

Feed the Monster

Educational Aim

To use blending and / or automatic word recognition to match words

Story

Your monsters are at a monster picnic and are taking turns to eat delicious word cookies. Each monster will say which cookies words are their favourite flavour; if your monster has the same word flavour, you can feed the monster.

Resources provided

- Deck of word cookie cards (picture on one side, four words on reverse) For this version, ignore the pictures on the back of the cards.

Additional Resources needed

- Optionally make the monster face mask
- Tissue box for mouth

Players

2-4 players

Playing time

5-10 minutes

What do you have to do to set up?

- Put one card in the middle of the table as the start card.
- Split the rest of the deck evenly between all the players; if there are any cards spare, place them to one side.
- Each player has a stack of cards beside them. They take the top two cards which are placed in front of them so they can see all eight words.
- If they win a round and feed one of their cookie cards to the monster, then they take the top cookie card off their stack and place it word side up in front of them so that there are two cards once more.

Aim of the game

To be the first player to feed all their cookies to the monster.

How do you play?

1 The first player takes the start cookie card and reads out the four words. They then place that cookie card down in the middle of the table, word side up.

2 The other players look at their two cards and find a word matching any of the four words read out. If they find one of the words on a cookie card, they say that word out loud and put that cookie card next to the monster's cookie card in the middle of the table. They have to wait until the monster has read their four words out and put their cookie card down before they can make their match!

3 The winner of that round gets to feed the monster the old cookie card.

4 The winner of that round reads out all four words on the cookie card they just played and then places it in the middle of the table and the game continues.

5 When one player has fed all their cookies to the monster, they win!



Teach your
MONSTER
To READ

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