

## Roll a Vowel Sound Board Games

Congratulations on your purchase of **Roll a Vowel Sound Board Games**, an engaging set of games that strengthen students' recognition of short and long vowel sounds.

### Objective

Match vowel sounds in words using picture cues.

### Meeting the Standards

**Roll a Vowel Sound Board Games** aligns with the Common Core State Standards for English Language Arts below. For alignment with other state standards, please refer to our website's Standards Match.

### Phonological Awareness

**RF.K.2.d** Isolate and pronounce the initial, medial vowel, and final sounds (phonemes).

**RF.1.2.a** Distinguish long from short vowel sounds in spoken single-syllable words.

#### This Really Good Stuff product includes:

- 6 Roll a Vowel Sound Game Boards
- 6 Foam Dice
- 12 Pawns
- Storage Box
- This Really Good Stuff Instructional Guide

The **Roll a Vowel Sound Board Games** reinforce early readers' vowel sound knowledge and build auditory discrimination skills. Students take turns matching the vowel sound on the die to those of the pictures on the game boards. Through repeated play, they become skilled at identifying, matching, and comparing short and long vowel sounds.

### Managing the Roll a Vowel Sound Board Games

- Visit our website [www.reallygoodstuff.com](http://www.reallygoodstuff.com) to download Really Good Stuff Instructional Guides.
- Demonstrate how to store the game parts when the activity is complete.

### Introducing the Roll a Vowel Sound Board Games

The **Roll a Vowel Sound Board Games** provide a fun setting for students to practice identifying and matching vowel sounds. Students must recognize the vowel sounds on the dice and then use their auditory discrimination skills to find the closest picture on the path with the same vowel sound. Included are six color-coded dice and game board sets, each contrasting different vowel sounds. There are three each of short and long vowel games. The short vowel games target various vowel combinations: short *a*, short *o*, short *u*; short *e*, short *i*, short *o*; short *a*, short *e*, short *i*, short *o*, short *u*. The long vowel games follow a similar pattern: long *a*, long *o*, long *u*; long *e*, long *i*, long *o*; long *a*, long *e*, long *i*, long *o*, long *u*. Students start by working with three vowel sounds at once and then move on to all five at once, gaining ample practice with short and long vowel sounds in a variety of pictured words.

### Model the Game

Begin by modeling the game, discussing each step with students. Use the colored box on the game boards to find their corresponding dice. For example, the short vowel game board that targets short *a*, short *o*, and short *u* has a green box in the bottom left corner and should be paired with the green short vowel die.

## Roll a Vowel Sound Board Games

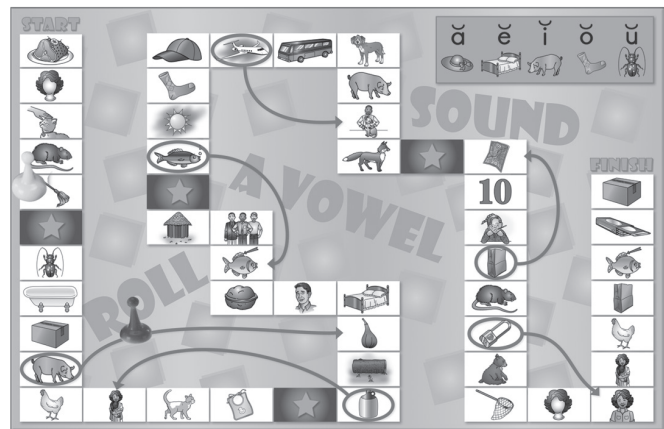
Start with the simpler game boards that target only three sounds at once. Gather a game board, its corresponding die, and two game pawns. Look at the game board with your students and review the symbols and sounds in the box, and if necessary, name the pictures on the path, emphasizing vowel sounds by stretching them out and repeating them: “Caaap, aaa.” Explain that the object of the game is to move forward by matching the vowel sound on the die with the vowel sound of a picture on the path. Point out that some spaces on the game boards direct players to either move forward or backward.

Roll the die and have students pronounce the vowel sound. Move the game pawn to the first space on the path, name the picture, and ask students if it has the same vowel sound as that shown on the die. If it does, stay on that space. If it does not, move to the next space, and again, name the picture and say its vowel sound. Continue along the path until you make a vowel sound match. Keep your pawn on that space.

Have students practice taking turns and making vowel sound matches until they are familiar with the rules of play. The game is over when one player makes a vowel sound match with the last picture on the path and reaches Finish.

For a shortened and simpler version of the game, introduce the rule that only one player can occupy any given space.

The game boards that target five vowel sounds at once have special Star Spaces, in addition to the green and red arrows. The dice for these game boards also have stars on one side each. If you roll a star, you automatically advance to the closest Star Space.



Special spaces allow you to move forward and backward.

### Roll a Vowel Sound Game

2 students

**Object:** To match vowel sounds and reach Finish

**Materials:** Game Board and its corresponding die and two Game Pawns

#### Directions:

1. Place the pawns on Start. Decide on the order of play.
2. Player 1 rolls the die and says the short or long vowel sound. Player 1 moves space by space naming each picture and saying its vowel sound, and stops when a match is made. If a Star is rolled, the player moves to the closest Star Space. If the player makes a match on a space with a green or red arrow, the player first names that picture and then follows the arrow, moving either forward (green) or backward (red), and the turn is over.
3. Players take turns rolling the die and moving to the next picture with the matching vowel sound.
4. The game ends when one player makes a vowel sound match with the last picture on the game path.