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Phonics Edition: CVC-E long o

BRAINAMIN™

The fast thinking game that's a vitamin for your brain!™

MISS DECARBO™



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BRAINAMIN™ BENEFITS:

The fast thinking game that's a vitamin for your brain!™








Brainamin™ is designed to be a challenging educational game for little ones! While playing the phonics edition games, students will work on important skills including phonics, fluency, word recognition, and critical thinking. Students must quickly put their "reading brains" to work by being the first player to uncover and call out the matching word and picture.

While many educational games require students to wait their turn before challenging themselves and attempting the skill at hand, Brainamin™ allows ALL players to be actively involved in learning during each and every round. Students must decode and read all six words on the word card. Then, they must quickly scan all six pictures and call out the match before any other player. Students could also play this game independently by using a sand timer to "beat the clock."

The result is a fast-paced game that takes "matching" to the next level by creating an engaging experience that mixes learning and fun! Students will build literacy skills, visual-discrimination skills, visual-motor skills, processing skills, and so much more! I hope you enjoy playing this game. Have fun!

MISS DECARBO™

IDEAS FOR USING THIS RESOURCE:

-  small groups (warm-ups, phonics, word work)
-  literacy centers
-  fast finisher games
-  partner reading games
-  RTI, one-on-one intervention, tutoring
-  morning work tubs
-  small group “quick closing” activity

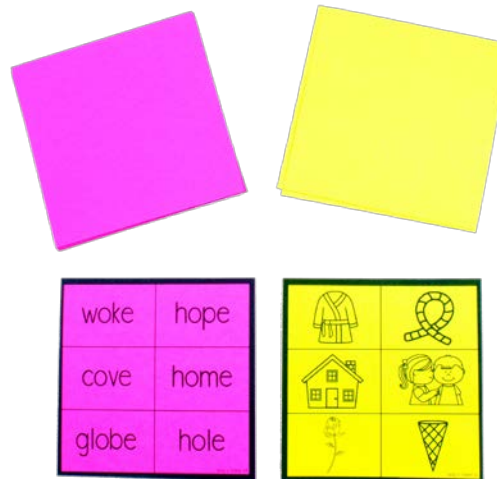
HOW TO PLAY

Objective: The object of the game is to collect the most matching pairs of cards.

What You'll Need: Print out the game cards. You may choose to laminate them. There are two kinds of cards: Word Cards and Picture Cards. You can choose to print the cards on the same color of cardstock and simply separate the piles. Or, you may wish to print the Word Cards and Picture Cards on different colored paper. Either choice will work. This game can be played with two or more players.

Setting Up the Game: Separate the Word Cards and the Picture Cards. *It is important that prior to playing the game, both piles of cards are shuffled really well. Place the Word Cards and Picture Cards in separate piles, face down.

Playing the Game: Step 1: Players (or the teacher) will flip over the top card from each pile, so that all players can see both cards. (See Picture Below)

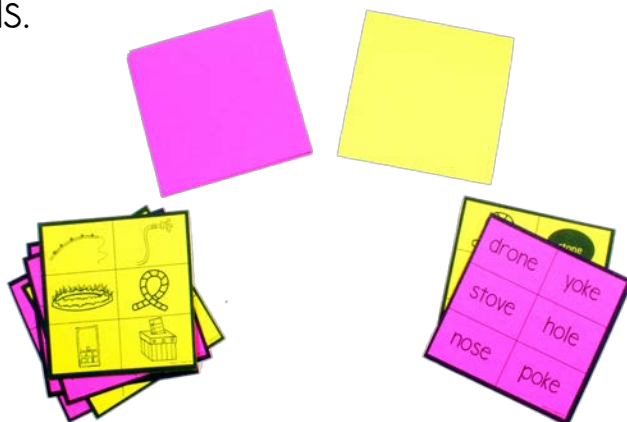


Step 2: All players will read and study both cards. Be the first player to call out the matching picture and word. (See Picture Below)

*While chances are small, if a Word Card and Picture Card contain exactly all of the same six words and pictures, the player who calls out ANY of the matches first will collect those cards. If the cards are properly shuffled prior to playing, the chances of two identical cards being flipped is very low!



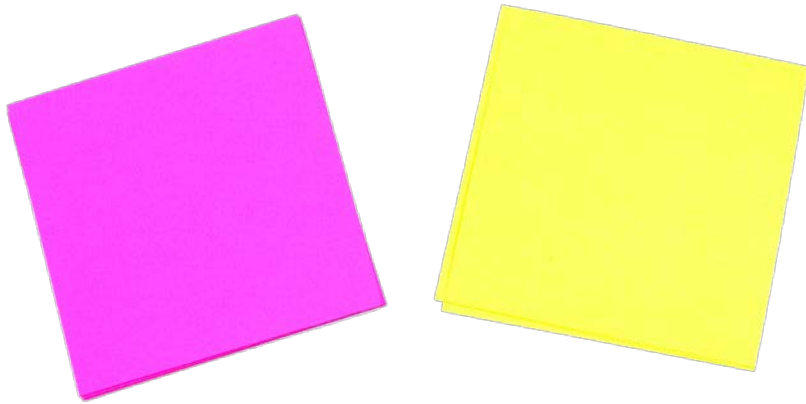
Step 3: The first player to call out the matching picture and word will collect both cards. Repeat with two new cards.



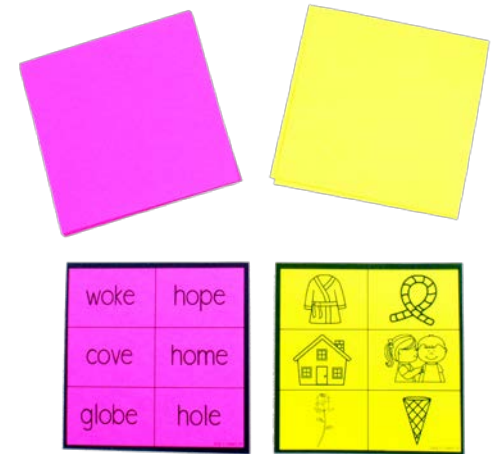
Step 4: Continue playing until all matches have been collected. The player who collects the most cards WINS! Then, you can sort, shuffle, and play again!

HOW TO PLAY

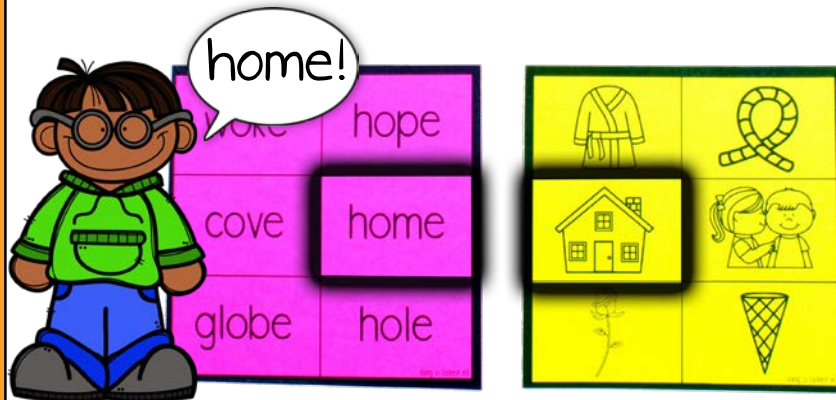
STEP 1: Shuffle the Word Cards and Picture Cards. Put the Word Cards and Picture Cards face down.



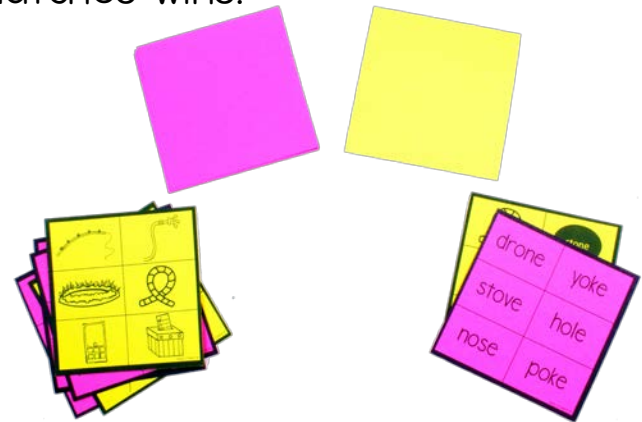
STEP 2: Flip over the top card from each pile. Make sure everyone can see the cards.



STEP 3: Be the first player to call out the matching word and picture. If you are first, you get to collect both cards.



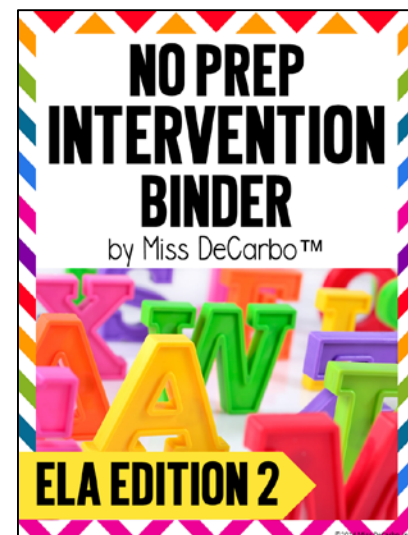
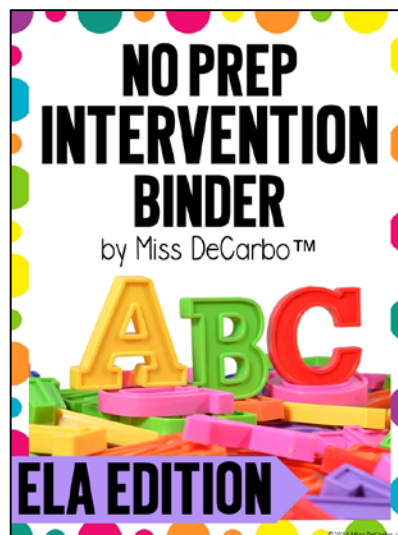
STEP 4: Keep playing until all of the cards are collected. The player with the most matches wins!



NEED ADDITIONAL INTERVENTION RESOURCES?

My No Prep Intervention Binders for ELA contain engaging resources right at your fingertips! Perfect for RTI, one-on-one intervention, small groups, tutoring, and remedial teaching.

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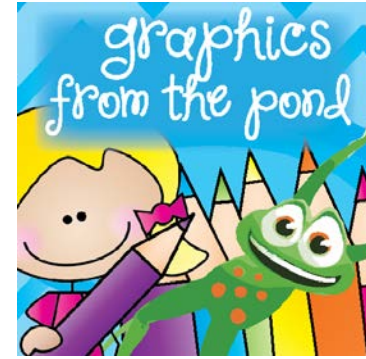
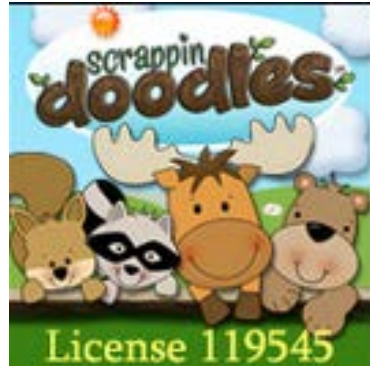
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