

Scuce



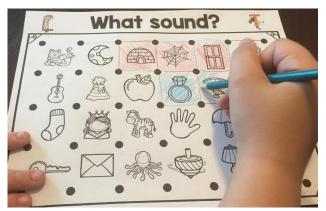
How to Use It

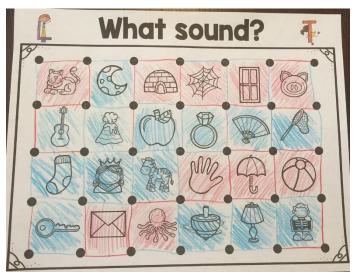
These are great partner games for early finishers or even for literacy centers. Students will take turns drawing one line at a time to connect two dots side by side, either vertical or horizontal. When one student completes a square around a letter/picture, they are able to claim that square only if they can correctly identify the beginning sound. If they identify the sound, they color it. If they cannot identify the sound, their partner can "steal" the square by correctly identifying and coloring the square. Continue to draw lines and claim and color squares until all squares are claimed. Player with the most squares colored wins!



Take turns drawing lines to make squares.

When you make a square, name the sound and color the square.





When all squares are colored, count your squares to see who has the most!

How to Use It

You will get two versions for your students to play. One version is just the letters and the students will say the sound the letter makes to claim the square. The second version is pictures. To claim the square, the student will say the beginning sound of that picture.

