Congratulations on your purchase of Really Good Literacy Center-in-a-Bag™ Go Fish Vowel Digraphs, a hands-on activity that strengthens your students' phonological-awareness and phonics skills.

**Objective**
Students identify variant correspondences in words.

**Meeting State Standards**
This type of practice in identifying variant correspondences in words helps students meet grade-level expectations and prepare for standardized testing. Go Fish Vowel Digraphs can also help improve spelling and phonics skills.

This Really Good Stuff® product includes:
- 64 Learning Deck Cards™
- 2 Double-sided Write Again® Mats
- 2 Dry Erase Crayons
- Center Task Card
- This Really Good Stuff® Activity Guide

Digraphs are important for students to read as a single phoneme in order to be fluent readers. A decoding breakdown occurs if a student tries to read a digraph as two separate phonemes. Go Fish Vowel Digraphs allows students to practice digraphs in a fun and engaging way. Through repeated play, identifying, reading, and spelling digraphs becomes automatic!

**Managing the Center-in-a-Bag**
- Display the Center Task Card.
- Copy and file this Activity Guide for future use.
- Demonstrate how to tidy the center when the activity is complete.
- Store the center materials in the bag and hang it alongside other Centers-in-a-Bag.

**Introducing Go Fish Vowel Digraphs**
Go Fish Vowel Digraphs provides a fun setting to practice digraphs using a variation of a favorite game, “Go Fish.” Each player has a colorful sorting Mat with 8 digraphs. As players choose Cards and look for matches, they have the chance to identify the digraph by reading and saying words from the Learning Deck Cards™. If there is no match, they must ask the other players for matches by saying the grapheme and the phoneme. Matches are placed on the Mats and additional practice is given at the end of the game as students record their matches on the back of the Mat.

**Model the Activity**
Begin by modeling the activity, discussing every step with students. Tell the students they will be doing some important “fishing” today. Pass out a Sorting Mat and a Crayon to each player. Players choose 5 Cards from the Learning Deck. Tell players to check their hands for word pairs with matching vowel sounds. Have the students with matches read and say the digraphs and place them in the correct box on their Mat. Next, Player 1 tries to make a match by asking another player for a Card that matches a digraph in his/her own hand. Make sure the asking player reads the word and asks for a match using sound and letters that make up the digraph. For example, “Do you have the /e/ sound spelled with ‘ea’?” If Player 1 receives the match, he/she again says the word, sound, and letters that make up the digraph and places it on his/her Mat. If the player does not receive a match, the player asked says, “Go Fish!” Play continues with Player 2 in the same way. Emphasize again that when players ask for a match, they must ask for the sound and the letters that make up the digraph. Continue play until all Cards are matched. Then turn the Mat over and use a Dry Erase Crayon to record words under the correct digraph heading. For extra practice, students circle the digraphs in each of the written words.

**Center Task Card**
Post this at the literacy center in a visible position. The student or helper can refer to the Center Task Card for instructions. Refer to the shaded section at the top of the Card for center preparation, including needed materials.

**Go Fish Vowel Digraphs**
Two to four students
Object: Identify variant correspondences in words
Materials: 2 Write Again® Mats, Learning Deck Cards™, 2 Dry Erase Crayons
1. Each player gets a Sorting Mat and a Crayon. Shuffle the Cards and place them face down in a stack.
2. Each player takes 5 Cards.
3. Players check their hands for word pairs with matching vowel digraphs. They read the words and say the digraphs. For example, “Eat, seat. The /e/ sound is spelled ea.” They place the Cards in the correct boxes on the Mat.
4. Player 1 tries to make a pair by asking another player if he or she has a Card whose digraph matches a Card in Player 1’s hand. For example, “Do you have the /a/ sound spelled with ai?”
5. If Player 1 receives a matching Card, he or she reads the words, repeats the vowel sound, and places the pair in the correct box on the Mat. If Player 2 does not have a match, he or she says, “Go Fish!”
6. Player 2 takes a turn. Continue until all Cards are matched
7. Turn over the Mat and write words in the correct boxes.

**Extension:**
For extra practice, after students write words on the back of the Mat, have them circle the vowel digraphs in each word.