Boxing Blends

Game Instructions:

(One Player)

- 1. Use the game board appropriate for your student. Cut out the boxes to where there is an opening in the middle. (Note: you can also laminate the boxes so that there is a clear opening in the middle.) The longer boxes are for digraph blends and the smaller boxes are for beginning and final blends.
- 2. Place the game board in front of your student, along with the cut out boxes.
- 3. Have your student locate and box the blend in each word, then have him/her read and tap out each word.
- 4. For every blend your student recognizes and boxes correctly and for every word he/she reads correctly, he/she gets one point.
- 5. Total up the number of points your student gets and match it to the score sheet.
- 6. Then have your student place a sticker in the correct spot.

Extra ways to play:

- 1. You can call out a specific blend and have your student locate all the words containing that blend. (For example: Find all the words containing the beginning blend bl and box the blend.)
- 2. You can time the activity and see how many blends your student can correctly identify. Then you can go back after time is called and have your student tap out each word.

Blends Bingo

Game Instructions:

(One Player)

- 1. You will need two game boards, one for your student and one for you.
- 2. Cut out the words from your game board and shuffle them. Place the other game board in front of your student.
- 3. Call out one word at a time and have your student locate it on his/her game board and cover it up.
- 4. Keep calling out words until your student gets bingo.
- 5. Check to make sure your student covered up the correct words, then have him/her show you the blend in each word and tap out each word.

Sorting Blends

Game Instructions:

(One Player)

- 1. You will one game board and the corresponding single blends cards.
- 2. Cut out the words from the game board and shuffle them. Then place them face down on the table in a random pile.
- 3. Place the single blends boxes in a row, face up, far enough away from word pile so that your student has to move.
- 4. Set a timer for 1 minute.
- 5. Start the timer and have your student place as many word cards on the correct blend as possible.
- 6. Once time is called, check to make sure your student correctly placed his/her word cards. Then have your student point out the blend in each word and tap each word.
- 7. For every word your student placed and tapped correctly, he/she gets one point.
- 8. Total up the number of points your student got and match it to the score sheet.
- 9. Then have your student place a sticker in the correct spot.

Beginning Blends bl, cl, fl, gl, pl, and sl

black	flap	clock	slam	blush
slob	plod	click	glad	glen
flop	slug	bled	slush	clam
flab	cloth	plus	flag	plot
block	slim	glen	c l u c k	blab
plug	plog	flip	slat	flock

Beginning Blends cr, dr, gr, pr, fr, tr, and br

crib	trim	drip	fresh	drop
grass	fret	brag	brim	grip
frogs	grab	crab	crock	prop
crack	brad	trash	fran	crash
prom	d r u m	b r u sh	press	trot
grin	frog	prod	trap	drag

Beginning Blends

sc, sk, sn, sm, sp, and st

scab	sniff	skip	scum	spell
step	stock	stuff	spin	s n a p
snug	still	scat	steps	stuck
stub	snag	stick	stubs	skin
skid	stop	spell	s m a l l	spill
smog	spot	snip	stash	sniff

All Beginning Blends including sw, dw, and tw

s w i sh	trap	plot	clock	d w e l l
grab	drag	spell	skin	flop
stub	glad	swim	slush	fret
crib	grass	clam	black	sniff
scat	twig	trash	swell	brad
swiss	smog	trap	press	t w u m

Final Blends

lp, mp, sp, lm, lk, and sk

gulp	silk	tusk	limp	whelp
masp	r a m p	bask	lisp	h e l m
mask	risk	h u l k	help	task
k e l p	sulk	film	bask	camp
whisk	gasp	tasks	milk	hisp
bulk	d u m p	d u s k	rasp	jump

Final Blends

ct, ft, lt, nt, pt, st, and nd

duct	hunt	pest	melt	pact
must	gift	vent	l e n d	best
wept	cost	sect	rift	sent
tuft	dent	k e p t	b e n d	tilt
belt	deft	pond	tact	chest
fact	bent	wilt	dent	rapt

Diagraph Blends Initial: shr, thr, and squ Ending: nch, lch, and lth

shrug	thrill	s h r u b
punch	m u n c h	b e n c h
squish	shrill	belch
shred	pinch	ranch
squall	b u n c h	finch

All Final Blends

k e l p	l e n d	best	wilt	hisp
pinch	help	tilt	bu n c h	kept
s u l k	wept	belch	limp	ramp
rasp	helm	fact	h u l k	gift
dent	film	pond	mask	chest
vent	pu n c h	deft	bask	sect

All Blends

slam	r a m p	snag	skid	dent
press	drag	dwell	grip	d u c t
milk	twig	fret	plus	belt
glad	masp	flap	stuff	gift
s w i sh	b r a d	k e l p	crib	pest
spell	bled	smog	scab	wept
trap	bask	h e l m	cloth	l e n d

All Blends

thrill	snip	deft	b u l k	spill
dwell	d r u m	twig	b e n d	gasp
grin	wept	swiss	crack	fact
best	stick	belch	r a m p	scat
brag	tasks	frog	smog	s h r ug
s q u all	film	k e l p	bent	trash
skin	prom	tilt	blab	b u n ch

Single Blends Cards

bl	cl	fl	gl	pl
sl	cr	dr	gr	pr
fr	tr	br	SC	sk
sn	sm	\mathbf{sp}	\mathbf{st}	\mathbf{SW}
dw	tw	lp	mp	sp
lm	lk	sk	ct	ft

lt	nt	pt	st	nd
shr	thr	squ	nch	lch

