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Deleting 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

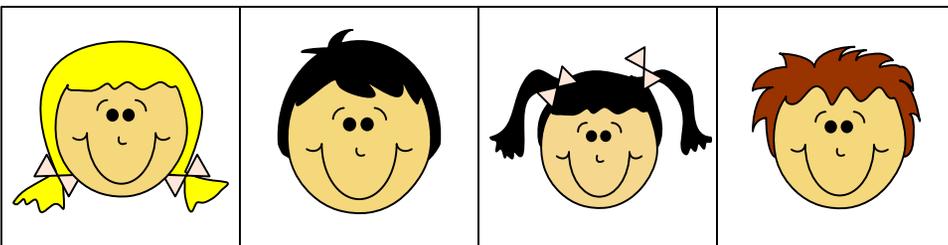
How to Construct:

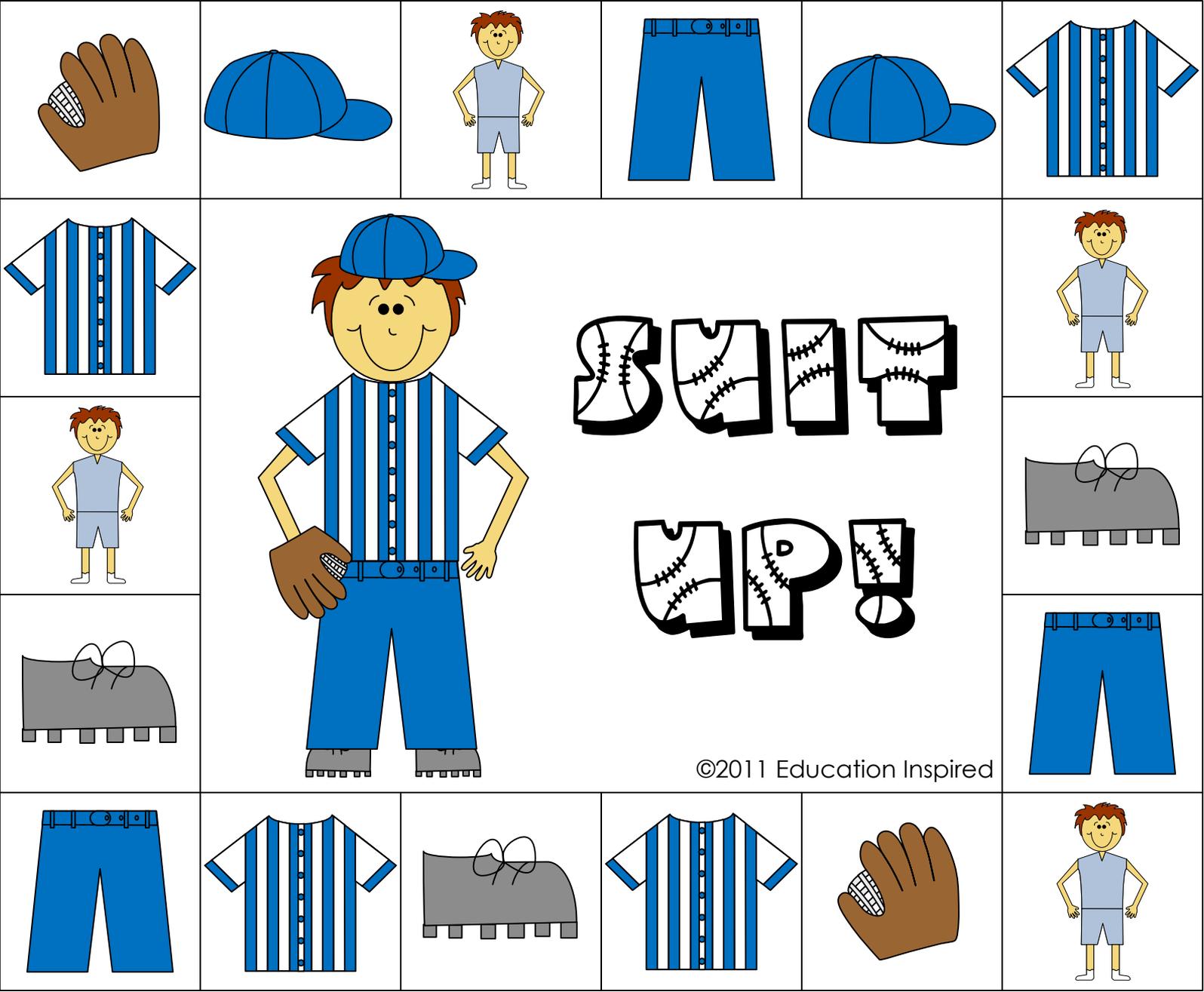
1. Laminate the game board onto the front of a manila envelope, and the rules on the back of the envelope. Make sure the envelope is open when it is laminated.
3. Laminate the game pieces and people pieces.
4. Cut out the pieces.
5. Use scissors to slice open the laminate at the opening of the envelope.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

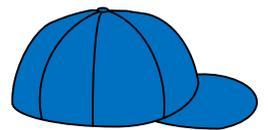
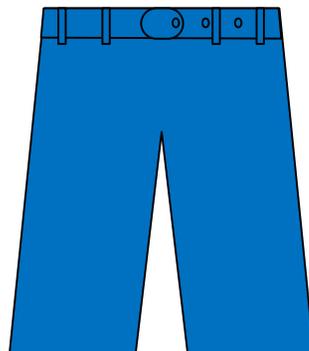
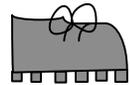
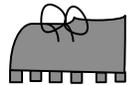
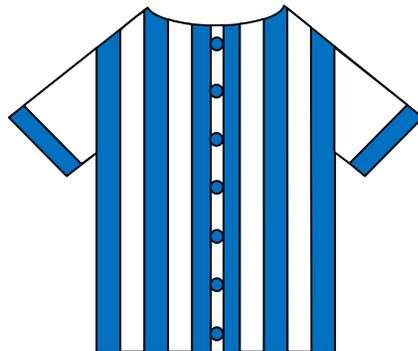
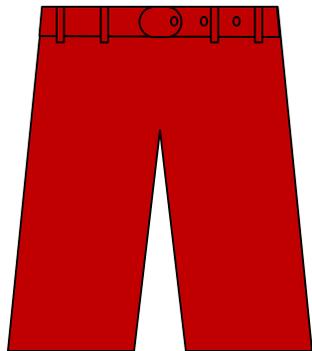
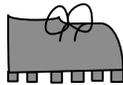
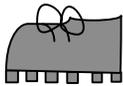
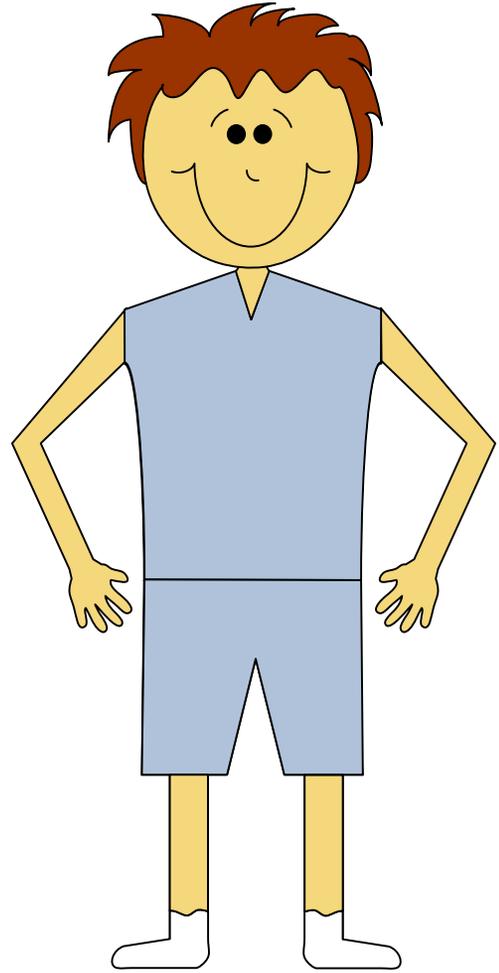
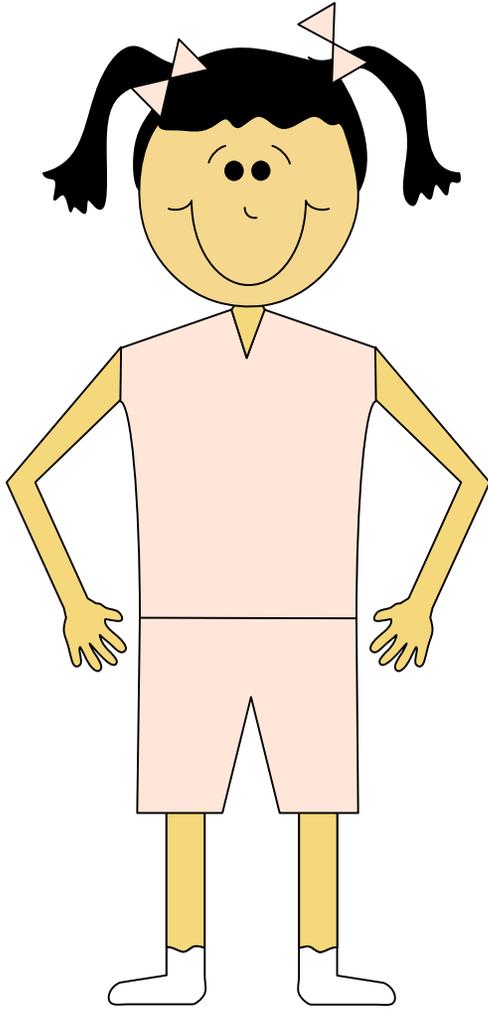
Game Pieces



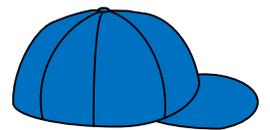
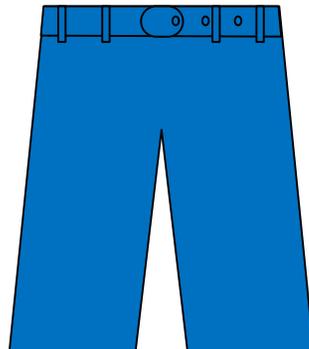
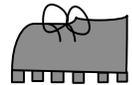
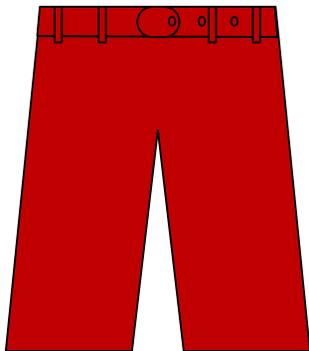
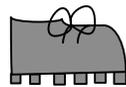
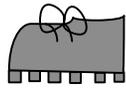
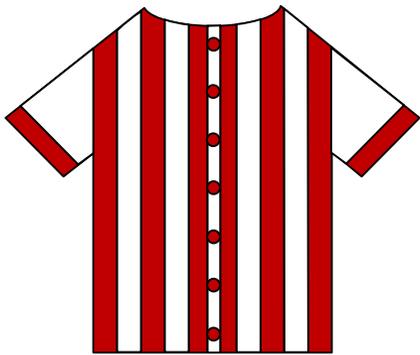
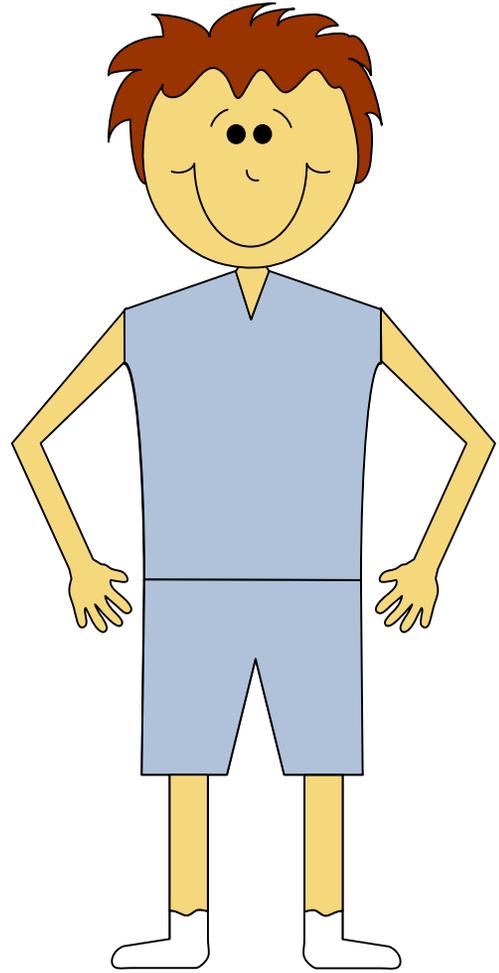
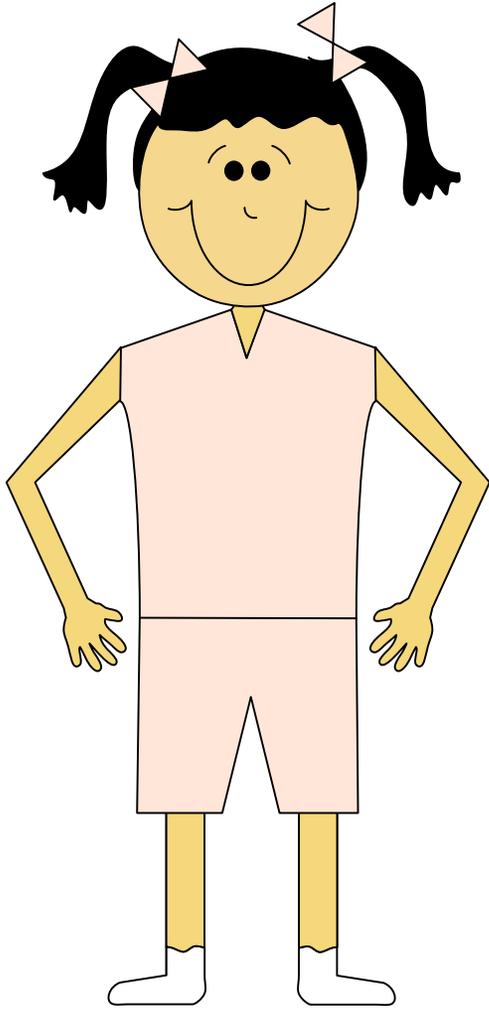


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People Pieces



People Pieces





Deleting Sounds

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For grade K-1, 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.

lent without /t/

len

27

5. Pick a card, and have the teacher/leader read you the card. Say the sounds that remain once the sound on the card is removed. 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 without /p/

bum

1

find without /d/

fine

2

short without /t/

shore

26

wind without /d/

win

3

dance without /c/

dan

4

milk without /k/

mil

5

pact without /t/

pac

6

yelp without /p/

yell

7

rant without /t/

ran

8

past without /t/

pass

9

felt without /t/

fell

10

make without /k/

may

11

rake without /k/

ray

12

cart without /t/

car

13

card without /d/

car

14

hive without /v/

high

15

meet without /t/

me

16

time without /m/

tie

17

slime without /m/

sly

18

pant without /t/

pan

19

bike without /k/

bye

20

pave without /v/

pay

21

lake without /k/

lay

22

soak without /k/

so

23

seek without /k/

see

24

wisp without /p/

wis

25