

Collect 4 Blends Second Edition

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For grades 1-3, Groups of 2-4
How to Play:

1. Take out the title, rules, and answer key from the deck.
2. Shuffle the cards and deal four to each player. Place the rest of the cards facedown in between the players to make a draw pile.
3. Players look at their cards and choose a digraph to collect. The player to the left of the dealer begins the game by drawing the top card off the draw pile. If the card matches the digraph the player is collecting, the player can keep the card and

- discard another card from the hand face up beside the draw pile. This makes the discard pile.
4. Play continues around the group. Players may either pick the top card of the draw pile, or the top card of the discard pile. Whenever a card is kept, another card must be discarded.
5. The first player to collect four cards of one particular digraph reveals the cards to win the game. The answer key can be used to verify if the cards do have the same digraph.

Answer Key

- gl- 1, 5, 10, 15
pl- 2, 4, 6, 8
sl- 3, 9, 12, 18
fr- 16, 20, 24, 28
gr- 7, 11, 13, 17
tr- 32, 36, 40, 44
sk- 27, 33, 39, 43
sp- 14, 25, 30, 41
sn- 19, 21, 29, 35
tw- 22, 26, 37, 42
squ- 23, 31, 34, 38

gl-

1

glad

5

globe

10

glue

15

pl-

2

play

4

plug

6

plan

8

sl-

3

sled

9

slide

12

slope

18

fr-

16

free

20

frog

24

front

28

gr-

7

grape

11

great

13

green

17

tr-

44

trim

40

tree

36

try

32

sk-

43

skate

39

skip

33

sky

27

sp-

25

spark

30

spell

41

spin

14

sn-

29

snap

21

snow

19

sneak

35

tw-

26

twice

37

twin

42

twist

22

squ-

31

square

38

squirt

23

squirm

34