



## **Find My Sound Family: Classroom Phonics Game**

Players group together in sound families, enhancing children's phonological awareness.

### **Educational Aims:**

- to develop knowledge of grapheme-phoneme correspondences
- to rehearse articulating the phoneme
- to develop phonological awareness

**Location:** Hall or playground

**Players:** Multiple (no less than 15)

**Playing time:** approximately 5 minutes

### **Resources:**

Sets of grapheme cards: each set must contain three or four cards with the same sound. The number of sets needed will vary depending on the number of children. Each child must have a grapheme card (e.g. for a group of 30 children you will need 10 sets of cards such as 3 x 's', 3 x 'a' etc)

### **Before play:**

- Ask the children to stand in a space in the hall, very still with their eyes shut and hands out.
- Explain that you will put a card into their hands which they must hold to their chest.

### **How to play:**

1. Ask the children to open their eyes and peek at the card, making sure that no one else can see what they've got.
2. Tell them that when you say "Go!", they will need to move around the hall, making their letter sound (keeping their card hidden).



3. Tell them that there are three or four other people in their sound family that they are trying to find
4. When they have found someone in their sound family, they should stay with that person travelling round the hall looking for other people in the family.
5. The first group to sit down wins.

**Notes:**

To extend the learning, you could ask groups that have sat down to generate as many words as they can beginning with their sound.

**Aims of the game**

It might be useful to remind children of the aims of the game, which are:

Children repeat the sound on their card to find the rest of their sound family.

For more classroom phonics games and extra resources go to our Teachers' Area at [www.teachyourmonster.org](http://www.teachyourmonster.org)