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Switching Sounds

For grades K-1; Groups of 2-4

Materials Needed:

The Suit Up! game board

Game pieces

Sets of people pieces

1 die

Game cards

Teacher/Leader

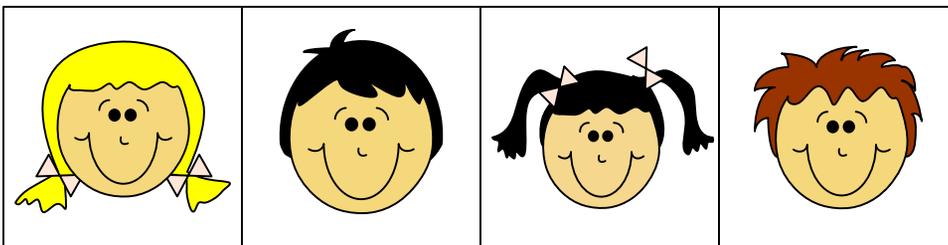
How to Construct:

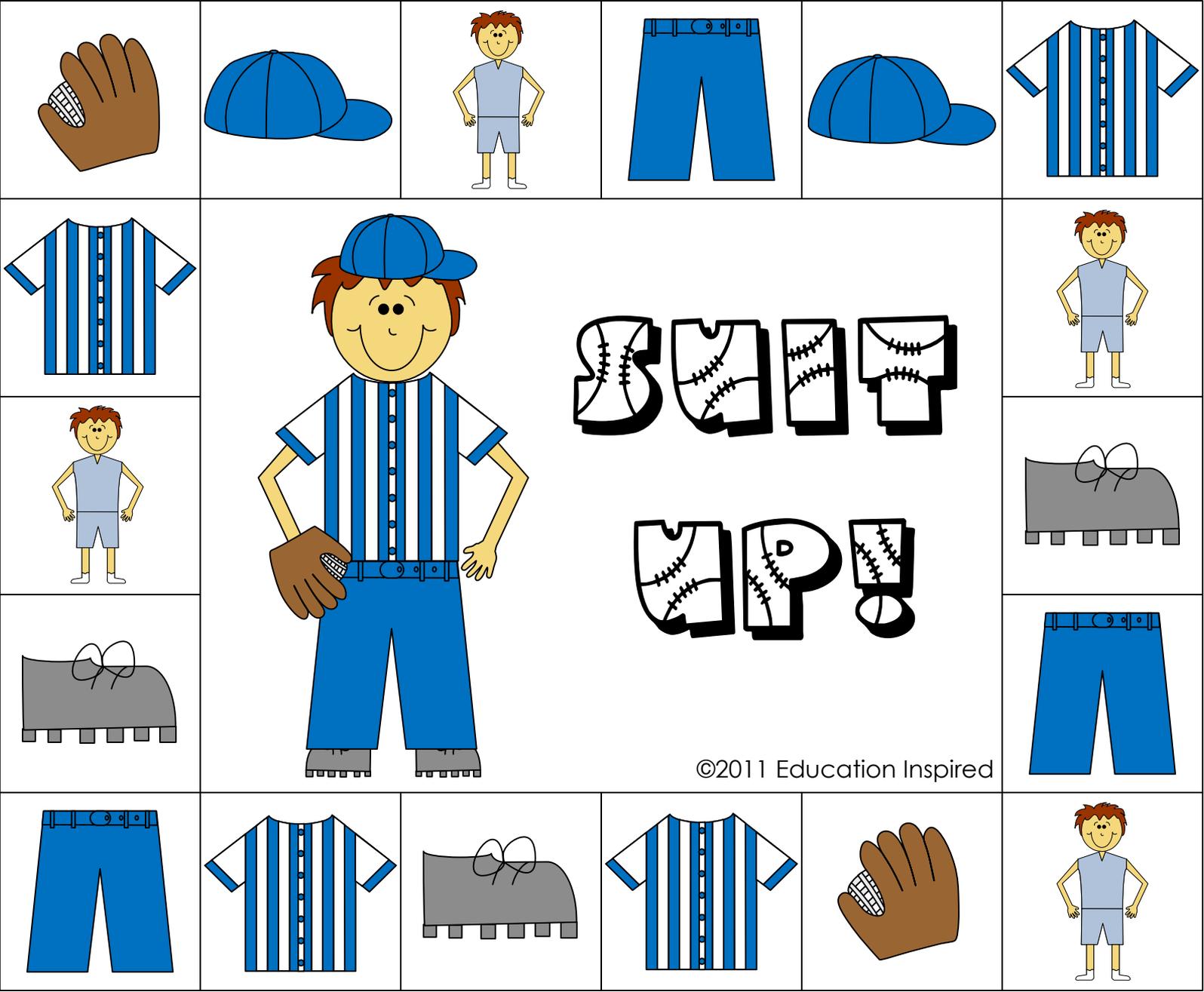
1. Laminate the game board onto the front of a manila envelope, and the rules on the back of the envelope. Make sure the envelope is open when it is laminated.
3. Laminate the game pieces and people pieces.
4. Cut out the pieces.
5. Use scissors to slice open the laminate at the opening of the envelope.
6. Store the game pieces in the game board envelope.

How to Play:

1. Remove the title and instructions.
2. Shuffle the cards and place them in the middle of the game board. Place the people pieces beside the cards.
3. Each player may place a chosen marker anywhere desired on the game board.
4. Take turns around the group. Roll a die and move the number of spaces rolled.
5. Pick a card and have the teacher read it aloud. Say the word that is made when the letters are switched. If the answer is correct, take the piece of person that you landed on if you do not have it and your turn is over. If you already have it your turn is over. If the answer is incorrect, you do not get the piece. If you already have it and the answer is incorrect, you must put it back on the game board.
6. After each turn, return the card back to the bottom of the card stack.
7. The first player to get all the people pieces wins.

Game Pieces



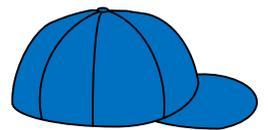
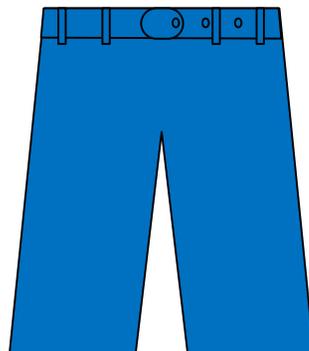
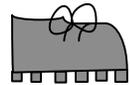
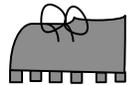
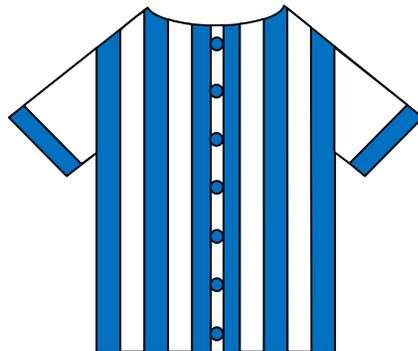
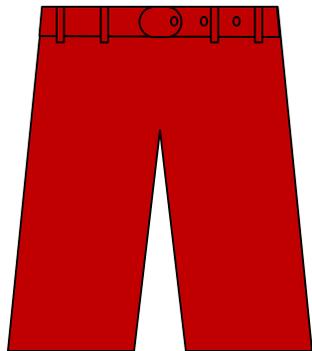
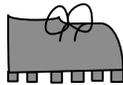
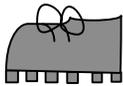
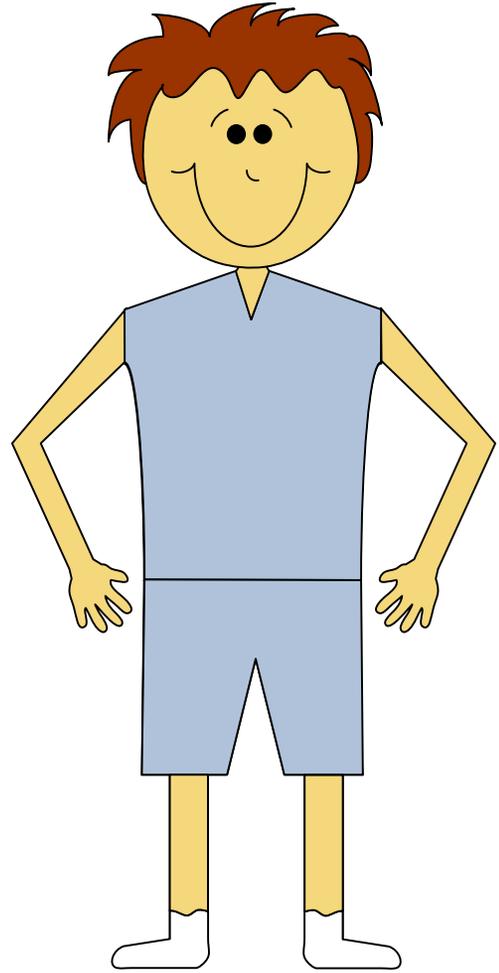
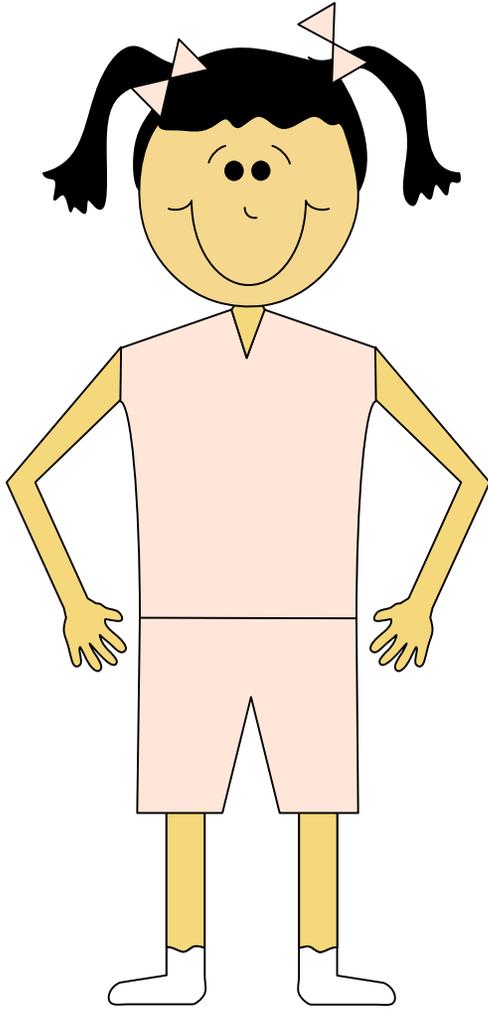


SUNNY

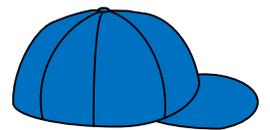
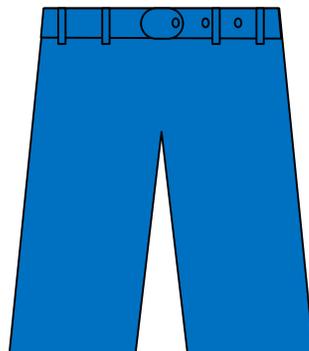
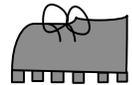
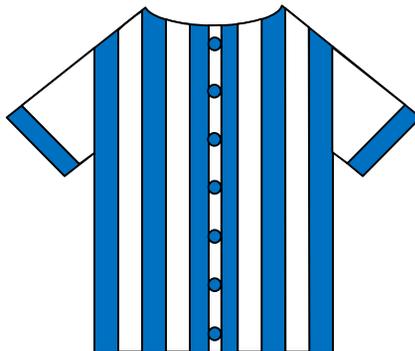
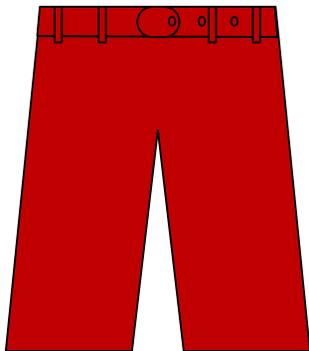
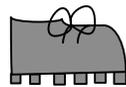
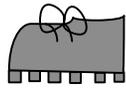
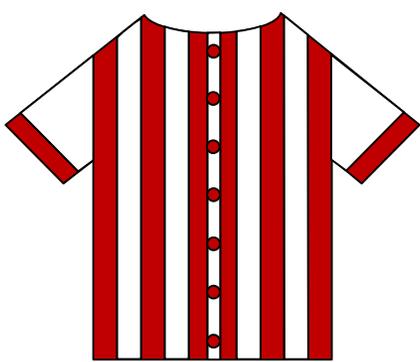
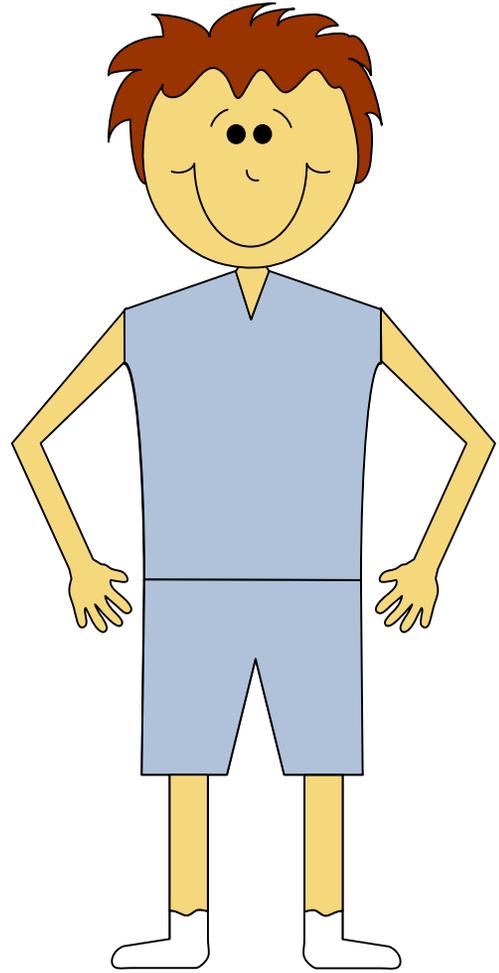
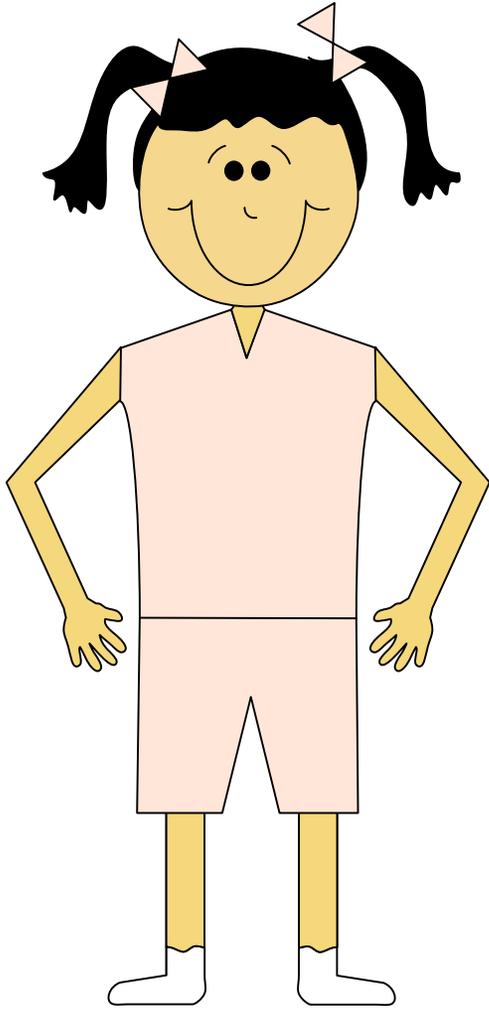
UP!

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People Pieces



People Pieces





Switching Sounds

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For grade K-2, Groups of 2-4

How to Play:

1. Remove the title and instructions.
2. Shuffle the cards and place them face down in the middle of the game board. Place the people pieces beside the cards.
3. Each player may place a chosen marker anywhere desired on the game board.
4. Take turns around the group. Roll a die and move the number of spaces rolled.

cat change
/c/ to /h/

hat

21

5. Pick a card, and have the teacher/leader read the card. Say the word that is made when the letters are switched. If the answer is correct, take the piece of person that you landed on if you do not have it and your turn is over. If you already have it your turn is over. If the answer is incorrect, you do not get the piece. If you already have it, you must put it back on the game board.
6. After each turn, return the card back to the bottom of the card stack.

7. The first player to get all the people pieces wins.

bump change
/b/ to /l/

lump

1

wing change
/w/ to /th/

thing

2

bag change
/b/ to /r/

rag

3

sit change
/s/ to /qu/

quit

4

toad change
/t/ to /l/

load

5

cry change
/cr/ to /tr/

try

6

torn change
/t/ to /c/

corn

7

red change
/r/ to /f/

fed

8

dare change
/d/ to /r/

rare

9

dear change
/d/ to /r/

rear

10

night change
/n/ to /m/

might

11

tent change
/t/ to /r/

rent

12

did change
/d/ to /h/

hid

13

dine change
/d/ to /m/

mine

14

let change
/l/ to /y/

yet

15

slam change
/sl/ to /cl/

clam

16

snail change
/sn/ to /m/

mail

17

band change
/b/ to /s/

sand

18

year change
/y/ to /n/

near

19

ring change
/r/ to /w/

wing

20