

Monster Snap

Educational Aim

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

Story

The silly Island Kings have lost their letters in a whirlwind again. Each of your monsters has been asked by their king to go and find the letters that got lost. The monsters have given you cards so you know what to look for. If you see a card that matches one that your monster has given you, shout it out and put it on the table so you can collect it for the Island King.

Resources provided

- 24 grapheme cards: 6 graphemes (4 of each)
- 24 image cards: 4 of each image

Additional resources needed

- Paper to note down words made at the end.

Players

2–4 players, possibly with an adult who is not playing who can turn over the cards.

For a smaller deck to play the game with, make sure you remove pairs of the same letters, so there is always an even number of letters in the game.

Playing time

Approx. 15 minutes

What do you have to do to set up?

- Make the cards.
- Sit in a semi-circle or row so that all the players can see / read the cards with the image or grapheme facing them. Shuffle the deck of all the cards. Deal each player 5 cards to hold secretly in their hand. They may look at all 5 cards at once: there may be a mix of both grapheme cards and image cards in their hand. Place the rest of the deck face down in the middle of the table, in front of all the players.

Aim of the game

Players are trying to match the cards in their hand with the ones on the table. The first player to get rid of all five cards in their hand, wins.

How do you play?

- 1 Deal each player five cards and give them a moment to look at them.
- 2 The first player (or an adult who is not playing) turns over the top card from the deck and places it face up on the table so that the grapheme or image is the correct way up for all the players to see it.
- 3 All the players look at the cards in their hand and see if there is a match. You can make a match with an identical card or with the corresponding grapheme / picture. For example, an 'a' grapheme card can be matched with another 'a' grapheme card or an 'apple' picture; an 'apple' picture can be matched with another 'apple' picture or an 'a' grapheme card.

4 If nobody has a match, then a new card is turned over on top of the old card. This keeps going until there is a match. If a player sees they can make a match, they have to shout out the phoneme as they put the correct card from their hand on the card on the table.

5 The first person to touch the table card with a correct match card and saying the correct phoneme, wins the pair. If the pair is incorrect or they say the wrong phoneme (or say name of the image instead of the phoneme if you're being strict), then the second player to touch the card and make the correct match wins the pair.

6 The winner takes the card from their hand and the table card(s) and places the pair face up in front of them. (Players may need to be reminded at this point that they do not draw back up to 5 cards: the objective is to get rid of all the cards in your hand).

7 Either the winner of the last round or the adult who isn't playing now starts the next round by flipping the top card from the deck in the middle.

8 The game ends when one player has got rid of all their cards.

9 Each player sees how many words can be made with the letters they have collected.

Results for homework (optional)

Players bring in the sheet showing what words they made.



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