Matchin’ Action
Word Families
Short Vowels

Grades 1-3, Groups of 2-8
How to Play
Shuffle the cards after removing the title and direction cards.
Dealer deals 7 cards to each player.
The remaining cards are placed face down to make a DRAW pile.
Turn the top card over to make the DISCARD pile.
The person to the left of the dealer begins. Match the card in the DISCARD pile either by word family or picture. For example, if the first card says “chill” with a ballerina on it, a card with the same word family or with a ballerina on it can be played. A WILD card can be played at any time.
If the player cannot match the DISCARD card, a card must be taken from the DRAW pile. If the card picked up can be played, it may be played immediately. Otherwise, it is the next player's turn.
A DRAW TWO, SKIP, or REVERSE card can be played on a matching picture or matching action. DRAW TWO requires the next player to draw two and to miss the turn. SKIP skips the next player's turn. REVERSE reverses the direction of play.
WILD cards can be played on any card. The player playing the card chooses the picture on the card that must be played next. WILD DRAW FOUR cards are the same as WILD cards, but the next player must draw four and lose the turn. The player after that must play a card with the picture designated.
The first player to get rid of all the cards in his or her hand wins the game.
back
lack
black
snack
jam
slam
ram
yam
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WILD Draw Four

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WILD Draw Four

WILD

WILD

WILD

WILD