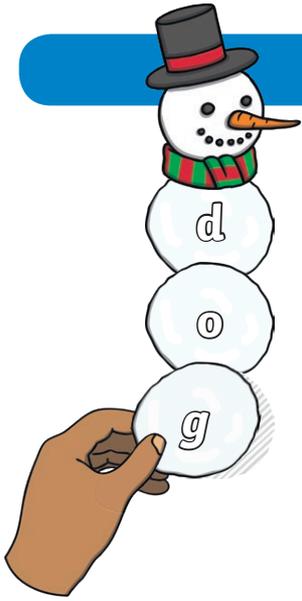


Build a Phonics Snowman



Aim

The aim of the activity is for the player to build a word on the phonics snowman using the graphemes on the snowballs. The word they build will consist of two or three Phase 2 sounds which are stacked on top of each other to form a word. Players may use the challenge cards to form a specific word or use their own phonic knowledge to spell words from memory.

Preparing to Play



1 Print the Game Mats.



2 Print and cut the Snowball Cards. It is important that the cards are cut into circular shapes to mimic snowballs.



3 Print and cut the Challenge Cards.



4 Print the Sentence Strips (optional).



5 Source pencils or drywipe pens, as applicable.

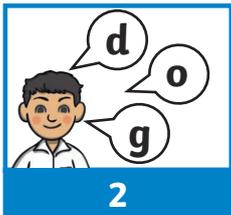
You may wish to laminate these resources for repeated use and longevity.

Build a Phonics Snowman

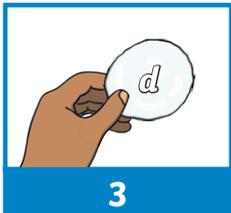
Playing the Game



The player draws a challenge card or thinks of a word within their existing phonic knowledge.



They verbally segment the word into its sounds, e.g. d-o-g.



The player finds the snowballs containing the graphemes of their chosen word, e.g. the player would find one snowball with the grapheme 'd' on it, one with 'o' and one with 'g'.



The player stacks the graphemes in the correct order on the game mat to form their chosen word. The first letter of the word should be at the top of the snowman.



As an optional extra challenge, the player should use the sentence strip to write their chosen word within a sentence, e.g. 'The man had a dog.'

