



PLAYERS
2+

SUBJECT
PHONICS

USE YOUR...
Plain Whiteboard



One player chooses a phoneme, writes this at the top of the board and says a word that contains this phoneme.

For example, they could write 'ow' at the top of the board and say 'ow' in cow.'

Put a time on the clock between 2 and 5 minutes and then race to see how many words each player can write that contain the chosen phoneme.

When time is up, score a point for every word spelt correctly.

The player with the most points wins the round.

The National Curriculum provides a spelling table for each year group. To find out which phonemes your child should know visit https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/239784/English_Appendix_1_-_Spelling.pdf



1. Write a phoneme (a sound) onto your whiteboard - for example, 'ow'

2. Players must then write as many words as possible containing that sound onto their board

3. For every sound correctly used, they win a point!

