

Climb and Slide



Objective: Fluently say the most common sound for taught letters

Materials: *Climb and Slide* gameboard, die (1-2-3), pawns

Teacher: You will take turns going up the path on the board. When it's your turn, roll the die and move that number of spaces. Say the sound of the letter on the spot that you land on. If you land on a ladder, you must climb the ladder to its top space, but if you land on a slide, you must slide down to the space at its bottom.

Students take turns. Follow the steps with each turn.

1. Choose a pawn for each player and place it on the start space.
2. Take turns rolling the die and moving the number of spaces shown on the die.
3. Say the sound of the letter written in the space you land on.
4. If your pawn lands on a picture circle that has a ladder, then you must climb up the ladder to the related space. If your pawn lands at the top of a slide, then you must slide down to the related space.
5. Play continues until one person reaches the finish space.

Corrective Feedback & Scaffolding

If students make an error, follow the **I, We, You** feedback procedure.

I: Listen. Say the letter sound for the students.

We: Say it with me. Students say the letter sound with you.

You: Your turn. Students say the letter sound independently.



Finish

f

s

p

c

m

p

s

Climb
& Slide

c

p

t

m

c

f

s

t

m

p

f

m

c

f

s

p

t

m

c

t

p

s

f

p

c

t

s

c

m

Start

c

t

m

s

p

f

Amazing Words



Objective: Fluently pronounce taught irregular (or temporarily irregular) words

Materials: *Amazing Words* gameboard, die (1-2-3), pawns

Teacher: Place your pawn on the starting square. Then you will roll the die and move that number of places. You have to follow the path around the blue squares to get to the end of the maze. Read the word on the square that you land on. Whoever gets to the end first wins.

Directions:

1. Choose a pawn and place it on the start square.
 2. Take turns rolling the die and moving the number of spaces shown on the die.
 3. Read the word written in the square you land on.
- The first player to reach the finish wins.

The path is a maze. You may only move to squares that directly connect to the sides (or top or bottom) of a square. Diagonal moves are not allowed. If you get stuck and cannot move forward, you must find a different path.

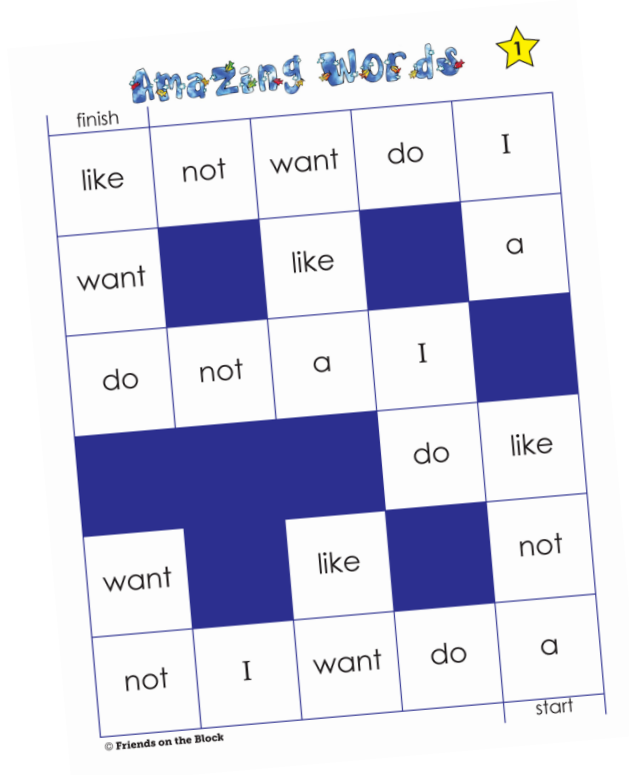
Corrective Feedback & Scaffolding

If students make an error, follow the *I, We, You* feedback procedure.

I: Listen. Read the word for the students.

We: Read it with me. Students read the word with you.

You: Your turn. Students read the word independently.



Amazing Words



finish				
like	not	want	do	I
want		like		a
do	not	a	I	
			do	like
want		like		not
not	I	want	do	a