



## **Pass the Sound Relay Race: Classroom Phonics Game**

A whisper relay-race! Teams compete to pass a letter sound down the line of players.

### **Educational aims:**

- to develop knowledge of grapheme-phoneme correspondences
- to rehearse articulating the phoneme
- to develop phonological awareness by generating words that begin with the target phoneme

**Location:** Classroom, hall or playground

**Players:** 2 - 4 teams of 5 or more (you can have more teams if you have an assistant)

**Playing time:** approximately 15 minutes (depending on number of teams and team size)

**Resources:** Target grapheme cards

### **Before play:**

- Make a number of piles of grapheme cards -one per team, each with the same number of cards as players in that team.
- Make sure that the grapheme cards in each set are all in the same order.
- Stand the players in equal teams, side by side, in separate lines with you at the front.

### **How to play:**

1. Hand the player at the front of each team the first grapheme card.
2. Tell them that when you say "Go!" they must whisper the letter sound to the person behind them and give them the card.



3. That child must repeat the sound as they pass the card to the person behind them.
4. The sound and card must be passed down the line from person to person until it reaches the last player in the line.
5. The last player must then shout a word that begins with that letter. If it's correct, the player runs to the teacher at the front, gives her the old card and collects the new card. If it's not correct, the team must help them generate a correct word.
6. Repeat this until everyone in the team has been at the front and all the cards have been used up.
7. When all the children have had a go at generating a target word from the back of the line, they all sit down.
8. The first team to sit down are the winners.

Encourage the other teams to keep going until they have all had a go.

#### **Aims of the game:**

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

- to pass a target letter sound accurately from player to player
- to generate a target word beginning with that sound
- to be the fastest team to finish

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