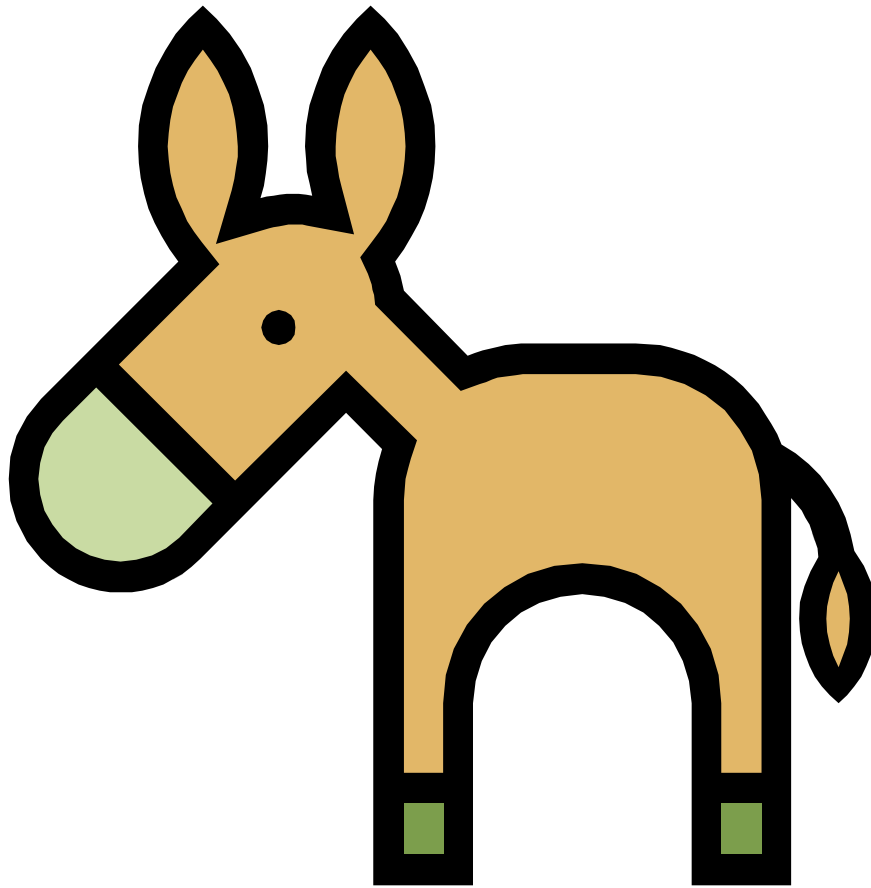




Primary English
Education Consultancy

Phonics



Donkey

How to play the game

About Phonics Donkey

If you've ever played 'Donkey' or 'Old Maid' then you know how to play 'Phonics Donkey'. Just like 'Donkey' or 'Old Maid' the aim of the game is to make pairs. Because this is Phonics Donkey the pairs should have the same sound (phoneme) but they don't need to have the same letters (graphemes). This means that *hay* and *game* would make a pair. There is only one Donkey card which means it can't make a pair. This is the card you don't want to have at the end of the game.

How to play the game

Gather together 2 or more children and sit in a circle or around a table.

Shuffle the cards and deal them out equally between the players.

Give each player time to find any pairs in their hand and get them to put them face up in the middle of the table (this is a good chance to check each other's pairs and to practise decoding).

Choose who will go first and get them to take a card from the person sitting to their right. If that card has the same phoneme as one of theirs they can discard the pair in the middle of the table (again this is a chance to check their decoding skills).

Take it in turns around the circle to take and match cards. If you don't have a pair don't worry, you just keep hold of your cards a bit longer.

Players leave the game when they have no cards left.

The loser is the person left with the donkey card at the end of the game.

Adapting the game

The game has been made to cover most of the phonemes taught in Phonics Phases 2 -5. You could remove some of the cards to make the game quicker to play. You could also remove phonemes that children have yet to encounter adding them as they progress through the phonic phases.

hay

game

aim

able

see

bean

snow

open

boat

nose

night

dice

sky

pie

spoon

new

tune

cue

for

door

dawn

Autumn

paper

turn

fir

danger

out

flower

photograph

puff

fat

fluff

apple

pull

help

snail

Summer

mum

sun

knee

write

right

hurry

horse

hiss

sister

house

circle

ace

soft

station

shop

fizz

zoo

jam

change

cat

think

