



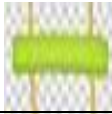







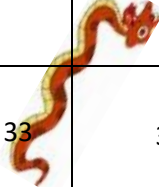

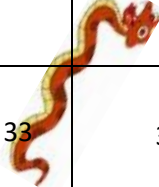

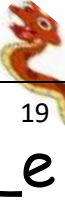


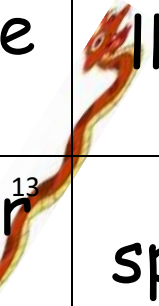



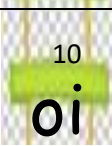





Phonics Snakes and Ladders



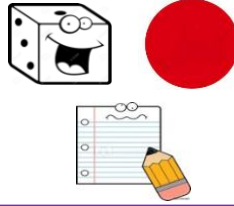
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|--|-------------------|---|-------------------|---|--|---|---|------------------|--|
|  | 78 x | 77  | 76 ew | 75 ou | 74 wh | 73 ee | 72 i_e | 71 a_e | 70 zz  |
| ch ⁶⁹ | cr ⁶⁸ | ai ⁶⁷  | ph ⁶⁶ | ck ⁶⁵ | oo ⁶⁴  | ew ⁶³ | ure ⁶² | ff ⁶¹ | br ⁶⁰  |
| air ⁵⁹  | ur ⁵⁸ | ay ⁵⁷  | ey ⁵⁶ | ir ⁵⁵ | igh ⁵⁴  | ea ⁵³ | u_e ⁵²  | tw ⁵¹ | 50 |
| ss ⁴⁹  | nd ⁴⁸ | scr ⁴⁷ | sp ⁴⁶ | sk ⁴⁵ | au ⁴⁴  | str ⁴³ | ir ⁴²  | ar ⁴¹ | gr ⁴⁰ |
| ng ³⁹ | or ³⁸ | o_e ³⁷ | ow ³⁶ | ie ³⁵  | oy ³⁴ | aw ³³  | ue ³² | sh ³¹ | ear ³⁰  |
| sn ²⁹  | igh ²⁸ |  | dr ²⁶ | or ²⁵  | ew ²⁴ | oe ²³ | ll ²²  | ie ²¹ | oa ²⁰  |
| e_e ¹⁹  | er ¹⁸ | ue ¹⁷ | ure ¹⁶ | aw ¹⁵ | oo ¹⁴ | ur ¹³  | sp ¹² | br ¹¹ | oi ¹⁰  |
|  | 1 ai | 2 ee | 3 ea | 4 wh | 5 a_e | 6 ph | 7 j | 8 ck | 9 th |



Phonics Snakes and Ladders



You will need...



Rules



- All players must **start** on the sign at the **bottom** of the board.
- Roll your dice and **move your counter that many steps**, following the numbers on the board in order.



- When a player lands on a **ladder**, they move their counter **up** the ladder, and when a player lands on a **red snake**, they move their counter **down** the snake.



- When a player lands on a **grapheme**, s/he must **say** a word containing that phoneme.



- When a player lands on a **digraph or trigraph**, all players must race to be the first to **write** a word containing that digraph or trigraph.



- When a player lands on **Sassy Sentence Snake**, they must **say** a Sassy Sentence using the **phoneme on the board that the other player's counter is on**.



- The game ends when a player reaches the **Brilliant Bee** at the top of the board.