<table>
<thead>
<tr>
<th>swan</th>
<th>clock</th>
</tr>
</thead>
<tbody>
<tr>
<td>crab</td>
<td>snail</td>
</tr>
<tr>
<td>dragon</td>
<td>block</td>
</tr>
<tr>
<td>twig</td>
<td>flag</td>
</tr>
<tr>
<td>frog</td>
<td>ski</td>
</tr>
<tr>
<td>train</td>
<td>slide</td>
</tr>
<tr>
<td>prince</td>
<td>brush</td>
</tr>
</tbody>
</table>
spider gr ape
pl ant glo ve
sm ile st ar
dr
The drowsy dragon dreams he drops his drink.
bl
The big black bear builds a bridge with blue and black blocks.
Cr
The Crazy Crab Crawls across the Crooked Creek.
sn
The sneaky snail snatches the snowball from the snoozing snake.
Cl
The clean clown clock clinks and clanks.
Sammy the small seal smiles when he smells the smelt.

The stork stands as still as a statue and stares at the stars.

Paul plucks a plump plum from the potted plant.

The glittered glove glistens with globs of glue.

The speckled spider spots a speedy spider spinning.

The great gray gorilla gobbles the green grapes.

The prince's pony prances proudly in the parade.

My brave brother brushes the big brown bear.

The train travels on a tricky track.

Sally slides down the slide in her slick slippers.

The frog's freckles freeze in the frost.

The skinny skunk skips and skids on skis.

Twenty twins twirl twelve twisted twigs.

The flat flag flaps and flutters as it flies.
Before you begin, carefully separate each card into two pieces.

**About Beginning Blends**
Consonant blends are created when two or three consonants are next to each other in a word with each letter retaining its own sound in a blended form when pronounced. This set of puzzle cards features two letter consonant blends that appear at the beginning of words (for example, *frog* and *spider*).

**Match Up**
Help children put the puzzle cards together by choosing 1 picture card (larger, left parts of card) and giving children 2 different beginning blend cards (smaller, right parts) to choose from. Have children put the card together to check their answer. Ask children to say the word out loud. Repeat this game with another card.

**Tongue Twister Fun**
Have children match up a puzzle card, then find the silly tongue twister cards that relate and help children read them out loud. Ask children to read each word that starts with the blend, then repeat the entire tongue twister.
The Blend Game
Choose one beginning blend and give children 2 minutes to write down as many words as they can think of that start with that blend. Compare lists and put a check mark next to words that only appear on 1 list. Children score 1 point for each word on their list, and an extra point for each check mark. The player with the most points wins. Repeat this game with another blend.

Story Lines
Make 4 rows with 5 cards in each row. Ask children to look at the first row and make up a silly story using the words on those cards. Help children by making up the first sentence and asking them to continue the story. Then, ask them to do the same with each of the other three rows.

Spelling Bee
Have children match all the puzzle cards and place them face up in neat rows. Reinforce spelling by asking children to look at the first card, say the word, and spell it out loud. Then go on to the next card. As children become more familiar with the words, ask them to spell the words without looking at the cards.