This Really Good Stuff® product includes:
- 239 CVC Word Family Pirate Game Cards
- This Really Good Stuff® Teaching Guide

Congratulations on your purchase of this Really Good Stuff® Pirate Card Game: CVC Word Families, a fun learning game that builds your students’ CVC word fluency.

**Objective**
Students will read same-vowel and mixed-vowel CVC words.

**Meeting Common Core State Standards**
This Really Good Stuff® Pirate Card Game: CVC Word Families is aligned with the following Common Core State Standard for English Language Arts:
- **Phonics & Word Recognition**
- **R.F. 1.3b** Decode regularly spelled one-syllable words.

This engaging pirate-themed game is a great way for young learners to build reading fluency with CVC words. There are six color-coded sets of Word Family Cards, five for practicing same-vowel CVC word families (one for each short vowel) and one for practicing mixed-vowel CVC word families. The addition of 3 types of Action Cards—the Pirate, the Anchor, and the Sunken Ship—creates an element of surprise that makes learning fun.

Managing the Pirate Card Game: CVC Word Families
- Should you need this or any other Really Good Stuff® Teaching Guide, download them from our Web site at www.reallygoodstuff.com.
- Photocopy the Pirate Card Game instructions. Laminate the instructions for repeated use.
- When using the game at a literacy center, be sure to show students how to store the playing cards and tidy the center when the activity is complete.

Introducing the Pirate Card Game: CVC Word Families
The Pirate Card Game is fun and easy to play. The five color-coded sets of cards present word families with the same vowel sound. For example, the red-bordered cards include 5 exemplars each for ab, ad, ag, am, an, ap, and at, and the purple-bordered cards include 7-10 exemplars each for ob, og, op, and ot. Use these sets separately or target specific word families by pulling cards from each set to make a new set of 30-40 cards. After mastering the same-vowel word families, move on to the pattern-bordered cards, which feature 4 exemplars each for 8 mixed-vowel word families.

The game starts with one color-coded set of cards face down on a table. Players turn cards over and, depending on what is on the other side, they either read a CVC word or follow one of the Action Cards. At the start of each turn, players decide how many cards they will attempt to turn.
Pirate Card Game: CVC Word Families Instructions

Players: 2 to 4 players
Object: Read CVC words
Materials: one color-coded set of Pirate Cards

1. Shuffle the cards and place them all face down on the table or floor. Decide on the order of play.

2. Player 1 announces how many cards he or she will attempt to turn over—1, 2, or 3 cards—and turns the first card over. If there is a word on the other side, the player reads it, keeps the card, and continues with his or her turn. If the player cannot read the word, he or she returns it to the table and the turn is over. If there is an Anchor on the other side of the card, the player gets to keep it but the turn is over. If there is a Pirate on the other side, the player must return all of his or her cards face down to the table and the turn is over.

(All the players try to remember the location of the Pirate Cards that were returned face down to the table.) If there is a Sunken Ship on the other side, the game is over and all players count their cards. The player with the most cards is the winner.

3. Play continues with players taking turns in this way. Players continue until all the Word Cards are turned over and in the players' winning piles. This means that there are only three remaining cards face down on the table—the Sunken Ship Card and the two Pirate Cards. The player with the most cards is the winner.

4. When all the Word Cards are used, the game is over and players count their cards. The player with the most cards is the winner.

Variations:
- To play a longer game, take out the Sunken Ship Card and play until all the Word Cards have been read.
- At the end of the game, have students read the words in their winning piles aloud.
- Add the challenge of saying a word that rhymes with the word on each card.

Related Really Good Stuff® Products:
Pirate Card Game: Uppercase and Lowercase Letters (#305628)
Pirate Card Game: Beginning Sounds (#305631)
Pirate Card Game: Short to Long Vowel Silent e (#305638)