

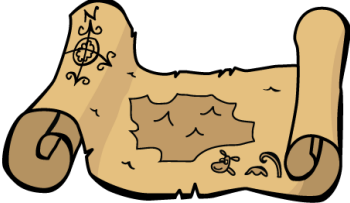

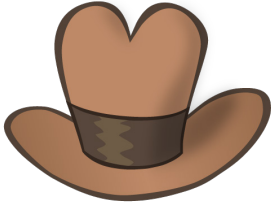
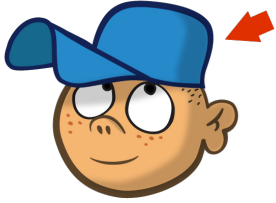

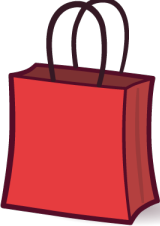


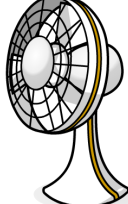
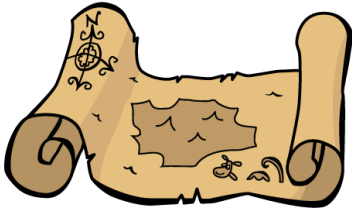
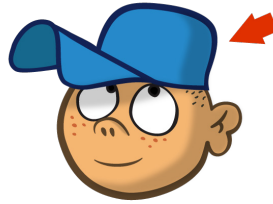
 b a n f t	 c a n h s	 n a p m n
 m a m t p	 r a b f t	 w a t h s
 d a p c b	 c a t b y	 b a g v n
 p a m s d	 p a t b n	 f a n g f

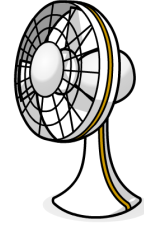
Go to our YouTube channel to watch some CVC videos: <https://bit.ly/3zoioIv>



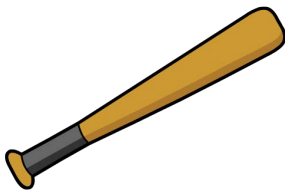
man
map
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can
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fat
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bag
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sad
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cat
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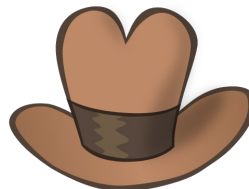
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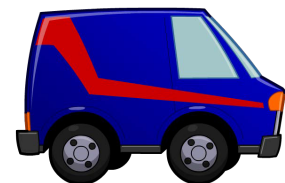
rat
ran
rag



man
mat
mad



ham
has
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van
fan
pan



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



CVC a
Chain Game

can



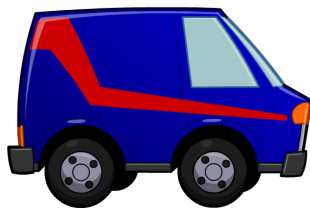
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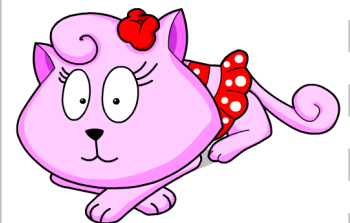
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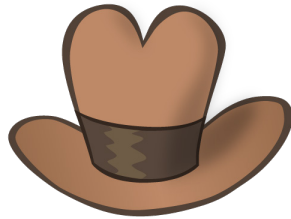
A Chain Game is for one player. It develops reading and spelling but is also helpful for vocabulary and memory.



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



cat



hat



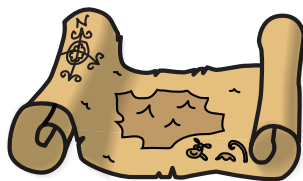
rat



sad



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map





How to play for reading

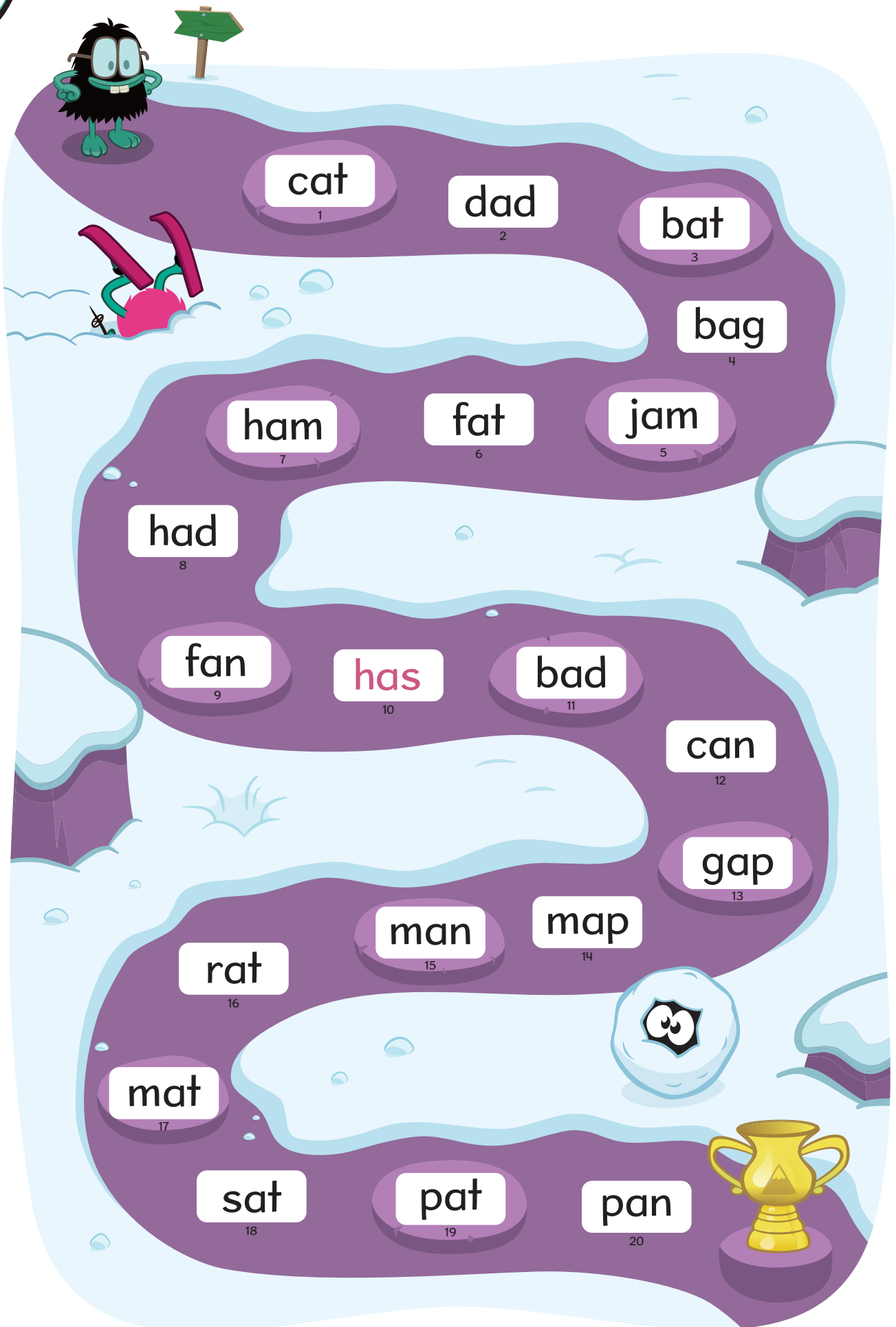
1. Shuffle the cards.
2. Lay all the cards down in front of you, picture side up.*
3. Turn over any card and read the word.
4. Find the picture that matches the word.
5. Turn this new card over, read the word and find the next matching picture.
6. Put each card on top of one another in a pile.
Keep going 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 if you start 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.

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Date >