

PHARAOH'S PHONICS™

2 WAYS TO PLAY: LONG AND SHORT VOWEL SOUNDS AND BLENDS

For 2-4 players Ages 7+

Original game concept by Henry Davis, an educational therapist and teacher who has worked with children in mathematics and reading for over 21 years.

Contents:

3 camel cards
gameboard with spinner
sand timer
5 yellow triangle cards

Square Word Building cards:
92 green (consonant)
48 yellow (vowel)
92 purple (blend)

Object of the games:

Be the first player to fill your pyramid with 3 words.

How to Play

- Spin the spinner and follow the directions (see spinner directions).
- Turn over the sand timer. You have one minute to build words and place them on your pyramid. Words must fill an entire row. You may place 1 or more words on a turn. It will be very helpful to plan your word building while other players are taking their turns. Each word on your pyramid must use one of your blend cards and either the long or short vowel sound of your goal letter.
- When the minute is up, pick 2 cards (yellow, purple or green) to use on your next turn.
- Be the first player to build 3 words filling every space on your pyramid and win!

Variation for younger players:

To play the *Beginning Consonant Sounds Game*, choose a **square green** card (consonant) as a goal card, and place it on the top of your pyramid. No two players may choose the same letter as a goal card. Turn over the rest of the green cards to locate 3 letters matching your goal card. This set-up takes a little more time because of the number of consonant cards. Begin every word on your pyramid with your beginning consonant sound (see note below). Pick 4 yellow and 2 green cards. No purple cards are used in this game. Follow the same rules as the other games.

Note: An initial consonant sound for **y** should have the sound it has in the word you — it should **not** have the long **i** sound.



For a dealer near you, call:
(847) 573-8400 (U.S. & Int'l)
(800) 222-3909 (U.S. & Canada)
+44 (0)1553 762276 (U.K. & Europe)

www.learningresources.com



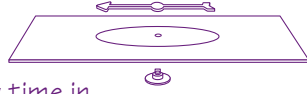
© Learning Resources, Inc., Vernon Hills, IL (U.S.A.)
Learning Resources, Ltd., King's Lynn, Norfolk (U.K.)
Please retain our address for future reference.
Made in China

LRM5082-TG

GAME 1: Long and Short Vowels

Set-up

- Attach spinner arrow to gameboard as shown.
- Choose 1 yellow **triangle** and place it on the top of your pyramid. This is your goal letter. This is the only time in this game that the triangle cards are used. Every word in your pyramid must have either this letter's short or long sound (see note below).
- Sort the **square yellow** and **green** cards by color and place them letter side down in separate piles.
- Turn over the yellow card pile (letters up), and find 3 more cards with your goal letter. Place them letter side up in front of you. Stack the rest of the cards letter side down on the board.
- Pick 4 green cards (consonant), and place them letter side up in front of you.
- Place the 3 camel cards in a pile on the board. Purple cards are not used in this game.



Vowel Note

The words that you make should include the sound of your goal letter. This can be a long or a short sound, for example:

a - căt or tătble

o - lög or tōe

e - lĕg or lĕak

u - sŭn or ūse

i - fĭx or tĭme

How to Play

- Spin the spinner and follow the directions (see spinner directions below).
- Turn over the sand timer. You have one minute to build words and place them on your pyramid. **Words must fill an entire row.** You may place 1 or more words on a turn. It will be very helpful to plan your word building while other players are taking their turns.
- When your minute is up, pick 2 cards (yellow or green) to use on your next turn.
- Be the first player to build 3 words filling every space on your pyramid and win!

Spinner Directions

Draw: Draw 1, 2, or 3 cards (as indicated on the spinner). You can choose yellow or green or both (or purple for the Blends Game).

Trade: Trade in up to 3 cards from your hand, returning them to the bottoms of the appropriate piles and then drawing the same number of square cards from the tops of any of the piles.

Steal: Take a card from another player's hand. Players may not steal goal cards from each other.

Catch a Camel: Take a camel from the pile and place it on an end space of any row on your pyramid. Placing a camel card allows you to shorten a word row down to 2, 3, or 4 spaces long. If there are no camel cards left, steal one from another player. If you already have all 3 camel cards, spin again. If a camel card is stolen from a row on your pyramid, remove the rest of the word immediately. You may reuse those letters on your next turn.

Wild Cards

The yellow wild card can be used as any vowel.

The green wild card can be used as any consonant.

The purple wild card can be used as any consonant blend.

On your turn you may replace a wild card placed in any word on the board with the correct letter(s). Use the wild card to make a different word.

Hints to help you play the games:

- After taking your goal letter(s), make a list of several 3, 4, and 5 letter words (or 6 letter words for Blends Game) that you would like to make. All the players can help each other think of the possibilities.
- Have a dictionary handy to check the spelling of a word.

GAME 2: Blends

Set-up

- Choose 1 yellow **triangle** and place it on the top of your pyramid. This is your goal letter. This is the only time in this game that the triangle cards are used. Every word in your pyramid must have either this letter's short or long sound and a **blend**.
- Sort the square **yellow, green** and **purple** cards by color and place them letter side down in separate piles.
- Turn over the yellow card pile (letters up), and find 3 more cards with your goal letter and place them letter side up in front of you. Stack the rest of the cards letter side down on the board.
- Now pick 3 purple cards (blend) and 2 green cards (consonant) and place them letter side up in front of you.