

Matchin' Action Word Families

Long Vowels

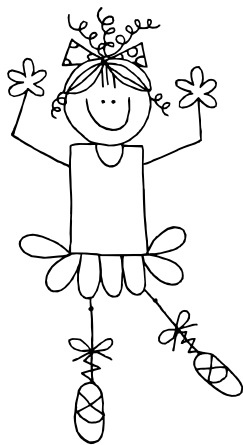
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Grades 1-3, Groups of 2-8
How to Play
Shuffle the cards after removing the title and direction cards.
Dealer deals 7 cards to each player.
The remaining cards are placed face down to make a DRAW pile.
Turn the top card over to make the DISCARD pile.
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 "day" 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.

day



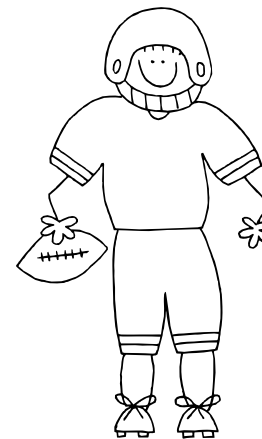
play



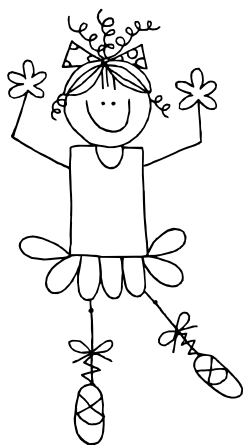
may



spray



way



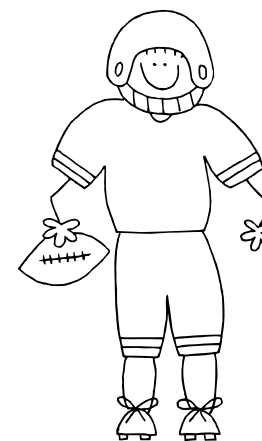
tray



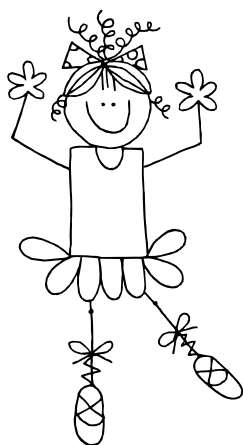
fray



pay



race



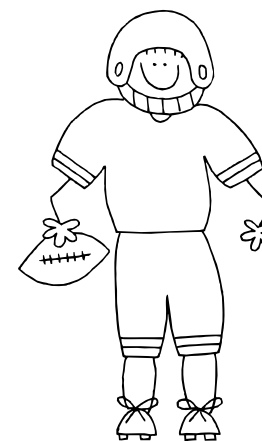
trace



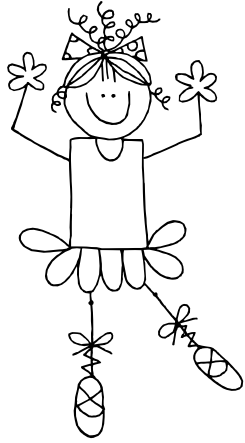
space



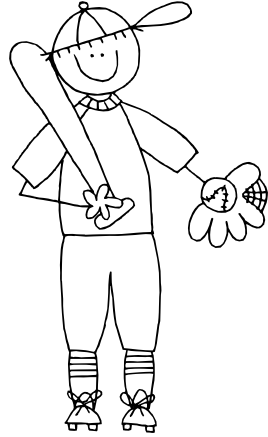
lace



brace



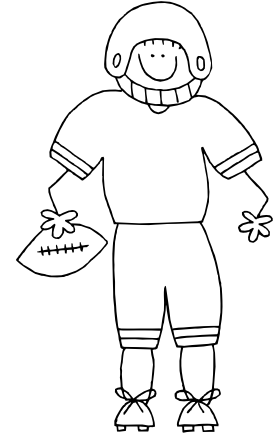
face



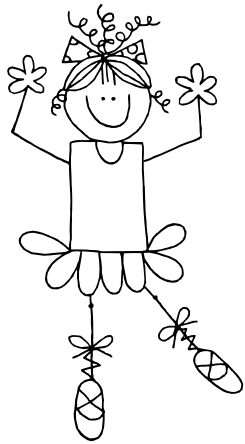
place



grace



pail



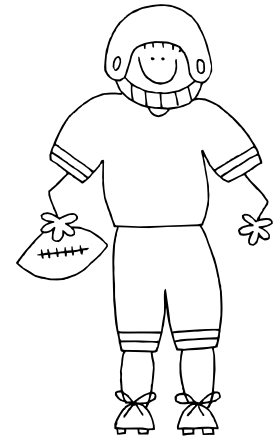
bail



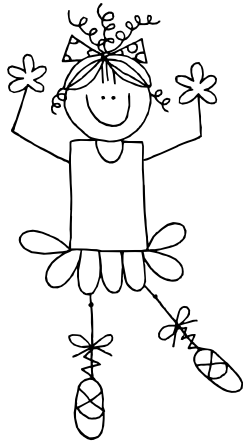
snail



rail



mail



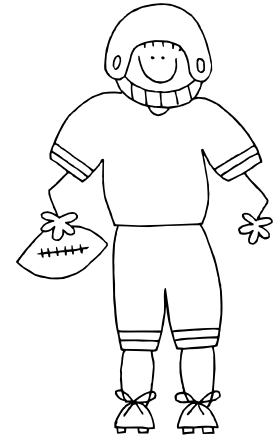
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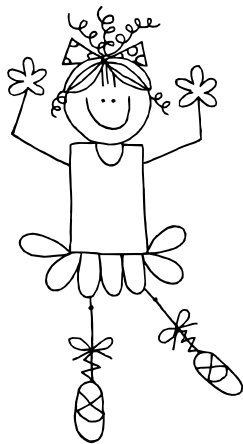
frail



nail



bake



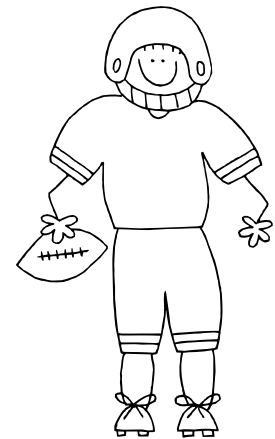
cake



lake



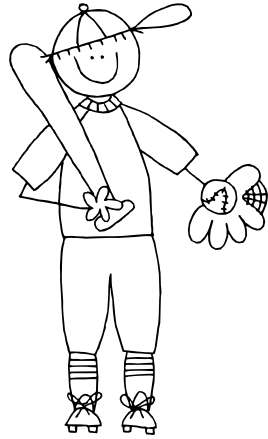
rake



make



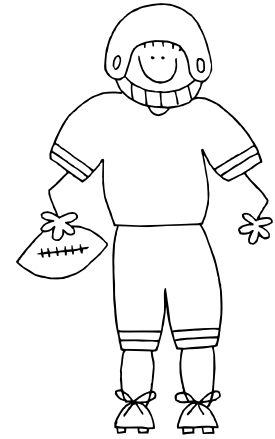
quake



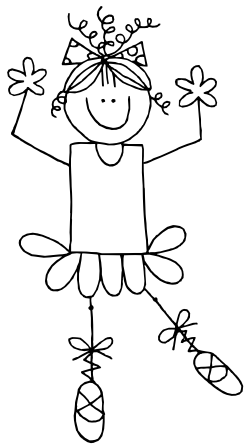
take



flake



brain



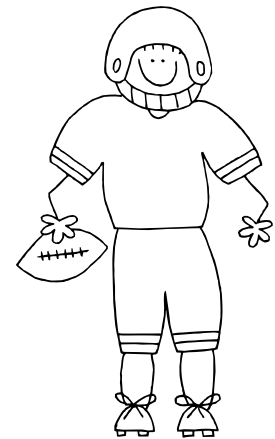
main



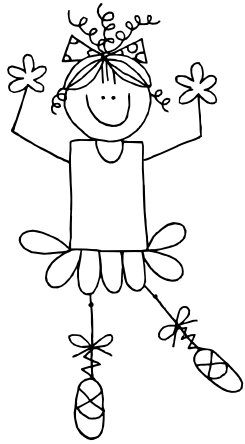
train



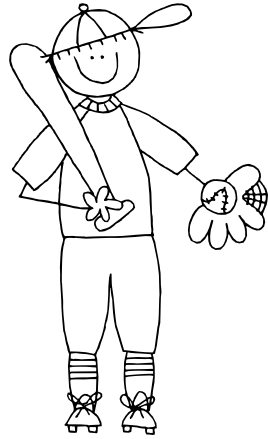
drain



grain



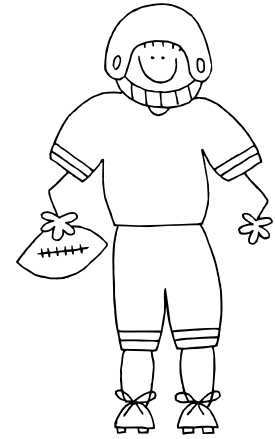
pain



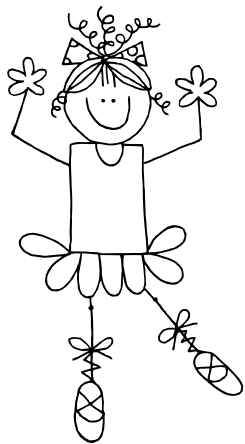
stain



vain



bank



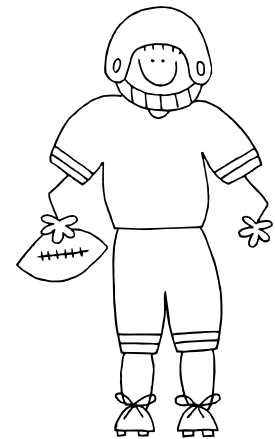
plank



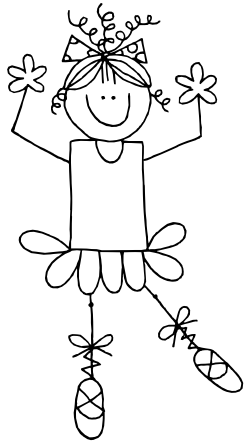
rank



tank



yank



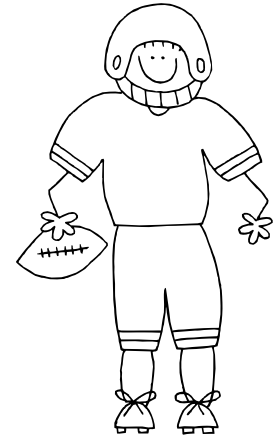
blank



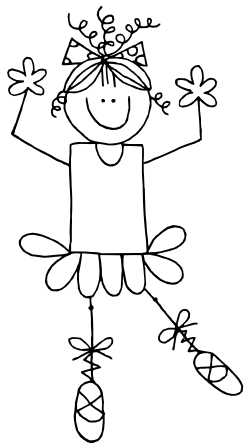
thank



sank



deed



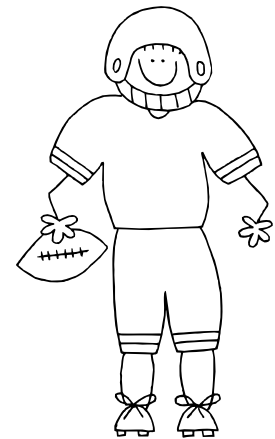
reed



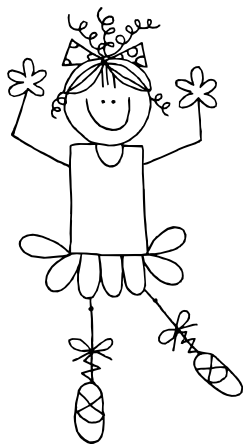
speed



need



feed



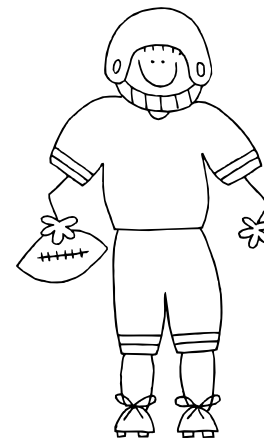
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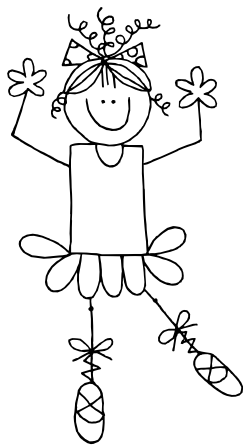
bleed



freed



heat



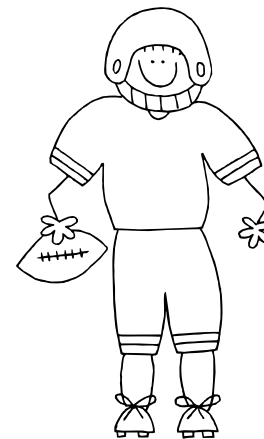
meat



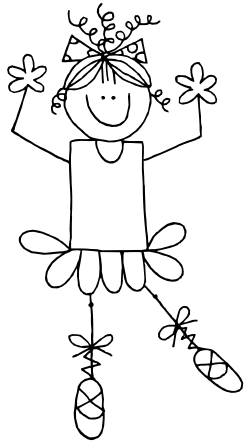
beat



seat



treat



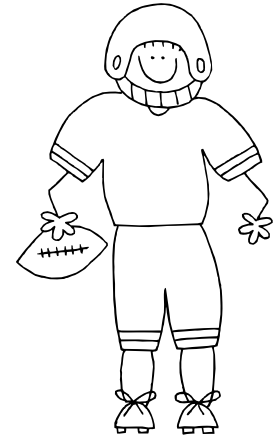
wheat



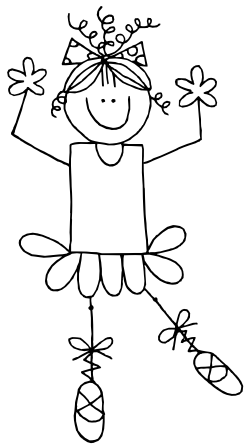
cleat



cheat



dice



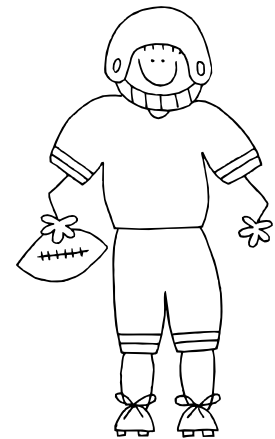
rice



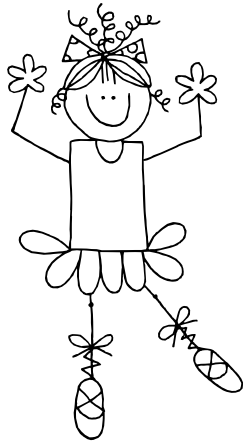
mice



nice



price



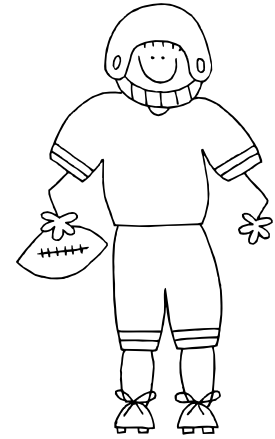
splice



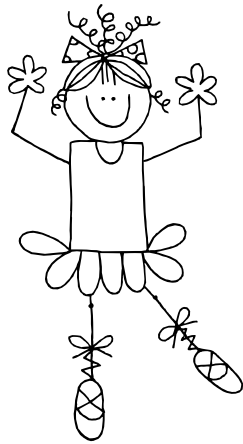
spice



twice



light



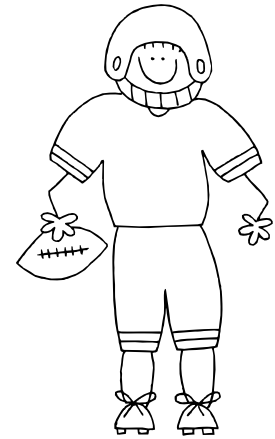
bright



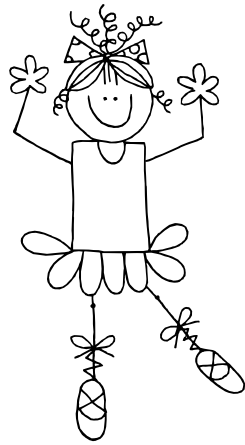
right



might



Draw Two



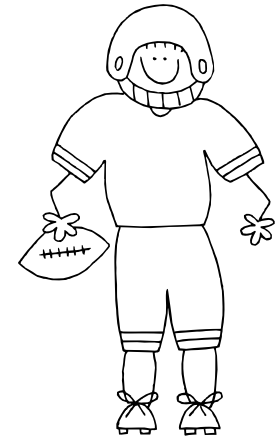
Draw Two



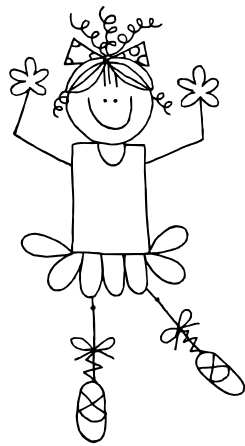
Draw Two



Draw Two



Draw Two



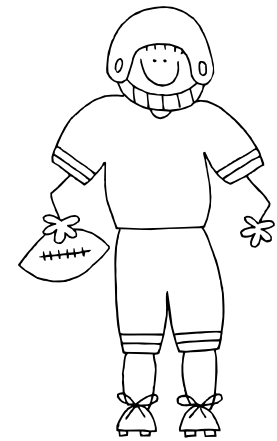
Draw Two



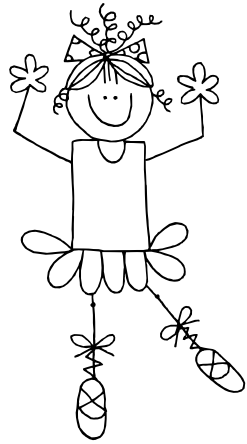
Draw Two



Draw Two



Reverse



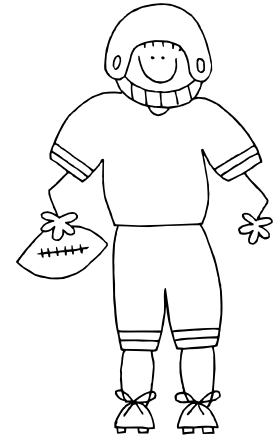
Reverse



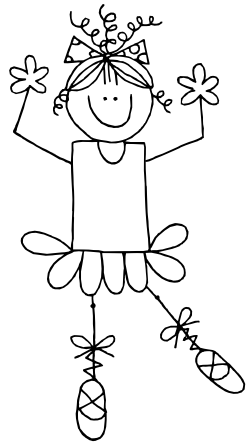
Reverse



Reverse



Reverse



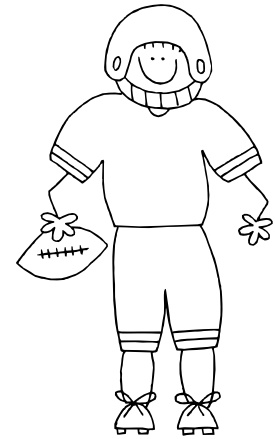
Reverse



Reverse



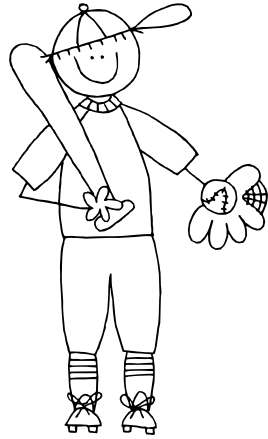
Reverse



Skip



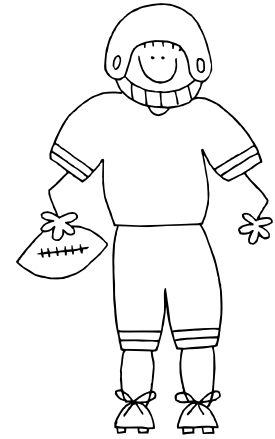
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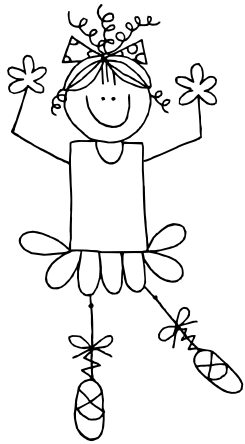
Skip



Skip



Skip



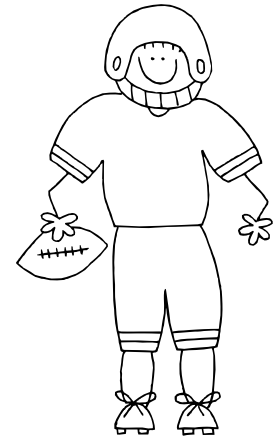
Skip



Skip



Skip



**WILD
Draw Four**



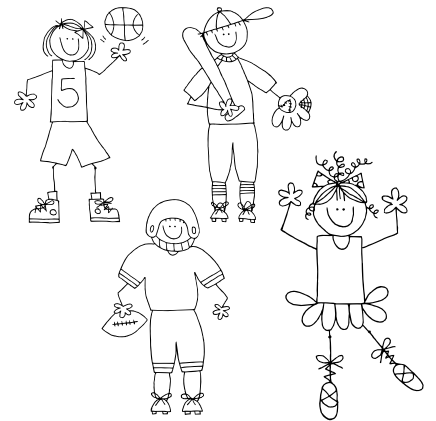
**WILD
Draw Four**



**WILD
Draw Four**



**WILD
Draw Four**



WILD



WILD



WILD



WILD

