

# Matchin' Action Word Families Short Vowels

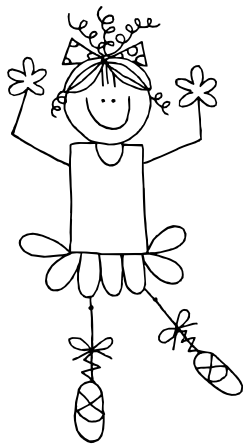
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Grades 1-3, Groups of 2-8  
How to Play  
Shuffle the cards after removing the title and direction cards.  
Dealer deals 7 cards to each player.  
The remaining cards are placed face down to make a DRAW pile.  
Turn the top card over to make the DISCARD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

chill



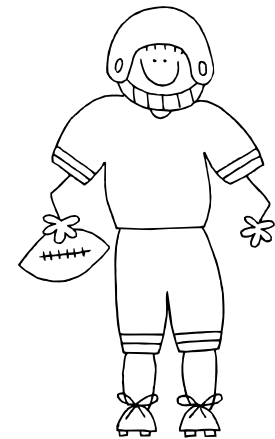
hill



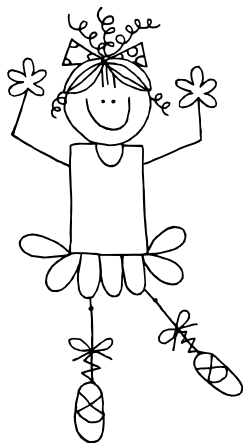
mill



bill



can



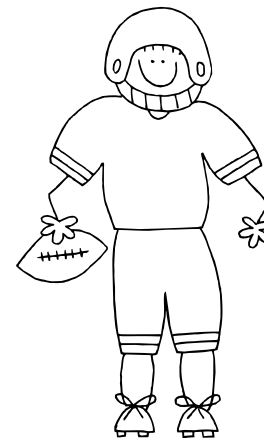
man



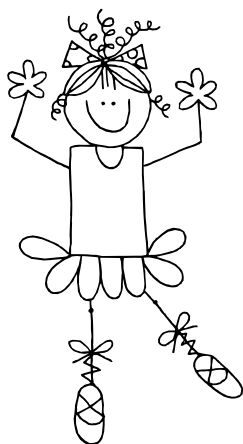
ran



fan



best



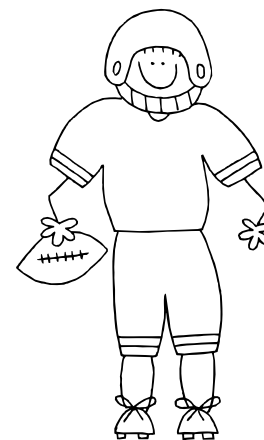
nest



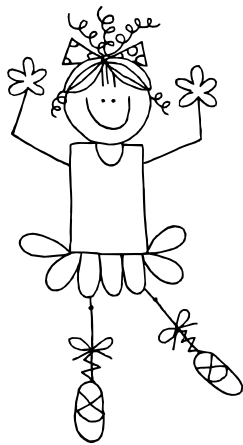
rest



pest



clock



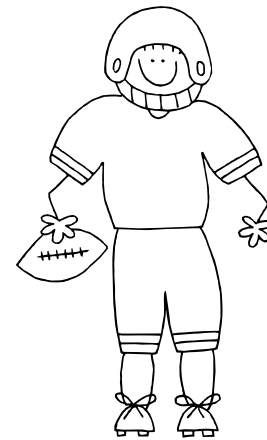
rock



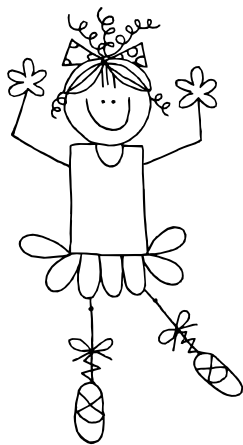
sock



lock



cat



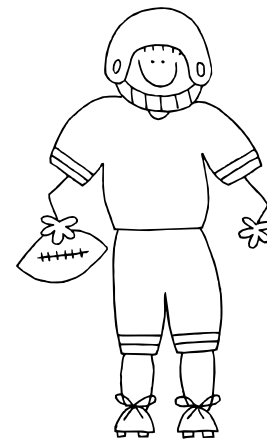
bat



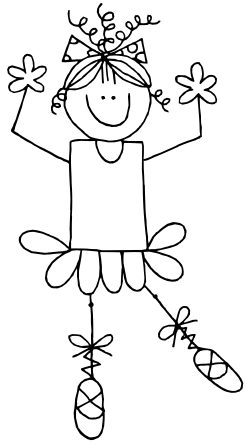
pat



mat



bug



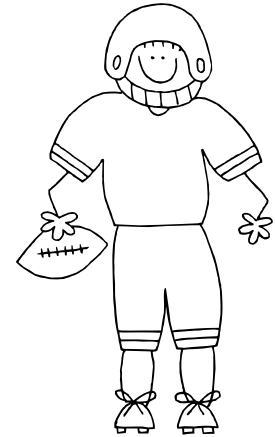
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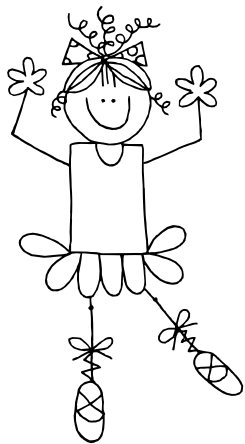
rug



mug



met



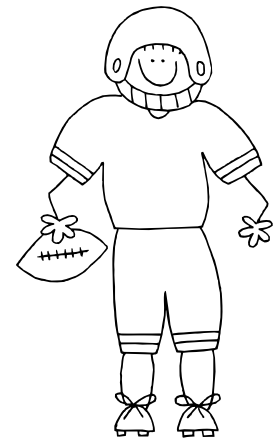
let



set



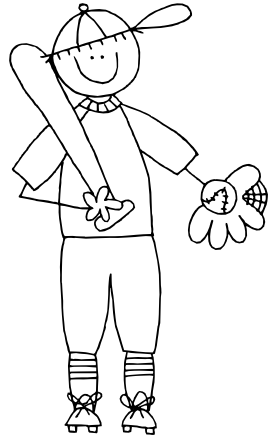
fret



back



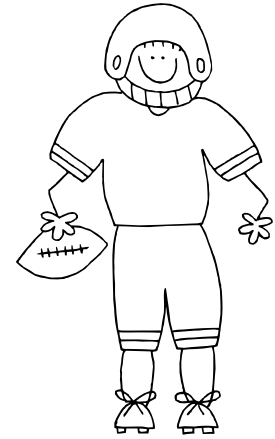
lack



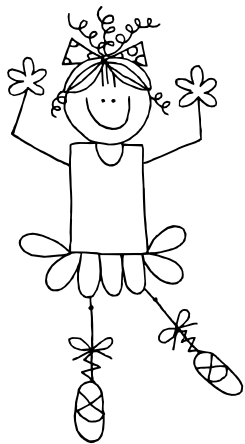
black



snack



jam



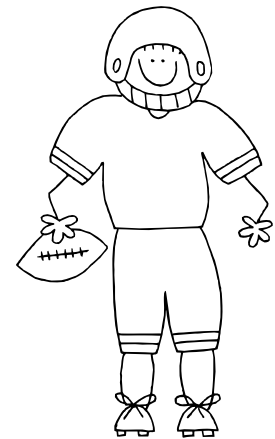
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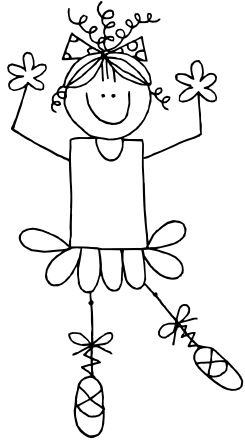
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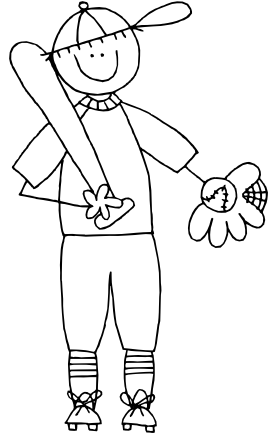
yam



bed



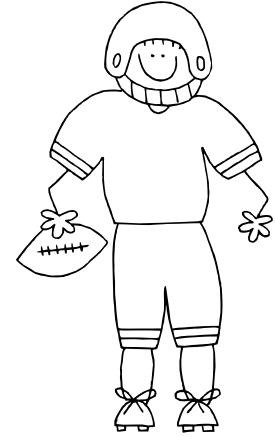
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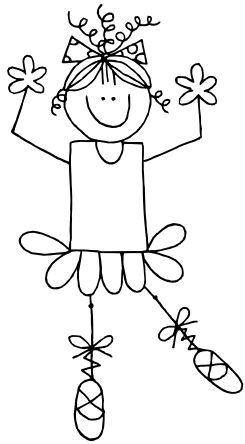
fed



sped



spill



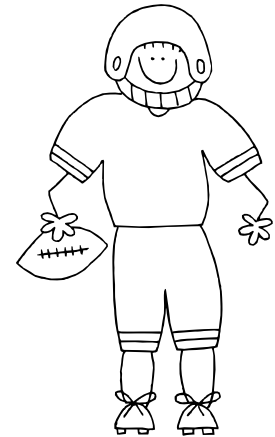
fill



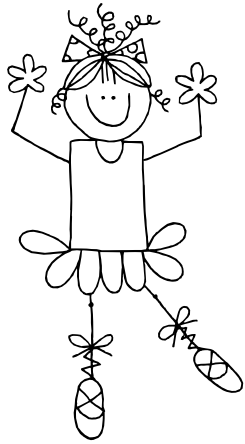
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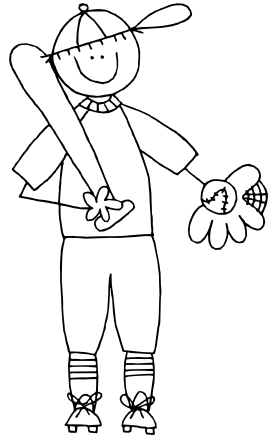
chill



scan



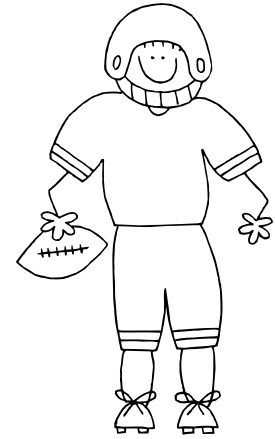
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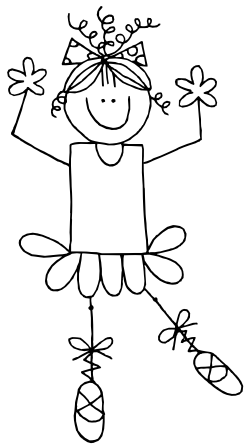
tan



span



block



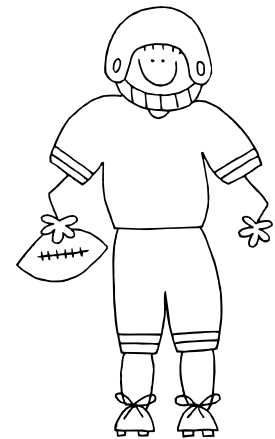
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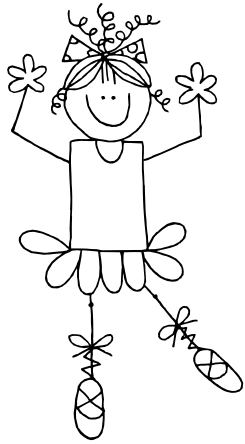
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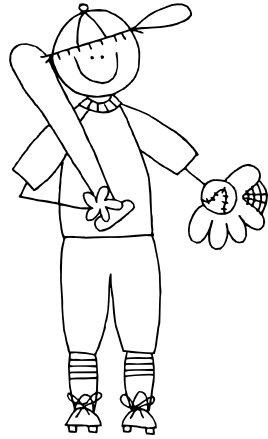
flock



chat



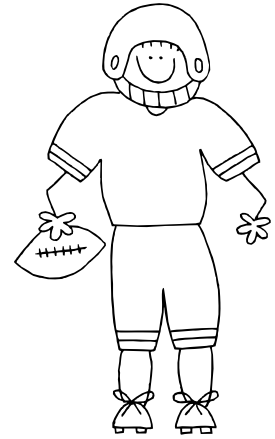
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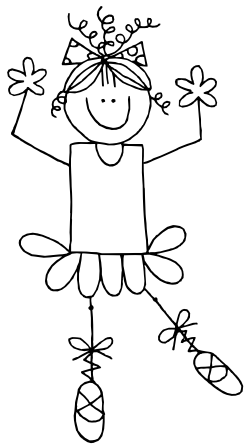
rat



flat



smug



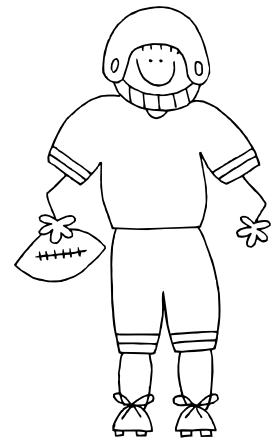
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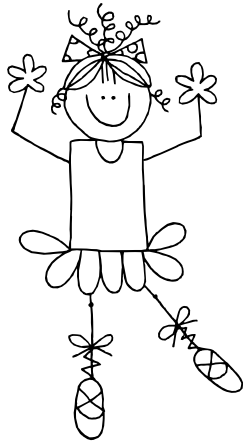


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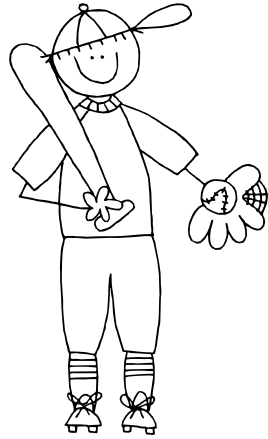




track



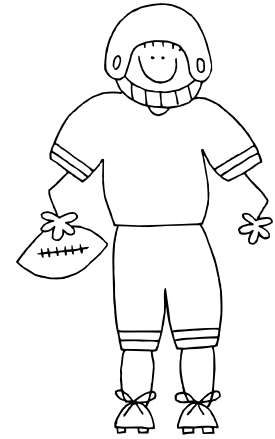
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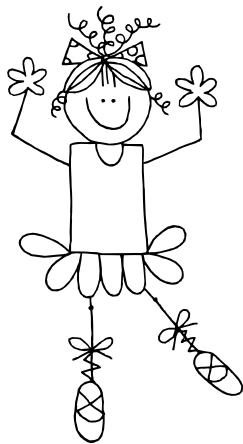
slack



quack



bam



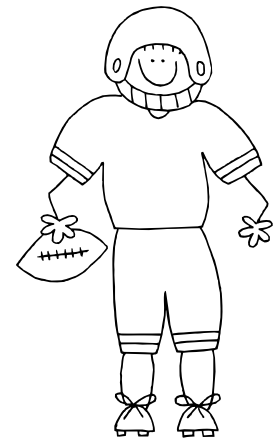
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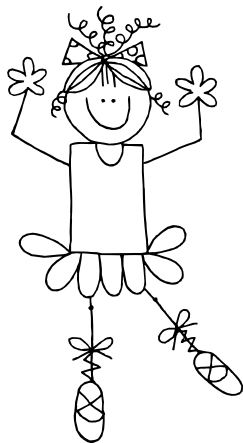
tram



clam



fled



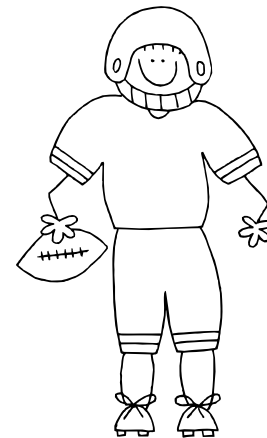
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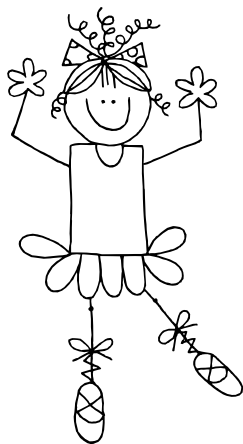
led



sled



pet



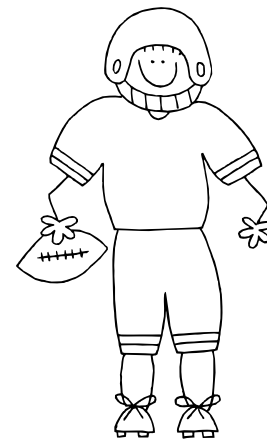
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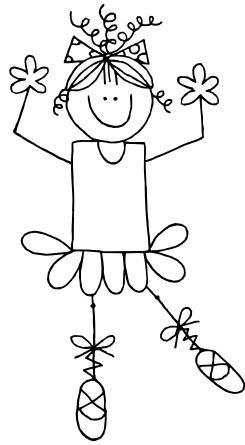
yet



jet



Draw Two



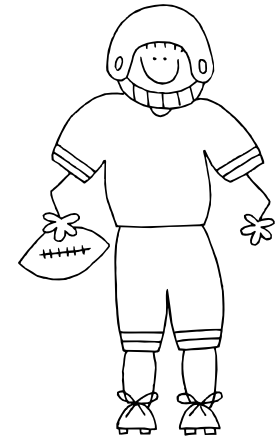
Draw Two



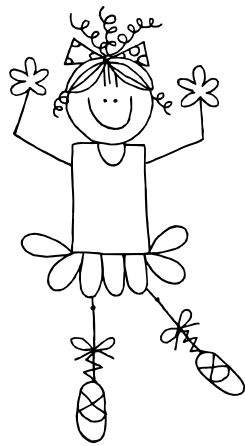
Draw Two



Draw Two



Draw Two



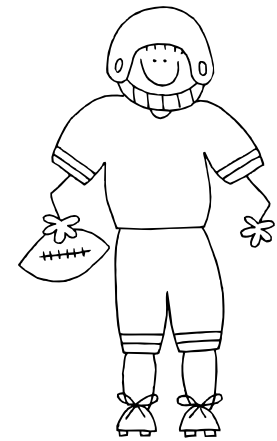
Draw Two



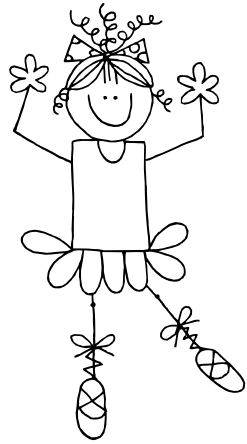
Draw Two



Draw Two



Reverse



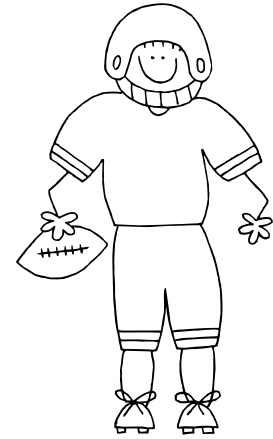
Reverse



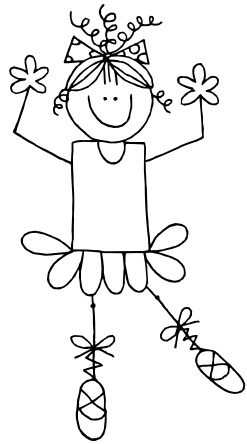
Reverse



Reverse



Reverse



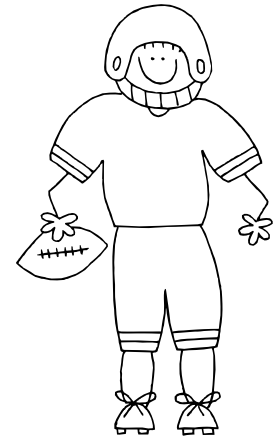
Reverse



Reverse



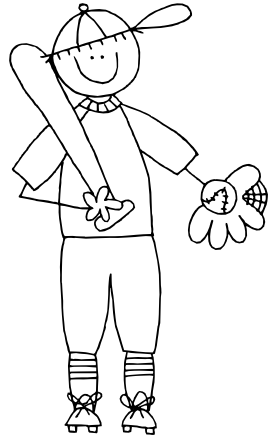
Reverse



Skip



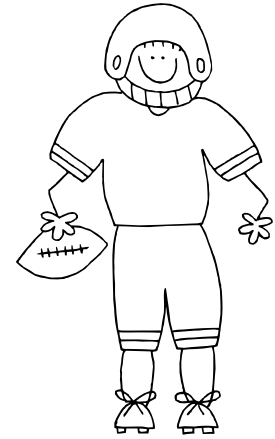
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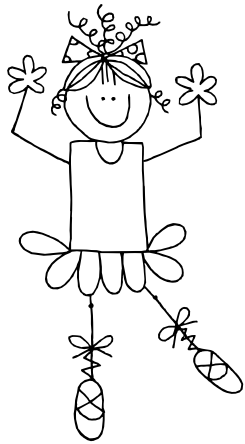
Skip



Skip



Skip



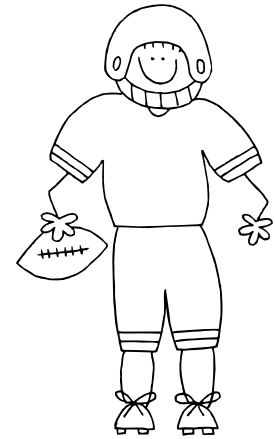
Skip



Skip



Skip



**WILD  
Draw Four**



**WILD  
Draw Four**



**WILD  
Draw Four**



**WILD  
Draw Four**



**WILD**



**WILD**



**WILD**



**WILD**

