

Race to the Spaceship

Educational Aim

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

Story

Your monster and lots of friends have landed on a planet and are exploring when they hear that help is needed on a nearby planet. Then one of the monsters remembers that the ship is set to auto-pilot and will leave without them if they don't get back to it fast! Help all the monsters get back to the ship before it takes off.

Resources provided

- Race track board
- Deck of image cards to match the chosen graphemes (4 of each image)
- Counters

Players

2 - 4 players

Playing time

Approx. 10 - 15 minutes

What do you have to do to set up?

- Print the board and cards.
- Cut out the counters.
- If using the empty board, adult will need to decide which graphemes to practise and write them on the board with a wipeable whiteboard marker.

Aim of the game

To reach the spaceship first.

How do you play?

- 1 Show everyone the cards that are in the deck, saying each word out loud.
- 2 Shuffle the card deck and split into two piles.
- 3 Place these face down in the middle of the racetrack so that everyone can see them.
- 4 Each player chooses a counter and puts it on the start space. The players agree on how many times they are going to go round the racetrack. You must go round the board at least twice.

5 Decide who starts (e.g. the player who can clap their hands five times the fastest goes first).

6 The first player chooses one card from the deck in the middle and flips it over. They say the word out loud and find the grapheme that word begins with on the racetrack. They move their counter forwards to the square on the track which has that letter written in it and is closest to the square they are currently on.

7 The card is placed on a discard pile away from the board.

8 The next player chooses a card to flip over and does the same. It's ok if more than one player ends up on the same square.

9 The players move forward around the track as many times as they agreed to at the start.

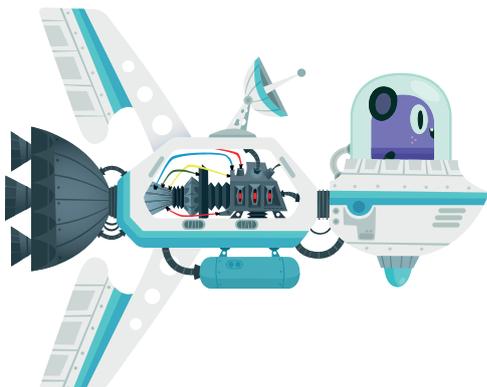
10 Once they have gone around the track enough times, they can race to the space ship! If a player turns over a card that does not let them move closer to the space ship, then they must stay on the square they are currently on until their next turn.

11 The first player to get to the space ship wins.

12 The game doesn't end until everyone is on the spaceship.

Note: If you run out of cards in the decks while playing, shuffle the discard pile and split it into two to make the decks again.

Counters to cut out:



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