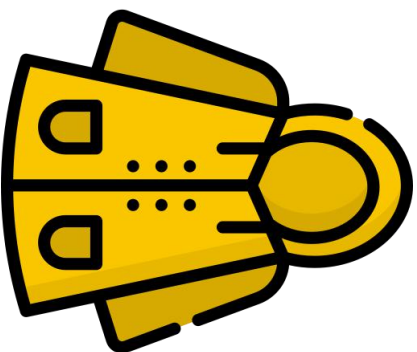
Pair Play: For more practice give a grid and flashcards to each pair of students. They can take turns reading words.

Teachers who would like to brush up on the rules of Dots and Boxes can visit [this site](#) or watch [this video](#).

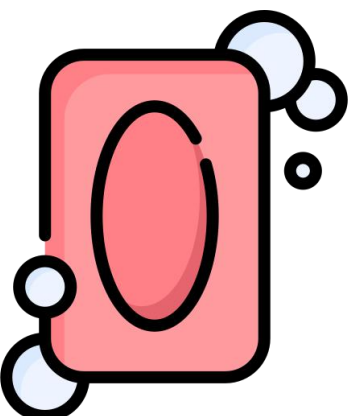




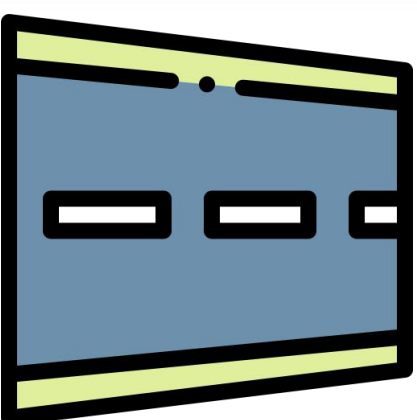
boat



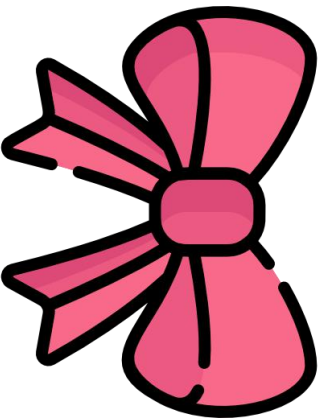
coat



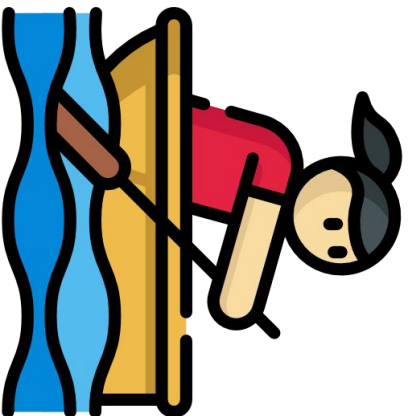
soap



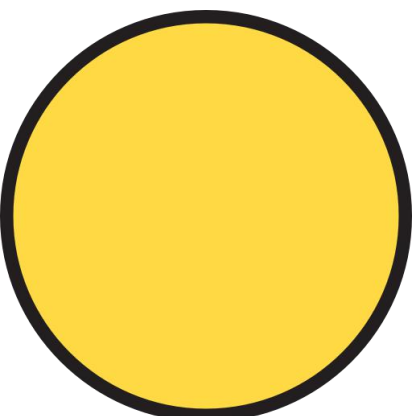
road



bow



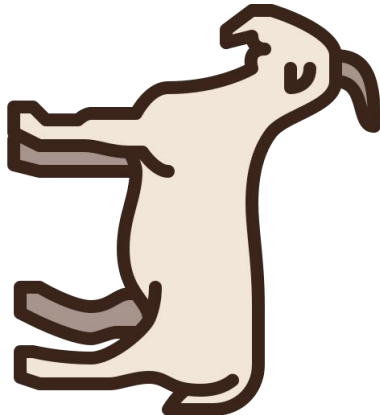
row



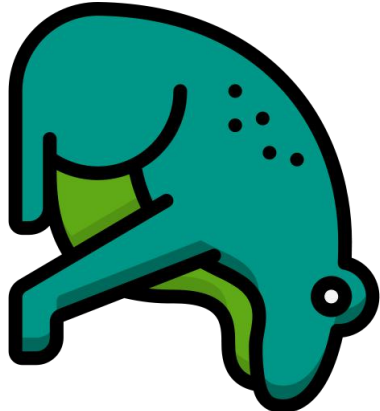
yellow



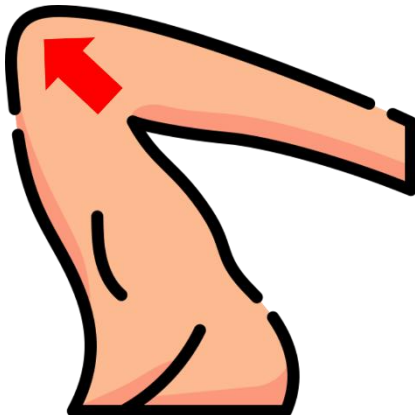
pillow



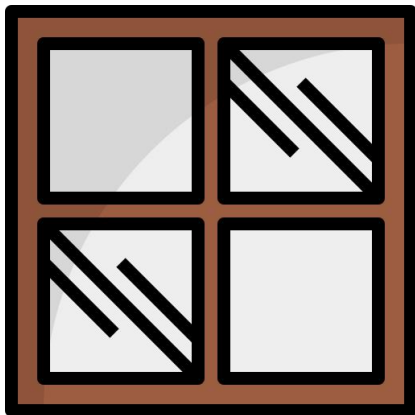
goat



toad



elbow



window



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish





Go Fish

Unit 7



Go Fish

Unit 7



Go Fish

Unit 7



Go Fish

Unit 7



Go Fish

Unit 7



Go Fish

Unit 7



Go Fish

Unit 7



Go Fish

Unit 7

How to Play *Go Fish*

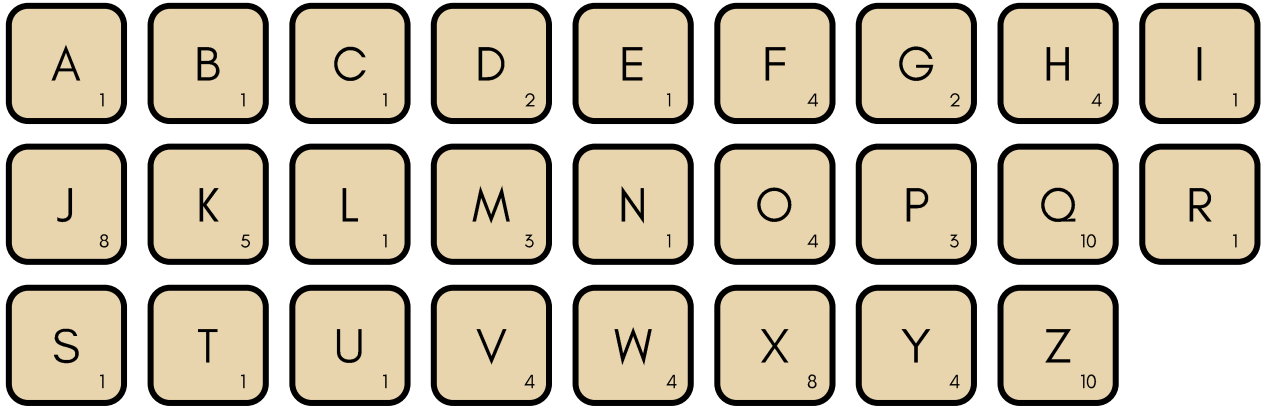
These Go Fish cards can be played like the regular game substituting vocabulary words for numbers. When a player lays down a *Bang Card*, all other players must hand over one of their cards.

Teachers who would like to brush up on the rules can visit [this site](#) or watch [this video](#).



Scrabble Spelling

Use the numbers on the letter tiles to add up your spelling words.



Word	Math	Answer
<i>apple</i>	$1 + 3 + 3 + 1 + 1$	9

[illegible]



boat

yellow

coat

pillow

soap

goat

road

toad

bow

elbow

row

window

see

her

have

has

and

he

the

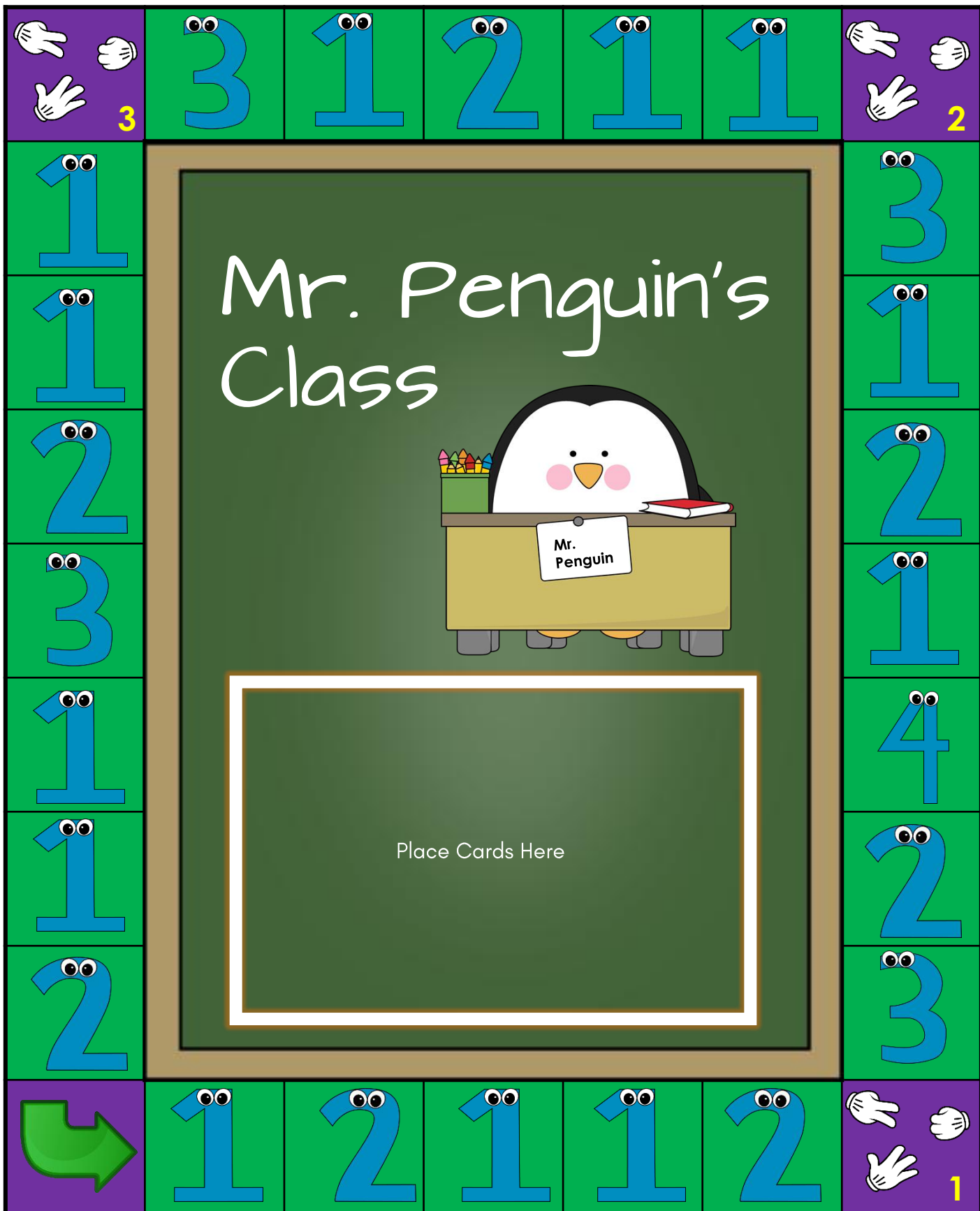
in

How to Play Scrabble Spelling

Scrabble Spelling is a simple game that can be played individually, in pairs, or small groups.

Students take turns drawing from a stack of vocabulary cards. (Any vocabulary cards will do, even ones the students make themselves.) The students write the word in the table and calculate how many points they get according to the letter tiles at the top of the page.

Continue until there are no more vocabulary cards or no more spaces in the table. Then, add up the scores. The student with the most points wins.





boat



Unit 7

coat



Unit 7

soap



Unit 7

road



Unit 7

bow



Unit 7

row



Unit 7

yellow

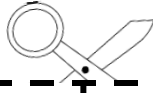


Unit 7

pillow



Unit 7



goat



Unit 7

toad



Unit 7

elbow



Unit 7

window



Unit 7



see

Unit 7



have

Unit 7



and

Unit 7



the

Unit 7



her

Unit 7



has

Unit 7



he



Unit 7

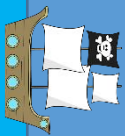
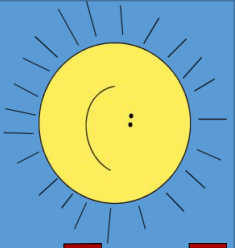


in

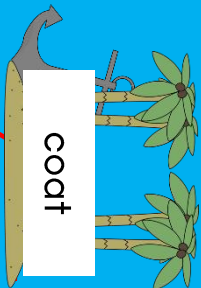
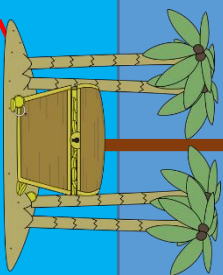
Unit 7

How to Play *Mr. Penguin's Class*

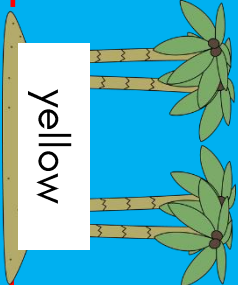
1. Stack the playing cards face down on the board (you may want to make several sets) and place game counters (one for each player) on the arrow.
2. Players take turns rolling the dice and moving their counters around the board.
3. When a player's counter lands on a square, the player takes as many cards as shown, but to keep them the player must read each one.
4. If the player lands on   , all the players play rock, scissor, paper. The winner may take as many cards from each of the losers as specified on the board.
5. Continue going around the board until all the cards have been taken.
6. The player with the most cards is the winner.



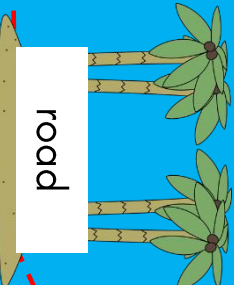
ISLAND HOPPERS



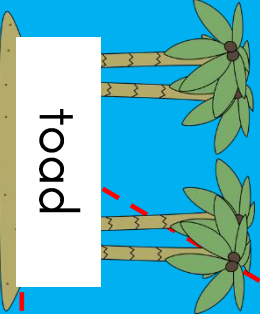
coat



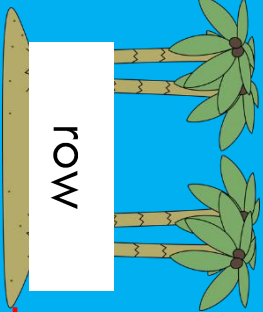
yellow



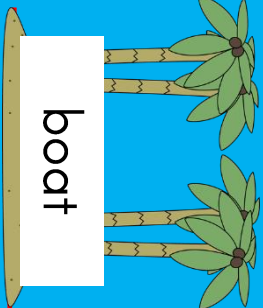
road



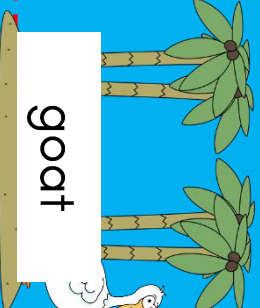
toad



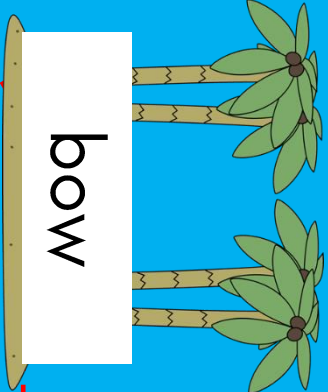
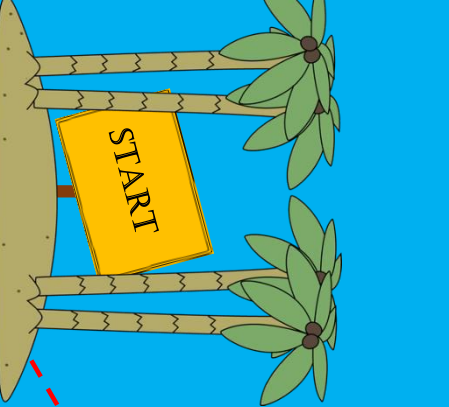
row



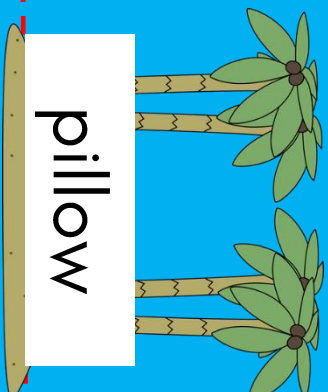
boat



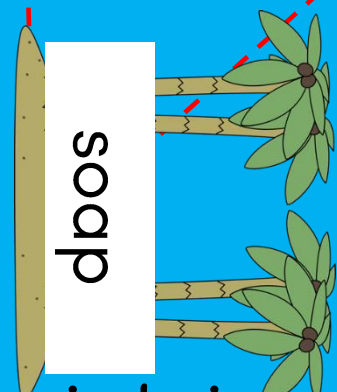
goat



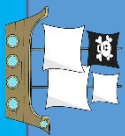
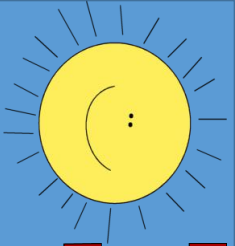
bow



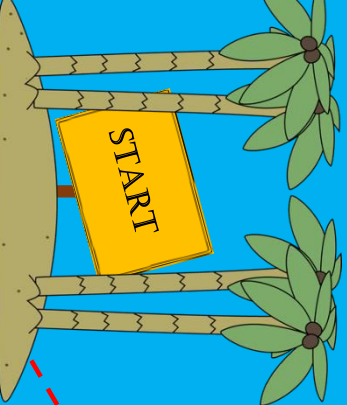
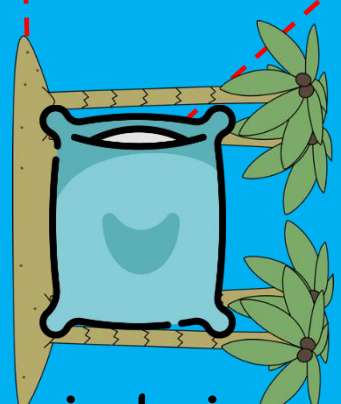
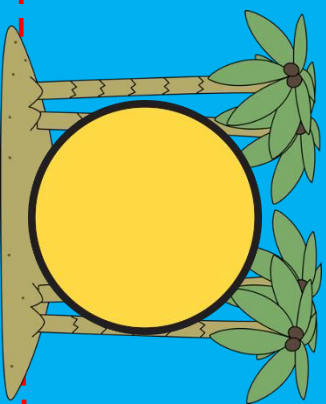
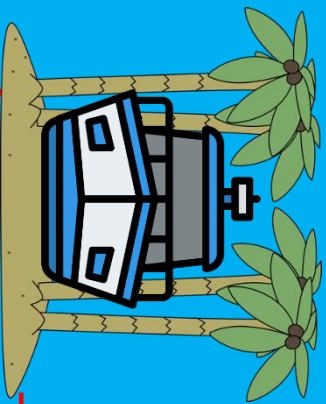
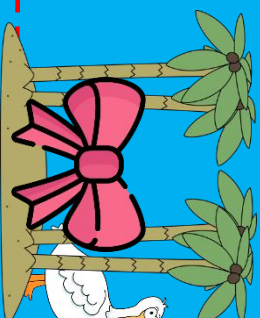
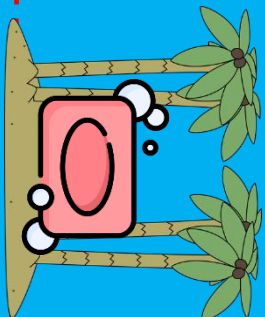
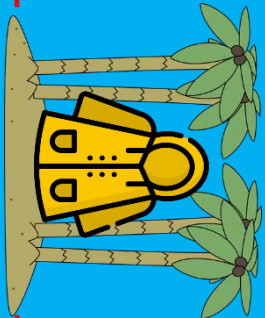
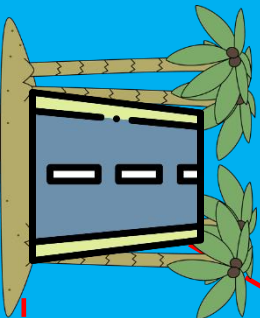
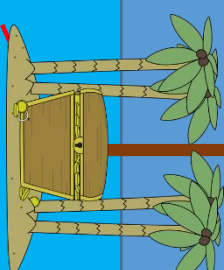
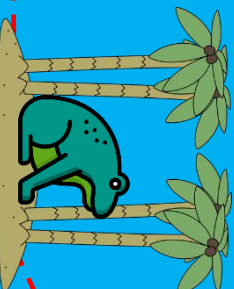
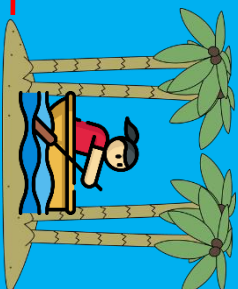
pillow



soap



ISLAND HOPPERS



How to Play *Island Hoppers*

**2 to 4 players are recommended for this game.
Each player will need their own dice.**

1. Place a game marker for each player on START.
2. All players roll their dice at the same time.
3. The player with the highest number moves forward one space along the board and reads on the island.
4. If two or more players have the highest number, they both move forward one space.
4. The player who arrives at FINISH first is the winner.



boat



coat



soap



road



bow



row



yellow



pillow



goat



toad



elbow



window



see



have



and



the



her



has



he



in





Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE

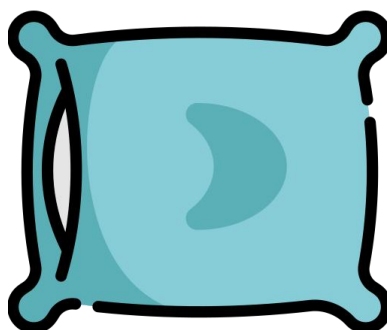
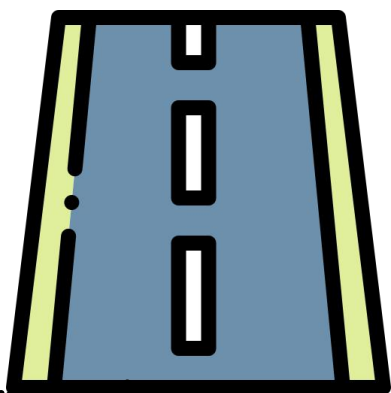
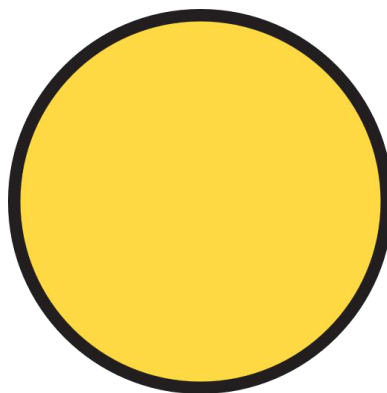
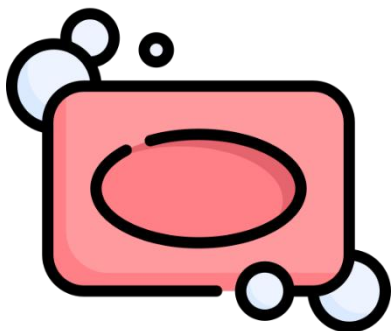
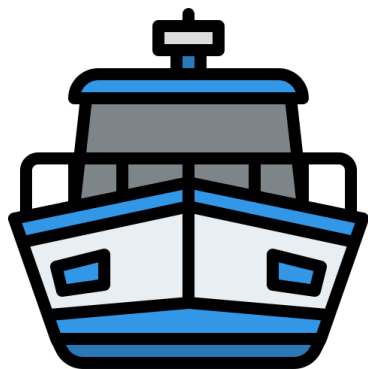
How to Play *Space Force*

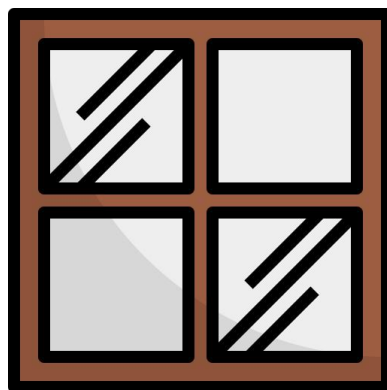
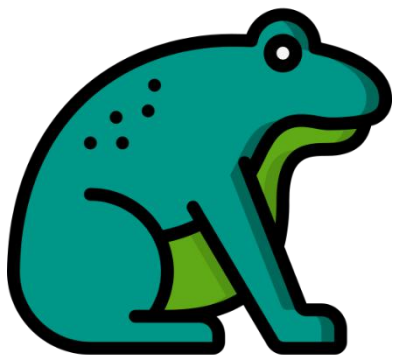
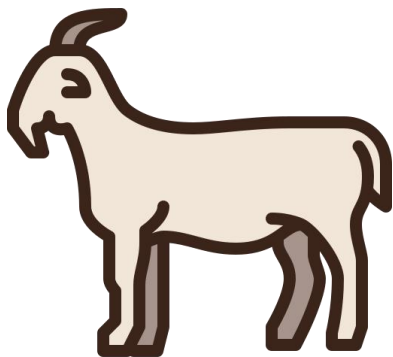
Set Up

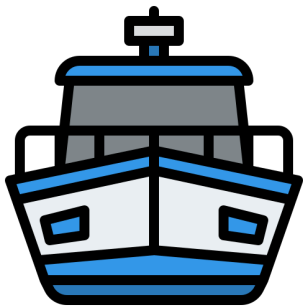
Print and cut out the game cards. Shuffle the cards and stack them face down. For longer play, combine two or three decks of cards.

How To Play

Students take turns drawing a card and reading the word. If the word is read correctly, they can keep the card. If a rocket card is pulled, they get to draw another card. If a meteor card is pulled, they must return one of their cards to the bottom of the deck. The player with the most cards at the end wins. (The Space Force cards are for use as the backside of the game cards.)







boat



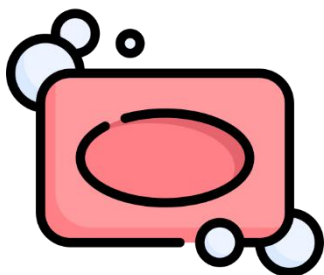
bow



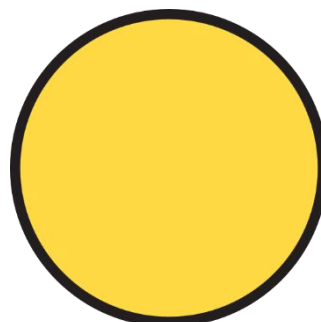
coat



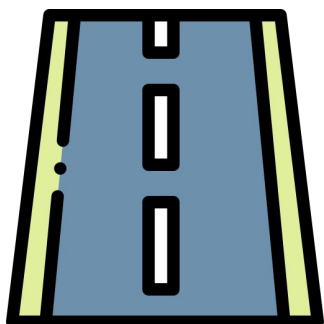
row



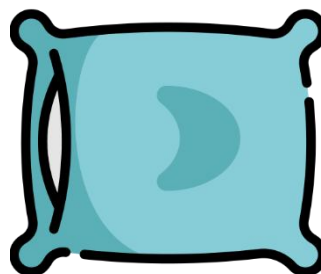
soap



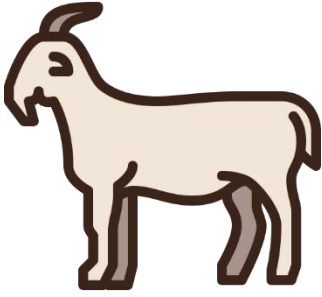
yellow



road



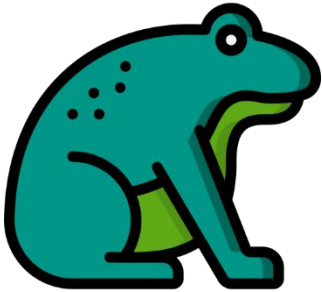
pillow



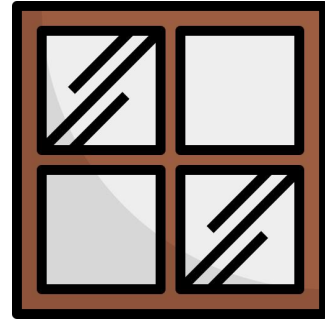
goat



elbow



toad



window



boat

bow

coat

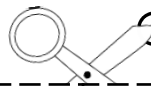
row

soap

yellow

road

pillow



goat

elbow

toad

window



boat

coat

soap

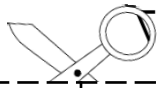
road

wood

word

wolley

wolliq



goat

boat

wode

wobniw

Table of Contents

Return to the table of contents by clicking on [Oxford Phonics World](#).

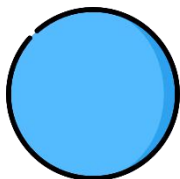
- | | |
|--|---------------------------------------|
| • Picture Dictionary | • Concentration |
| • Word Search | • Roll and Read |
| • Unscramble the Words | • Tic-Tac-Toe |
| • Circle the Words | • Snakes and Ladders |
| • Circle the Pictures | • Turn and Search |
| • ABC Order | • Dominoes |
| • Draw Pictures | • UNO |
| • Circle and Write | • Dots and Boxes |
| | • Go Fish |
| | • Scrabble Spelling |
| | • Mr. Penguin's Class |
| | • Island Hoppers |
| | • Space Force |
| | • Flashcards |

Skip to another unit by clicking below.

[Unit 1](#)[Unit 2](#)[Unit 3](#)[Unit 4](#)[Review 1](#)[Unit 5](#)[Unit 6](#)[Unit 7](#)[Unit 8](#)[Review 2](#)

Name: _____

Picture Dictionary



_____	_____
_____	_____



_____	_____
_____	_____



_____	_____
_____	_____



_____	_____
_____	_____



_____	_____
_____	_____



_____	_____
_____	_____



_____	_____
_____	_____



_____	_____
_____	_____



_____	_____
_____	_____





















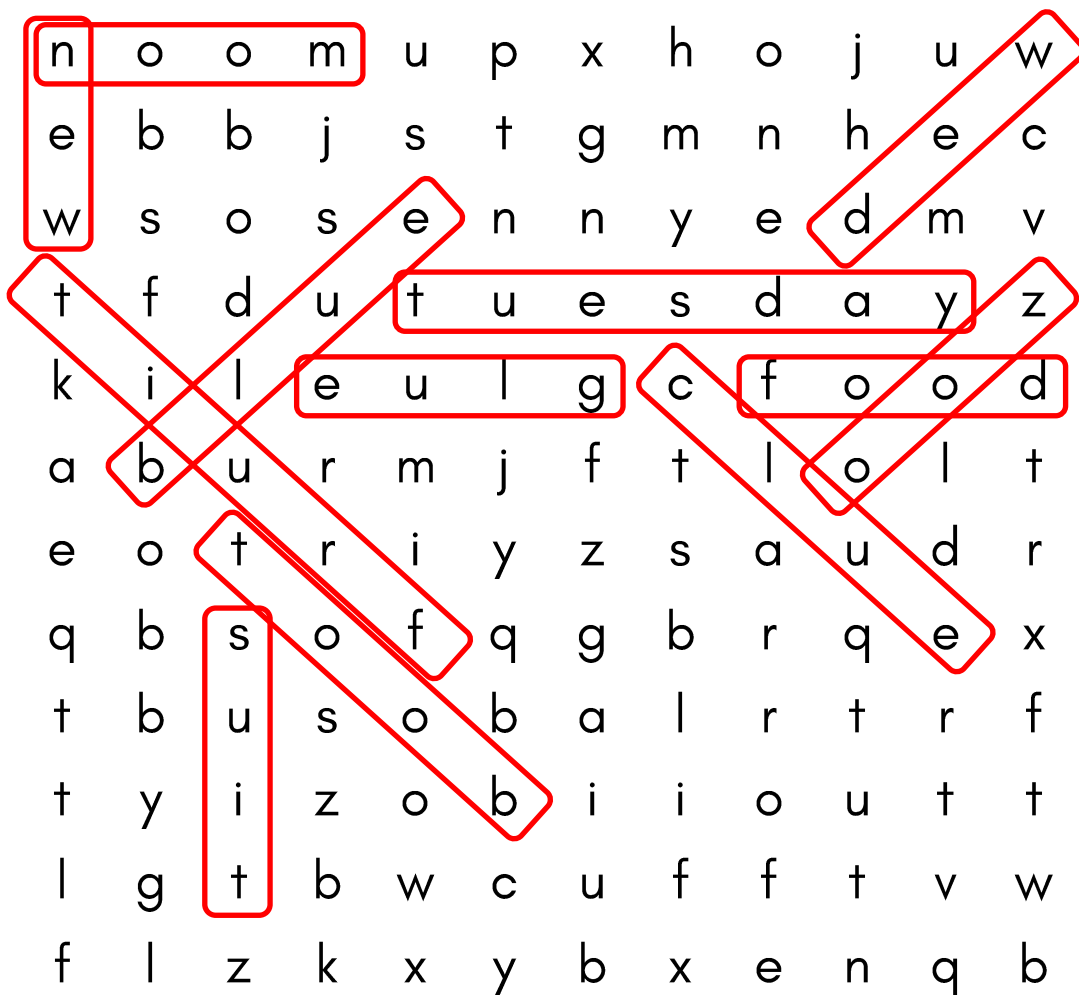
Name: _____













Find the Words

n o o m u p x h o j u w
 e b b j s t g m n h e c
 w s o s e n n y e d m v
 t f d u t u e s d a y z
 k i l e u l g c f o o d
 a b u r m j f t l o l t
 e o t r i y z s a u d r
 q b s o f q g b r q e x
 t b u s o b a l r t r f
 t y i z o b i i o u t t
 l g t b w c u f f t v w
 f l z k x y b x e n q b

blue		Tuesday 	new 	zoo 
glue		fruit 	dew 	food 
clue		suit 	moon 	boot 

Find the Words



blue		Tuesday		new		zoo	
glue		fruit		dew		food	
clue		suit		moon		boot	

Name: _____

Make a Word Search

_____	_____	_____	_____
_____	_____	_____	_____

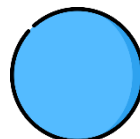
Name: _____

Unscramble the Words and Match

uecl

•

•



dwe

•

•



tifru

•

•



uits

•

•



udaTeyS

•

•



uelg

•

•



ewn

•

•



uelb

•

•



ofod

•

•



obot

•

•



ozo

•

•



omon

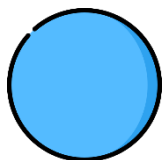
•

•



Name: _____

Circle the Correct Word



dew

blue

fruit



new

suit

glue



clue

blue

Tuesday



glue

Tuesday

new



fruit

glue

clue



suit

dew

Tuesday



new

fruit

clue



dew

blue

suit



boat

zoo

moon



boot

zoo

food



food

zoo

moon



boot

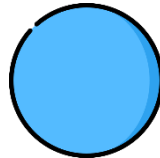
moon

food

Name: _____

Circle the Correct Picture

blue



glue



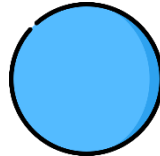
clue



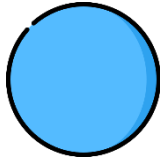
Tuesday



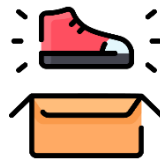
fruit



suit



new



dew



moon



zoo



food



boot



Name: _____

Put the Words in ABC Order

1. Cut out the words.
2. Put the words in ABC order.
3. Glue the words in the boxes.

1	2	3	4
5	6	7	8
9	10	11	12

glue	suit	zoo	clue
dew	food	blue	fruit
Tuesday	boot	new	moon

Name: _____

Draw Pictures



I have some glue.



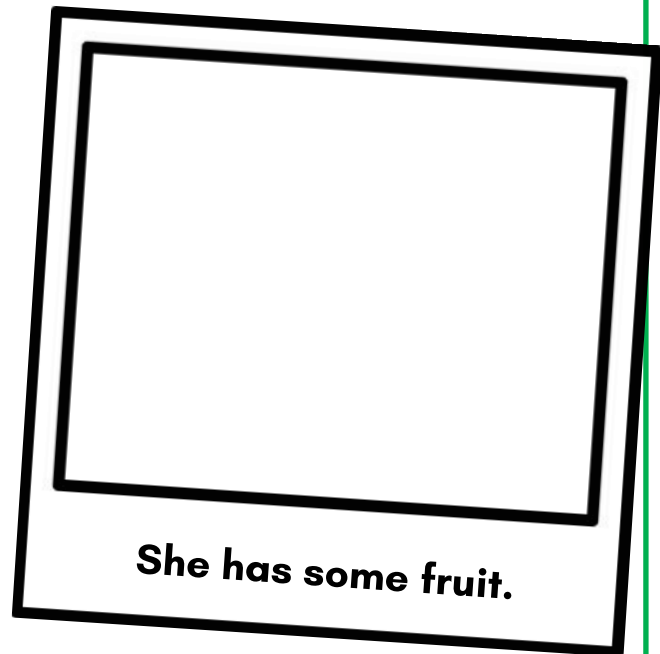
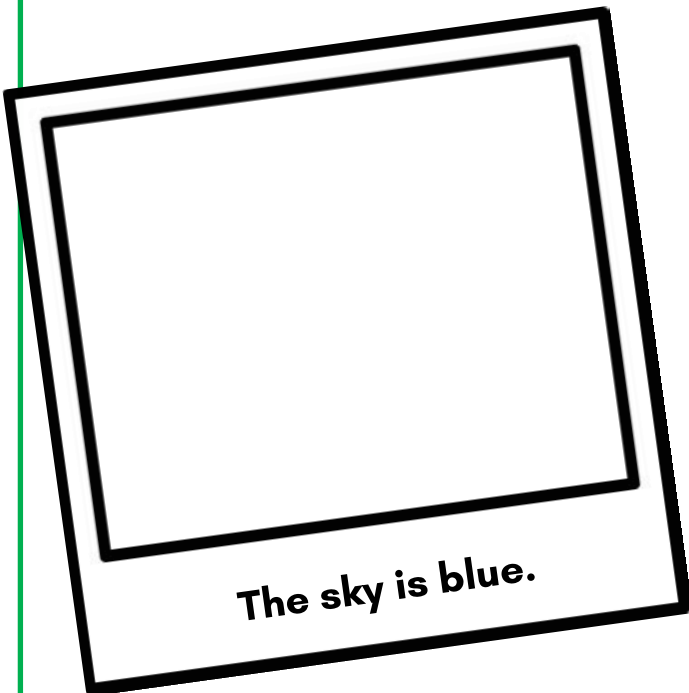
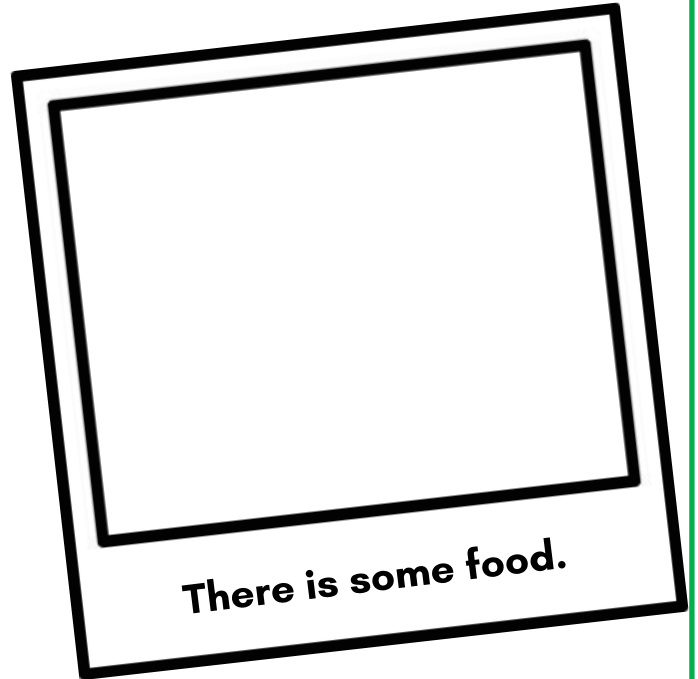
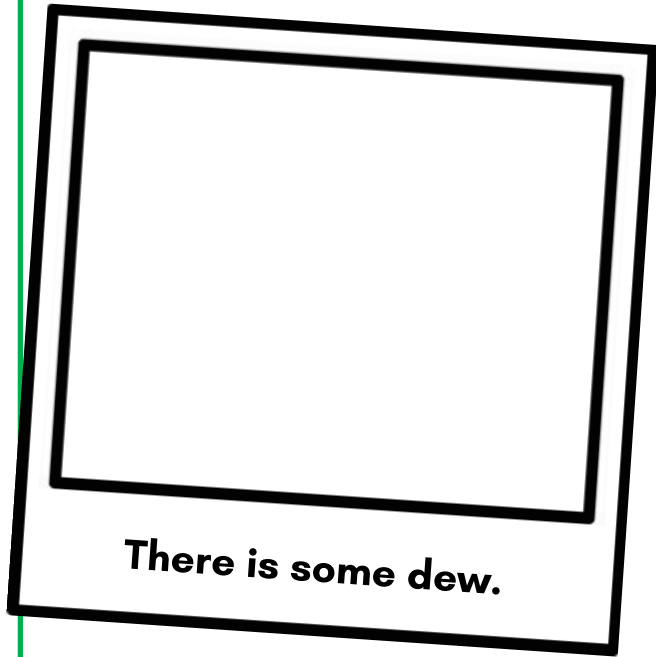
Dad has a suit.



This is a zoo.



This is a clue.





It is Tuesday.



They are my boots.



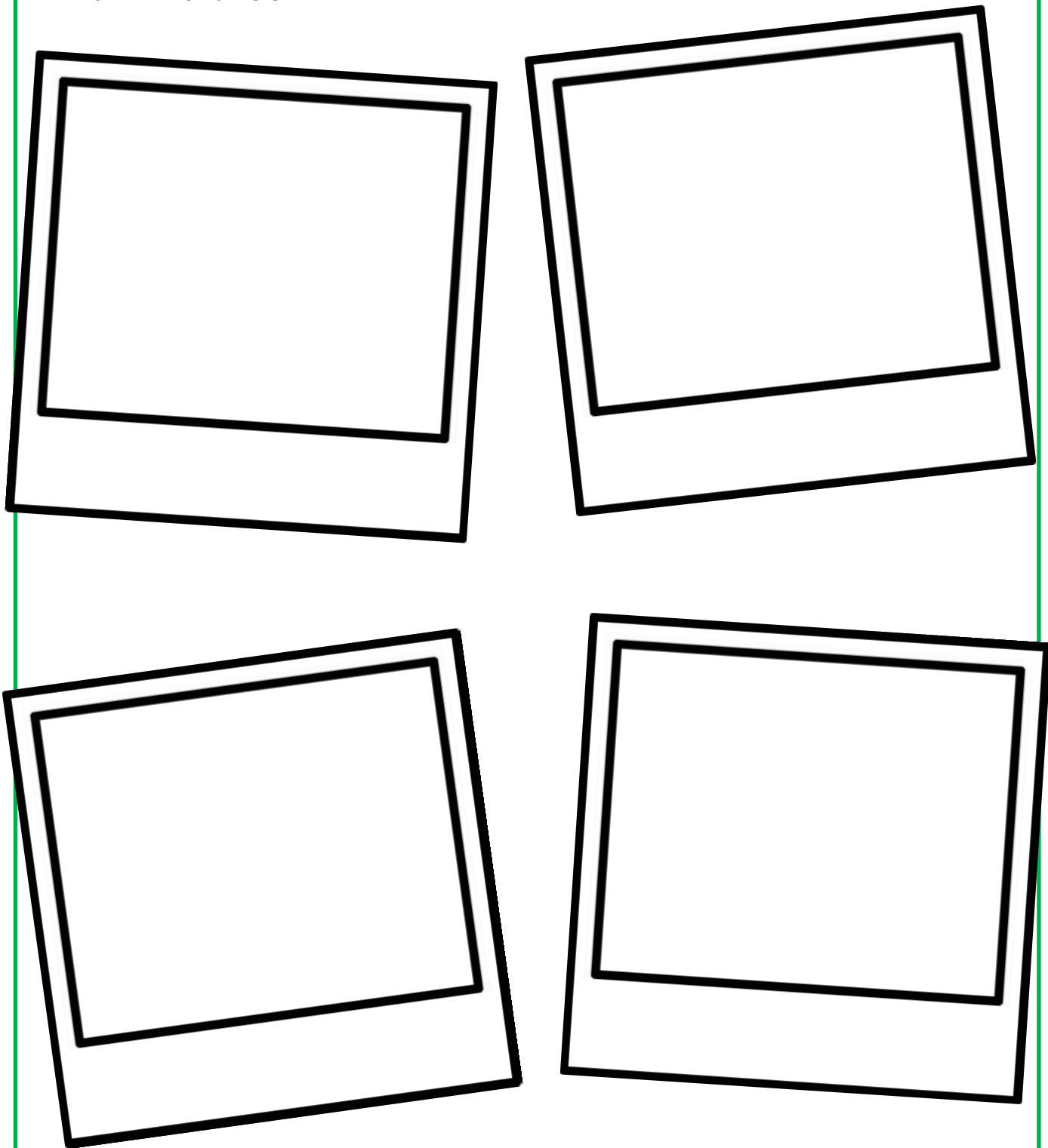
It is new.

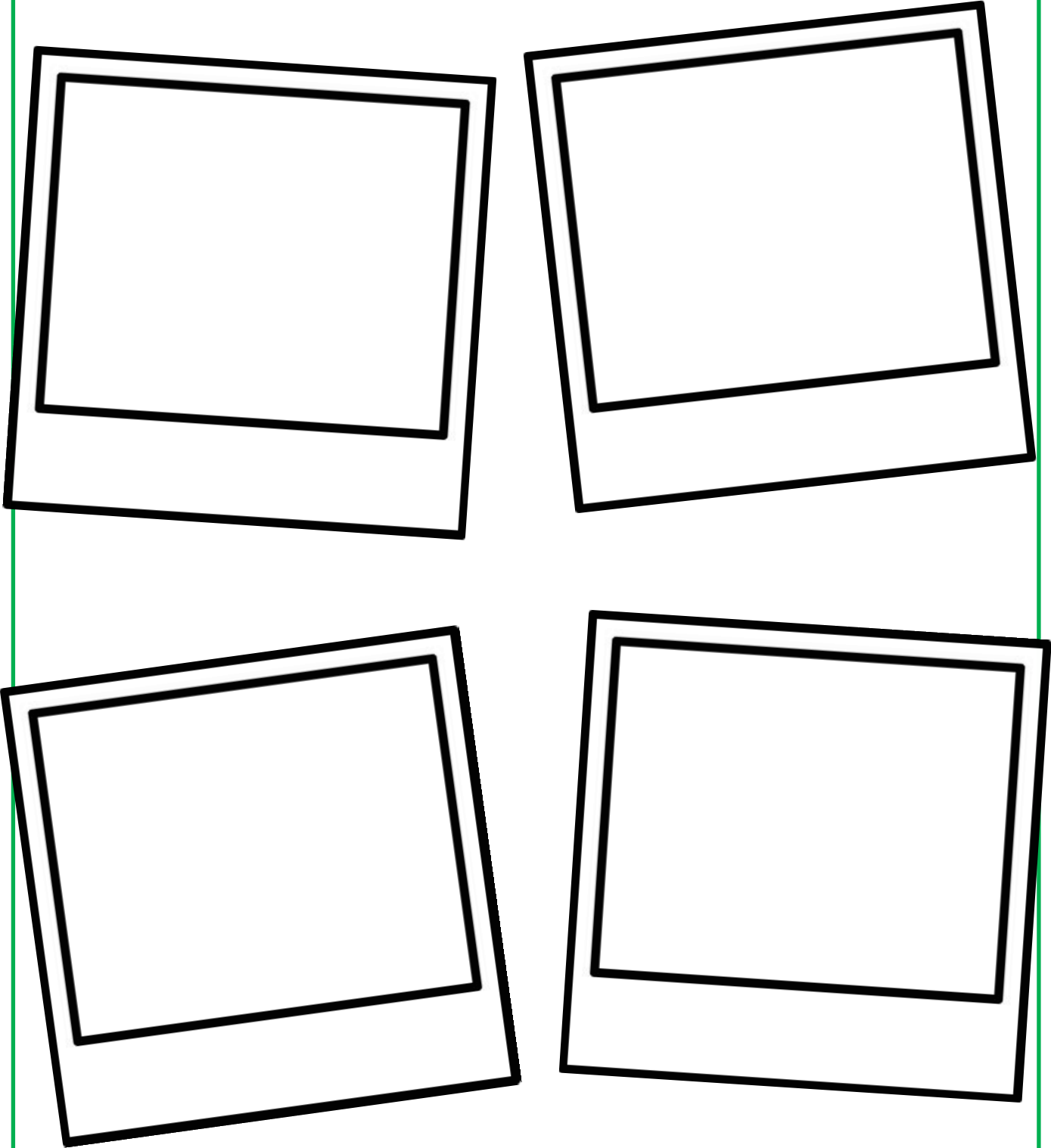


I see the moon.

Name: _____

Draw Pictures





Name: _____

Circle and Write



gone

with

she

see

an

an

see

gone

she

with

with

she

an

see

gone

an

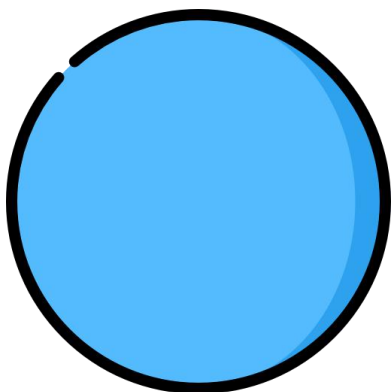
gone

with

she

see

with



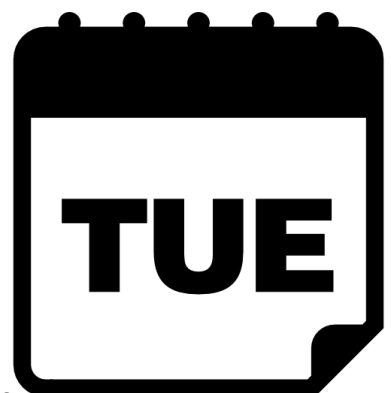
blue



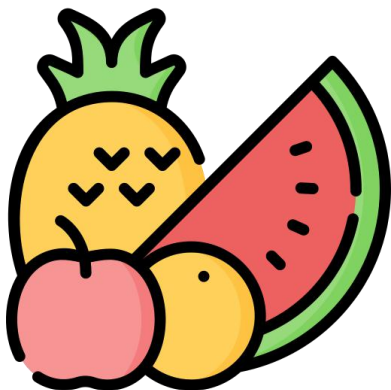
glue



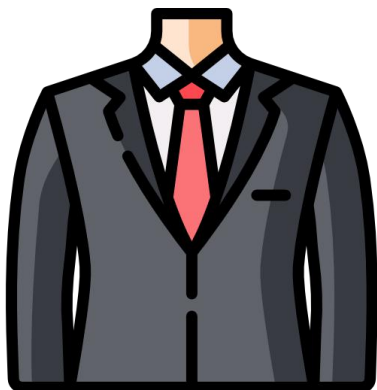
clue



Tuesday



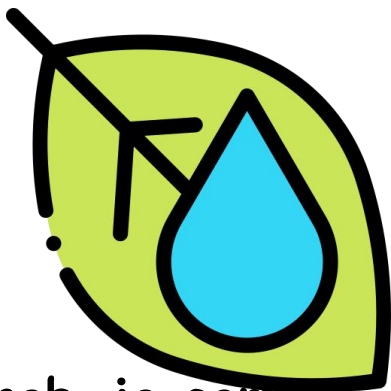
fruit



suit



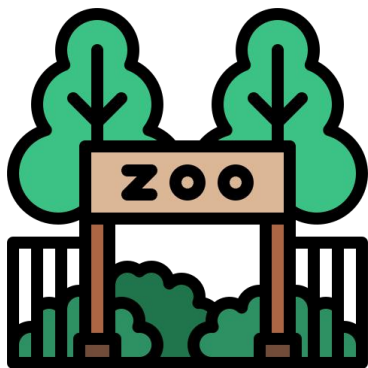
new



dew



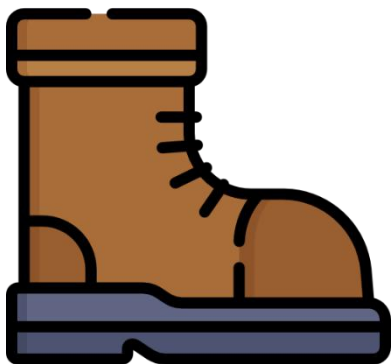
moon



ZOO



food



boot



gone

she

see

has

with

is

an

too

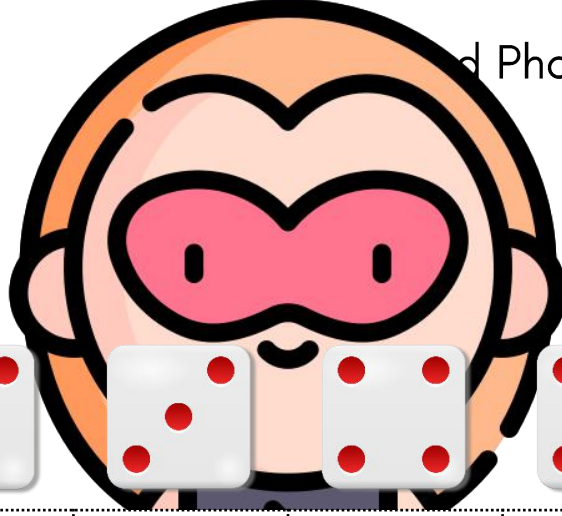
How to Play *Concentration*

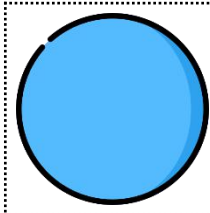

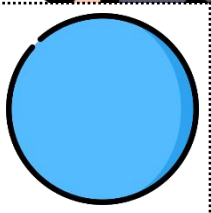
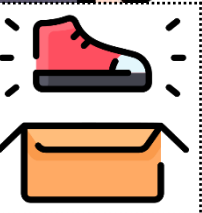
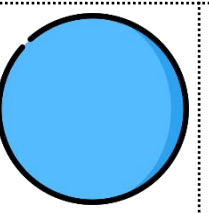
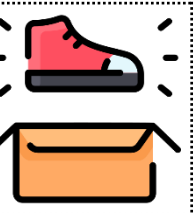












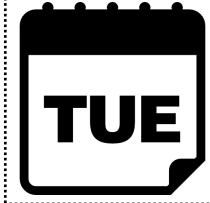

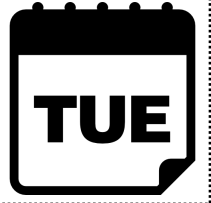
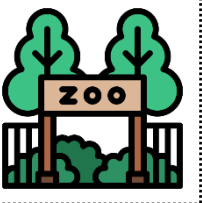
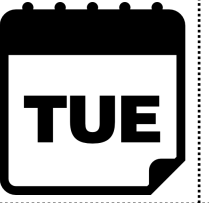
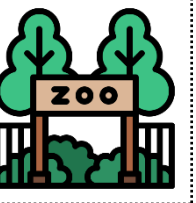









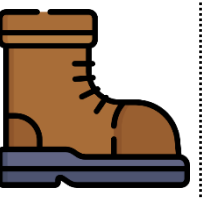

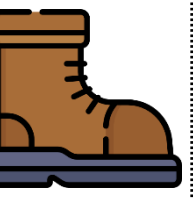
Teachers who would like to brush up on the original rules of Concentration (otherwise known as Memory) can watch [this video](#).





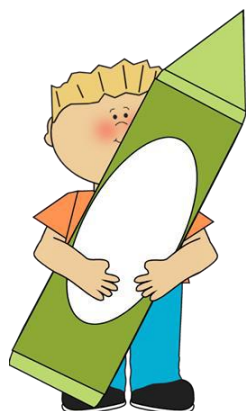
blue	new	blue	new	blue	new
glue	dew	glue	dew	glue	dew
clue	moon	clue	moon	clue	moon
Tuesday	zoo	Tuesday	zoo	Tuesday	zoo
fruit	food	fruit	food	fruit	food
suit	boot	suit	boot	suit	boot



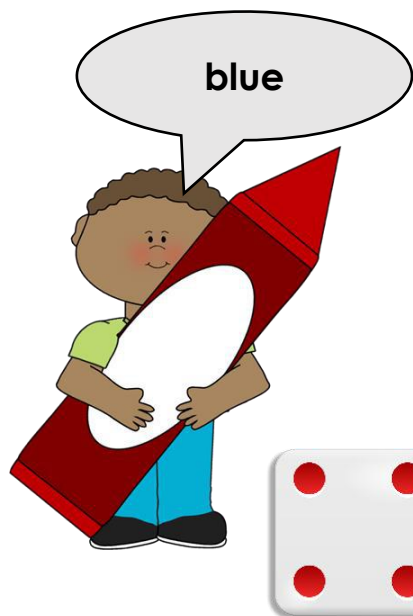
					
					
					
					
					
					

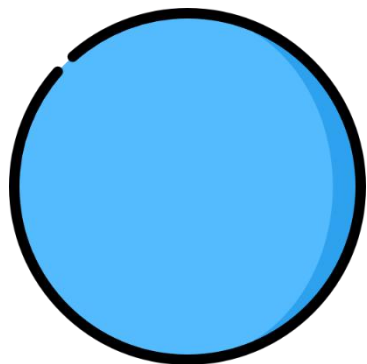
How to Play *Roll and Read*

Here's a quick and easy game to practice reading. Divide the class into pairs and give each set of children a *Roll and Read* sheet, a dice, and two crayons. The first child rolls the dice. If the dice says 2, then the child reads one of the words in the 2-column and colors the box the word is in. The next child does the same. If all the words in a number column have been filled, then the child loses their turn. Continue until all the boxes have been filled. The child with the most filled squares is the winner.



blue	new	blue	new	blue	new
glue	dew	glue	dew	glue	dew
clue	moon	clue	moon	clue	moon
Tuesday	zoo	Tuesday	zoo	Tuesday	zoo
fruit	food	fruit	food	fruit	food
suit	boot	suit	boot	suit	boot

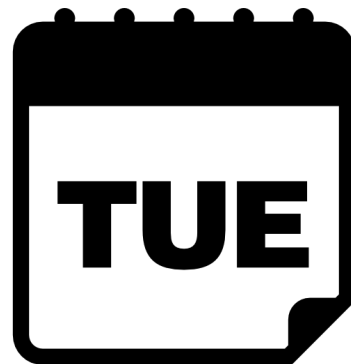




blue



dew



Tuesday



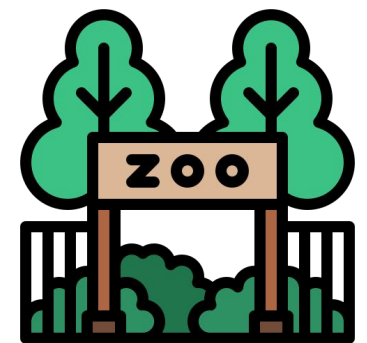
moon



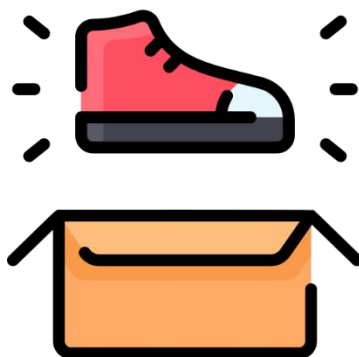
glue



suit



zoo



new



clue

blue

dew

Tuesday

moon

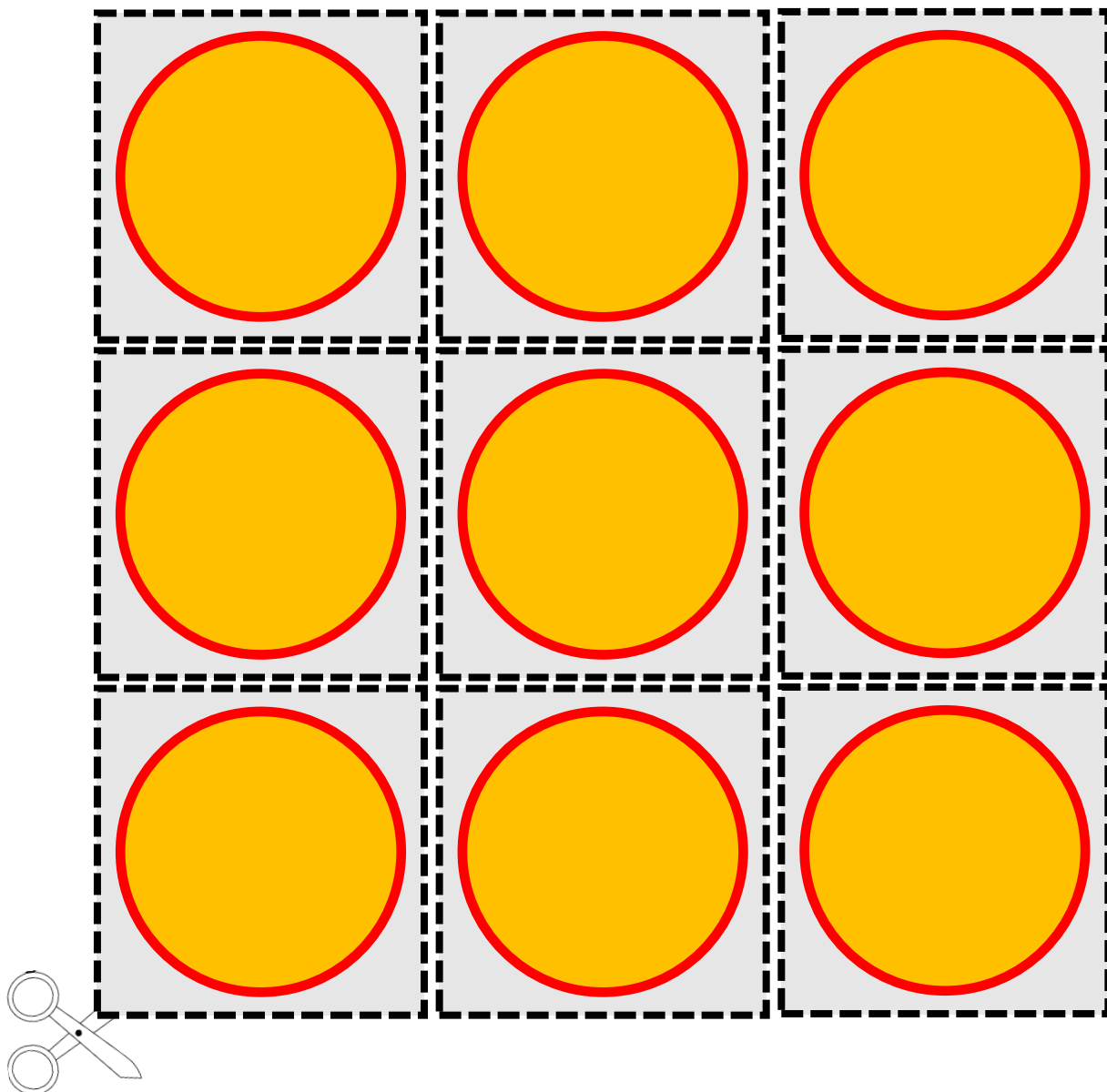
glue

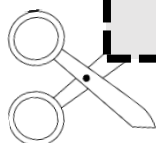
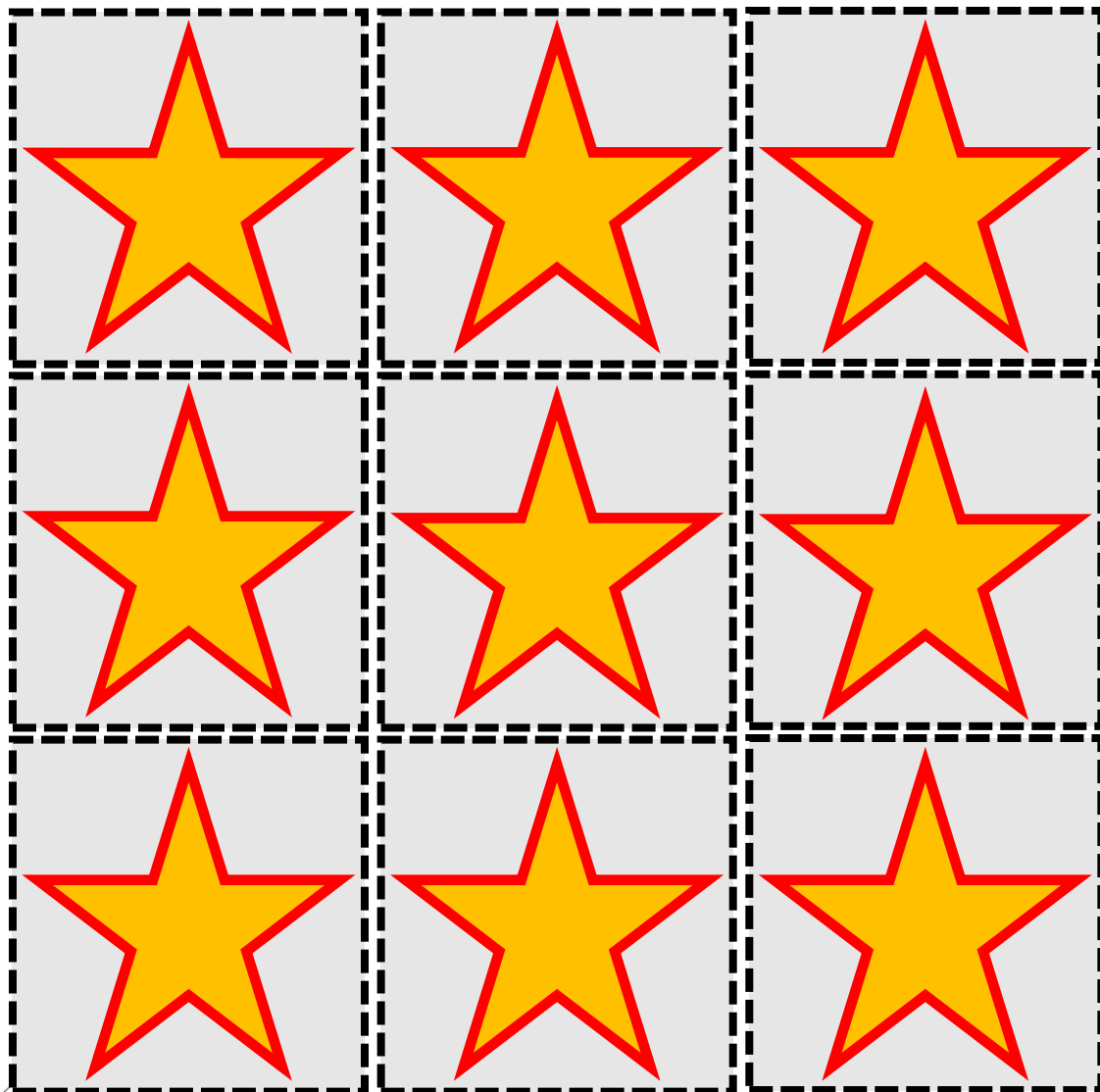
suit

zoo

new

clue





How to Play *Tic-Tac-Toe*

Teachers who would like to brush up on the original rules of *Tic-Tac-Toe* can visit [this site](#) or watch [this video](#).



Scoring in Accumulative *Tic-Tac-Toe*

Accumulative tic-tac-toe is a way to inject some excitement into the traditional game. Students play twelve rounds using the attached score sheet. After the first round, the winner circles the number one under their name, thus earning one point. The loser crosses their number one out. Likewise, the winner of the second round circles the number two, earning two points. If the round is a draw, both players cross out their circles and neither receive points. Continue playing until all twelve rounds are complete, and then tally up the total at the bottom. The player with the most points wins.

Name: Billy	Name: Jean
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
Total: 30	Total: 17

Billy wins the first round and gets 1 point.

Jean wins the second round and gets 2 points.

The fifth round is a draw, so nobody gets any points.

After twelve rounds Billy is the overall winner because he has more accumulated points than Jean. Although Jean could easily have won the entire game had she won just once in the eleventh or twelfth round.

3-Person Accumulative *Tic-Tac-Toe*

If there is an odd number of students, three player play is also possible with one player sitting out in rotation. The first player to sit out is decided by a game of rock paper scissor, train straws, or rolling a die. The remaining two students play the first round, the winner awarded points in the normal way. The winner of the first round though must sit out during the second round. In the event of a draw all three students must once again randomly choose who will sit out. They continue in this way until all rounds are completed.

Archie loses rock paper scissors so only Betty and Veronica play in the first round.

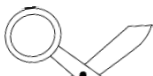
Since Veronica won the first round, Archie and Betty play each other in the second round and Veronica takes a break.

The eighth round is a draw so the three players must once again randomly decide which two players will play in the ninth round.

In 3-person accumulative tic-tac-toe it is impossible for someone to win two consecutive rounds because the winner must always sit out.

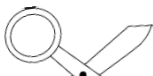
Name: Betty	Name: Archie	Name: Veronica
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
11	11	11
12	12	12
Total: 19	Total: 20	Total: 21

2-Person Accumulative Tic-Tac-Toe Score Board



Name:	Name:	Name:	Name:
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9
10	10	10	10
11	11	11	11
12	12	12	12
Total: www.jnob-jo.com	Total:	Total:	Total:

3-Person Accumulative Tic-Tac-Toe Score Board



Name:	Name:	Name:	Name:	Name:	Name:
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5
6	6	6	6	6	6
7	7	7	7	7	7
8	8	8	8	8	8
9	9	9	9	9	9
10	10	10	10	10	10
11	11	11	11	11	11
12	12	12	12	12	12
Total:	Total:	Total:	Total:	Total:	Total:

Snakes and Ladders

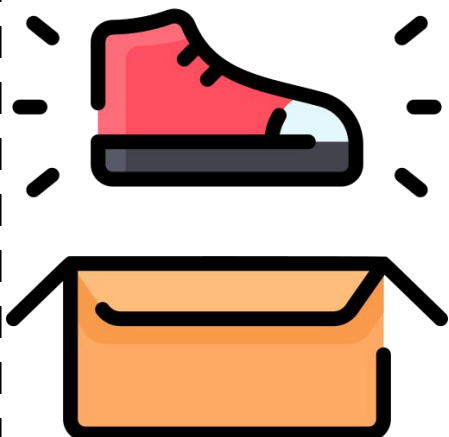
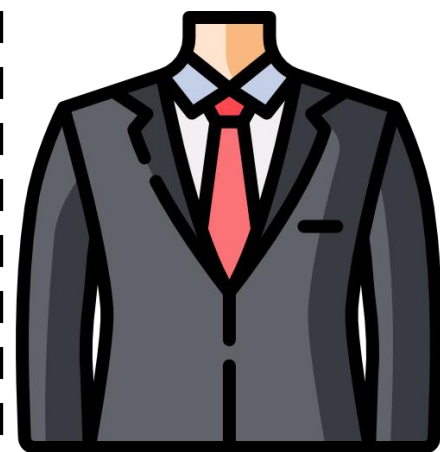
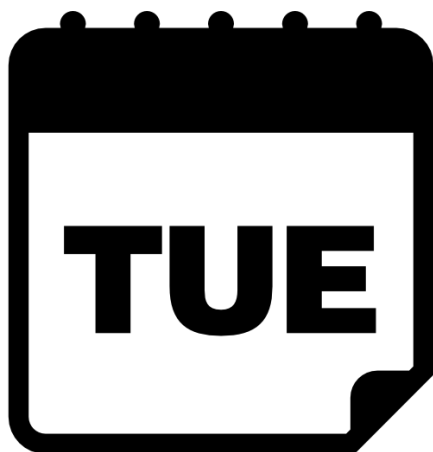
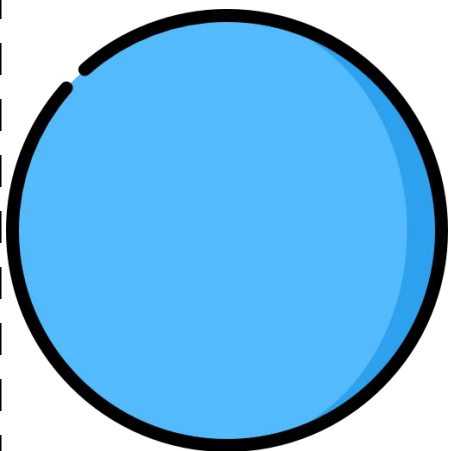
Oxford Phonics World 3: Unit 8



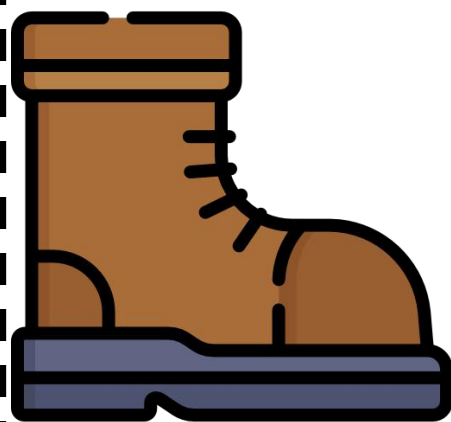
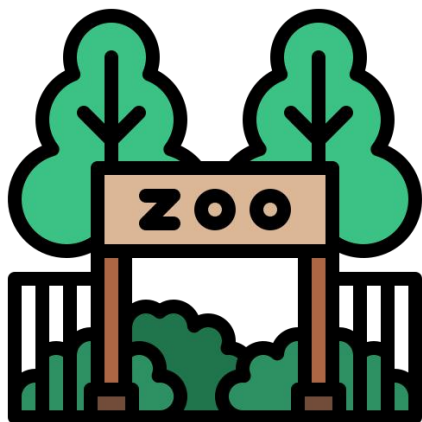
How to Play *Snakes and Ladders*

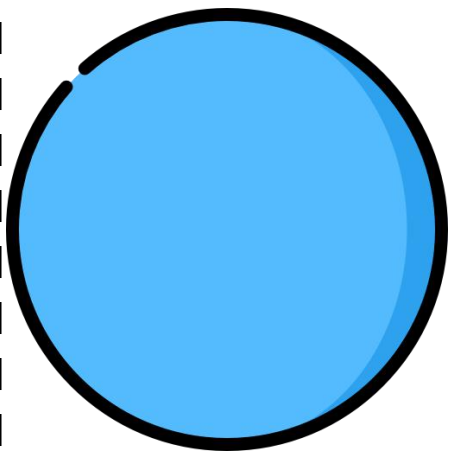
Teachers who would like to brush up on the original rules of *Snakes and Ladders* can visit [this site](#) or watch [this video](#).



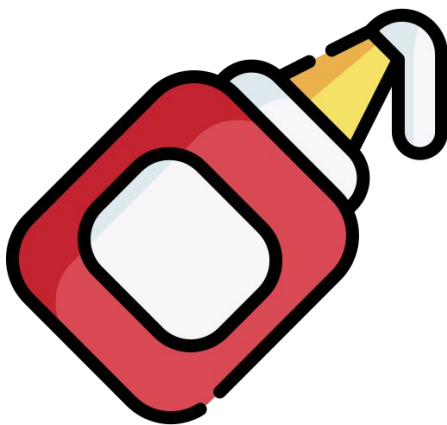


Turn and Search





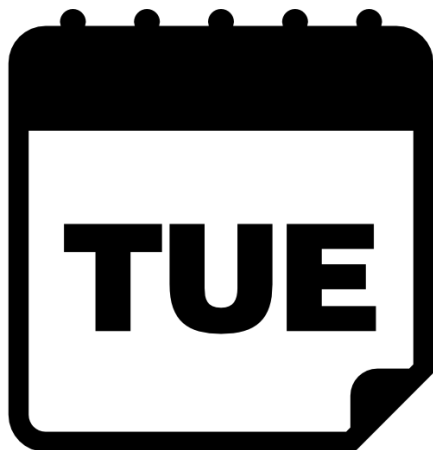
blue



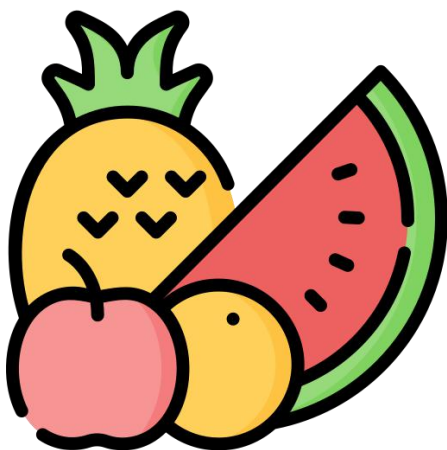
glue



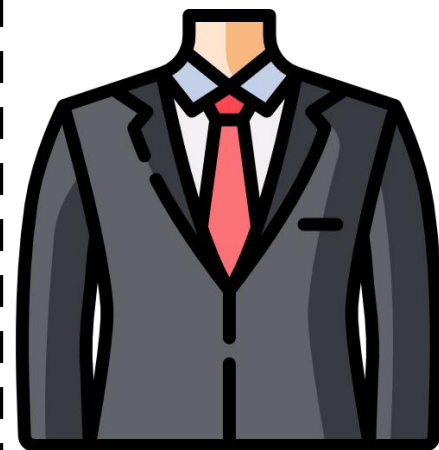
clue



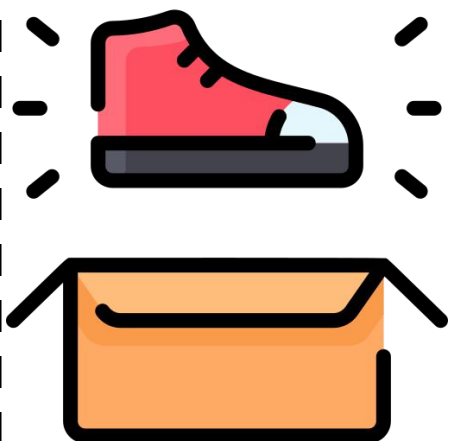
Tuesday



fruit



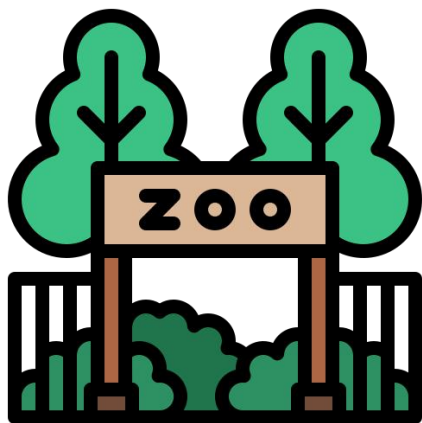
suit



dew



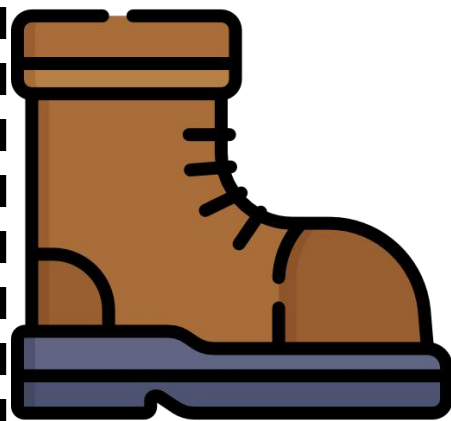
moon



zoo



food



boot



blue

glue

clue

Tuesday

fruit

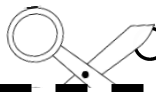
suit

new

dew

moon

Turn and Search



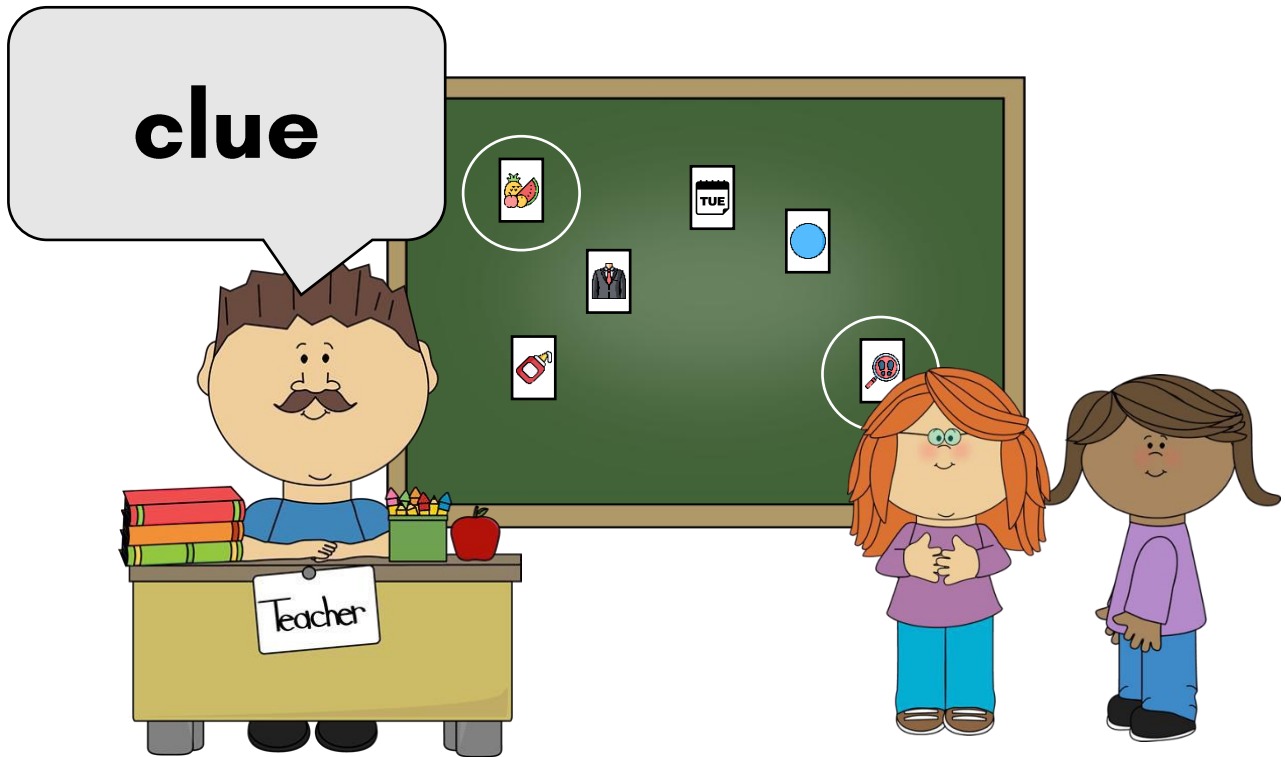
Oxford Phonics World 3: Unit 8

zoo

food

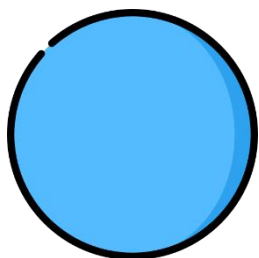
boot

How to Play *Turn and Search*



First, print out four to six copies of the game cards. Cut out all of the cards and attach them to the board at the front of the class. After dividing the class into two teams, one member from each team comes up to the front of the class.

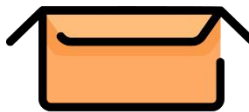
The teacher then says one of the words on the board, and the children turn race to find it. The first one to find the correct word gets a point for their team. Now circle the finished card with a board marker and go again with the next two students. Continue until all the cards have been circled. The team with the most points is the winner.



blue



blue



blue



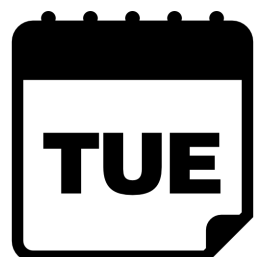
blue



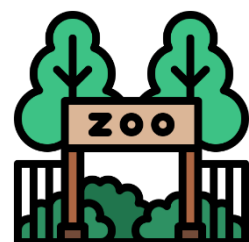
blue



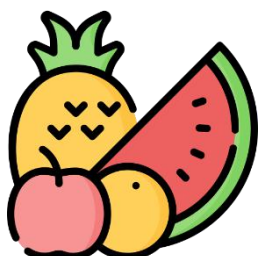
blue



blue



blue



blue



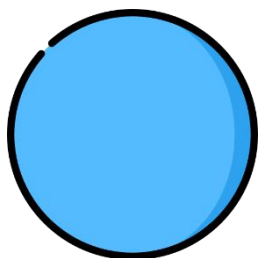
blue



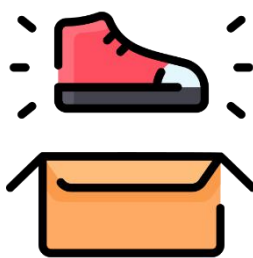
blue



blue



glue



glue



glue



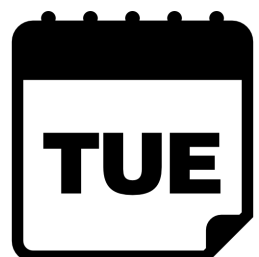
glue



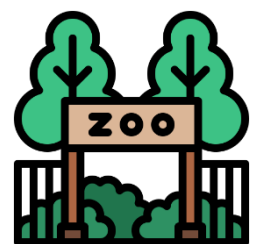
glue



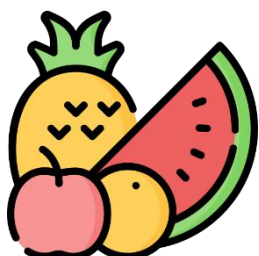
glue



glue



glue



glue



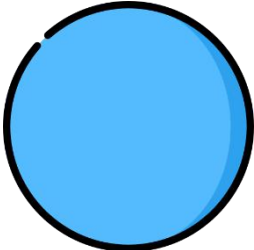

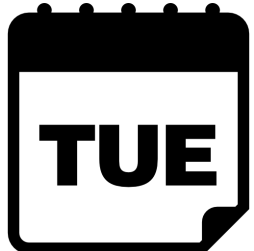
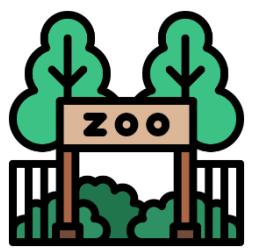
glue

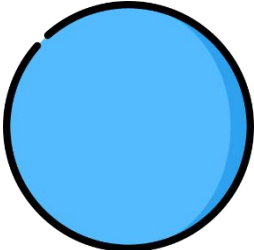





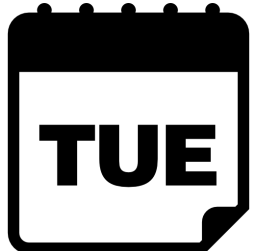
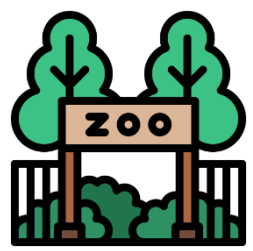






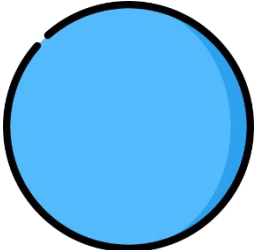





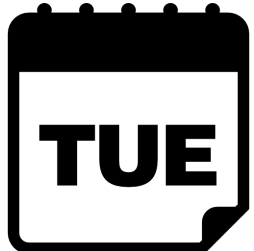
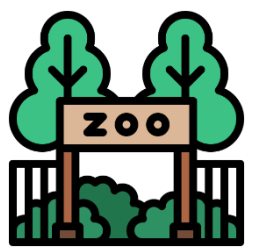




glue

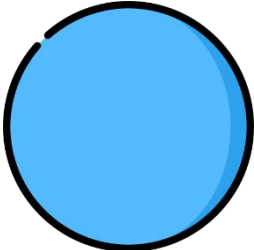





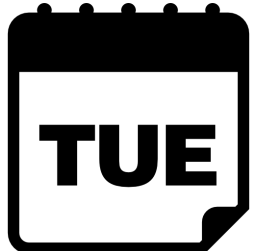
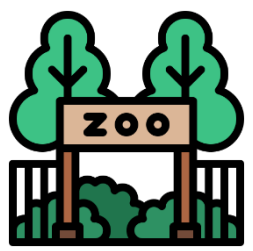






glue

	clue		clue
	clue		clue
	clue		clue
	clue		clue
	clue		clue
	clue		clue

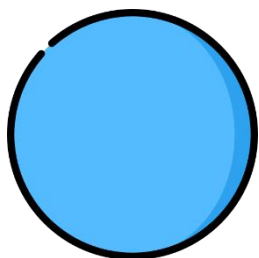
	Tuesday		Tuesday
	Tuesday		Tuesday
	Tuesday		Tuesday
	Tuesday		Tuesday
	Tuesday		Tuesday
	Tuesday		Tuesday

	fruit		fruit
	fruit		fruit
	fruit		fruit
	fruit		fruit
	fruit		fruit
	fruit		fruit

	suit		suit
	suit		suit
	suit		suit
	suit		suit
	suit		suit
	suit		suit

	new		new
	new		new
	new		new
	new		new
	new		new
	new		new

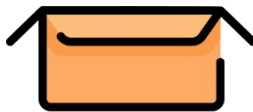
	dew		dew
	dew		dew
	dew		dew
	dew		dew
	dew		dew
	dew		dew



moon



moon



moon



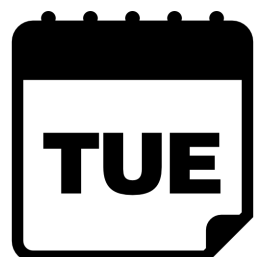
moon



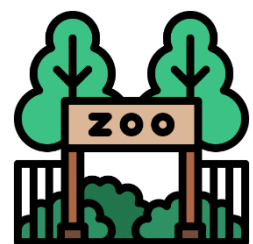
moon



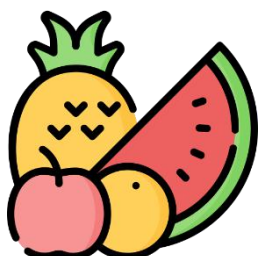
moon



moon



moon



moon



moon



moon



moon

	zoo		zoo
	zoo		zoo
	zoo		zoo
	zoo		zoo
	zoo		zoo
	zoo		zoo

	food		food
	food		food
	food		food
	food		food
	food		food
	food		food

	boot		boot
	boot		boot
	boot		boot
	boot		boot
	boot		boot
	boot		boot

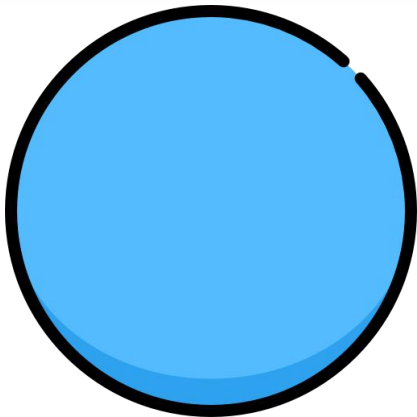
How to Play *Dominoes*

Deal 7 dominoes to each player. Then, take one domino from the deck and place it face up at the center of the table. The first player adds a domino to either end, in any direction. A domino can only be added if the pictures or words match, and only at the ends of the domino chain.

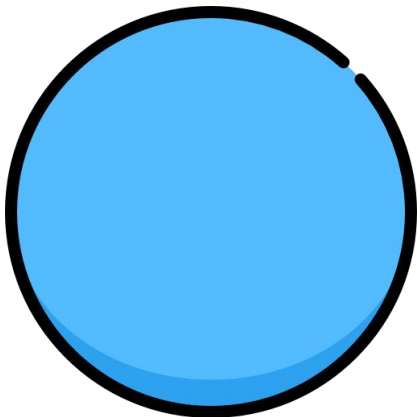
If you can't play onto either end, the player passes their turn and draws a domino from the deck. Players continue adding dominos until someone runs out. The first person to use up all their dominoes wins the game.

Those who would like to brush up on the original rules of Dominoes can visit [this site](#) or watch [this video](#).

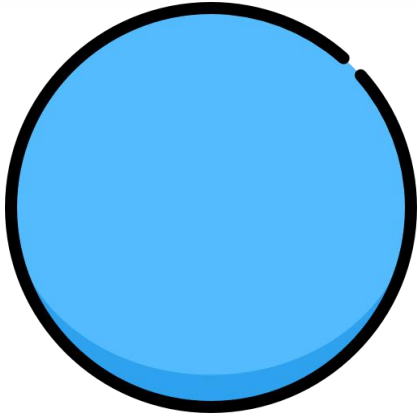




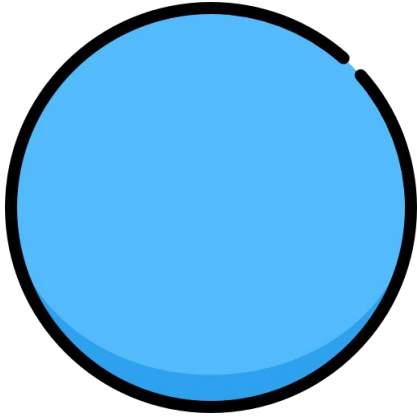
blue



blue



blue



blue



glue



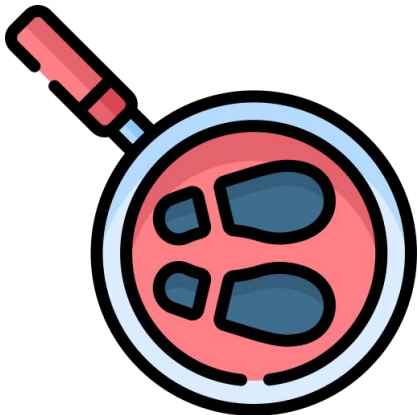
glue



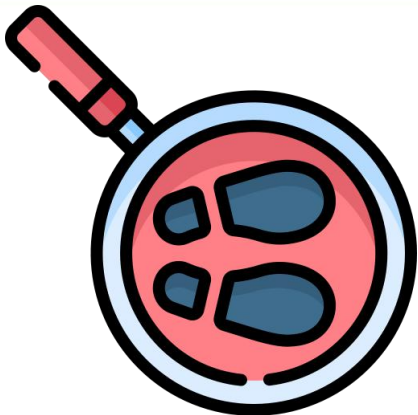
glue



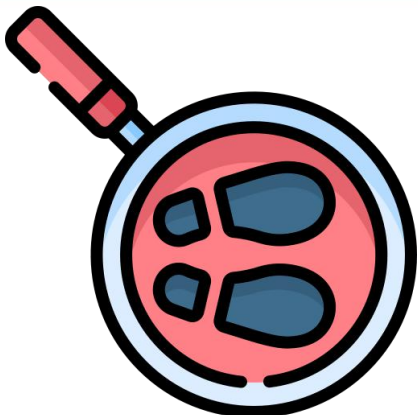
glue



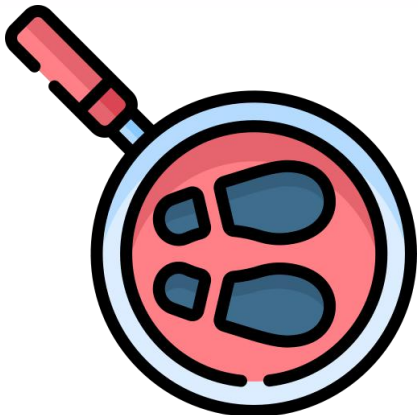
clue



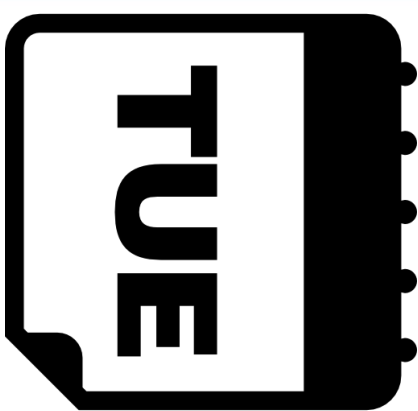
clue



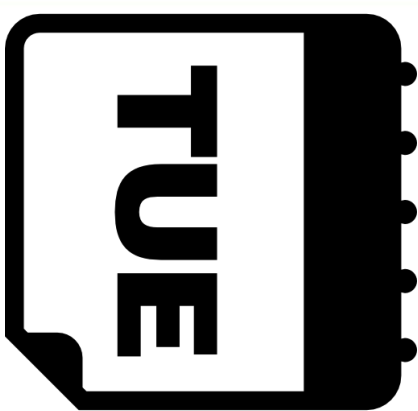
clue



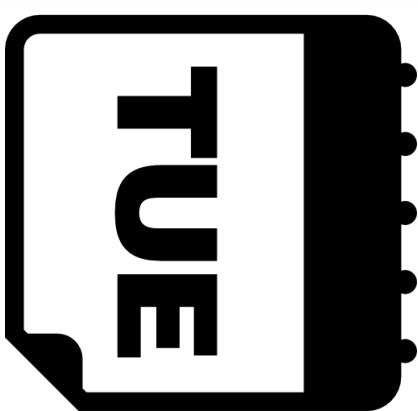
clue



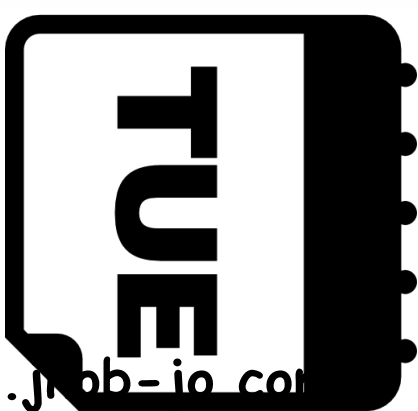
Tuesday



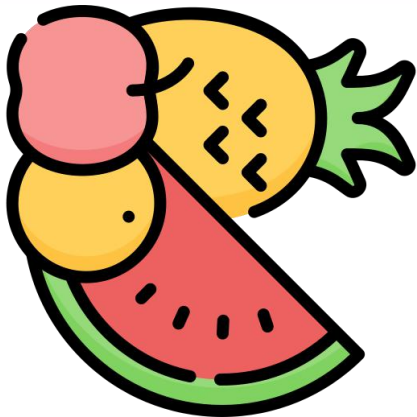
Tuesday



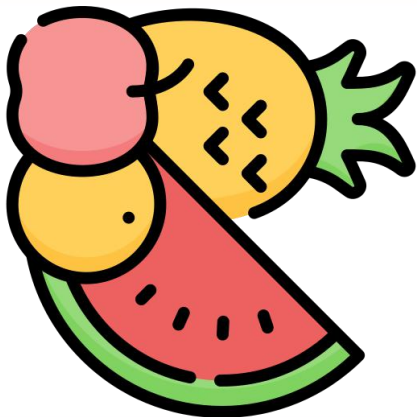
Tuesday



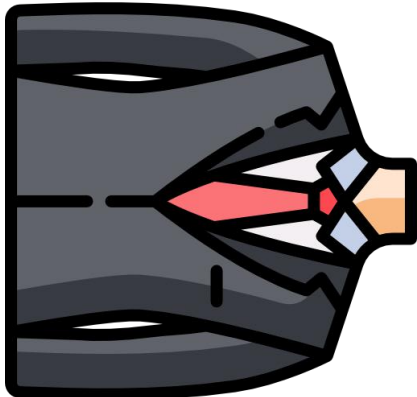
Tuesday



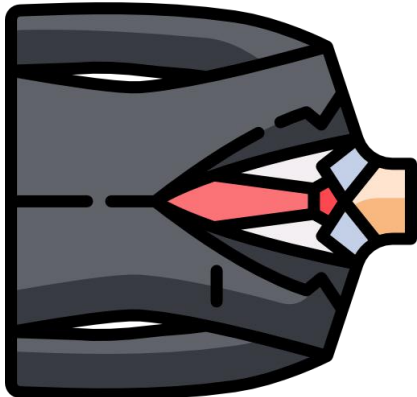
fruit



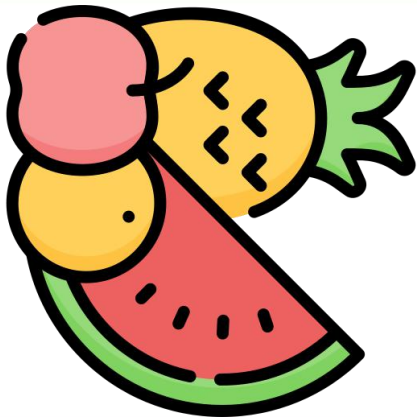
fruit



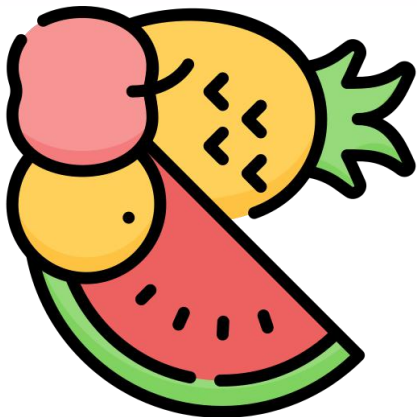
suit



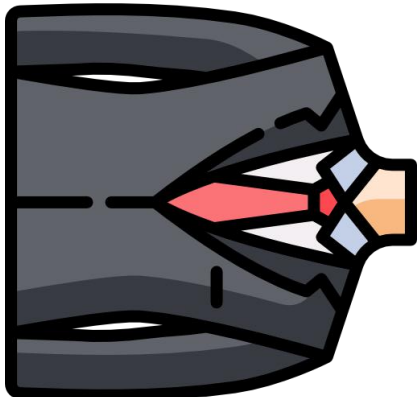
suit



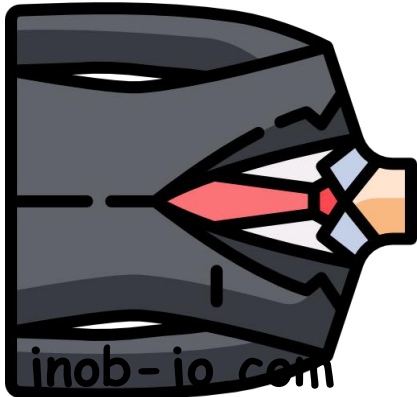
fruit



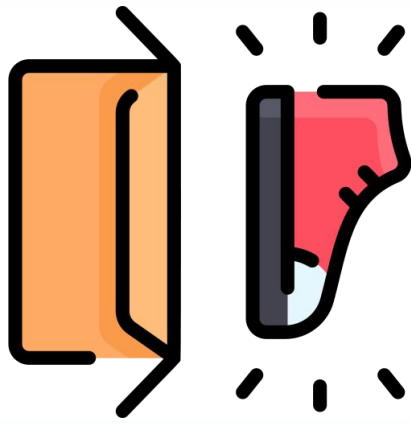
fruit



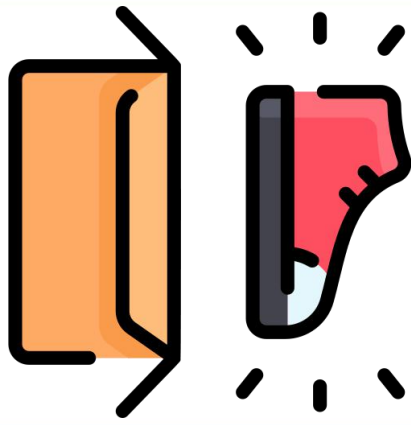
suit



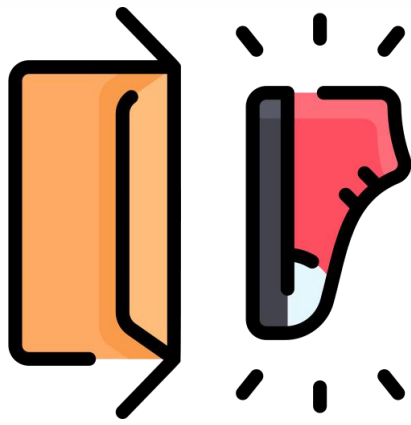
suit



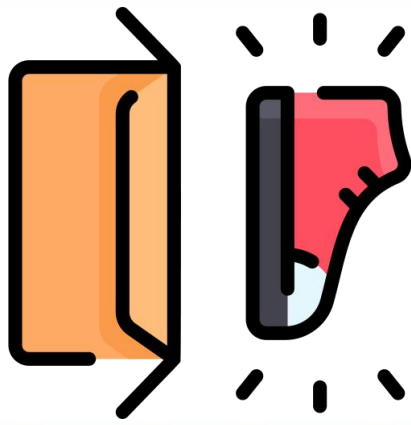
new



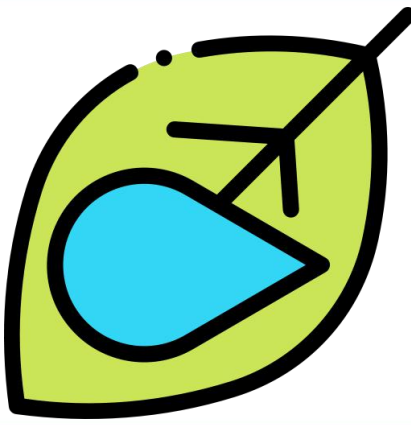
new



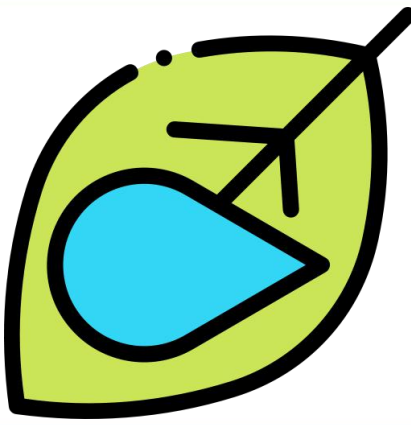
new



new



dew



dew



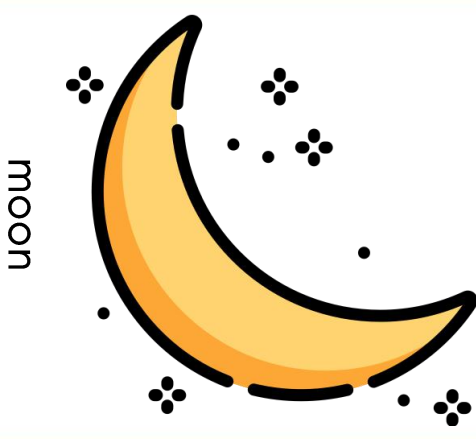
dew



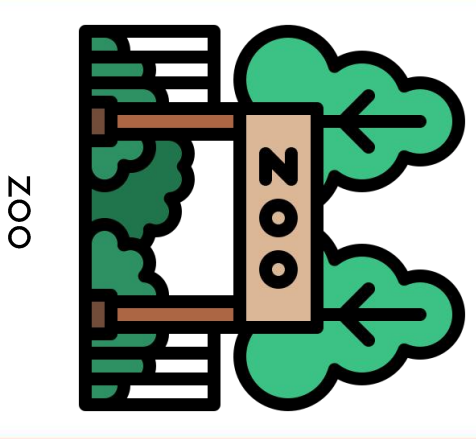
dew



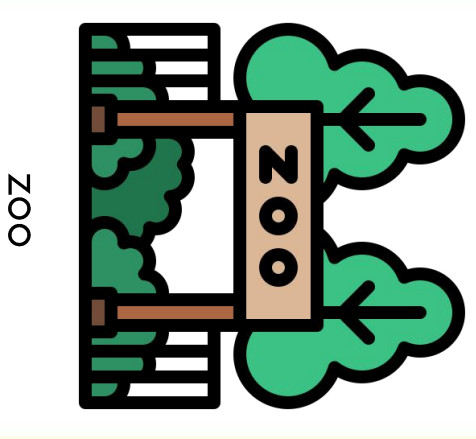
moon



moon



ZOO



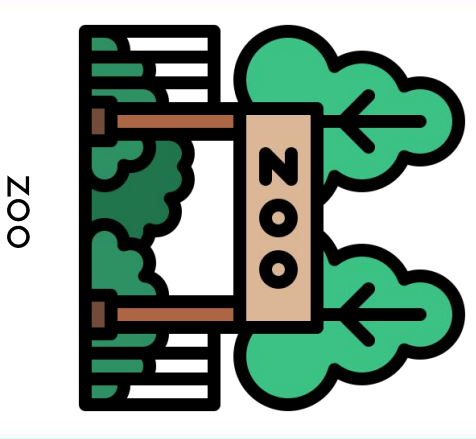
ZOO



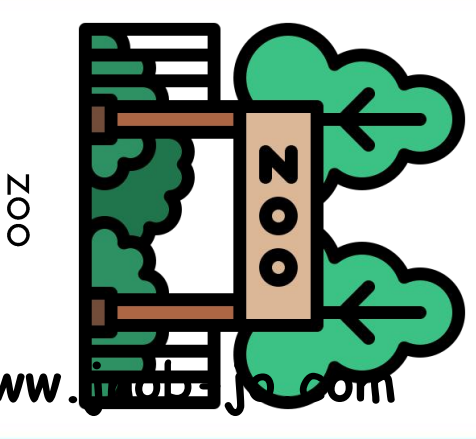
moon



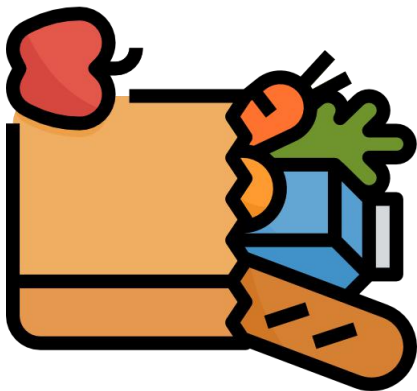
moon



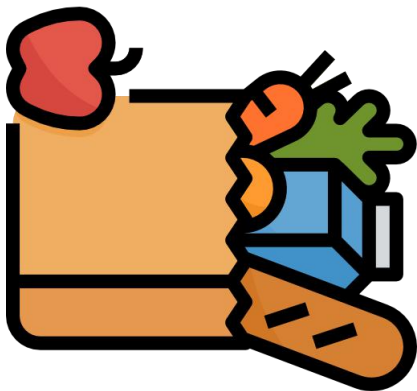
ZOO



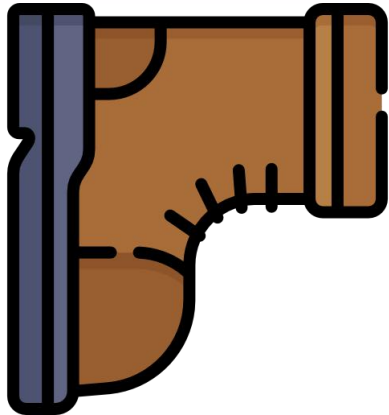
ZOO



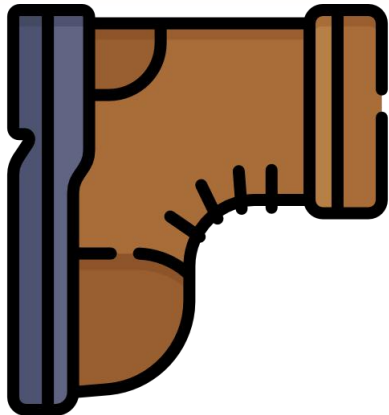
food



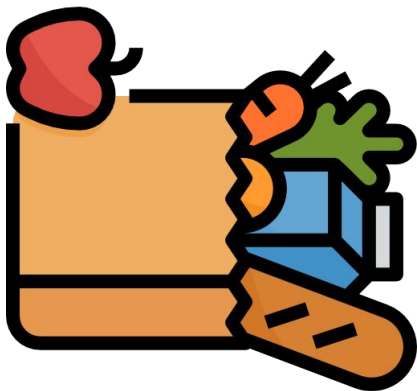
food



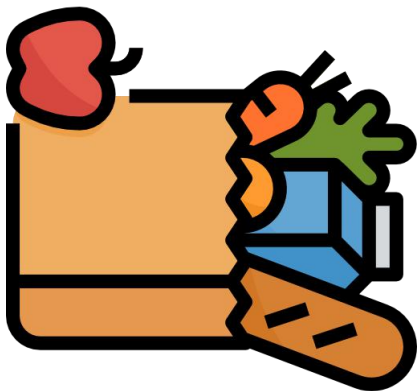
boot



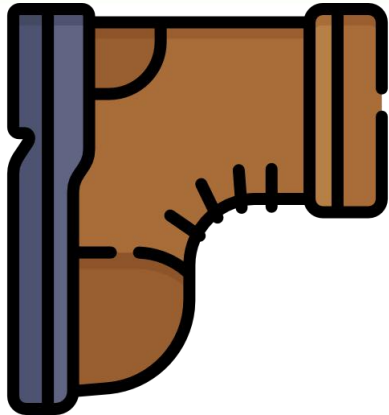
boot



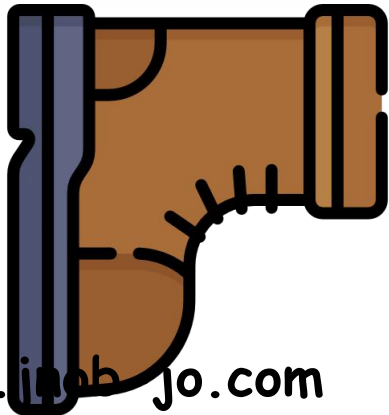
food



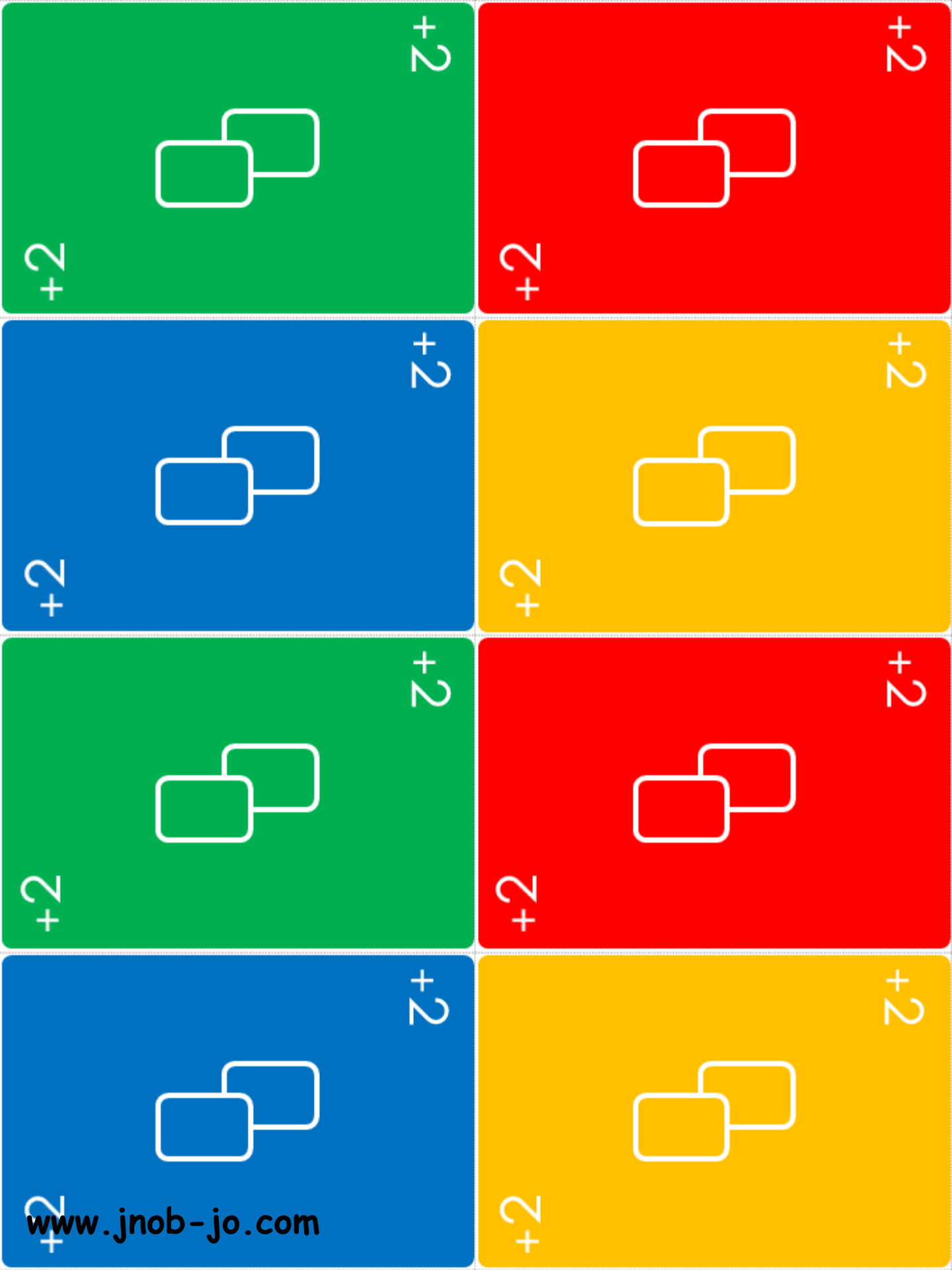
food



boot



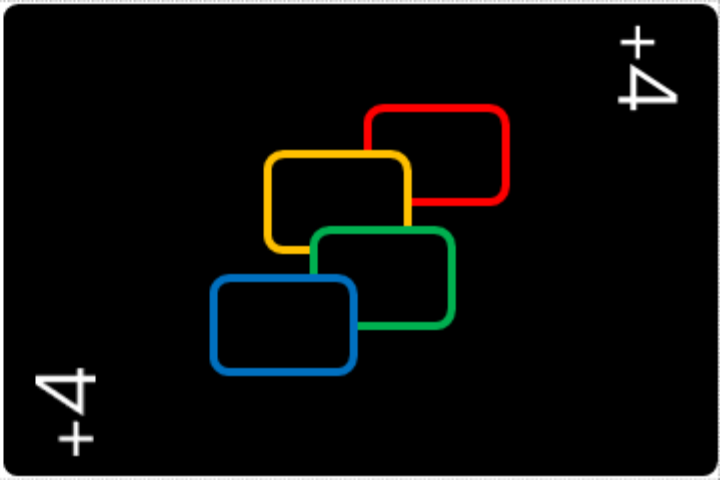
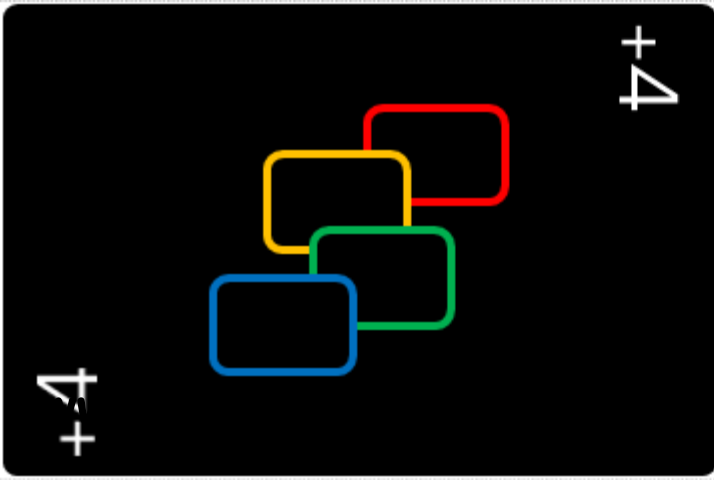
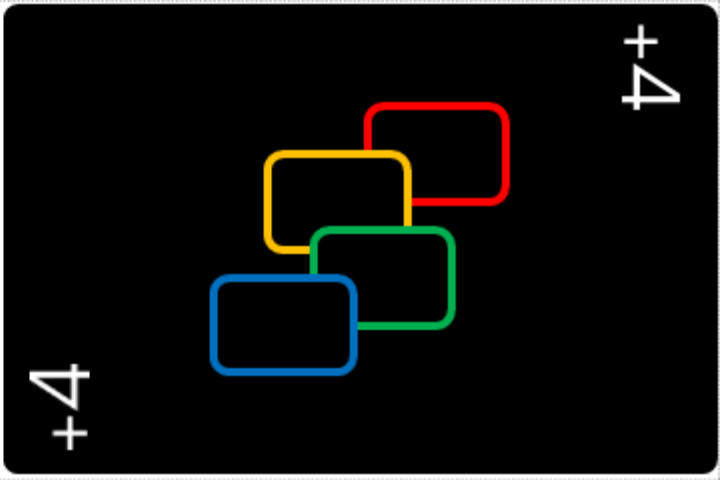
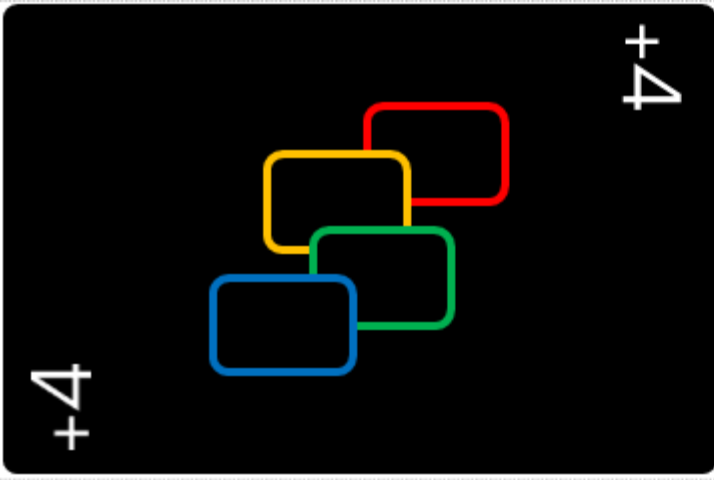
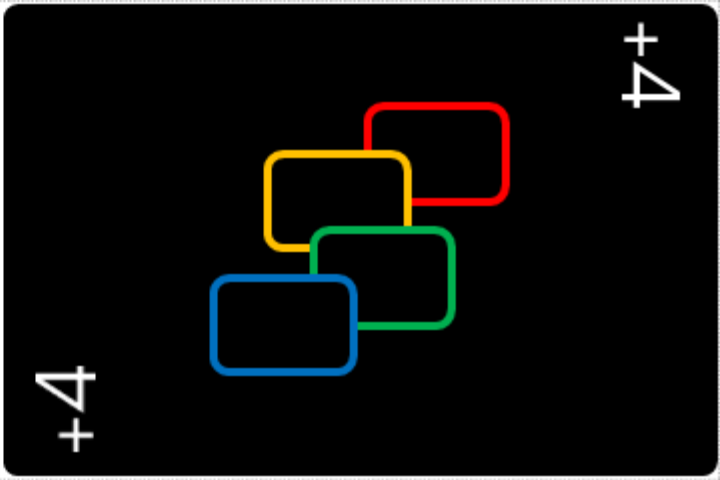
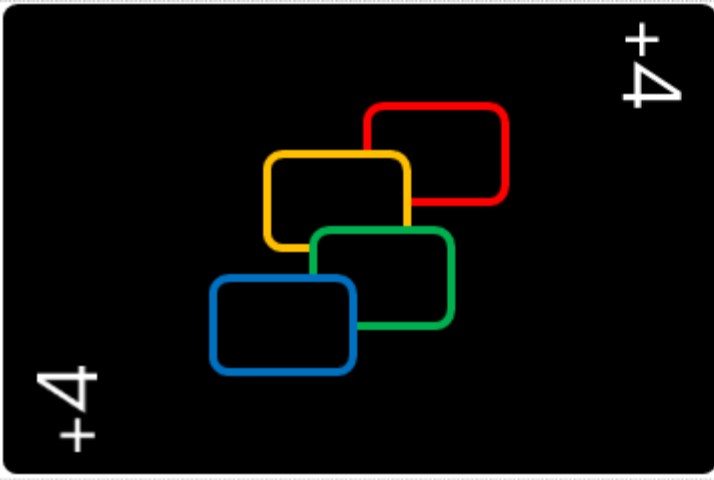
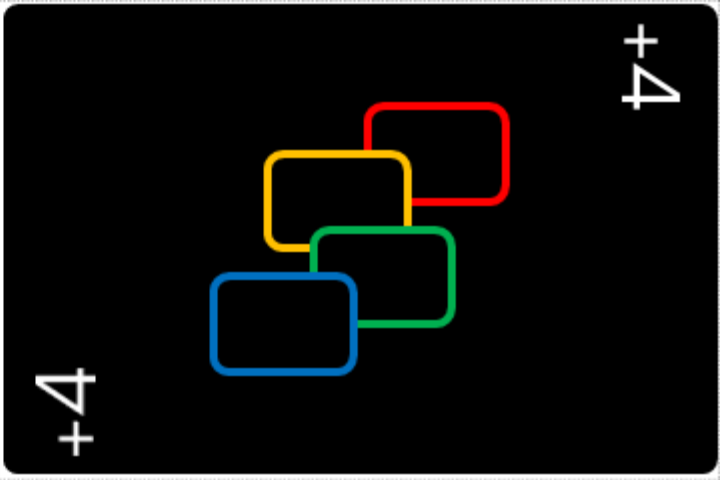
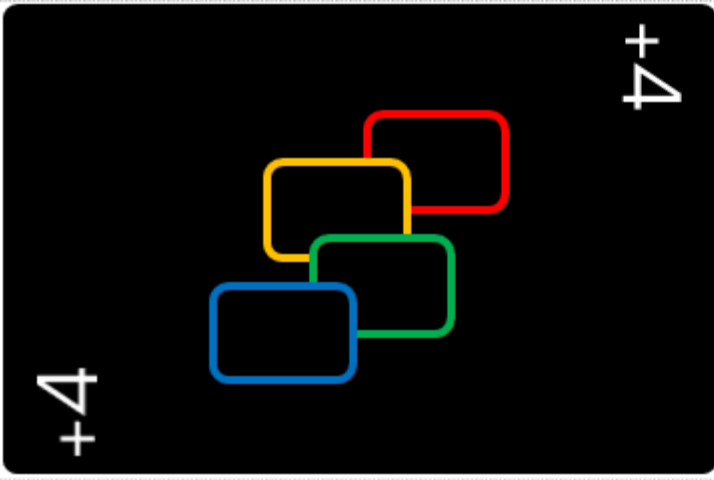
boot















Unit 8



Unit 8



Unit 8



Unit 8



Unit 8



Unit 8



Unit 8



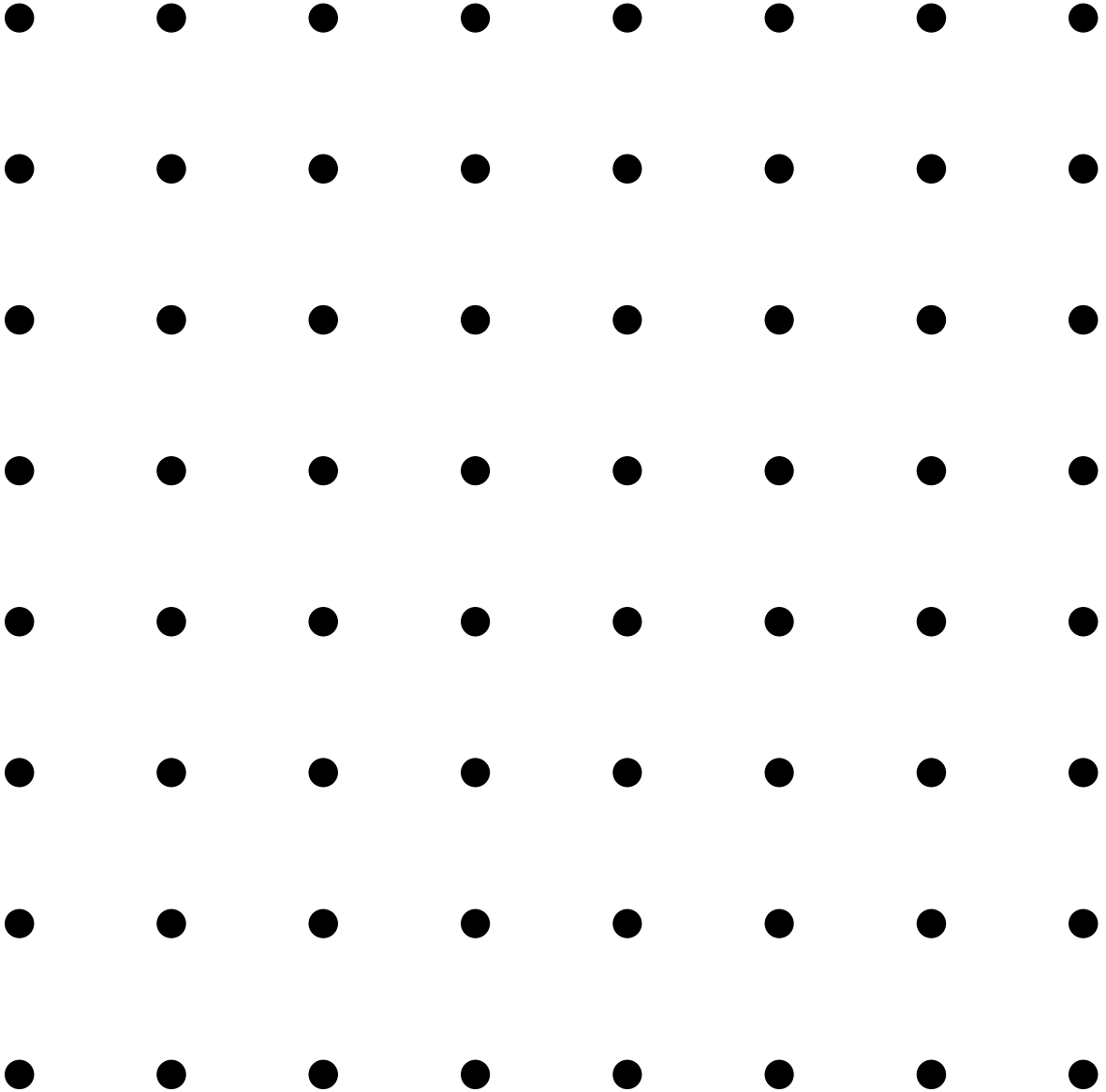
Unit 8

How to Play *Uno*

These Uno cards can be played like the regular game substituting vocabulary words for numbers.

Teachers who would like to brush up on the rules can visit [this site](#) or watch [this video](#).





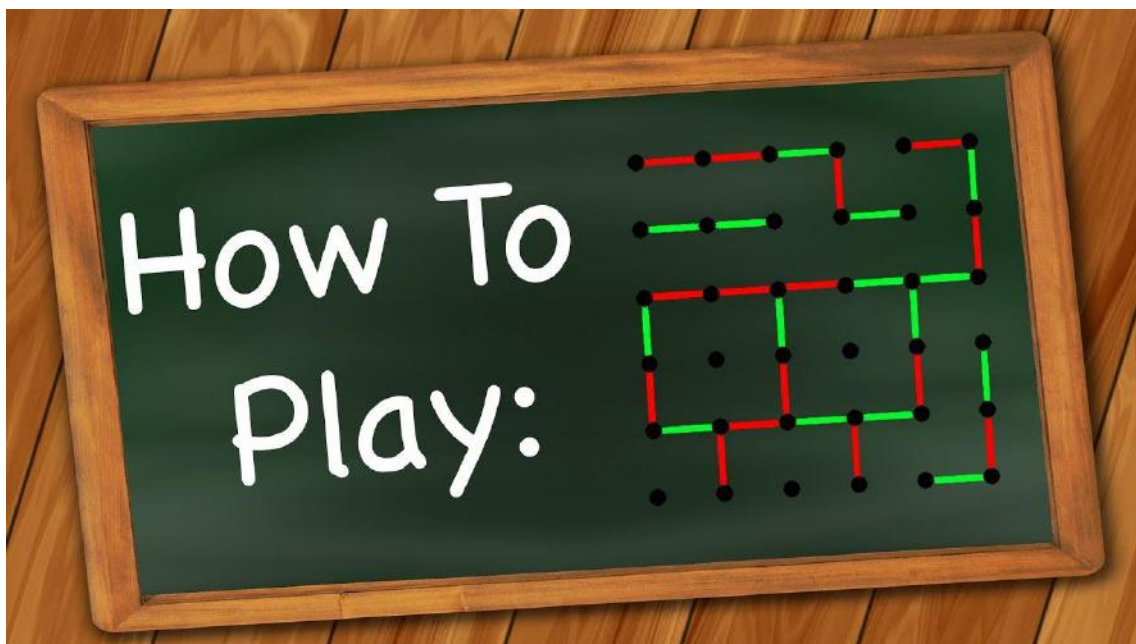
How to Play *Dots and Boxes*

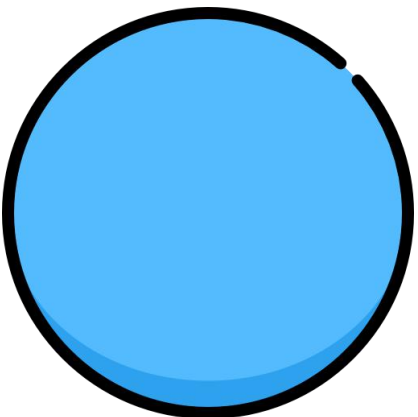
Dots and Boxes is a classic board game that children love. Players take turns drawing a single horizontal or vertical line between two dots on the grid. A player who completes the fourth side of a 1x1 box earns one point. Points can be recorded by placing an initial of the player in the box. The game ends when no more lines can be placed. The winner of the game is the player with the most points.

Class Play: Draw a grid on the board and divide the class into two teams. You can use the flashcard cards to ask your class how to read words.

Pair Play: For more practice give a grid and flashcards to each pair of students. They can take turns reading words.

Teachers who would like to brush up on the rules of Dots and Boxes can visit [this site](#) or watch [this video](#).

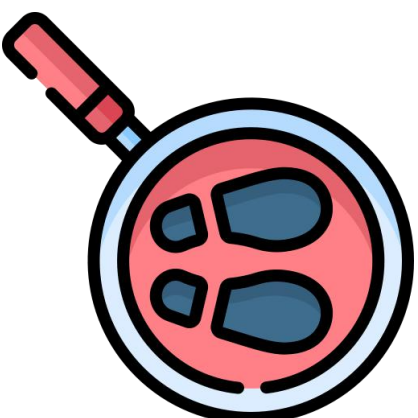




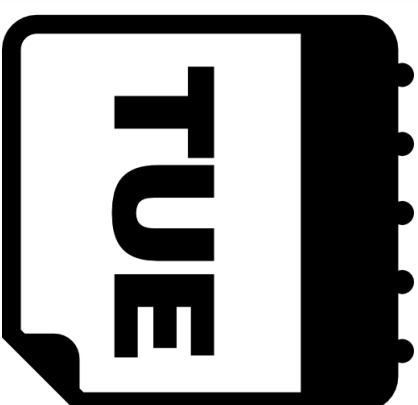
blue



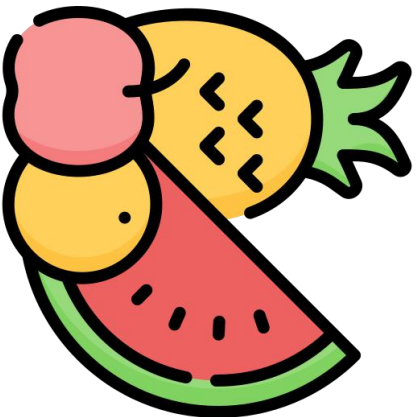
glue



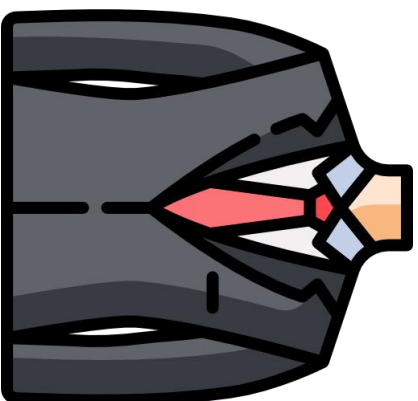
clue



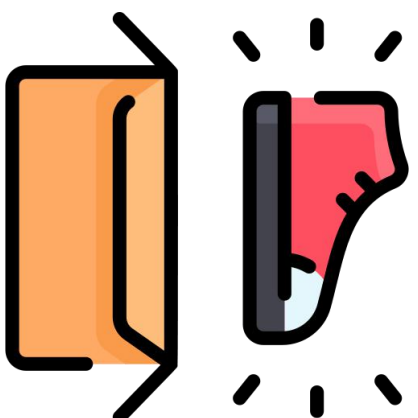
Tuesday



fruit



suit



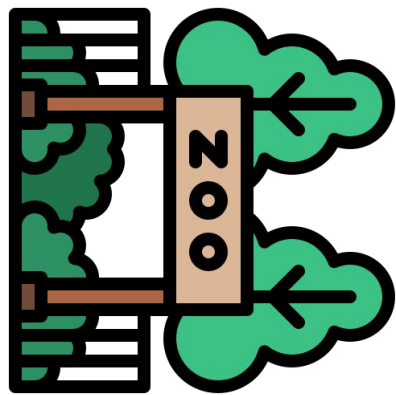
new



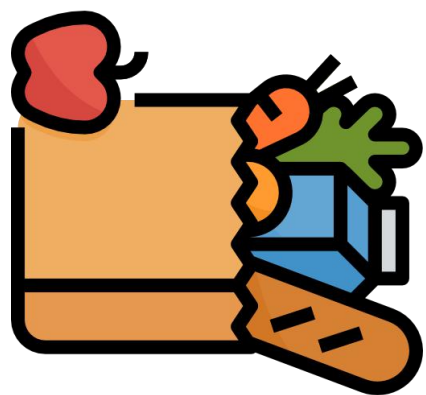
dew



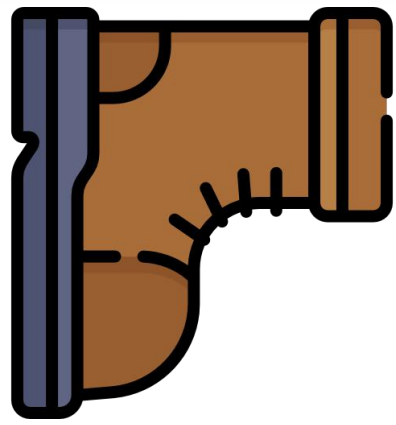
moon



zoo



food



boot



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish



Go Fish





Go Fish

Unit 8



Go Fish

Unit 8



Go Fish

Unit 8



Go Fish

Unit 8



Go Fish

Unit 8



Go Fish

Unit 8



Go Fish

Unit 8



Go Fish

Unit 8

How to Play *Go Fish*

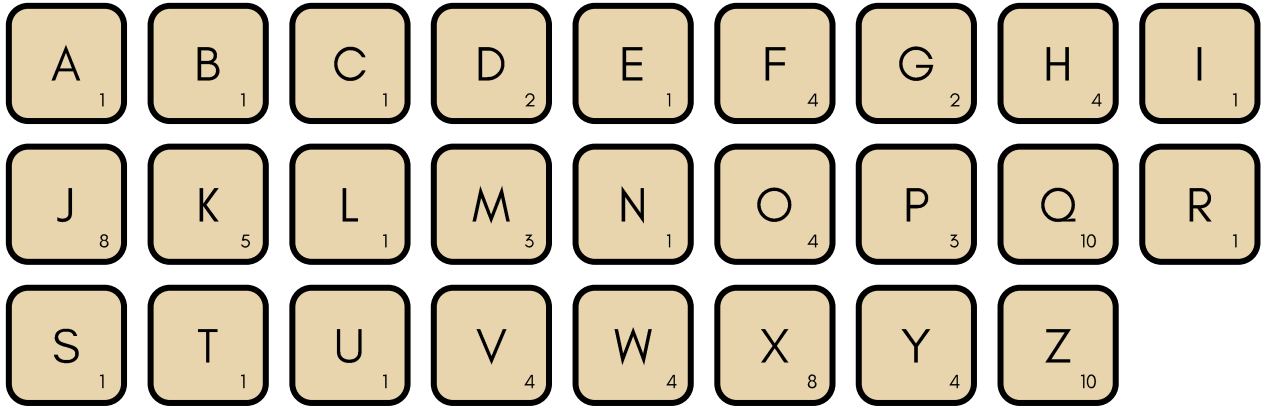
These Go Fish cards can be played like the regular game substituting vocabulary words for numbers. When a player lays down a *Bang Card*, all other players must hand over one of their cards.

Teachers who would like to brush up on the rules can visit [this site](#) or watch [this video](#).



Scrabble Spelling

Use the numbers on the letter tiles to add up your spelling words.



Word	Math	Answer
<i>apple</i>	$1 + 3 + 3 + 1 + 1$	9

Word	Math	Answer
	Total	



blue

new

glue

dew

clue

moon

Tuesday

zoo

fruit

food

suit

boot

gone

she

see

has

with

is

an

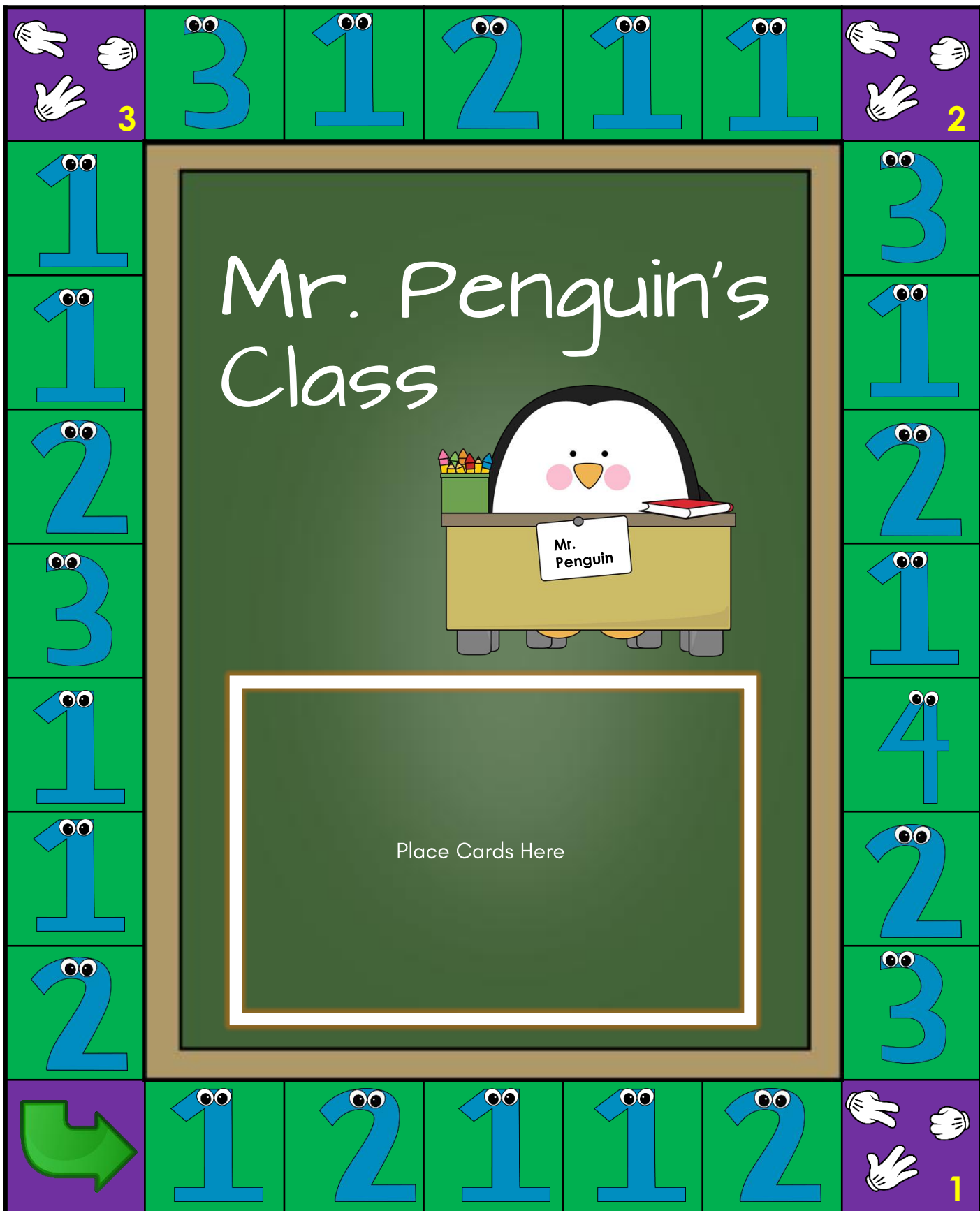
too

How to Play Scrabble Spelling

Scrabble Spelling is a simple game that can be played individually, in pairs, or small groups.

Students take turns drawing from a stack of vocabulary cards. (Any vocabulary cards will do, even ones the students make themselves.) The students write the word in the table and calculate how many points they get according to the letter tiles at the top of the page.

Continue until there are no more vocabulary cards or no more spaces in the table. Then, add up the scores. The student with the most points wins.





blue



Unit 8

glue



Unit 8

clue



Unit 8

Tuesday



Unit 8

fruit



Unit 8

suit



Unit 8

new

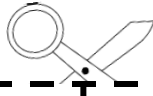


Unit 8

dew



Unit 8



moon



Unit 8

zoo



Unit 8

food



Unit 8

boot



Unit 8



gone



Unit 8

see



Unit 8

with



Unit 8

an



Unit 8

she



Unit 8

has



Unit 8

is




Unit 8

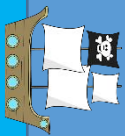
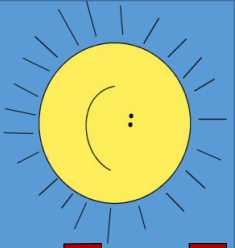
too



Unit 8

How to Play *Mr. Penguin's Class*

1. Stack the playing cards face down on the board (you may want to make several sets) and place game counters (one for each player) on the arrow.
2. Players take turns rolling the dice and moving their counters around the board.
3. When a player's counter lands on a square, the player takes as many cards as shown, but to keep them the player must read each one.
4. If the player lands on  , all the players play rock, scissor, paper. The winner may take as many cards from each of the losers as specified on the board.
5. Continue going around the board until all the cards have been taken.
6. The player with the most cards is the winner.



ISLAND HOPPERS



glue

new

Tuesday

zoo

suit

blue

moon

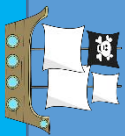
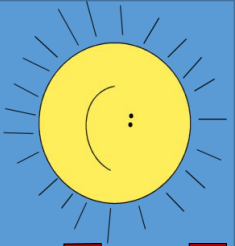
fruit

dew

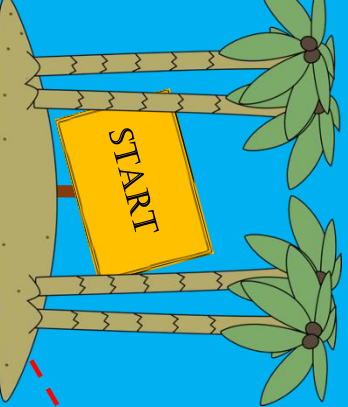
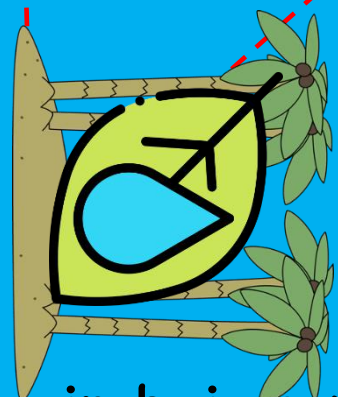
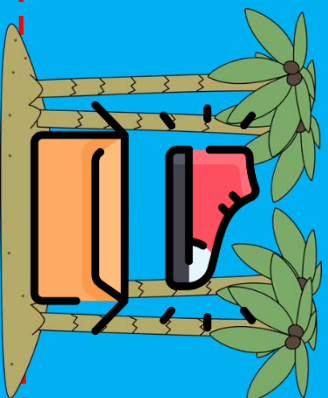
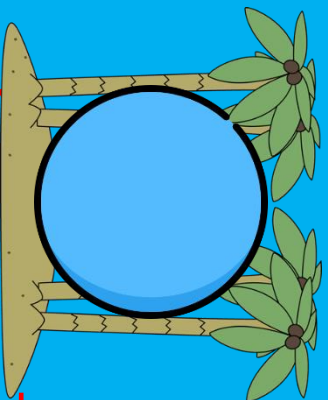
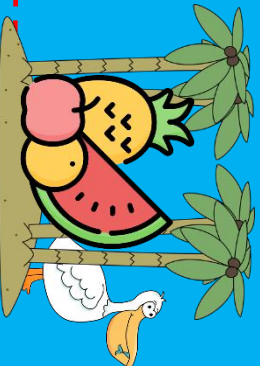
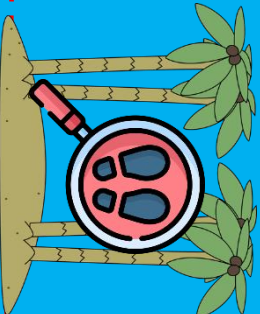
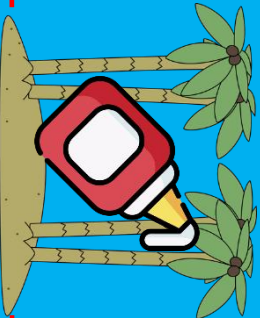
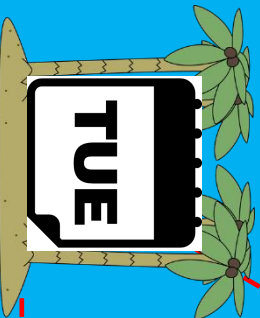
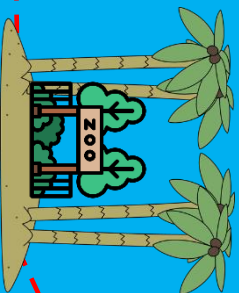
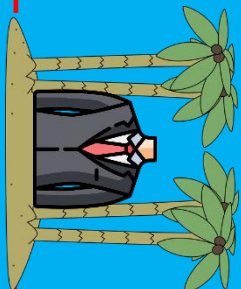
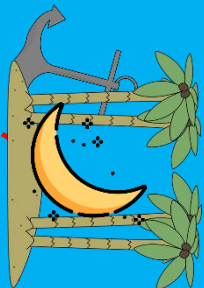
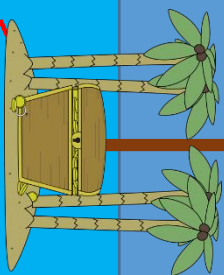
clue



START



ISLAND HOPPERS



How to Play *Island Hoppers*

**2 to 4 players are recommended for this game.
Each player will need their own dice.**

1. Place a game marker for each player on START.
2. All players roll their dice at the same time.
3. The player with the highest number moves forward one space along the board and reads on the island.
4. If two or more players have the highest number, they both move forward one space.
4. The player who arrives at FINISH first is the winner.



blue



glue



clue



Tuesday



fruit



suit



new



dew



moon



gone



zoo



see



food



with



boot



an



she



has



is



too





Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Lose a Turn



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



Take

Another Card



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE



SPACE FORCE

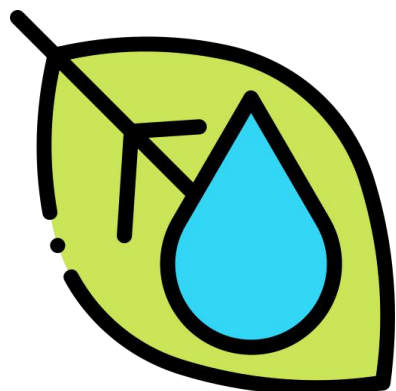
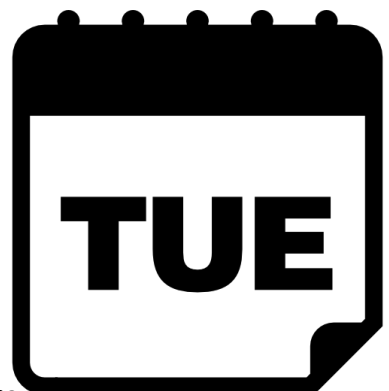
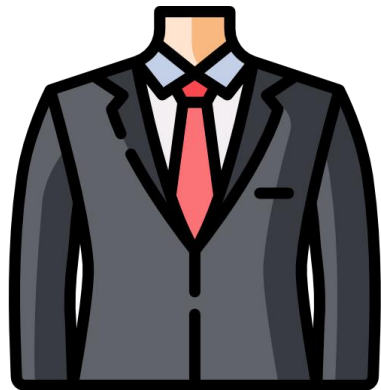
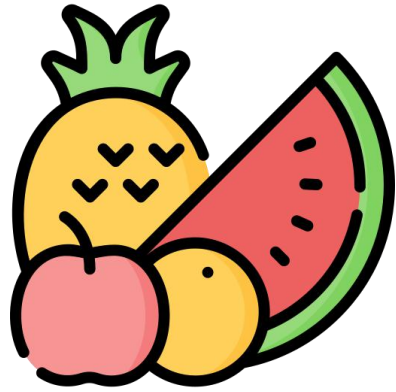
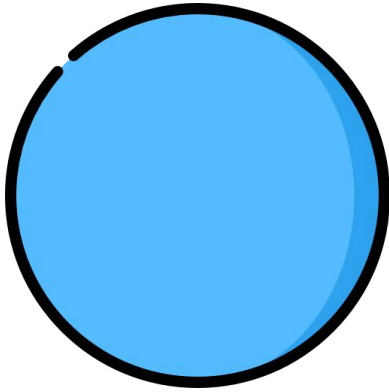
How to Play *Space Force*

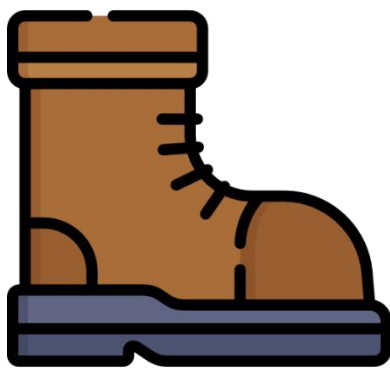
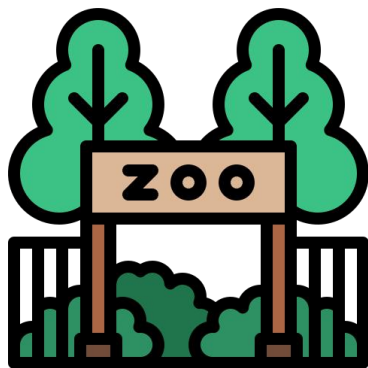
Set Up

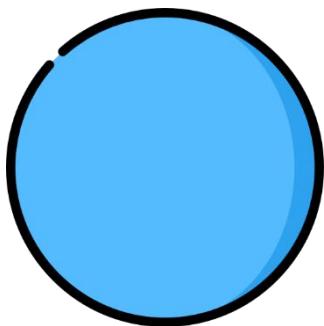
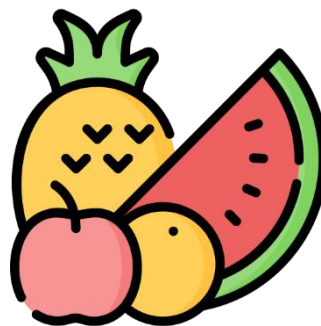
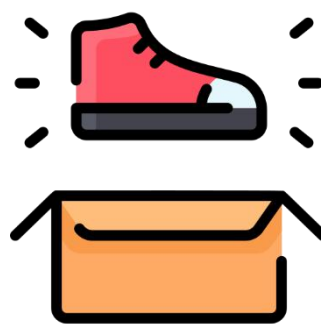
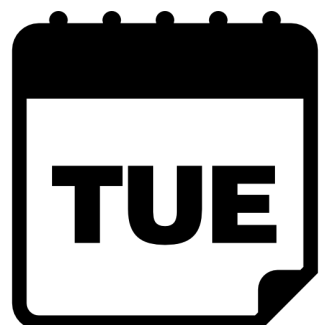
Print and cut out the game cards. Shuffle the cards and stack them face down. For longer play, combine two or three decks of cards.

How To Play

Students take turns drawing a card and reading the word. If the word is read correctly, they can keep the card. If a rocket card is pulled, they get to draw another card. If a meteor card is pulled, they must return one of their cards to the bottom of the deck. The player with the most cards at the end wins. (The Space Force cards are for use as the backside of the game cards.)





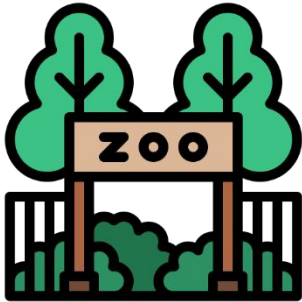
**blue****fruit****glue****suit****clue****new****Tuesday****dew**



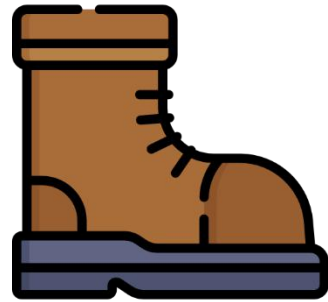
moon



food



zoo



boot



blue

fruit

glue

suit

clue

new

Tuesday

dew



moon

food

zoo

boot



blue

blue

clue

Tuesday

fruit

suit

new

web



moon

oo

boof

tood

Table of Contents

Return to the table of contents by clicking on **Oxford Phonics World**.

- [Bingo Cards \(Words\)](#) Page 946 to 987
- [Bingo Cards \(Pictures\)](#) Page 986 to 1025
- [Bingo Caller Cards](#)
- [Bingo Markers](#)
- [Jenga Cards](#)
- [Jenga Cards Instructions](#)

Skip to another unit by clicking below.

[Unit 1](#)

[Unit 2](#)

[Unit 3](#)

[Unit 4](#)

[Review 1](#)

[Unit 5](#)

[Unit 6](#)

[Unit 7](#)

[Unit 8](#)

[Review 2](#)

B I N G O

candy	coat	boat	pillow	night
cry	sea	suit	clue	jeep
happy	fruit	Free	bow	zoo
Tuesday	light	tie	boot	yellow
key	spy	right	blue	my

B I N G O

soap	window	Tuesday	bow	clue
cry	dew	coat	fruit	candy
boot	jeep	Free	goat	blue
tie	pie	food	bee	my
lie	zoo	money	sky	moon

B I N G O

elbow	zoo	spy	cry	boot
goat	key	moon	lie	money
seed	jeep	Free	yellow	right
toad	candy	blue	meat	leaf
coat	night	light	bow	boat

B I N G O

my	seed	happy	cry	toad
die	soap	bee	fruit	elbow
goat	jeep	Free	glue	moon
meat	dew	Tuesday	pillow	leaf
spy	sky	pie	food	clue

B I N G O

bow	sea	glue	window	row
food	cry	pillow	high	toad
soap	my	Free	goat	jeep
suit	moon	tie	meat	spy
yellow	road	light	eat	blue

B I N G O

moon	money	food	night	sky
my	Tuesday	zoo	coat	sea
bow	dew	Free	key	blue
happy	candy	jeep	elbow	fruit
pie	lie	cry	road	row

B I N G O

right	my	road	lie	coat
moon	key	money	boot	happy
goat	die	Free	zoo	dew
boat	high	leaf	candy	glue
light	blue	eat	soap	food

B I N G O

jeep	new	right	pillow	happy
sea	meat	bee	cry	toad
coat	candy	Free	my	seed
zoo	spy	road	boot	blue
yellow	money	glue	bow	key

B I N G O

eat	suit	pie	my	elbow
night	tie	candy	sky	cry
clue	leaf	Free	new	high
yellow	moon	window	pillow	row
road	seed	spy	fruit	light

B I N G O

seed	window	boot	coat	moon
boat	glue	clue	my	Tuesday
key	road	Free	fruit	leaf
sea	night	new	toad	sky
die	bow	goat	zoo	tie

B I N G O

leaf	sea	coat	candy	seed
sky	key	glue	light	dew
pie	lie	Free	money	right
suit	road	blue	new	row
jeep	eat	bee	goat	cry

B I N G O

right	soap	candy	pillow	bow
my	suit	pie	elbow	die
eat	yellow	Free	Tuesday	boat
goat	cry	row	tie	blue
clue	spy	sky	fruit	window

B I N G O

Tuesday	fruit	night	light	suit
soap	goat	window	bow	boat
zoo	glue	Free	pillow	happy
key	die	moon	sea	bee
clue	jeep	candy	dew	pie

B I N G O

soap	window	food	meat	Tuesday
fruit	spy	moon	night	sea
glue	toad	Free	boat	lie
pillow	high	blue	pie	right
new	light	dew	road	my

B I N G O

candy	soap	zoo	happy	money
high	leaf	bow	bee	boot
jeep	blue	Free	boat	window
row	coat	key	clue	pillow
meat	lie	sea	food	my

B I N G O

tie	toad	my	food	bee
fruit	sky	soap	elbow	boot
blue	suit	Free	seed	boat
jeep	new	cry	pie	key
money	lie	dew	leaf	spy

B I N G O

coat	sky	right	high	goat
pie	spy	key	bee	night
light	die	Free	eat	tie
pillow	elbow	new	sea	zoo
bow	lie	candy	meat	Tuesday

B I N G O

fruit	Tuesday	light	bow	spy
zoo	lie	goat	coat	happy
glue	pillow	Free	elbow	jeep
clue	candy	high	road	dew
my	boot	boat	yellow	night

B I N G O

leaf	bow	road	row	lie
money	new	sky	happy	window
tie	jeep	Free	suit	bee
glue	zoo	toad	meat	elbow
blue	right	dew	spy	light

B I N G O

road	toad	high	die	meat
cry	tie	pillow	leaf	Tuesday
my	soap	Free	boot	window
pie	suit	candy	zoo	spy
happy	boat	dew	right	light

B I N G O

boat	right	elbow	cry	high
meat	new	seed	leaf	eat
bee	fruit	Free	sea	jeep
boot	yellow	light	my	coat
suit	money	moon	zoo	row

B I N G O

bow	seed	food	yellow	dew
row	pie	spy	window	coat
pillow	glue	Free	soap	blue
Tuesday	key	road	goat	my
sky	cry	suit	meat	clue

B I N G O

road	happy	glue	row	Tuesday
pillow	sky	bee	leaf	new
right	money	Free	dew	high
key	toad	elbow	candy	zoo
spy	meat	window	soap	suit

B I N G O

my	light	elbow	blue	spy
jeep	road	goat	eat	coat
leaf	seed	Free	dew	bee
boot	moon	zoo	sea	soap
high	happy	meat	night	glue

B I N G O

fruit	candy	zoo	blue	bee
sea	money	jeep	coat	goat
yellow	die	Free	clue	soap
eat	sky	window	Tuesday	seed
night	toad	row	happy	light

B I N G O

clue	goat	pillow	row	elbow
light	candy	soap	money	die
suit	seed	Free	sea	fruit
sky	happy	high	dew	jeep
road	food	meat	new	cry

B I N G O

pillow	lie	glue	sky	suit
die	light	coat	moon	goat
new	high	Free	eat	fruit
bee	tie	food	cry	boot
dew	night	my	soap	money

B I N G O

window	my	spy	night	meat
lie	bee	right	goat	food
high	cry	Free	die	jeep
glue	seed	eat	money	fruit
happy	toad	leaf	bow	pillow

B I N G O

elbow	pillow	meat	soap	my
pie	toad	boat	window	goat
lie	spy	Free	zoo	glue
clue	Tuesday	key	happy	bow
seed	bee	blue	light	food

B I N G O

food	Tuesday	spy	dew	seed
tie	candy	goat	pie	pillow
right	boot	Free	boat	die
happy	my	lie	road	eat
toad	row	light	money	coat

B I N G O

right	road	happy	lie	bee
boat	spy	suit	clue	candy
night	window	Free	coat	toad
sea	die	high	leaf	bow
soap	seed	glue	meat	tie

B I N G O

happy	candy	dew	boat	blue
leaf	tie	sky	soap	light
boot	cry	Free	jeep	spy
meat	clue	right	goat	toad
new	row	seed	Tuesday	sea

B I N G O

night	moon	happy	Tuesday	pie
road	fruit	leaf	meat	pillow
glue	spy	Free	tie	lie
toad	zoo	cry	boot	food
row	bow	high	right	soap

B I N G O

fruit	moon	meat	seed	blue
glue	night	pie	leaf	right
toad	key	Free	eat	Tuesday
my	soap	boot	tie	light
boat	new	spy	yellow	cry

B I N G O

window	pillow	candy	bee	new
boat	high	my	blue	pie
tie	goat	Free	boot	leaf
yellow	sea	die	road	key
elbow	money	fruit	suit	happy

B I N G O

money	sea	moon	blue	soap
fruit	lie	seed	glue	pillow
new	bee	Free	clue	coat
bow	candy	boot	dew	sky
meat	leaf	high	die	window

B I N G O

coat	glue	light	spy	dew
high	tie	pillow	lie	Tuesday
jeep	yellow	Free	sky	elbow
right	row	bow	pie	night
fruit	meat	boat	zoo	food

B I N G O

blue	light	money	sky	fruit
zoo	bow	yellow	key	cry
boat	die	Free	seed	food
road	Tuesday	clue	new	tie
glue	boot	meat	high	lie

B I N G O

night	cry	sky	zoo	window
light	tie	boot	key	yellow
goat	high	Free	bow	boat
spy	money	happy	eat	sea
jeep	seed	coat	pie	dew

B I N G O

light	blue	road	boot	meat
leaf	die	money	night	coat
yellow	window	Free	dew	new
boat	seed	zoo	toad	elbow
happy	high	sea	key	food

B I N G O



B I N G O

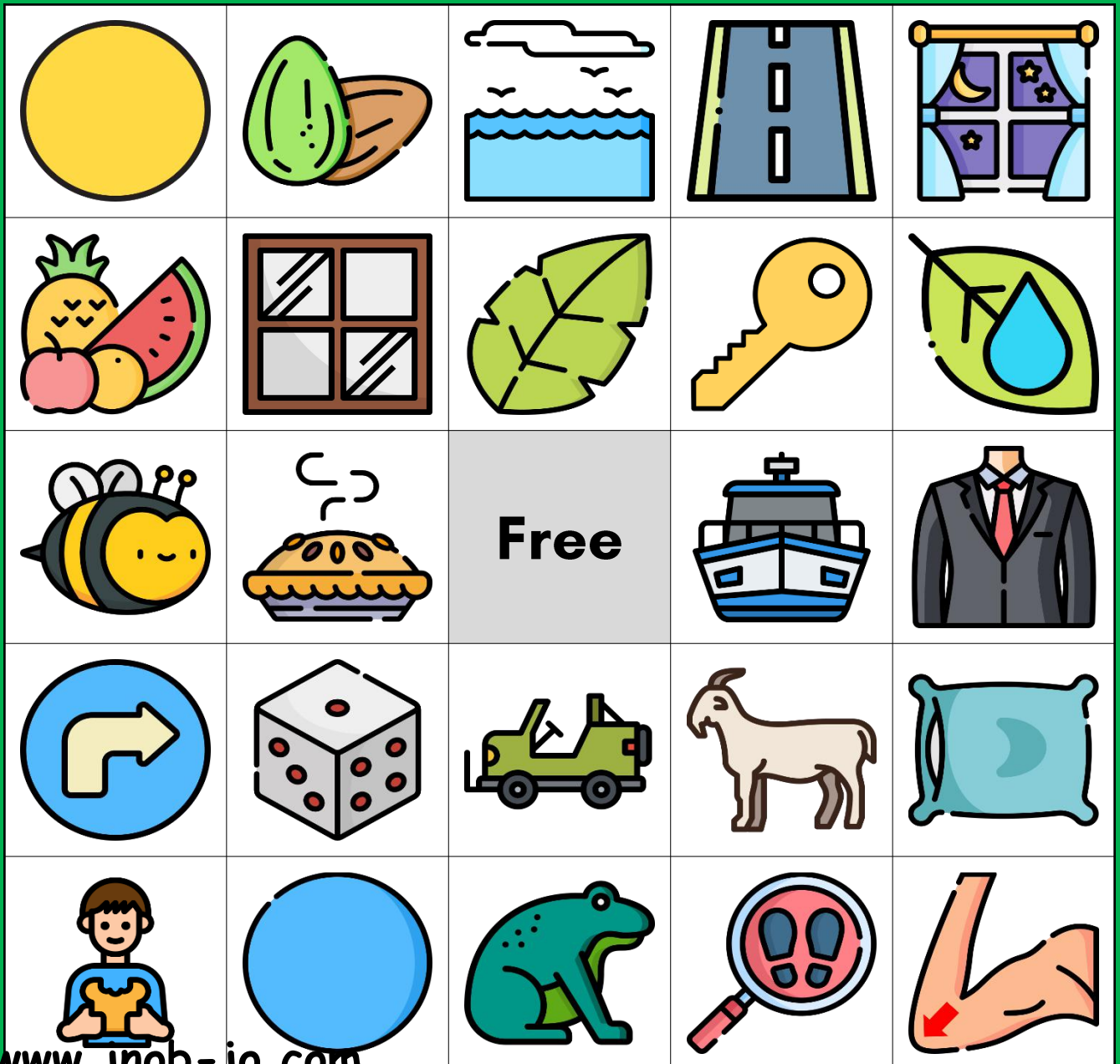


Oxford

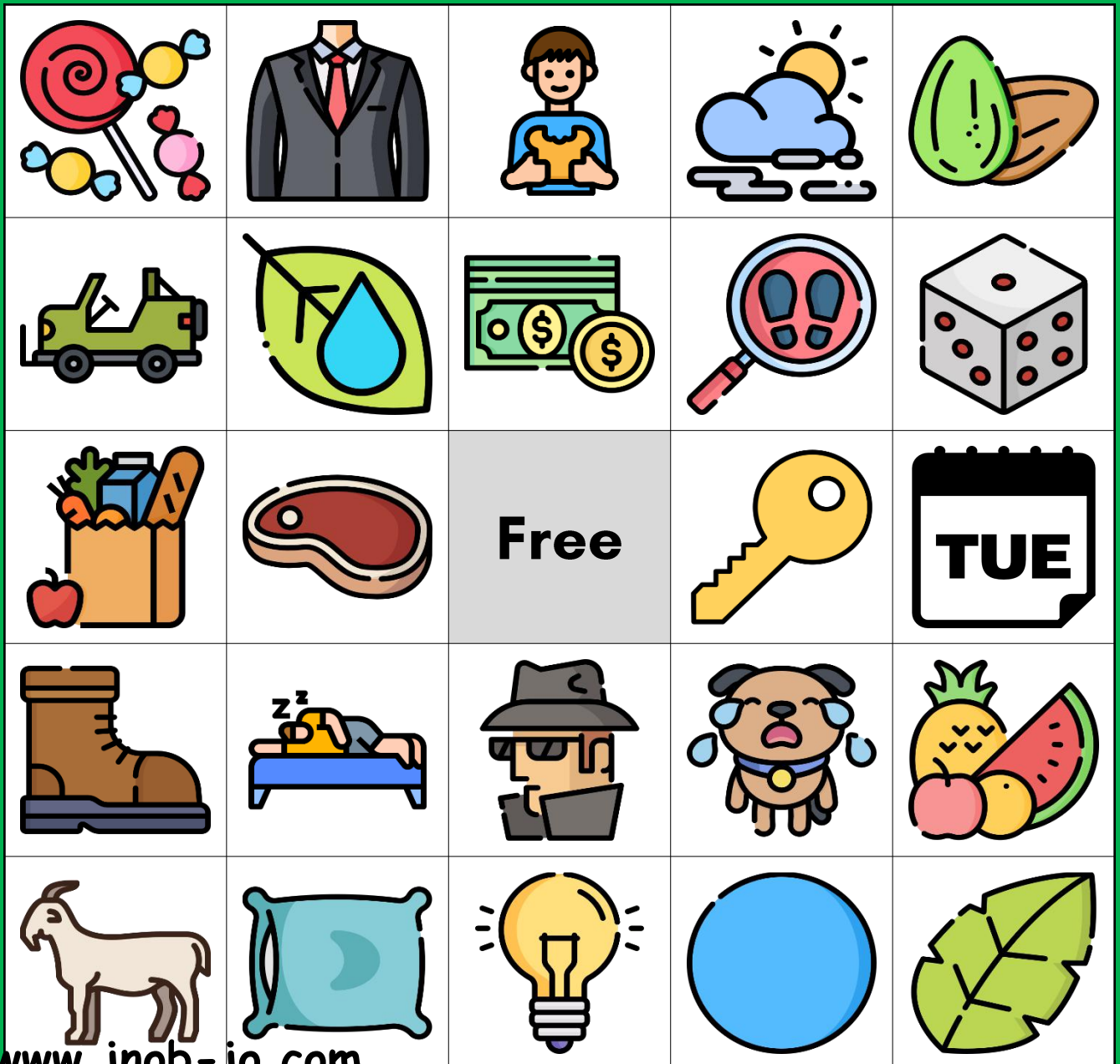
Phonics World 3

Units 5-8

B I N G O



B I N G O



Oxford

Phonics World 3

Units 5-8

B I N G O



Oxford

Phonics World 3

Units 5-8

B I N G O



Oxford

Phonics World 3

Units 5-8

B I N G O



B I N G O



B I N G O



B I N G O



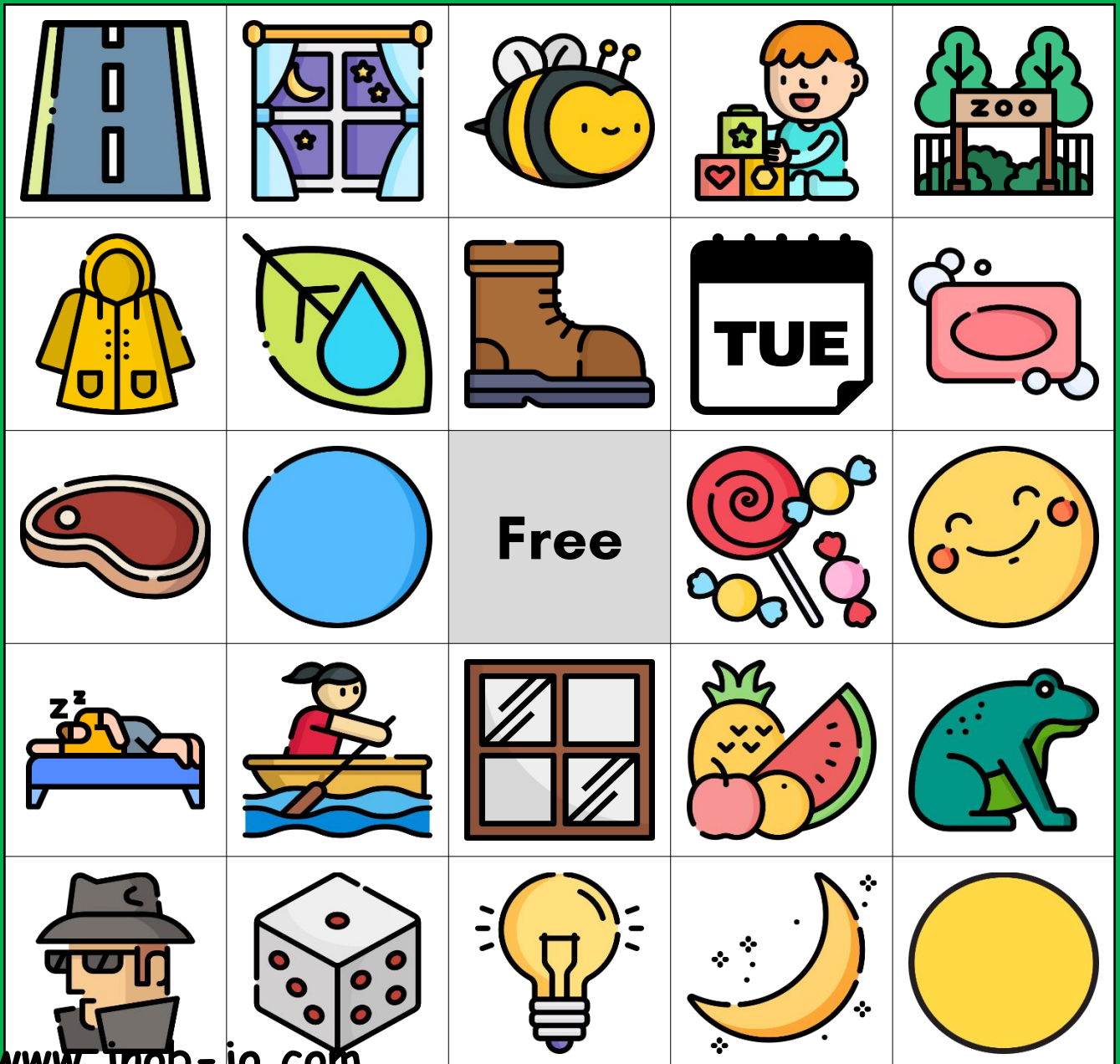
B I N G O



B I N G O



B I N G O



Oxford

Phonics World 3

Units 5-8

B I N G O



B I N G O

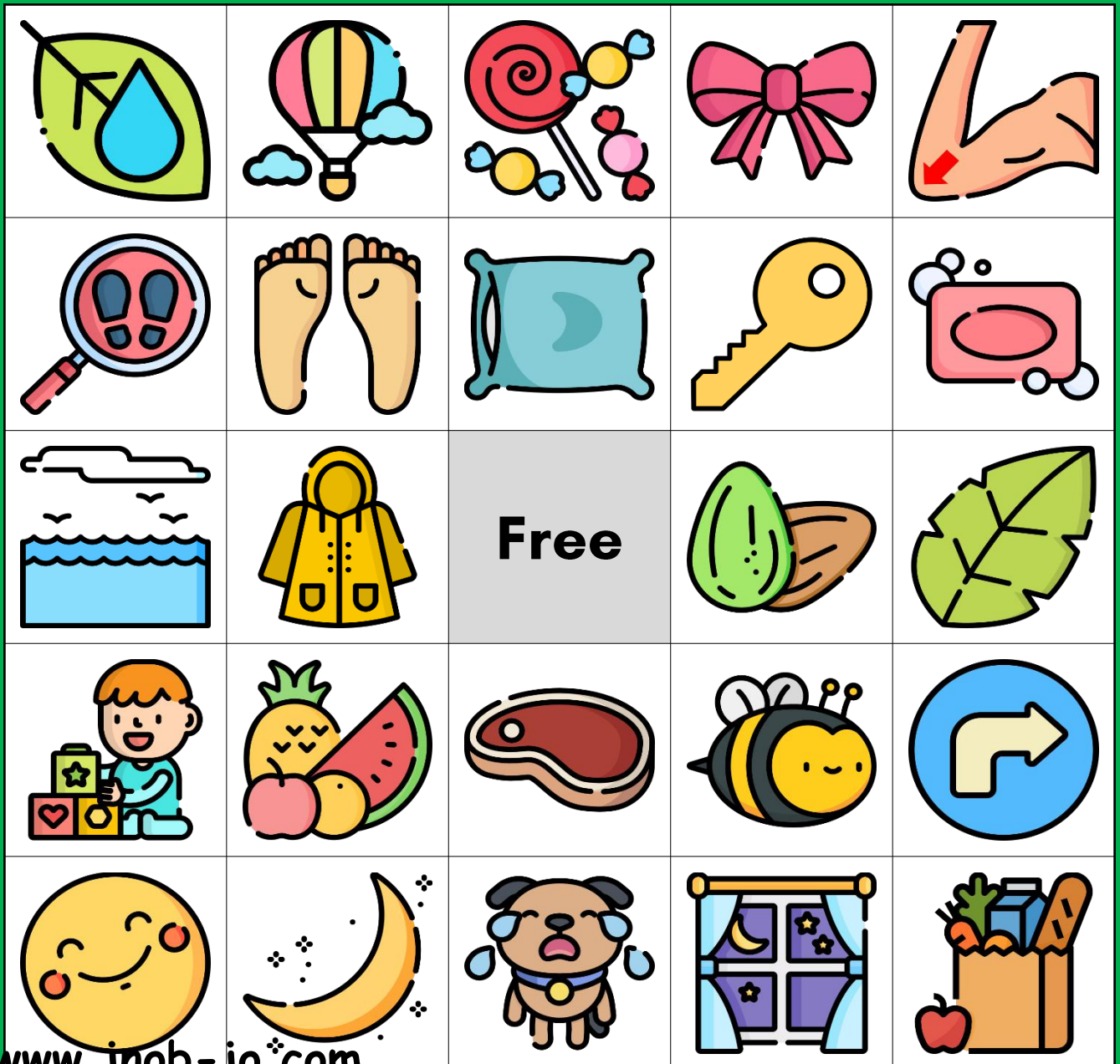


Oxford

Phonics World 3

Units 5-8

B I N G O



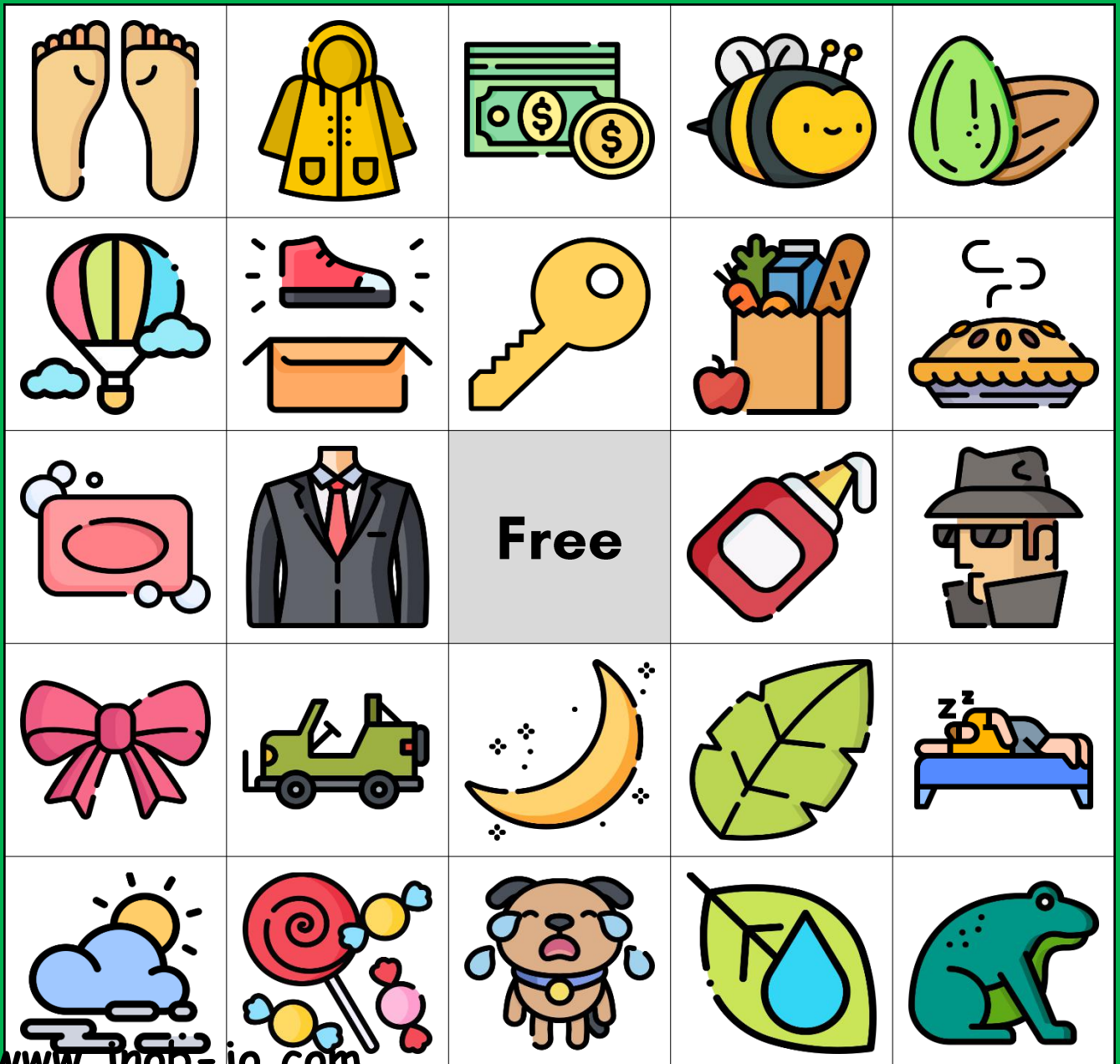
B I N G O



B I N G O



B I N G O



B I N G O



Oxford

Phonics World 3

Units 5-8

B I N G O



B I N G O



Oxford

Phonics World 3

Units 5-8

B I N G O

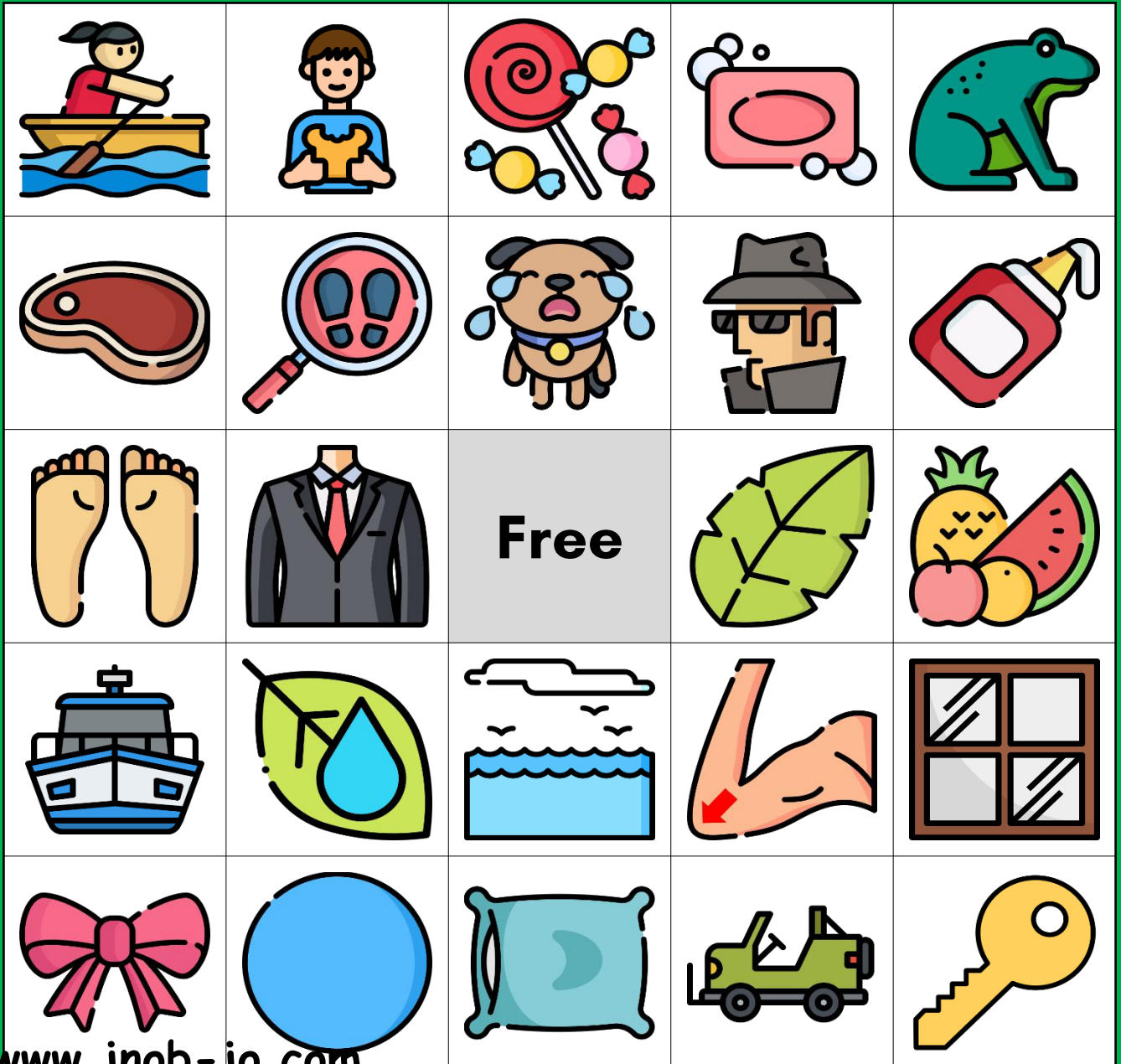


Oxford

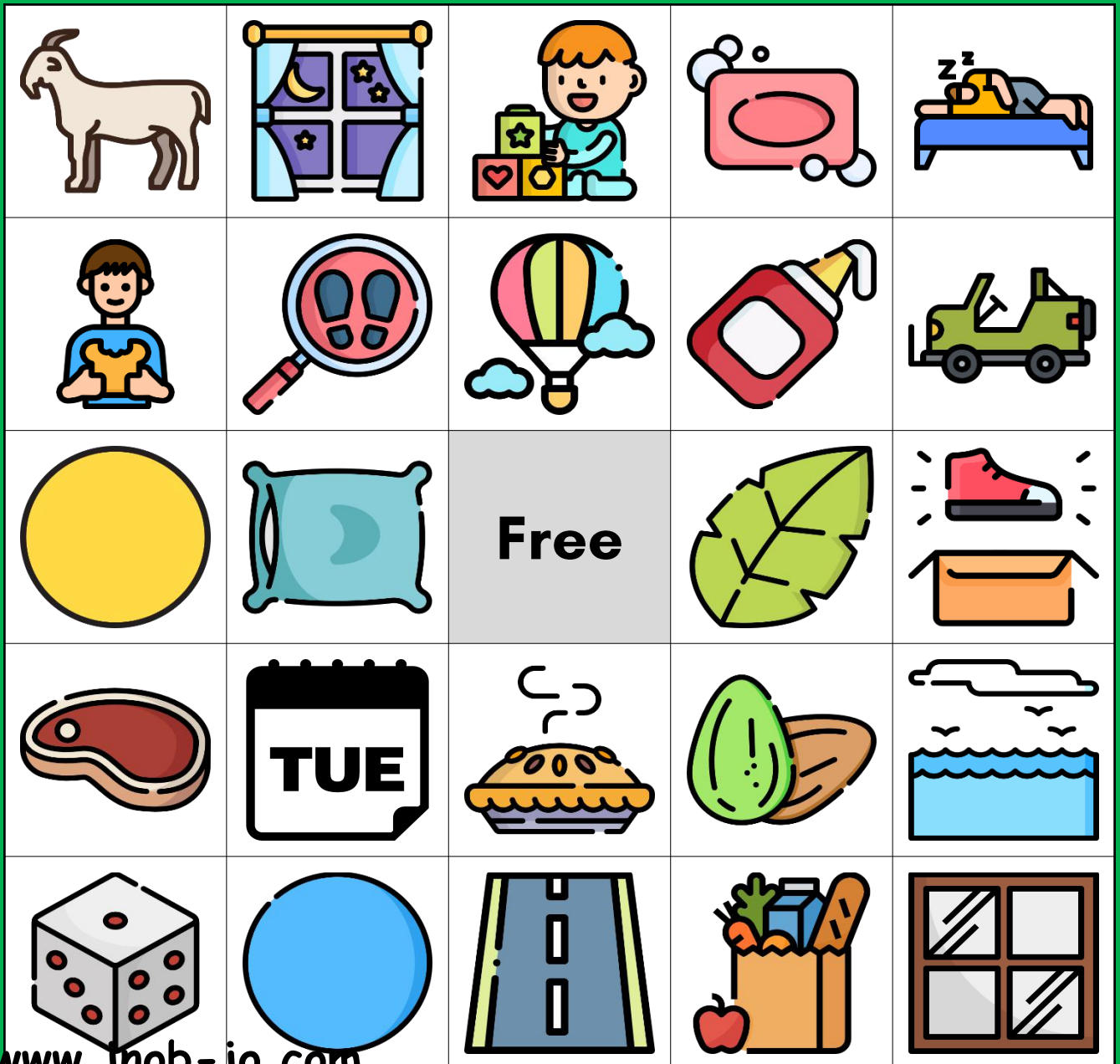
Phonics World 3

Units 5-8

B I N G O



B I N G O



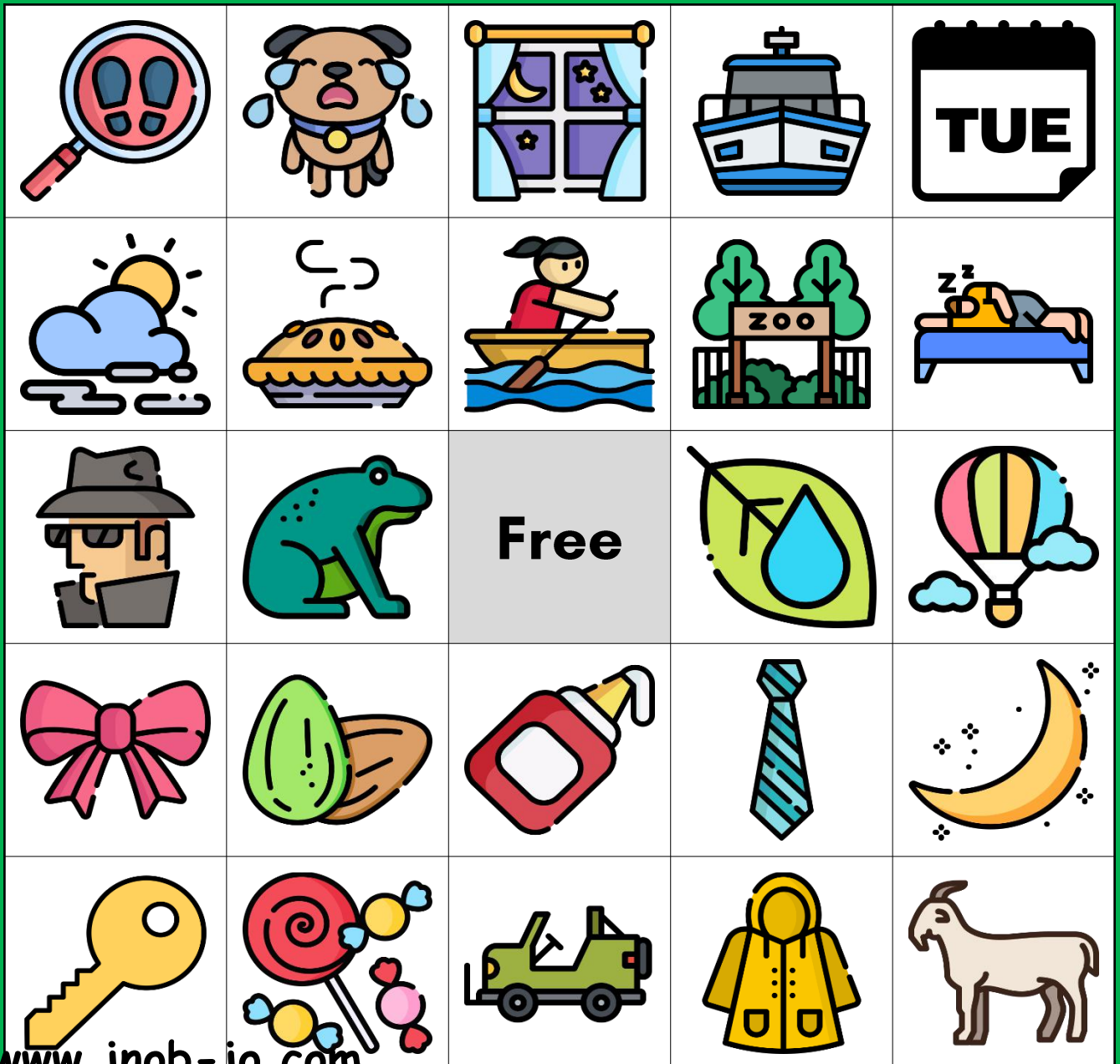
B I N G O



B I N G O



B I N G O

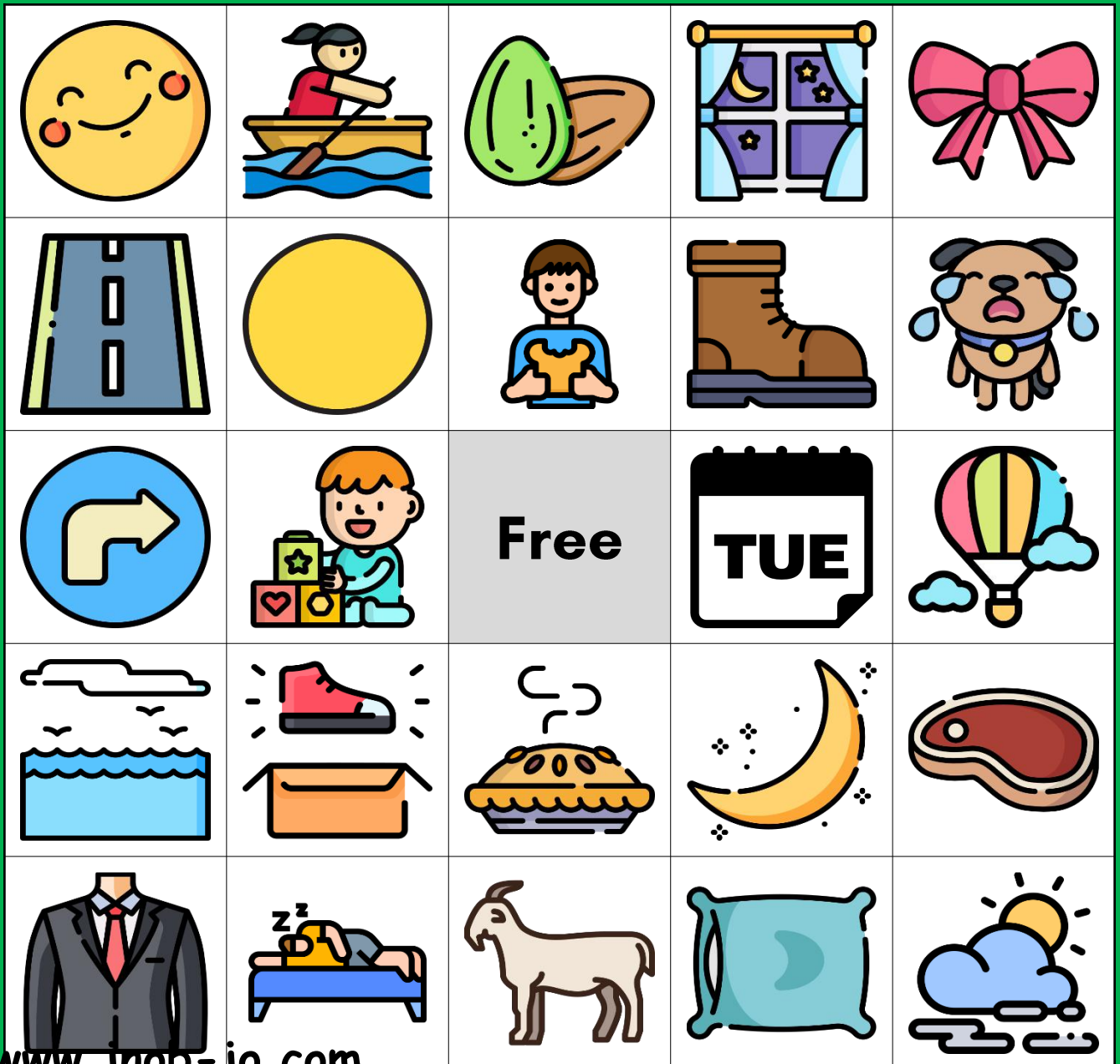


Oxford

Phonics World 3

Units 5-8

B I N G O



B I N G O



B I N G O



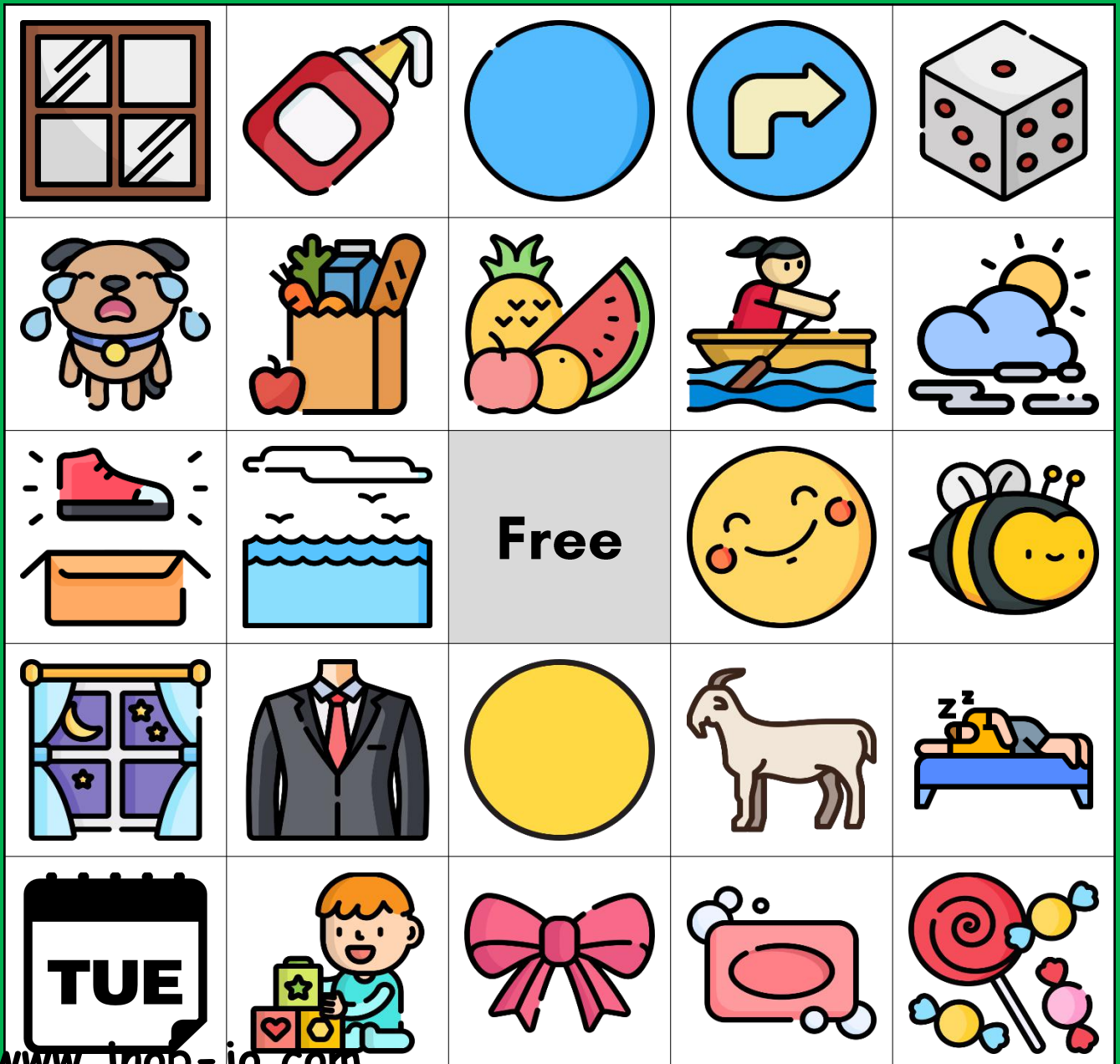
B I N G O



B I N G O



B I N G O



B I N G O

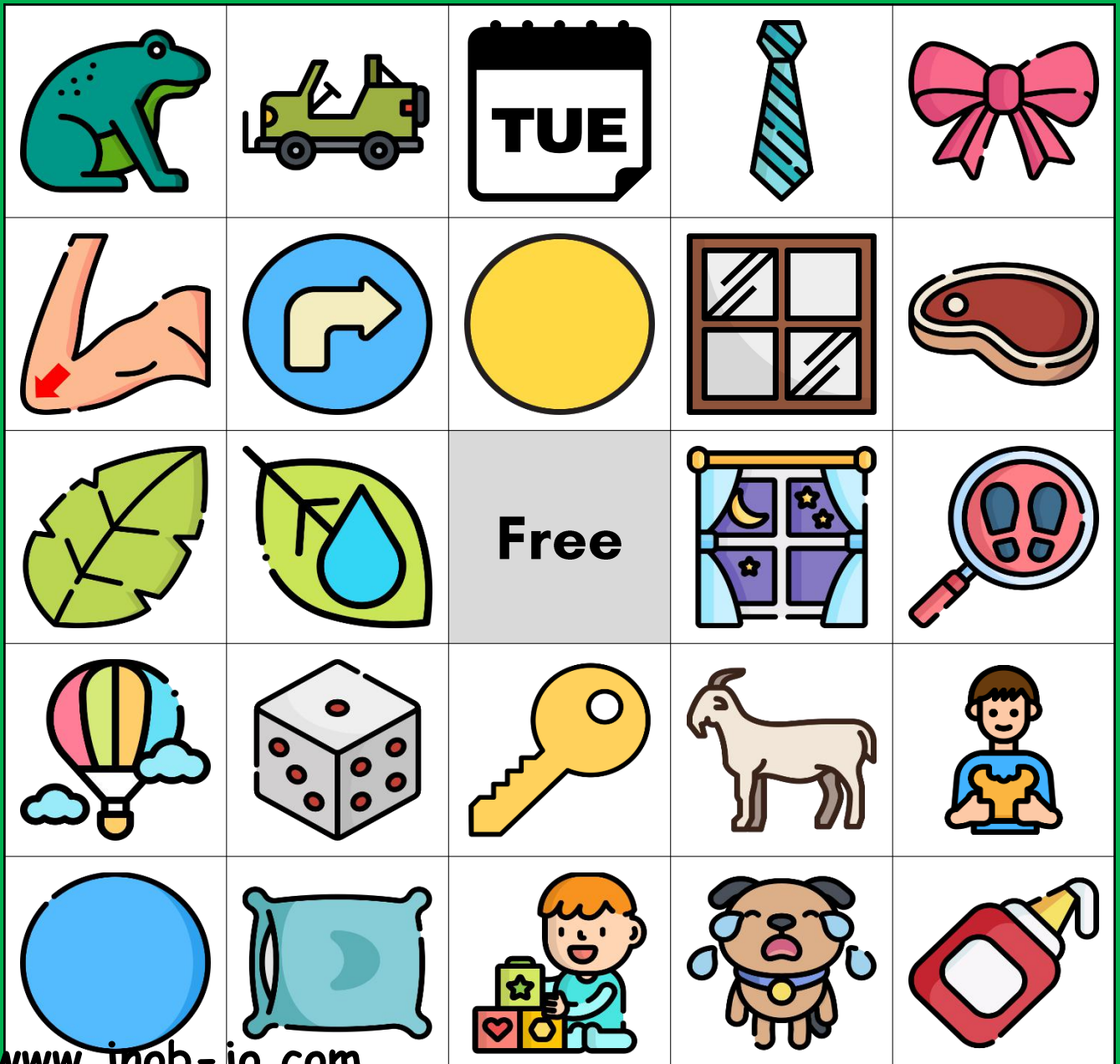


Oxford

Phonics World 3

Units 5-8

B I N G O

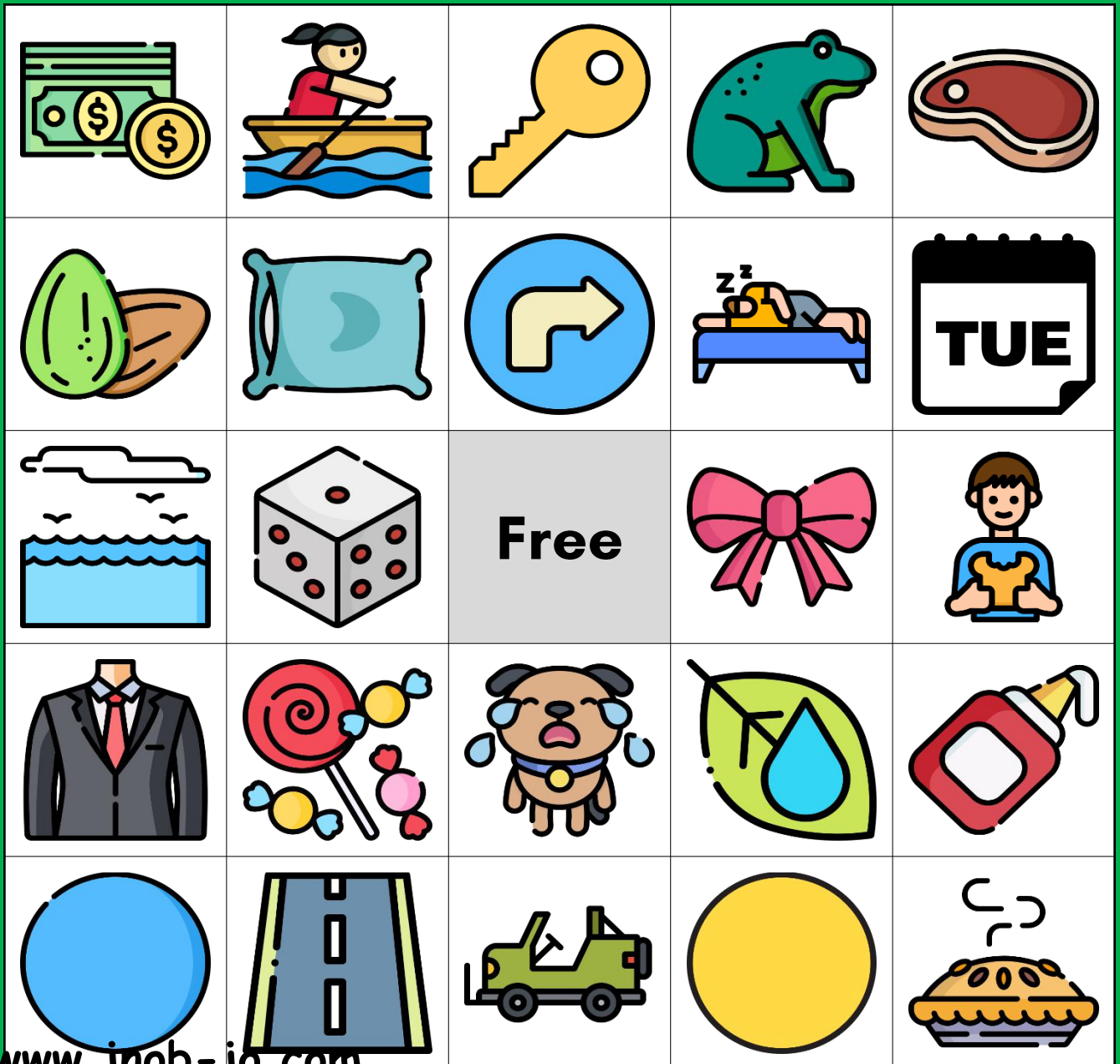


Oxford

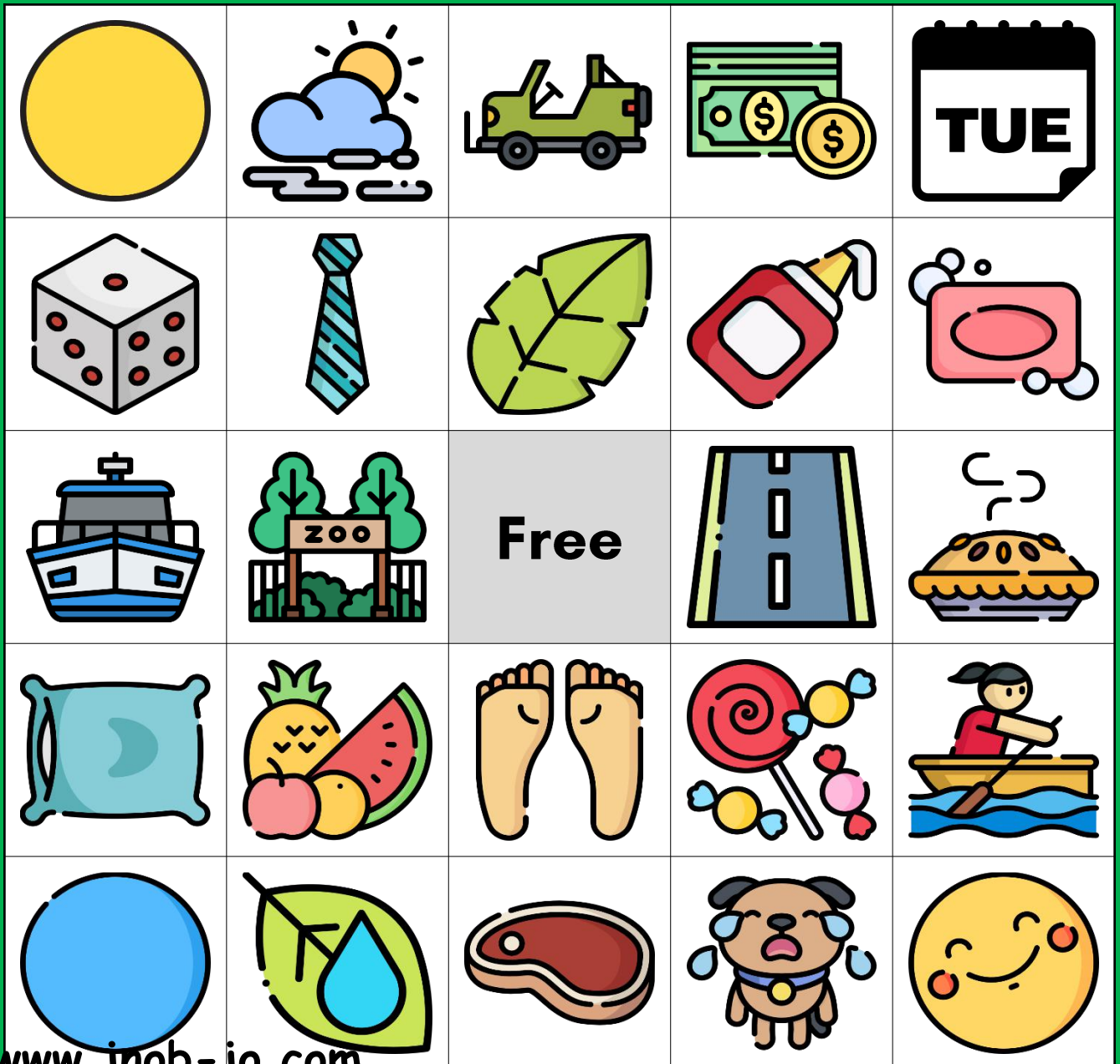
Phonics World 3

Units 5-8

B I N G O



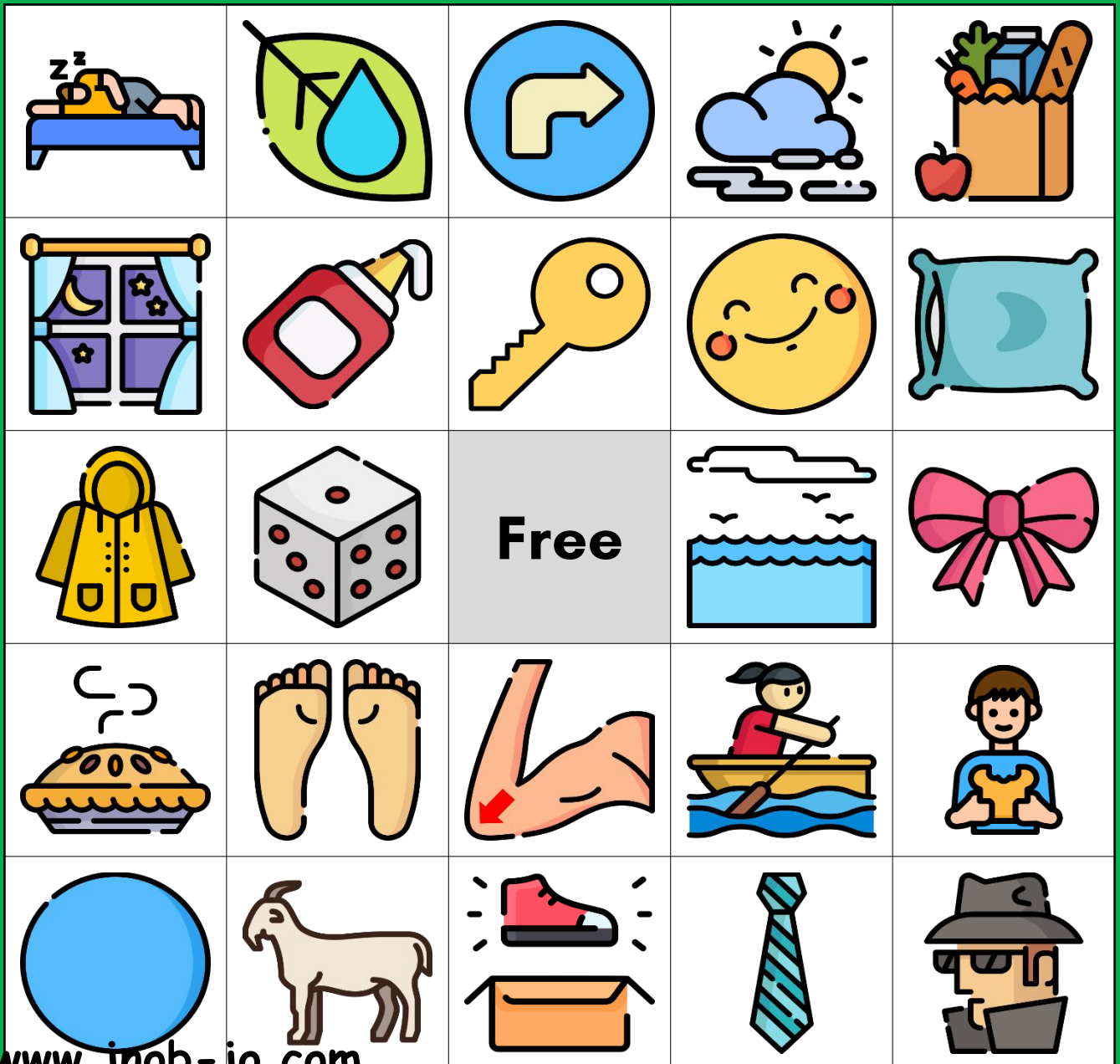
B I N G O



B I N G O



B I N G O



feet

eat

key

meat

happy

bee

jeep

money

sea

night

tie

sky

die

cry

light

right

my

lie

coat

row

toad

pillow

elbow

boat

road

window

yellow

glue

suit

zoo

dew

food

blue

Tuesday

boot

new

seed

pie

goat

leaf

spy

clue

candy

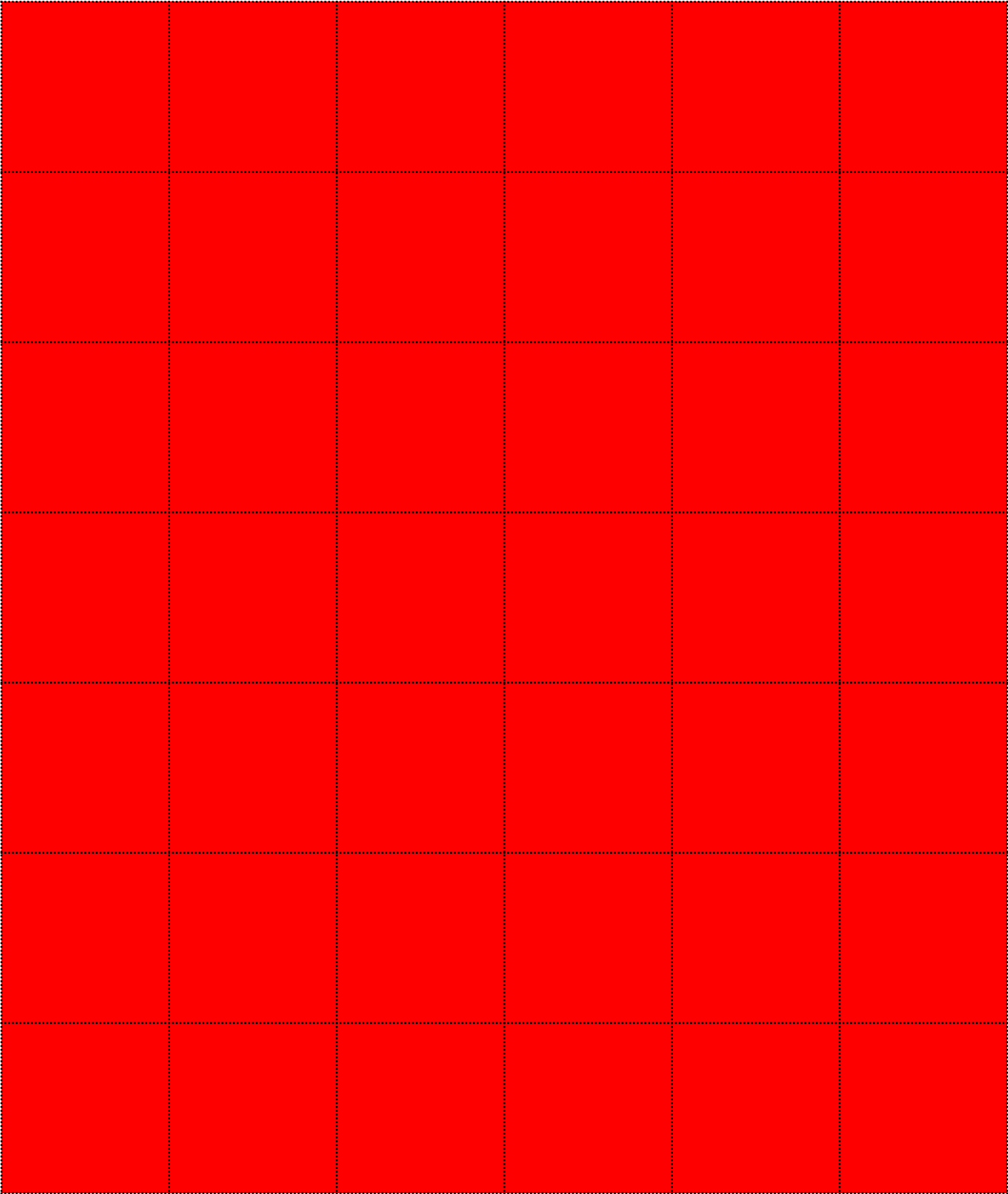
soap

fruit

high

bow

moon



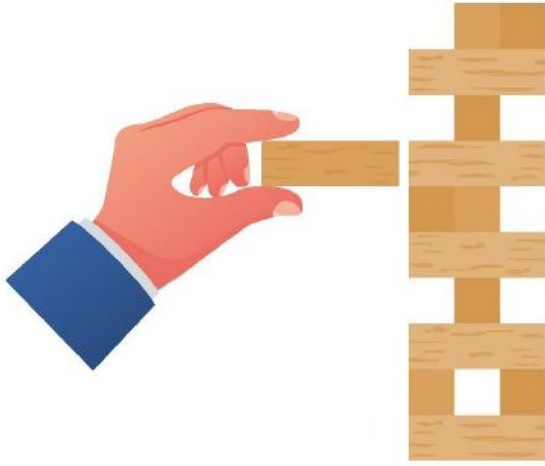
How to Play *Bingo*

Teachers who would like to brush up on the original rules of Bingo can visit [this site](#) or watch [this video](#).



1

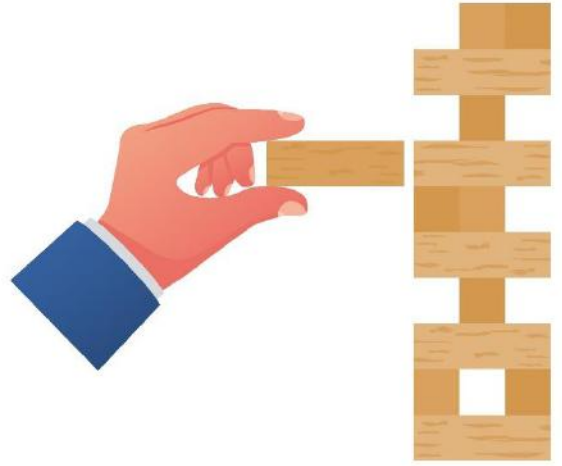
Units 5-8



She can row.

2

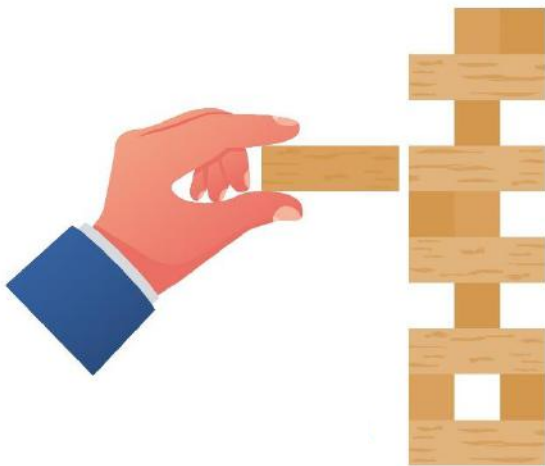
Units 5-8



He can eat.

3

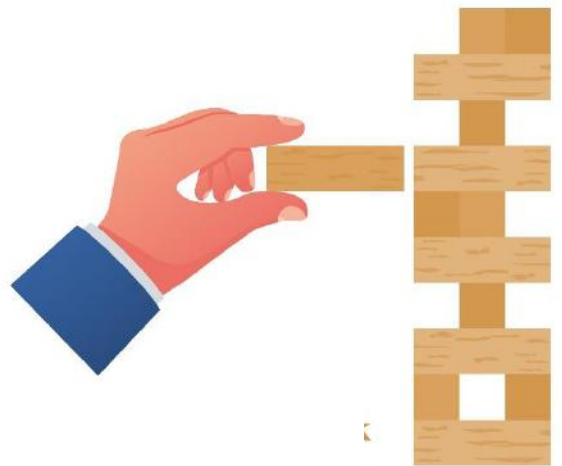
Units 5-8



They are feet.

4

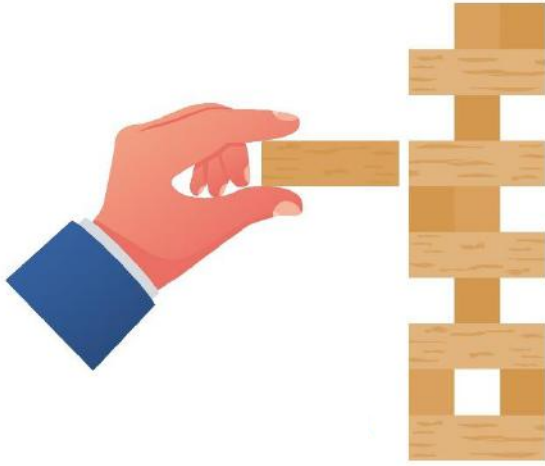
Units 5-8



They are bees.

5

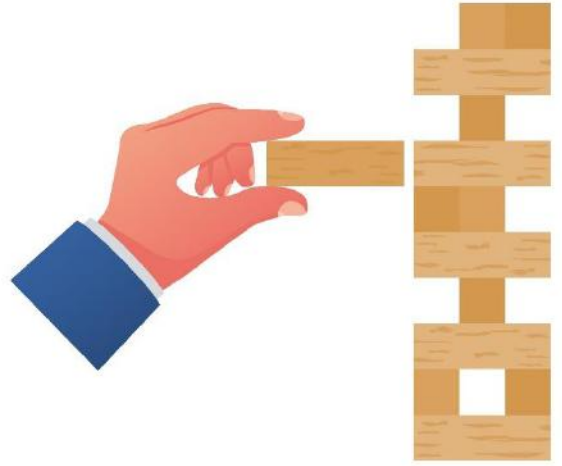
Units 5-8



She is happy.

6

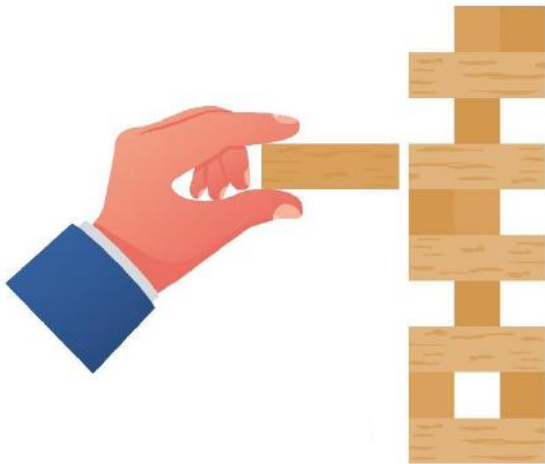
Units 5-8



He has money.

7

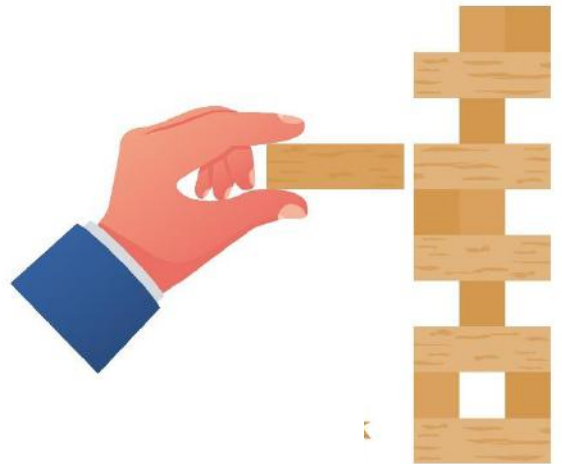
Units 5-8



She has a jeep.

8

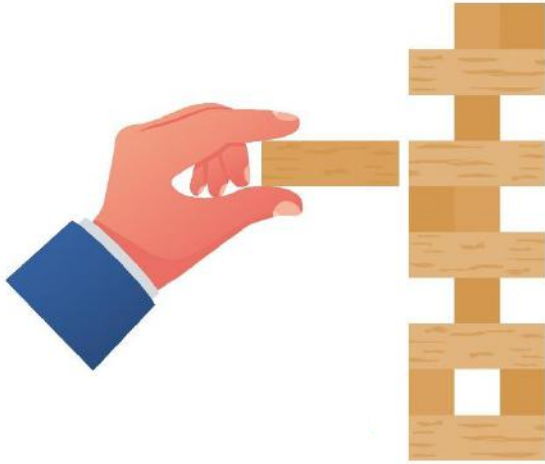
Units 5-8



He eats meat.

9

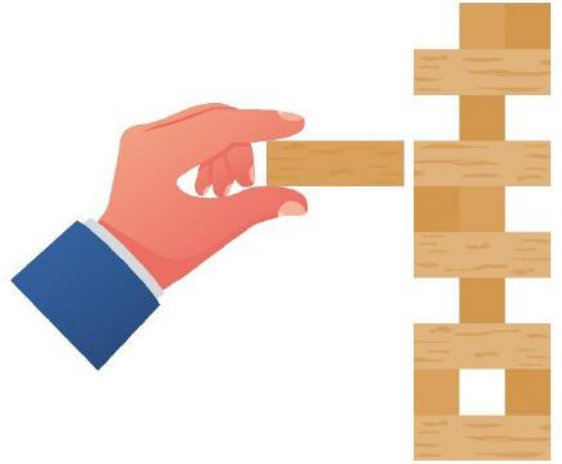
Units 5-8



I have some glue.

10

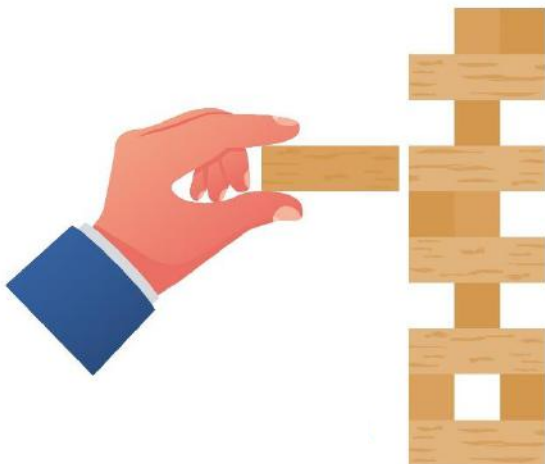
Units 5-8



I have a key.

11

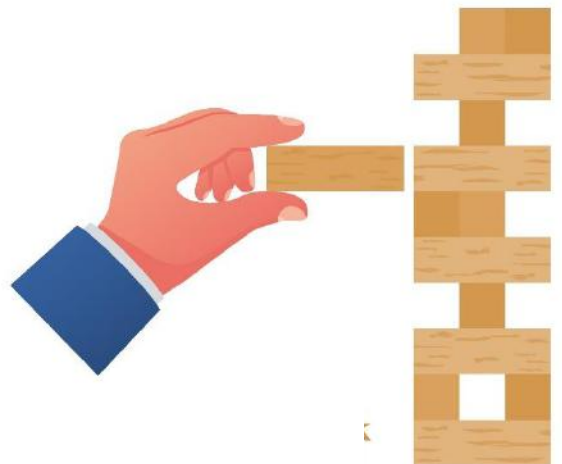
Units 5-8



I see the light.

12

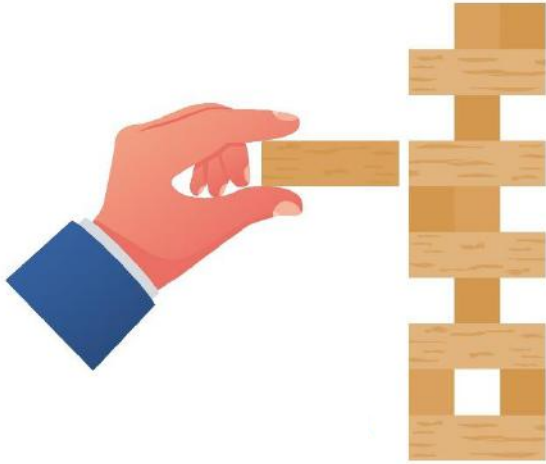
Units 5-8



It is Tuesday.

13

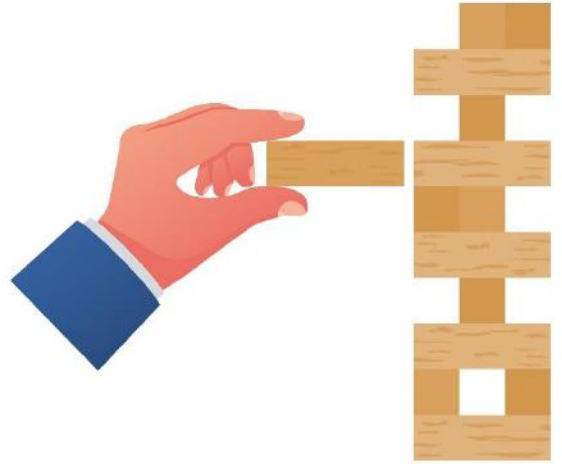
Units 5-8



The sea is blue.

14

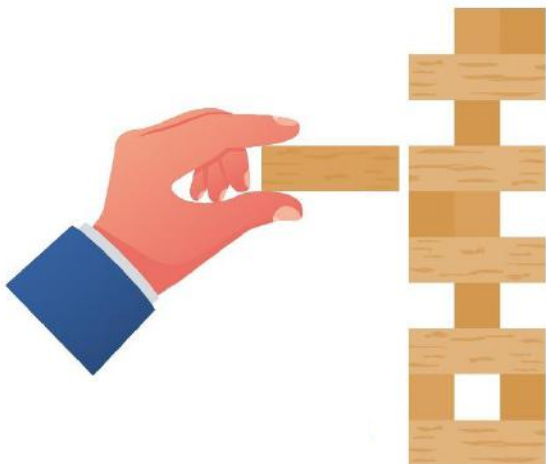
Units 5-8



The sky is blue.

15

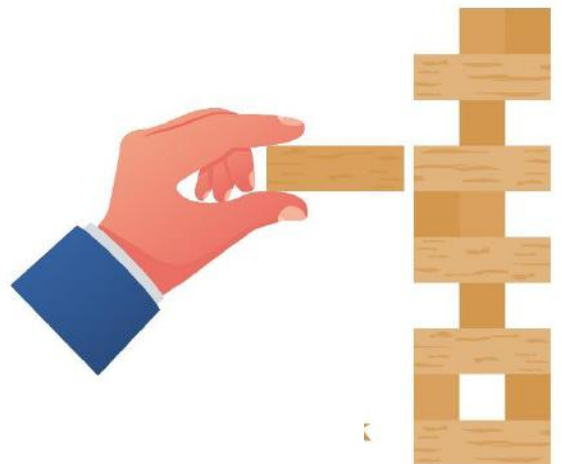
Units 5-8



Dad has a tie.

16

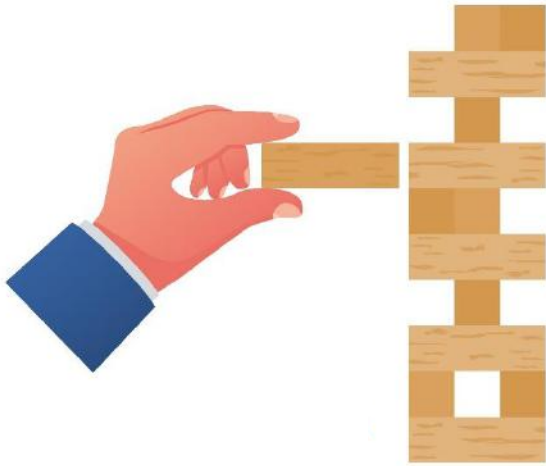
Units 5-8



She has a bow.

17

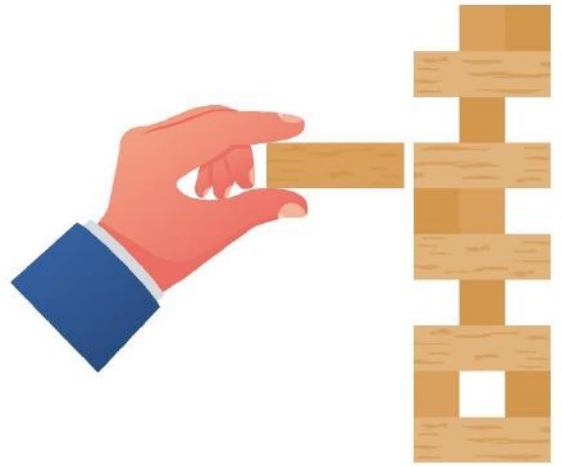
Units 5-8



He can cry.

18

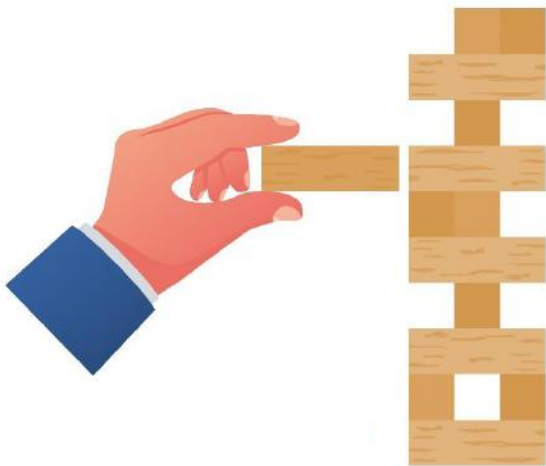
Units 5-8



She can lie.

19

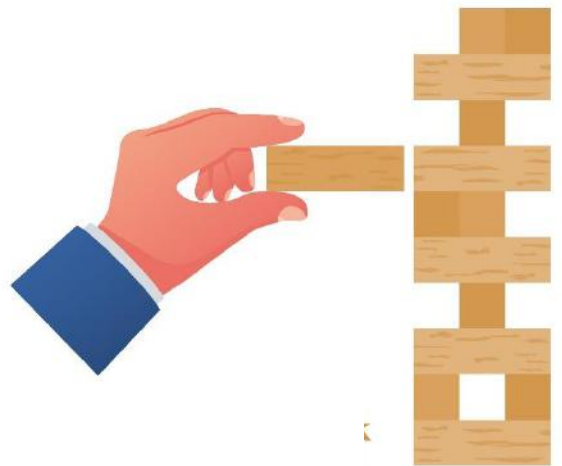
Units 5-8



It is night.

20

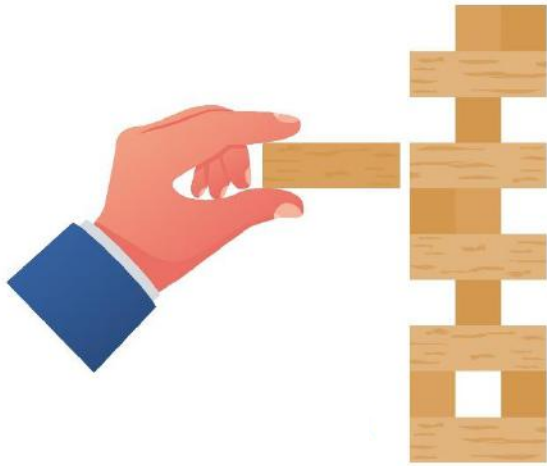
Units 5-8



It is blue.

21

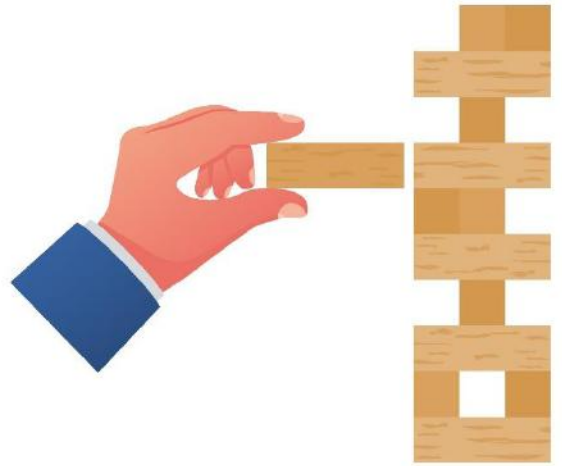
Units 5-8



This is a die.

22

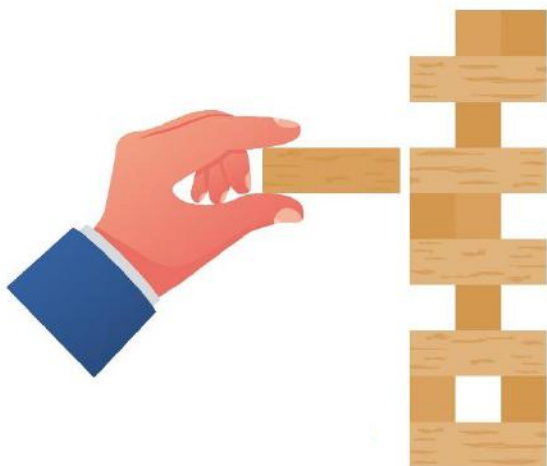
Units 5-8



This is a coat.

23

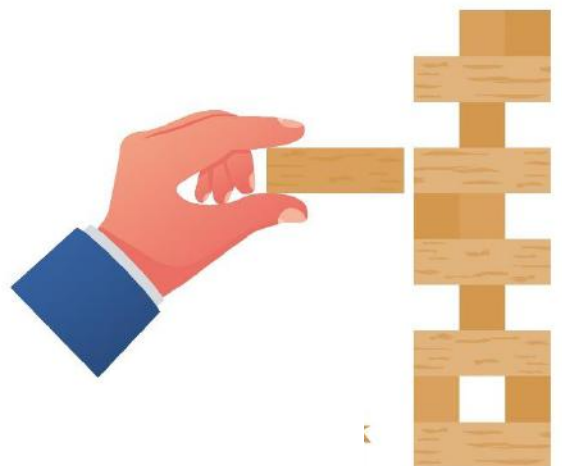
Units 5-8



This is a pillow.

24

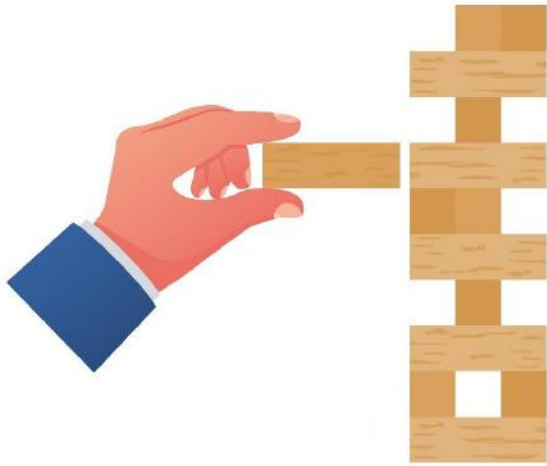
Units 5-8



This is a boat.

25

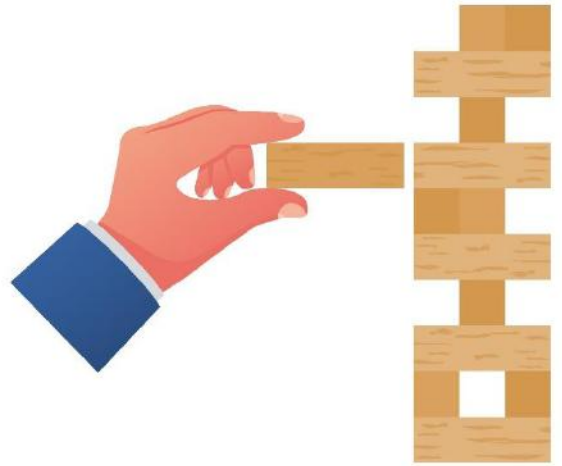
Units 5-8



A toad is on dad.

26

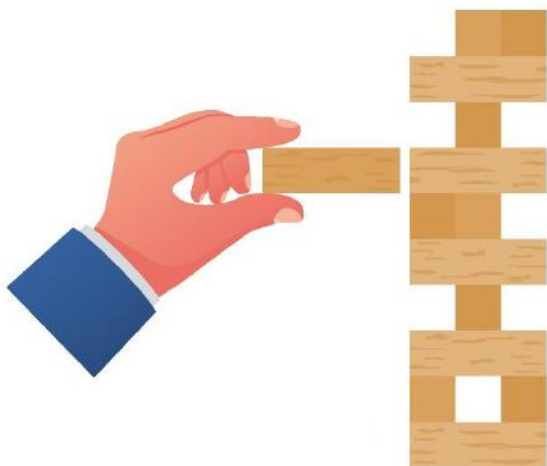
Units 5-8



I eat a pie.

27

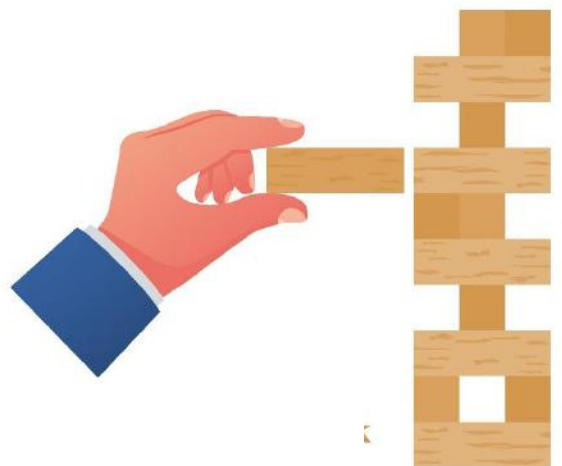
Units 5-8



I eat fruit.

28

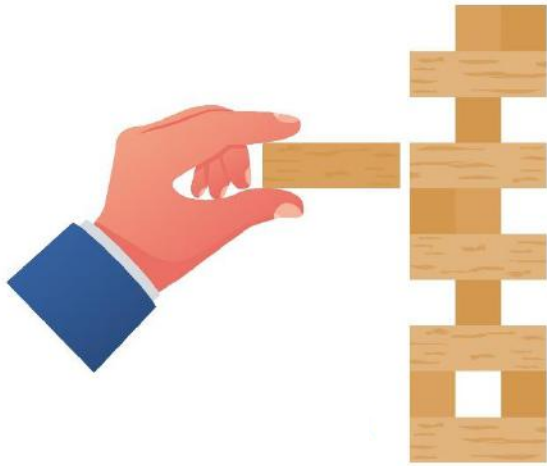
Units 5-8



I eat food.

29

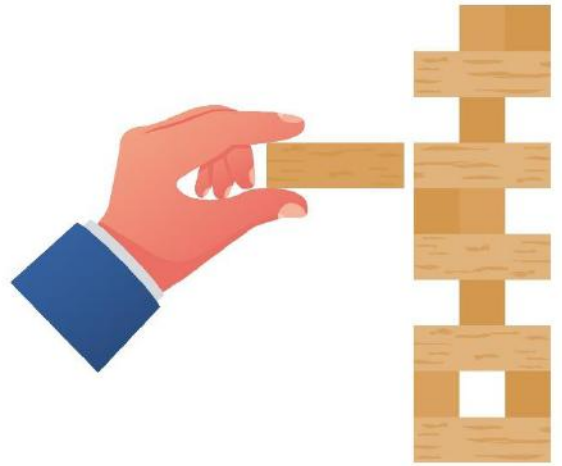
Units 5-8



I go right.

30

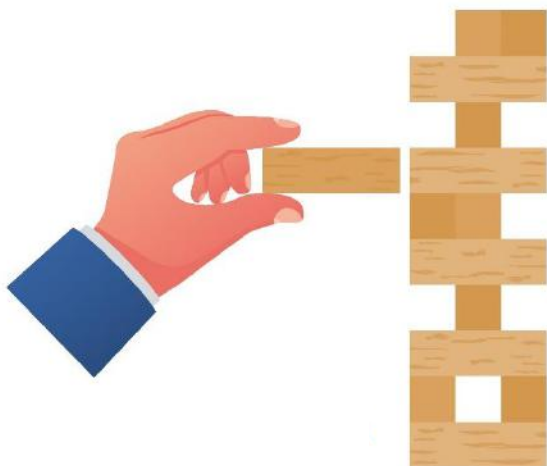
Units 5-8



I see a road.

31

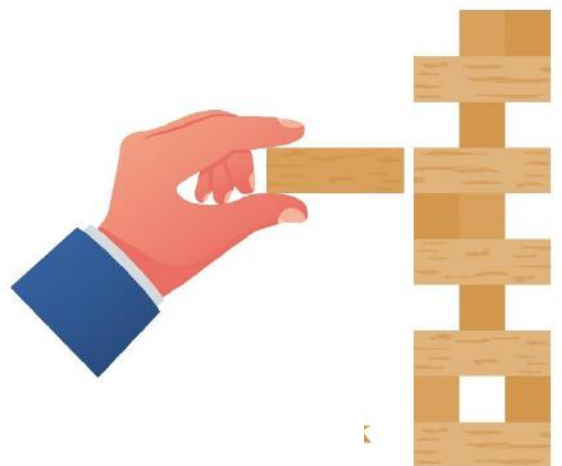
Units 5-8



I see a window.

32

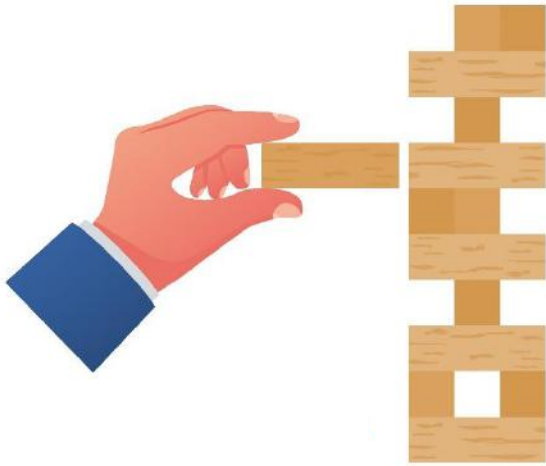
Units 5-8



I go to the zoo.

33

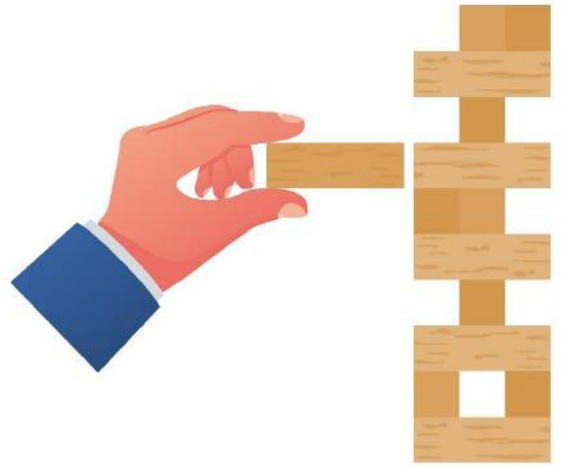
Units 5-8



This is my cat.

34

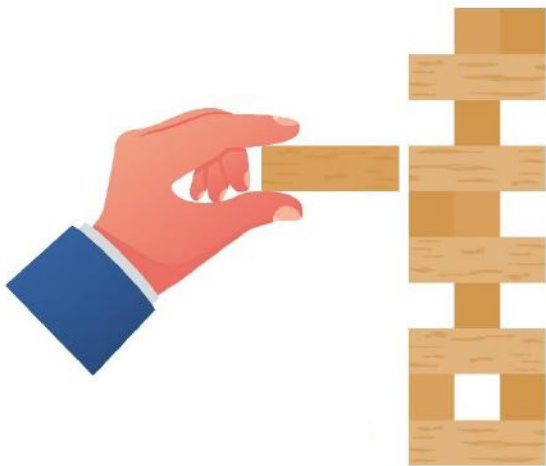
Units 5-8



This is my elbow.

35

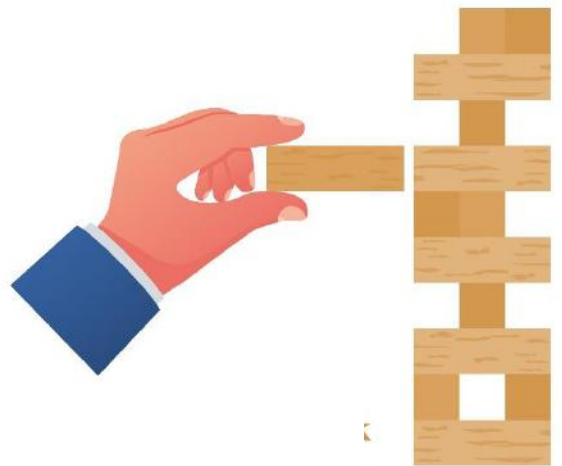
Units 5-8



This is my suit.

36

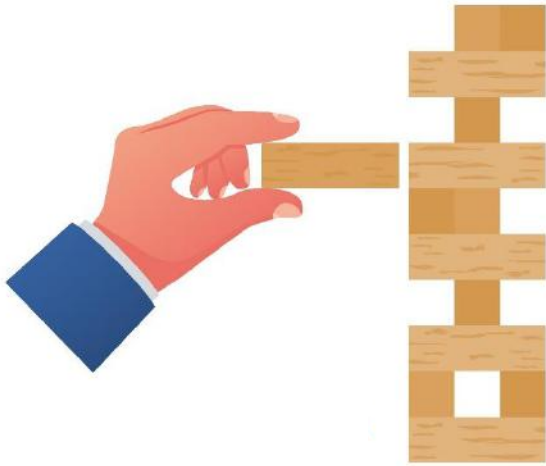
Units 5-8



This is my boot.

37

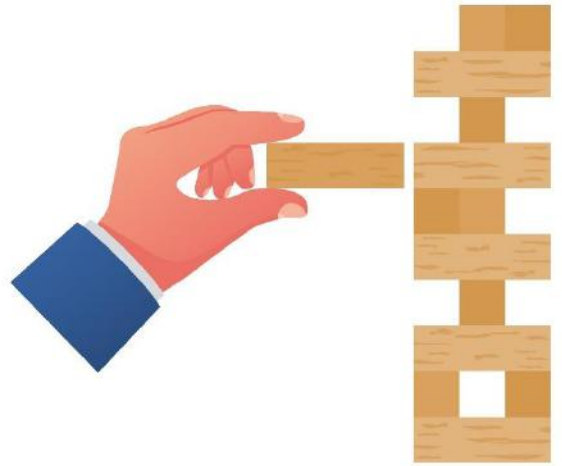
Units 5-8



It is yellow.

38

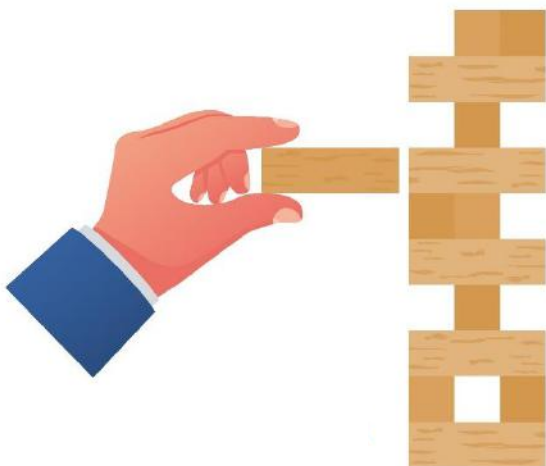
Units 5-8



There is some dew.

39

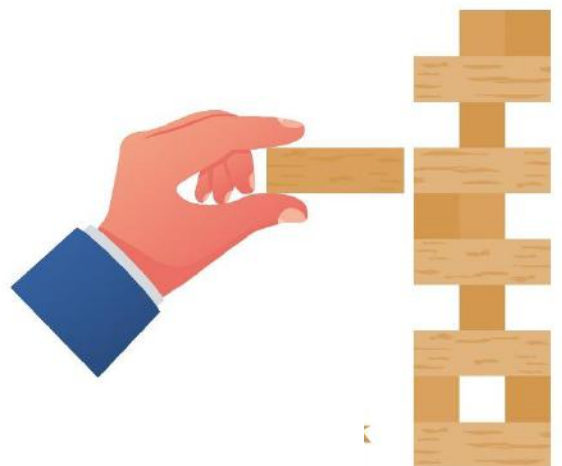
Units 5-8



It is new.

40

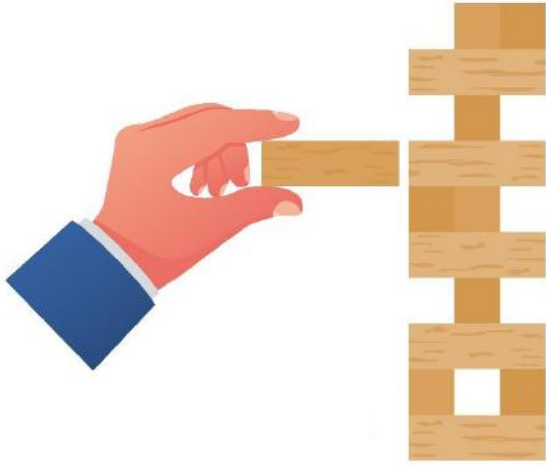
Units 5-8



It is high.

41

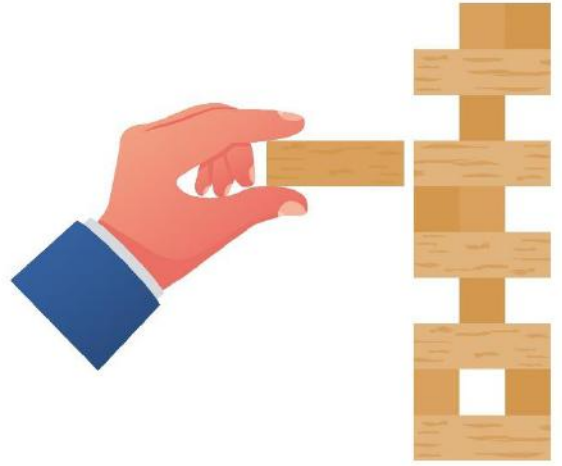
Units 5-8



I need soap.

42

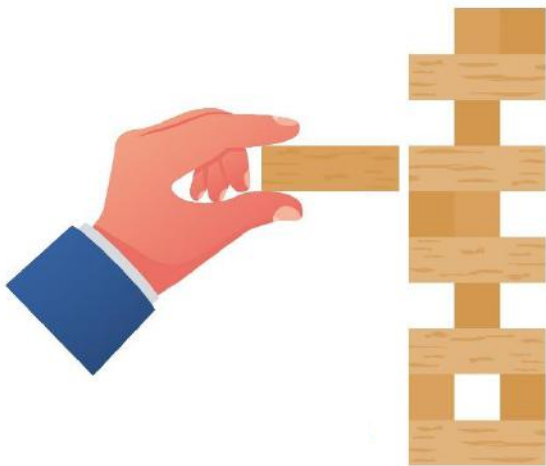
Units 5-8



I see the moon.

43

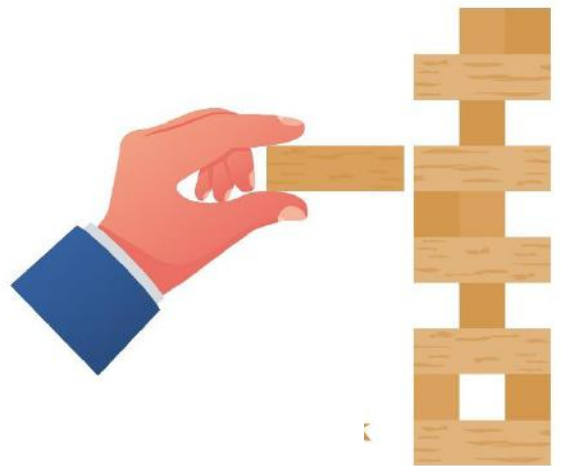
Units 5-8



It is a new jeep.

44

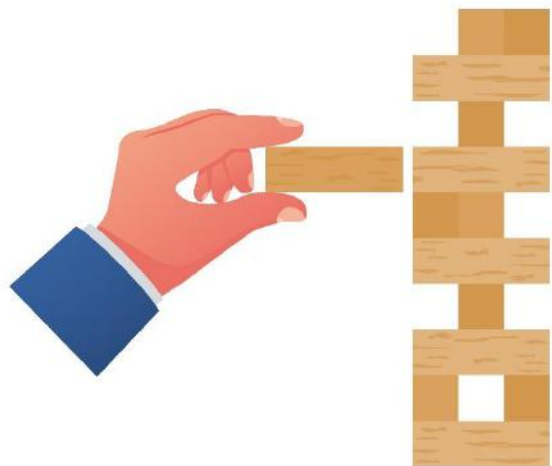
Units 5-8



**The sun is high
up in the sky.**

45

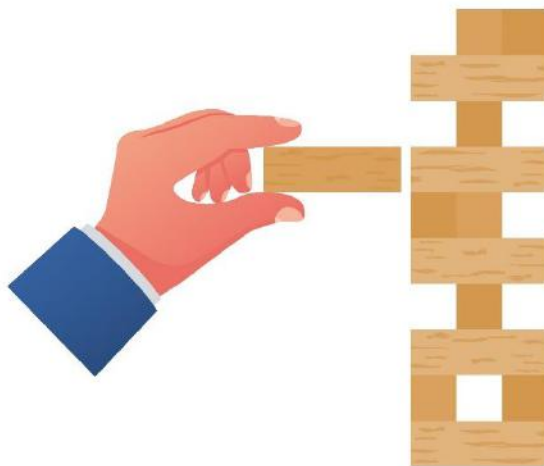
Units 5-8



**There are nine
seeds.**

46

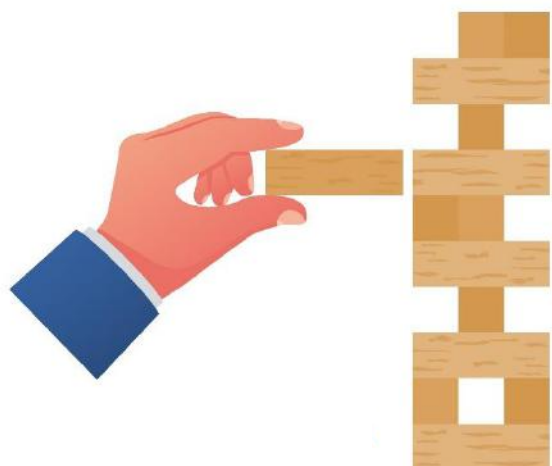
Units 5-8



**There are five
goats.**

47

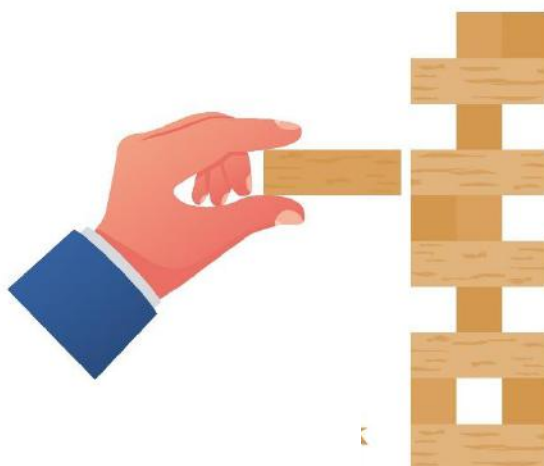
Units 5-8



This is a leaf.

48

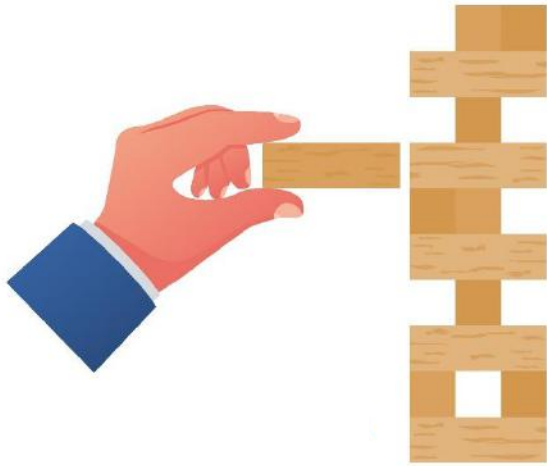
Units 5-8



Mom is a spy.

49

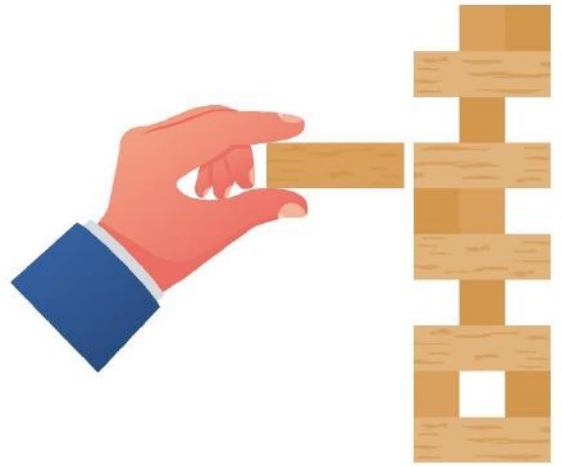
Units 5-8



I want some candy.

50

Units 5-8



I want some clues.

JENGA!

Oxford Phonics World 3

JENGA!

Oxford Phonics World 3

JENGA!

Oxford Phonics World 3

www.jnob-jo.com

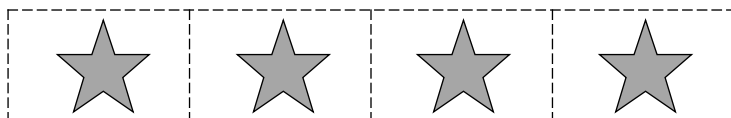
JENGA!

Oxford Phonics World 3

How to Use *Jenga Cards*

A standard Jenga set has 54 blocks. Use a felt tip marker to write the numbers 1 to 50 on the ends of 50 of the blocks – or attach the labels below with glue. Add stars to any remaining blocks.

1	2	3	4	5
<u>6</u>	7	8	<u>9</u>	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	45
46	47	48	49	50



Stack the Jenga blocks in the normal way and shuffle the deck of game cards.

Method 1

Place the deck face down. On their turn, each player draws the top card and reads the word printed on it. The player then removes the block matching the number on the upper left-hand corner of the card from the Jenga tower. After placing the block on the top of the tower, the player receives one point. Starred blocks are worth zero points and may be played once per turn instead of a game card.

A player may pass their turn (e.g., because removing that block will cause the Jenga tower to collapse) and return their unplayed card to the bottom of the deck. Continue playing until the Jenga tower collapses. The player with the most points wins.

Method 2

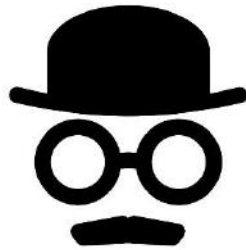
Deal the cards to all players equally. On their turn, each player reads one card and plays a block as in *Method 1*.

A player may pass their turn without penalty. Starred blocks may be played once per turn instead of a game card. The first player to read all their cards (or the one with the fewest after the tower collapses) is the winner.

How to Play *Jenga*

Teachers who would like to brush up on the original rules of Jenga can visit [this site](#) or watch [this video](#).





ENGLISH REPUBLIC





ENGLISH REPUBLIC

Copyright © 2021 Mark Armstrong
All rights reserved by the author.

Permission to copy is for a single teacher only.

Placing any part of this product on the Internet is strictly forbidden and is a violation of the Digital Millennium Copyright Act (DMCA).

It's also just plain bad manners!

www.jnob-jo.com