

Fresh Out

CVC add the E

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For grades 1-3; Groups of 2-5
How to Play:
1. Remove the title, rules, and answer key. Shuffle the cards. Pass out 5 cards to each player for 2-3 players, 4 cards to each player for 4-5 players. Stack the remaining cards face down to make a DRAW pile.
2. Beginning with the player to the left of the dealer and continuing around the group, one player asks any other player for a card needed to match a VC word to the same VC with "e" on the end. For example, if the player has "hop," he or she could

ask any specific player for the word "hope, H-O-P-E". The asker must pronounce and spell the word. If the player asked has the card, it must be given to the asker. If not, the asked player says "Fresh out" and the asker takes a card from the DRAW pile.
3. When a match is made, place it face up on the table for the group to see. Use the answer key to settle discrepancies.
4. When a match is made, the player gets another turn.
5. Play continues until one player runs out of cards.

Answer Key

1-21	14-24
2-38	15-36
3-41	16-26
4-7	17-43
5-31	18-34
6-44	19-29
8-25	20-39
9-33	22-35
10-28	23-40
11-37	27-32
12-13	30-42

hop

1

hope

21

can

31

cane

5

glob

2

globe

38

rip

3

ripe

41

bit

4

bite

7

cap

6

cape

44

rod

8

rode

25

cub

9

cube

33

cut

10

cute

28

dim

11

dime

37

slop

12

slope

13

dot

14

dote

24

tap

15

tape

36

far

16

fare

26

kit

17

kite

43

mad

18

made

34

not

19

note

29

pal

20

pale

39

fat

22

fate

35

fin

23

fine

40

hat

27

hate

32

slid

30

slide

42