

## “I Have, Who Has?” Fun Phonics™ CVC Words

This Really Good Stuff® product includes:

- 84 CVC Learning Deck Cards
- This Really Good Stuff Instructional Guide

All instructional guides can be found online.

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Congratulations on your purchase of Really Good Stuff®  
“I Have, Who Has?” Fun Phonics™ CVC Words.

### Objective

Read one-syllable words with the CVC spelling pattern.

### Meeting the Standards

“I Have, Who Has?” Fun Phonics™ CVC Words aligns with the Common Core State Standard for English Language Arts below. For alignment with other state standards, please refer to our Web site’s Standards Match.

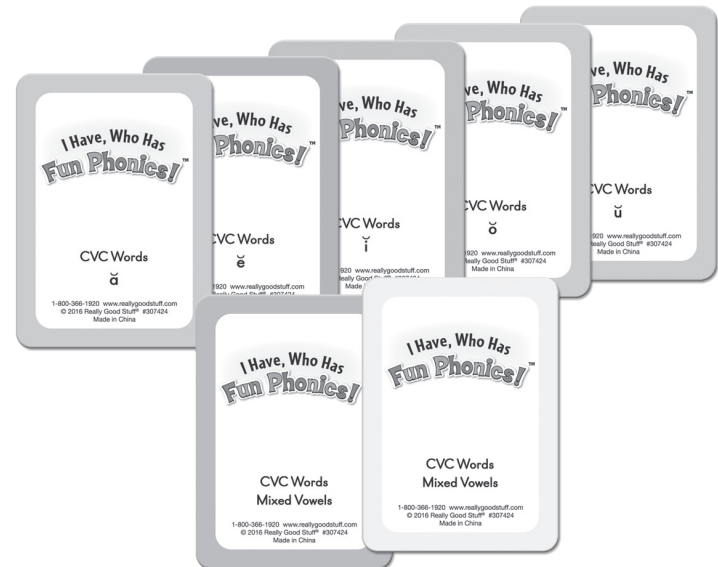
### Phonics and Word Recognition

RF.1.3.b Decode regularly spelled one-syllable words.

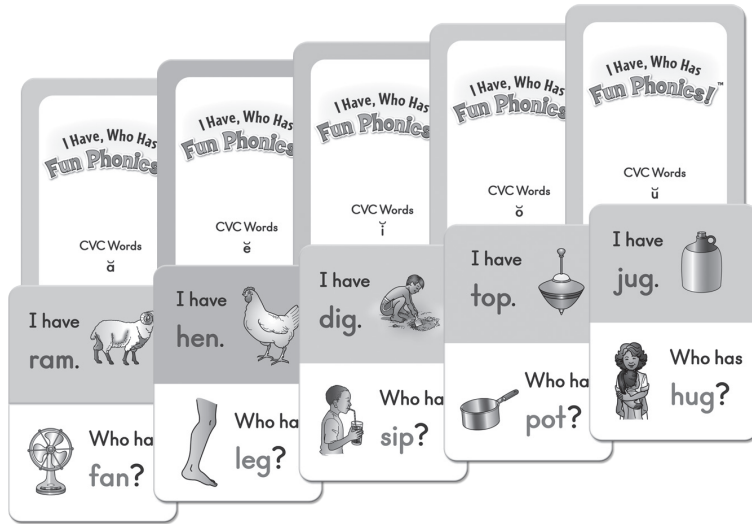
Emergent and struggling readers as well as ELLs will enjoy this fast-paced, fun card game to practice reading one-syllable words with the CVC spelling pattern. This quick game is designed for 100% active student engagement in literacy centers, free time, intervention, and small groups (it is an improvement to the whole-class version commonly played in intermediate classrooms). Each card calls for students to read the CVC word on their card (scaffolded with picture support) and prompts them to ask peers to find the card with a new CVC word.

### Managing “I Have, Who Has?” Fun Phonics™ CVC Words

- Visit our Web site at [www.reallygoodstuff.com](http://www.reallygoodstuff.com) to download Really Good Stuff Instructional Guides.
- Seven labeled, color-coded games (12 cards in each), with five games of the games targeting single-vowels and two of the games targeting a combination of vowels. It is suggested you begin with single-vowel games and move toward mixed vowel games when students are ready.



Five of the games focus on a single vowel.



Two of the games have a mix of vowels for an additional challenge.



## I Have, Who Has

**Object:** Read one-syllable words with the CVC spelling pattern.

**Materials:** 1 colored set of 12 cards

**Players:** 3-4 players

### Directions:

1. Deal all the cards to players.
2. The player with the GO card begins by reading aloud "Who has (ram)?"
3. The student with that picture at the top of a card then reads that card's "I have \_\_\_\_\_" statement: "I have **ram.**" This student then asks, "Who has (fan)?"
4. Play continues as students look at their cards for the requested word.
5. Game play continues until all the cards have been used and the STOP card is played.