

3-D Phonics BINGO

Hands-on, Multi-sensory BINGO Game



Master the sounds in CVC words

Grades: PreK-2

Number of Players: 2-4

Skill: Identify the beginning, medial, or final sounds in CVC words.

Object of Game: Be the first player to remove three objects in a row (vertically, horizontally, or diagonally) from your card.



Contents

36 fun, colorful real-life 3-D objects in bag

(each item is a CVC word)

(Occasionally we run short of an object and need to substitute another object, so there are more than 36 listed.)

- (short a) can, fan, pan, tag, cap, bat, cat, hat, rag
- (short e) web, bed, red, peg, bell, hen, jet, net, leg
- (short i) bib, lid, pig, pin, lip, six, wig
- (short o) dog, log, mop, top, pot, fox, box
- (short u) bug, gum, mug, tug, sun, cup, nut, bus

4 bingo game cards

45 alphabet tiles

- 2 each of a, b, c, d, e, f, g, h, i, k, l, m, n, o, p, r, s, t
- 1 each of j, q, u, v, w, x, y, z

1 color-coded answer card

4 WAYS TO PLAY

3-D Phonics Bingo is the perfect way to reinforce the beginning, medial, and final sounds in CVC words. There are 4 variations of game play that allow you to tailor game play to the skill levels of your players. For each variation, players use all 36 3-D objects, the 4 bingo cards, the answer sheet, and the following letter tiles:

Beginning Consonant Bingo

- 2 each of b, c, d, f, g, h, l, m, n, p, r, s, t
- 1 each of j, w

Ending Consonant Bingo

- 2 each of b, d, g, l, m, n, p, s, t

Short Vowel Bingo

- Use all vowel tiles: a, e, i, o, u

CVC Bingo

- 2 each of a, b, c, d, e, f, g, h, i, l, m, n, o, p, r, s, t
- 1 each of j, u, w, x

Note: Remove the k, q, v, y, and z tiles from the alphabet tiles. These tiles will not be used during game play.

SETTING UP

1. Give each player a bingo card.
2. Taking turns, each player removes one object from the bag and places it on any blank space of his/her BINGO card square.
3. Place the alphabet tiles (for your game variation) face down in the middle of the table.

HOW TO PLAY

1. The first player turns over any letter tile on the table (for example, p or a) and names the letter and its sound ("P says /p/" or "A says /a/").
2. All players look at the objects on their cards and choose one that begins with (pig), ends with (cap), or contains (fan) that consonant or vowel sound.
3. Players take turns using the color-coded answer card to check answers.
4. All players with correct answers can remove their objects from their boards, leaving an open space.
5. Place the used letter tile in a discard pile.
6. Play continues.
7. The first player with 3 open spaces in a row is the winner!

After the game, players can rearrange the objects on their boards or exchange objects with other players.



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