

Sheep Herding

Educational Aim

To recognise graphemes and match them to their corresponding phonemes. To generate words using the recognised GPCs (grapheme-phoneme correspondences).

Story

The sheep are always escaping! A wizard has tried to keep them still by turning them all into cards, but they are still escaping! Help your monster's team get the sheep back into your team's pen.

Resources provided

- A set of grapheme cards spread out on a table, a minimum of one card per player.
- Sheep pen template.
- A grapheme card to label each team's sheep pen; these should all be different to each other if possible.

Resources needed

- A timer
- Tape or tac to attach the team grapheme card to the sheep pen.

Players

One or more - can be played in teams.

Playing time

5-20 minutes. Allow approx 20 seconds for every player.

What do you have to do to set up?

- Print out or make a sheep pen for each player / team.
- Place all the grapheme cards on the table so that all players can see and read them.
- If playing in teams, split the class into two teams and assign them a grapheme and a sheep pen each. For smaller groups, each player can have their own grapheme and be a team of one person.
- Nominate one person to be in charge of the time.

Aim of the game

Each player is trying to fill their sheep pen with as many graphemes/sheep as possible which begin with their team's grapheme and containing one of the graphemes from the table.

How do you play?

1 Each grapheme card on the table is a sheep. The players take it in turns to pick up a card.

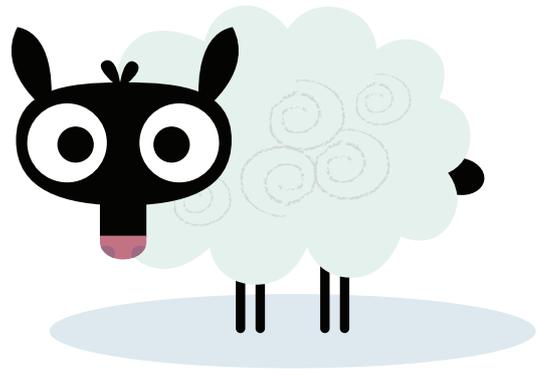
2 They must then say a word that begins with their team's grapheme and contains the grapheme on the card they have picked up. For instance, if their team's grapheme is 's' and they have picked up a 'u' grapheme card, they can make the word 'sun' or 'summer' or 'slug'. They say the word and put the used grapheme card in their pen.

3 If a player can't think of a word within 10 seconds (or a count-down from 10 by the class), they must put the card back on the table and their turn is over.

4 The game is over when there are no more cards left on the table or a time limit is reached.

5 If the game ends because the timer runs out, the player or team that gets the most cards in their sheep pen once the game ends, wins.

6 If they get the word wrong, and it doesn't contain the grapheme they picked up, the rest of their team get a chance to shout out a word that does work. If they do not successfully think of a word, the card goes back on the table and it's the next player's turn.



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