

Spin, Read, Color #1 ■ Player One: **Ryder** ■ Player Two: **Emily**

plough	wow	bowl	found	owl
thrown	proud	blouse	frown	crouch
hour	count	loud	howl	cloud
ouch	mow	south	throw	gown
pound	pouch	clown	hound	bounce
fowl	grow	out	tow	own
town	pounce	growl	couch	house
Red	Blue	Yellow	Green	Purple

How to Play

- Color the spinner below to match the column colors.
- Choose two colors, one for each player.
- Spin the spinner.
- Read a word in the column of the color spun and color that square.

■ Player One
 _____ boxes

■ Player Two
 _____ boxes

Partner Games

Vowel Digraphs
 OU/OW
 OO/OO (book vs. boot)
 OI/OY, AU/AW, EW/UE
 & others

Spin, Read, Color #2 ■ Player One: **shelley** ■ Player Two: **Rachael**

pool	root	book	loom	stood
swoop	loose	booth	boo	loop
bloom	look	boot	broom	cough
noon	troop	rough	truth	cool
crook	shoot	tour	coop	tooth

How to Play

- Color the spinner to match the column colors.
- Choose two colors, one for each player.
- Spin the spinner.
- Read a word in the column of the color spun and color that square. If a square is already colored, read the word and color the border.

■ Player One
 _____ boxes • _____ borders -
 _____ total

■ Player Two
 _____ boxes • _____ borders -
 _____ total

Partner Games - Words with Vowel Digraphs

These partner games are designed to give students extra practice reading words with vowel digraphs. The words in this resource have more variations than words in other Phonics Partner Games sets. Students at this point in their journey can transition to reading as spelling more vowel combinations, even if the vowel sound isn't consistent across all spellings.

There are eight games for each of the three sets of words. Games include word-reading and sentence-reading and move from simple words to more complex high frequency words.

Games Include

1. Spin, Read, Color #1 - Students read words.
2. Spin, Read, Color #2 - Students read words with extended game play.
3. Roll, Read, Color #1 - Both students read the same sentences.
4. Roll, Read, Color #2 - Students read separate sentences.
5. Four-in-a-Row - Students read words to make four-in-a-row.
6. Dots & Boxes - Students read words to claim squares.
7. Cover Up - Read 1-3 words at a time, depending on the number spun.
8. Color Maze - Read words to create a pathway across the grid.

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Vowel Digraphs Partner Games Word List

These partner games move through sets of words with vowel digraphs. The words in this resources are broken up into the groups below. Sentences within each section assume that students have learned the words from the previous section, as well as CVC, VCE, Blends, and Vowel Teams.

OU / OW				OO / OO / OTHER			OI/OY, AU/AW, EW/UE, & OTHERS		
blouse	found	out	thrown	blood	look	stood	awe	fought	point
blow	fowl	owe	tow	bloom	loom	stool	bawl	fruit	raw
blown	frown	owl	town	boo	loop	stoop	blew	gauze	sauce
bounce	glow	own	trout	book	loose	swoop	blue	glue	saw
bound	gown	plough	vow	boot	loot	through	boil	gnaw	screw
bow	ground	pouch	wow	booth	mood	too	bought	grew	shawl
bow	grow	pounce		brook	moon	took	boy	haul	soil
bowl	grow	pound		broom	moose	tool	caught	haunt	spoil
brow	growl	pout		choose	noon	tooth	cause	hawk	stew
brown	grown	proud		cook	pool	tough	chew	jaw	straw
cloud	hound	round		cool	roof	tour	choice	join	suit
clown	hour	route	Sight	coop	room	troop	claw	joint	taunt
couch	house	row	<u>Words:</u>	cough	root	truth	clue	joy	thaw
count	how	scout	he, the,	could	rough	wood	coin	juice	threw
cow	howl	shout	all, have,	crook	school	woof	crawl	knew	toy
crouch	know	show	my, she,	drool	scoop	wool	crew	laugh	true
crow	known	shown	to, her,	flood	scoot	would	dawn	launch	view
crowd	loud	slow	are, was,	food	shook	wound	dew	law	voice
crown	low	snout	do, you,	foot	shoot	youth	draw	lawn	void
doubt	mouse	snow	your, they,	good	should	zoo	drawn	moist	yawn
dough	mouth	sound	me, be,	goose	smooth	zoom	due	news	
down	mow	sour	put, so,	groom	soon		fault	noise	
drought	noun	south	were, we,	group	soot		fawn	oil	
drown	now	sow	go, into,	hood	soothe		few	oink	
flour	ouch	sprout	two	hook	soup		flaw	pause	
flow	ounce	though		hoop	spook		flew	paw	
flown	our	throw		hoot	spoon		foil	pawn	

Spin, Read, Color #1 ■ Player One: Ryder

■ Player Two: Emily

plough	wow	bowl	found	owl
thrown	proud	blouse	frown	crouch
hour	count	loud	howl	cloud
ouch	mow	south	throw	gown
pound	pouch	clown	hound	bounce
fowl	grow	out	tow	own
town	pounce	growl	couch	house

How to Play

1. Color the spinner below to match the column colors.
2. Choose two colors, one for each player.
3. Spin the spinner.
4. Read a word in the column of the color spun and color that square.

■ Player One

_____ boxes

■ Player Two

_____ boxes



GAME #1

Spin, Read, Color #2  Player One: **shelley**  Player Two: **Rachael**

pool	root	book	loom	stood
swoop	loose	booth	boo	loop
bloom	look	boot	broom	cough
noon	troop	rough	truth	cool
crook	shoot	tour	coop	tooth
food	group	soon	soup	zoom
hoop	book	loot	loose	brook

Red Blue Yellow Green Purple

How to Play

1. Color the spinner to match the column colors.
2. Choose two colors, one for each player.
3. Spin the spinner.
4. Read a word in the column of the color spun and color that square. If a square is already colored, read the word and color the border.



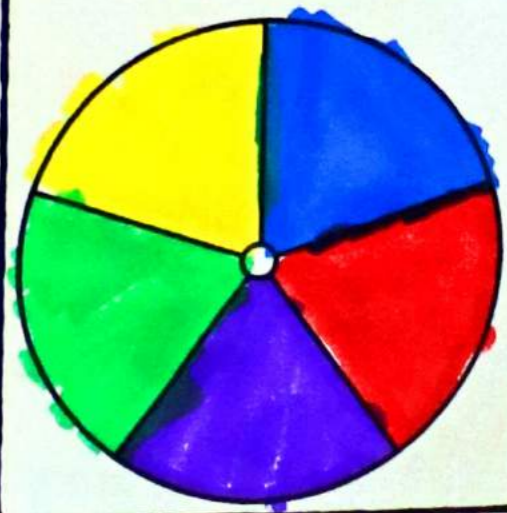
Player One

_____ boxes + _____ borders =
_____ total



Player Two

_____ boxes + _____ borders =
_____ total





Roll, Read, Color #1



Player One:

Jason



Player Two:

Sebastian

Roll	Read	Color
	The bad news is true.	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
	I looked at the moon in awe.	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	The shawl keeps me warm in the wind.	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	We had a few coins left.	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
	May I have a big glass of juice?	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
	Find the clue to win the game.	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>

How to Play

1. Choose two colors, one for each player.
2. Roll the dice.
3. Read the row.
4. Color a square.
5. When all the squares in a row are colored, the player with the most squares wins the row. Color the box around the three squares.
6. When all the boxes are colored, the player with the most boxes colored wins.

GAME #3



Roll, Read, Color #2

Player Two: **Addie**

Roll	Read	Color	Color	Color
	Use the spoon to eat your soup.			
	My mom will thaw the meat for our meal.			
	The long claws need to be cut.			
	The boy threw the ball at me.			
	The screws are in the jar on the shelf.			
	I chipped my tooth on a nut.			

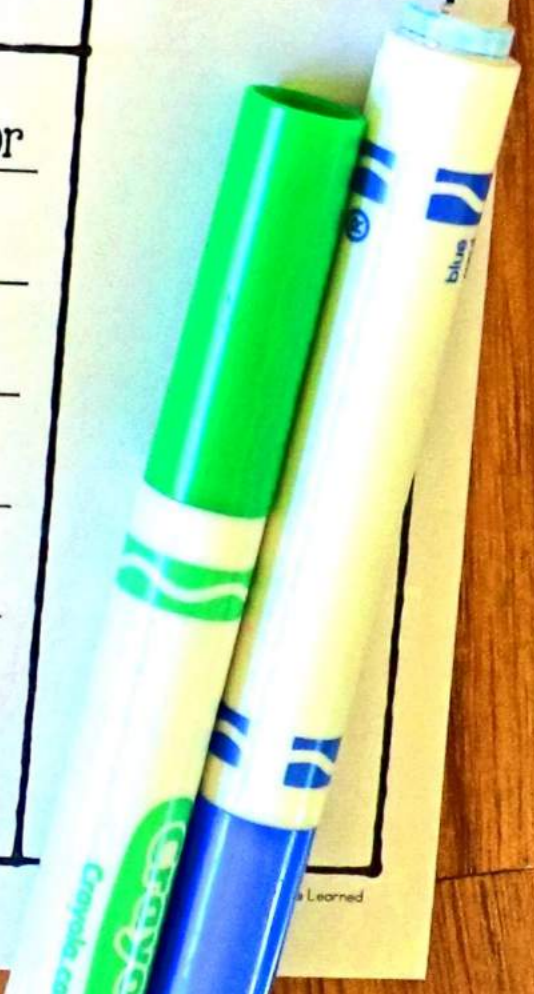


How to Play

1. Choose two colors, one for each player.
2. Roll the dice.
3. Read the row.
4. Color a square.
5. The first player to color all of their boxes wins.

Player One: **XYO**

Roll	Read	Color	Color	Color
	Five crows sat on the roof of the school.			
	They made a vow to be kind.			
	I will play with you for an hour.			
	I see the snout of a mouse.			
	Our show was a big hit!			
	The soup will soothe my throat.			





Four-in-a-Row

Player One:

Daniel



Player Two: **Wyatt**

clown	hoop	would	low	stew	glow	spook
crowd	how	due	should	know	moist	void
blown	goose	brow	flew	raw	pause	drown
paw	hound	choose	joint	drought	blouse	boo
look	boy	though	hood	moon	wow	awe
blood	doubt	spoon	shown	house	bound	haul

How to Play

1. Each player chooses a different color.
2. Read a word. Color the circle.
3. Take turns reading words and coloring circles.
4. The player who colors four-in-a-row in any direction first wins.

ollie

Player Two:

Player One: **Sam**

Dots & Boxes

juice point awe grew soil choice lawn voice

fault oink fought cause hawk blew gauze screw

jaw crawl flaw pawn glue bought raw spoil

knew true dawn join boy blue haunt suit

joy threw launch drawn noise yawn caught bawl

sauce thaw joint clue haul fruit boil stew

toy pause fawn dew claw taunt void moist

How to Play

1. Each player chooses a color.
2. Read a word. Add a line between two dots around that word.
3. Take turns reading words and adding a line between two dots.
4. The player who completes the fourth side of a box colors in the box and takes another turn.
5. The player with the most colored boxes at the end wins.
6. Record the results below.

Player One

_____ boxes

Player Two

_____ boxes

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Cover Up

Player One: **TIM**

Player Two: **carlie**

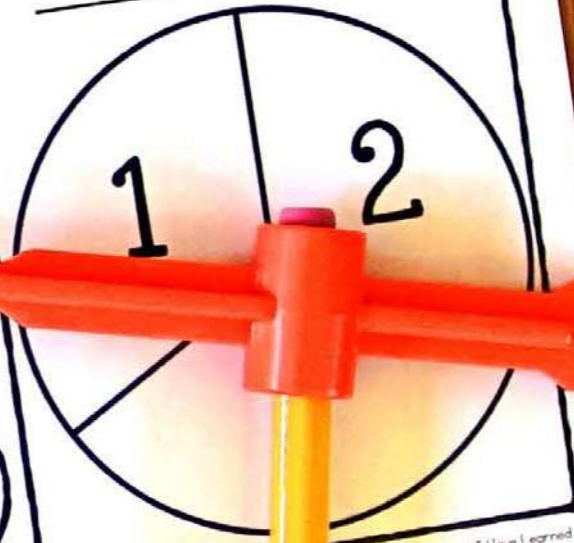
hook	soot	cook	roof	tour	pool	coop	root
mood	soup	foot	woof	room	cough	zoo	group
scoot	troop	hoot	moon	brook	too	wood	could
choose	drool	tool	broom	tooth	noon	book	tough
good	youth	shook	loot	took	loop	cool	flood
rough	crook	blood	boo	loose	stood	truth	school
wool	would	shoot	scoop	food	moose	booth	look

How to Play

1. Each player chooses a different color.
2. Spin the spinner. Read and color that many words.
3. Take turns reading words and coloring circles.
4. The player who has colored most circles in the end wins.

 Player One
_____ circles

 Player Two
_____ circles





Color Maze

Player One:

David

Player Two:

Wyatt

bound	thrown	pounce	known	pound	wow	brown	ground
pout	grow	trout	round	count	hour	doubt	snout
how	couch	proud	slow	crowd	howl	row	sound
mouth	flow	sprout	loud	shout	cow	hound	route
drought	crouch	house	scout	shown	mouse	cloud	know
south	noun	crown	flour	flown	low	though	dough
ouch	mow	sour	show	ounce	drown	our	throw
bow	bounce	frown	plough	found	out	clown	pouch
blown	fowl	brow		town	blouse	owe	glow

How to Play

- Each player chooses a different color. One player will create a pathway from one black dot to the other black dot and the other player from one white dot to the other white dot. Each player gets to choose where to start, at the top or bottom.
- Player one reads a word and colors a square. The goal is to make a pathway across the board first. Players switch back and forth, reading words, coloring boxes, and making the pathway, following the RULES.
- RULES:** The squares you color must share a side, not only a corner. You cannot cross the other player's pathway.
- The first player to get to the other side wins.