

Phonetics 500

Welcome to Phonetics 500! In this educational race game, two to four players practice phonics by writing down words that use the same sound. Each new word advances your race car around the track. The first player to cross the finish line wins!

Components

1 printable racetrack game board, included in this PDF.

44 cards representing the sounds of the English language, included in this PDF.

4 cars. You can print out and assemble the cars in this PDF, or you can use toy cars.

1 timer. You can use a sand timer from another game, or a stopwatch set to 2 minutes.

4 sheets of paper and 4 pencils

Set-Up

Place the board where all the players can reach it.

Each player chooses a car and places it in a starting space.

Each player takes 1 sheet of paper and 1 pencil.

Place the 44 sound cards face-up near the board. Choose a place near the board for discarded sound cards.

Set up the timer. You are now ready to begin.

How to Play

Starting with the youngest player, each player chooses a sound card. These cards each have a word that uses one of the 44 sounds of the English language (a “phoneme”). Each player will write down words using the same sound as the word on the card.

Start the timer.

As soon as the timer has started, each player begins writing down words that use the same sound that has been underlined in the word on the card.

Examples: Katherine has chosen the “car” card. She should write down words like “father” and “bark.” Calvin has chosen the “track” card. He should write down words like “cat” and “grand.”

Proper names and abbreviations are acceptable, as long as the correct sound is part of the word.

When the time runs out on the timer, each player reads out the words that he or she has written. The youngest player reads first. Each word which uses the correct phoneme moves that player's car forward one space. Each car stays in its own lane.

Once every player has read his or her words, the used phoneme cards are discarded face down next to the board. The players choose new phoneme cards and write down new words for the next round.

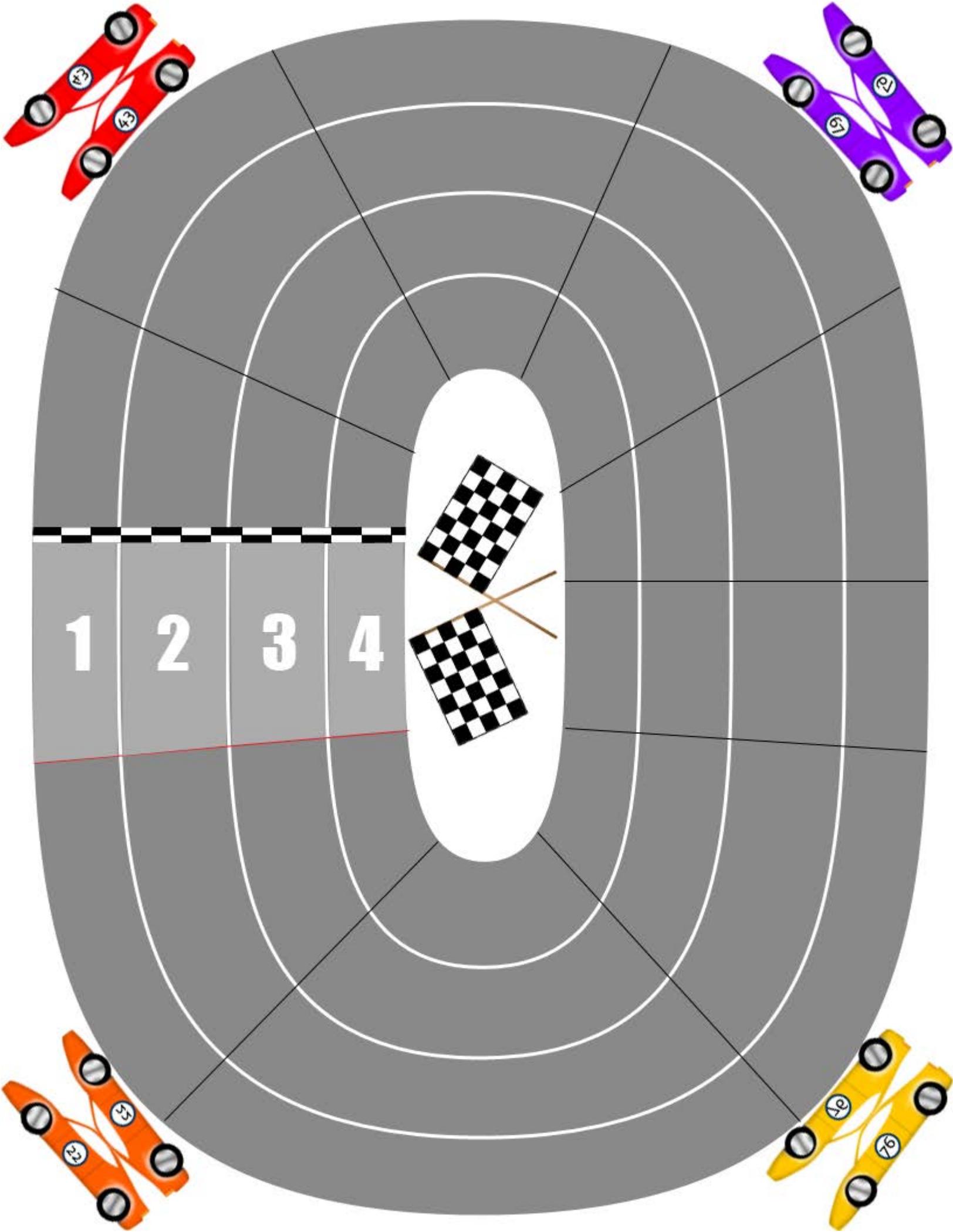
The first player whose car crosses the finish line wins the race – and the game.

Variations

Free for All: Instead of waiting for the timer to run out, each player reads his or her word and moves his or her car as soon as the word is written down.

More Laps: As players master the phonemes and the game, they will write down more words faster. You can add more laps if the game is getting too short.

Unique Words: The same word can be used for several different phonemes, which is a useful thing to know. If you want to encourage more and different words, then you can only allow a word to be used once in the whole game. Have players compare their lists before counting moves to avoid duplicate words.



 /l/
lightning

 /p/
pace car

 /d/
dog

 /b/
balloon

 /dʒ/
juice

 /ɑː/
car

 /ɜː/
bird

 /uː/
Food

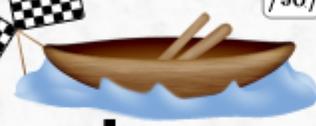
 /h/
hot

 /s/
sun

 /t/
tire

 /eɪ/
hairpin

 /aɪ/
light

 /əʊ/
boat

 /ɒ/
dot

 /ɑː/
ball

 /ʊ/
foot

 /n/
nut

 /m/
motor

 /k/
king

 /ʃ/
shift

 /θ/
think

 /ð/
weather

 /ɜː/
television

 /tʃ/
chat

 /g/
gas

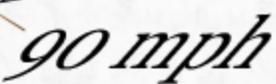
 /r/
run

 /v/
victory

 /w/
wind

 /ɪ/
racing

 /z/
zoom

 /f/
fast

  /j/
yes

  /a/
rain

  /æ/
track

  /iə/
wheel

  /i:/
speed

  /e/
wet

 /aʊ/
about

  /ɔɪ/
oil

  /ʌ/
hut

  /ɪ/
pitstop

 /ə/
driver

  /ɜ:/
cur