



To make: 1. Print. 2. Cut along dashes. 3. Fold in half. 4. Stick blank sides together.



CCVC

bl cl fl gl pl sl  
Chain Game

flag



glass



slip



glad



plug



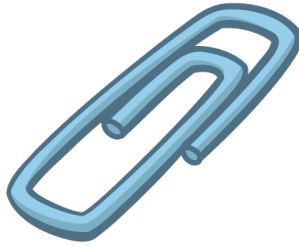
A Chain Game is for one player. It develops reading and spelling but is also helpful for vocabulary and memory.



To make: 1. Print. 2. Cut along dashes. 3. Fold in half. 4. Stick blank sides together.



**blob**



**clip**



**plan**



**flat**



**clap**





## How to play for reading

1. Shuffle the cards.
2. Lay all the cards down in front of you, picture side up.\*
3. Turn over any card and read the word.
4. Find the picture that matches the word.
5. Turn this new card over, read the word and find the next matching picture.
6. Put each card on top of one another in a pile.  
Keep going until you pick up the last card.  
The last card should match the picture of the card you started with, completing the 'chain'.
7. Turn the pack over. If it matches then you have read all the words correctly!  
If it does not match then you have gone wrong and have to start again.

\*The game also works with all the cards word side up.

## How to play for spelling

The pile of cards must be picture side up.

1. Look at the top picture card and write the word it represents.
2. Keep going until you have written every word.
3. Turn over all the cards and check your spelling.
4. Take three words and write a sentence for each one.





## How-To-Play



1. Set a timer. You have 1 minute to read as many words as you can.
2. Point with your finger to each word.
3. When the timer rings, put your Nessy character on the last word you read.
4. Count the words. Colour in the first column of the graph to record the score.
5. Put the date underneath.
6. Next time, see if you can get further and fill in the next column.

Look out for tricky words, they are **pink**. Tricky words are exceptions and may not sound as you expect.

20  
19  
18  
17  
16  
15  
14  
13  
12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1


Date >

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


# Speedy Hair



Name: \_\_\_\_\_

## How To Play

Set a timer for 1 minute. Read as many words as you can.    
The number of words read in 1 minute is your score.  
Colour the boxes up to your score. Try to beat your score tomorrow!

blob	blot	black	bless	blab	5
clap	clam	clot	cliff	clip	10
clock	club	flat	flag	flap	15
flip	flick	flop	fluff	glad	20
glass	glum	glut	Glen	glug	25

25				
24				
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1				
Date >				



This is a 1 minute activity. Do it once a day until the sheet is completed.