

Missing Monster



Educational aim

Matching graphemes and phonemes.

Story

Your two monsters are playing a game. Your friend's monster is hiding in the letter field with some treasure and has hidden some boring rocks in the field too. Can you help your monster find both the treasure and your friend's monster?

Resources provided

- One grid per player
- One set of tokens per pair (4 rocks, 1 treasure and 1 monster)
- One deck of grapheme cards per player, six cards each. Both decks must be the same and have no duplicate graphemes.

Resources needed

- Something to screen the players' grids from each other (a stack of books will do).

Players

2 players

Playing time

20-30 minutes

What do you have to do to set up?

- Put the players in pairs seated across the table from each other. Both players have their grid in front of them. Put a divider between the players so that they cannot see each other's grids.
- Both players puts one grapheme card, face up, in each of the six spaces in their grid. Both grids should have the same arrangement of letters, so that they match exactly.
- Player 1 has all the tokens to start with.

Aim of the game

To find the missing monster and its treasure in as few guesses as possible.

How do you play?

The game is played twice: the first time Player 1 hides all the tokens under the cards on their grid, and Player 2 guesses where they are by calling out a letter they want to be searched under. Once the monster and treasure are found, the grids are reset and Player 2 hides all the tokens and Player 1 guesses. Whoever finds the hiding monster and treasure in the fewest guess, wins.

Both players

- 1 Player 1 places one token under each card, deciding where to hide the monster and treasure, then fills the rest up with rocks, until all six cards have one item hidden underneath them.
- 2 They tell the other player when they have finished so the game can start.
- 3 Player 2 now guesses where the monster or treasure might be hiding by saying a letter.

4 Player 1 looks under the card matching the letter Player 2 said and checks which token is there.

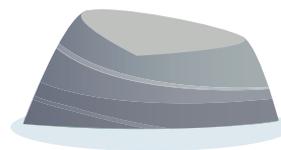
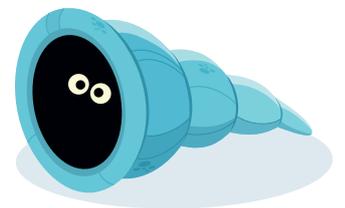
5 If there is nothing but a rock hidden there, they hand Player 2 the rock token so they can put it on their own version of that letter card to remind themselves that they have checked that letter already.

6 If it is the treasure hidden there, Player 1 says "Kerching!" and hands Player 2 the treasure token. Player 2 puts that token on their own version of that letter card as a reminder that letter has been checked.

7 If it is the monster hidden there, Player 1 says "Roar!" and hands Player 2 the monster token. Player 2 puts that token on their own version of that letter card as a reminder that the letter has been checked.

8 When both the monster and the treasure have been found, the round is over. Player 2 counts how many tokens they found on their turn, so that they can compare scores at the end of the game. Whoever collects the fewest rocks as they find the monster and the treasure on their turn, wins.

9 Player 1 hands over the rest of the tokens and Player 2 now gets to hide the monster and treasure.



Teach your
MONSTER
To READ

teachyourmonster.org