



Phonics Games



Instructions:

1. Each player places a counter on the red arrow at the start of the board.
2. Players take turns to roll the dice. They move their counter to the next space containing the same spelling pattern as the word on the dice (eg if you rolled 'cube' on the dice you would move your counter to 'fuse'.)
3. If it says 'miss a turn' or 'move forward 3 spaces' then you should follow that instruction.
4. The winner is the first person to have their counter land on a 'star' space at the end of the board.



joke

fuse

tile

hole

name

rude

nose

date

rules

mute

ice

cave

home

drive

stone

tube

size

tape

safe

rope

prize

huge

wipe

made

close

fuse

space



face



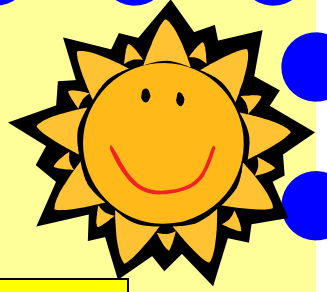
hose



nice



dude



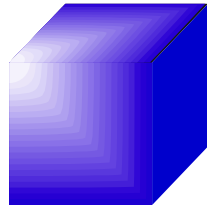
move
forward 3
spaces



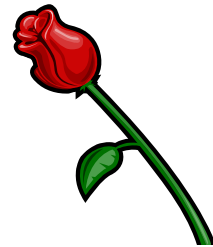
smile



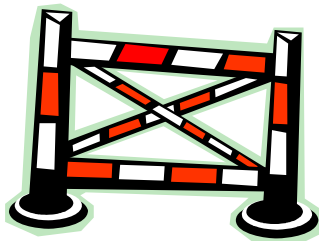
cube



rose



gate



miss a turn

