

Monster Pairs

Educational Aim

Identify and match initial letter-sounds for objects beginning with chosen graphemes.

Story

The Goblin Prince and Princess have been causing trouble again. They've mixed up the cards and now they are all out of order. Can you and your monster find all the matching cards?

Resources provided

- Deck of cards with equal number of images and graphemes and some monster 'joker' cards.

Additional resources needed

None

Players

Any number of players

Playing time

Approx. 5 minutes

What do you have to do to set up?

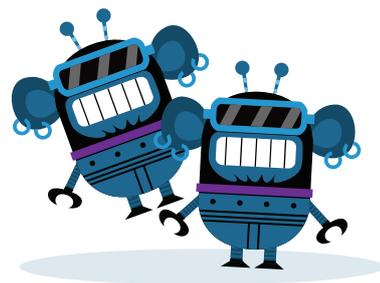
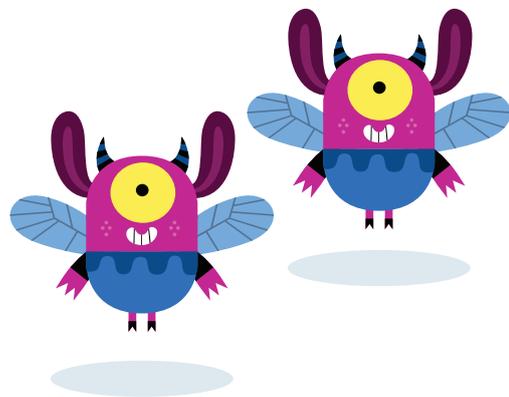
- Make sure the cards are shuffled. Arrange them face-down all over the table.

Aim of the game

To collect as many pairs of matching grapheme and image cards as possible.

How do you play?

- 1 Players take it in turns to pick up a pair of cards.
- 2 If they match (i.e. the grapheme card should match the initial phoneme of the image), the player keeps the pair of cards. Two grapheme cards do not count and two image cards do not count. If a player picks up a monster card, they get another go.
- 3 The player with the most pairs wins.
- 4 Players could then see how many words they can make with their graphemes.



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