





WHAT IS PHONICS WORD SEEK?

Phonics Word Seek is a simple game that can be played in multiple ways! Use the large word cards to create a gross motor phonics game by spreading the cards out around the room. When the picture card is shown, students will walk around to find the word card that matches!

Teachers can use the smaller word cards at the reading table for an engaging word work game, review activity, or warm-up. Complete a simple matching activity by placing the word cards faceup. Place the word cards facedown on the table to play a memory game version!

The cards fit into a standard 4x6 photo box for easy storage! Picture cards come in color and an ink-friendly version. Simply print, cut, and play! The cards are the only materials needed for the games.

IDEAS FOR USING THIS GAME



small-group word work



small-group intervention



literacy center



partner games



fast-finisher activity



family literacy night



whole-group word work and phonics game

WHAT IS INCLUDED?



HOW TO PLAY: MATCHING VERSION

Print, cut, and laminate (optional) the picture cards and the large OR small word cards. I have included two sizes of the words cards for your convenience. I recommend using the large word cards if you plan to spread the cards out on the floor. I recommend using the small word cards if you plan to play the game at the reading table. The large cards are 4x6 and fit in standard 4x6 photo boxes. Be sure to select "Actual size" when printing. Picture cards also come in color or a printer-friendly version.

A card that lists the name of this game has been included as an option, too. This card can be used as a label for the game.

Spread the word cards faceup on the floor or on the table. Place the picture cards facedown in a pile.

One student flips over a picture card. The student must find the word card that matches the picture. If he or she finds the correct word card, the student collects the matching pair of cards.

The next student repeats this process.

Continue playing until all matches have been made.

The student with the most matches wins.

HOW TO PLAY: MEMORY VERSION

Print, cut, and laminate (optional) the picture cards and the large OR small word cards. I have included two sizes of the words cards for your convenience. I recommend using the large word cards if you plan to spread the cards out on the floor. I recommend using the small word cards if you plan to play the game at the reading table. The large cards are 4x6 and fit in standard 4x6 photo boxes. Be sure to select "Actual size" when printing. Picture cards also come in color or a printer-friendly version.

A card that lists the name of this game has been included as an option, too. This card can be used as a label for the game.

Spread out the word cards facedown on the floor or on the table. Place the picture cards facedown in a pile.

One student flips over a picture card. The student must flip over a word card and try to find the word card that matches the picture. If the word card that the student flips over is NOT a match, the student must return the card to the same place he or she found it and place it facedown again. If he or she finds the correct word card, the student collects the matching pair of cards.

The next student repeats this process.

Continue playing until all matches have been made.

The student with the most matches wins.

ABOUT MISS DECARBO

Christina DeCarbo-Wagers is an elementary teacher from Northeast Ohio. She holds a Bachelor's degree in Early Childhood Education, a Master's degree in Elementary Literacy, and a specialized K-I2 reading endorsement. Christina has experience in instructional consulting, literacy coaching, and professional development services. Over the course of her career, she has presented literacy workshops and professional development sessions for Staff Development of Educators, ASCD, and state and local educational conferences. Christina has also provided extensive services and trainings for school districts and educational

service centers across the state of Ohio.

Christina is passionate about helping students reach their greatest potential as readers and writers. Her engaging resources are based on developmentally-appropriate research and are founded in the importance of critical thinking, creativity, and problem-solving skills for young learners. Her educational company, Miss DeCarbo, Inc., was founded in 2012 and provides educators with curriculum, ideas, research-based advice, and inspiration. You can learn more about Miss DeCarbo by visiting her website, www.missdecarbo.com.



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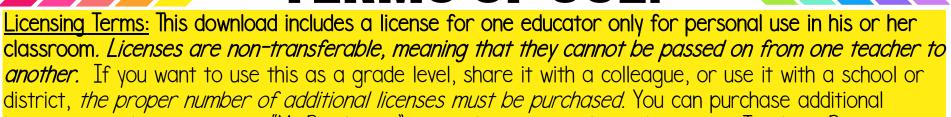












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