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| **Roll, say and add**  Put the flashcards into a pile. Roll the die, pick up the first flashcard and read. If you read it correctly, add the number you rolled to your total.  Repeat until the pile of flashcards is used and see how high you can make your total. | **Find the...**  Spread out the flashcards. Say one of the words and find the word as fast as possible. | **Explanation Game**  Pick a flashcard. Read the word silently. Give your partner clues to guess the word you are holding. |
| **Bingo**  Spread out the flashcards and each player chooses 6 (or more!) to write down in a grid.  Put all of the flashcards back into a shuffled pile. Turn over the flashcard, read and then tick in bingo grid. | **Find a link**  Spread out the flashcards. Each player looks for a link between two of the words. It could be a spelling link (e.g. ‘these both have ea in them’) or a meaning link (you can eat bread and cheese).  When neither player can find a pair, the game ends.  \*Challenge\* You can’t use the same link twice | **Snap and Pairs**  Copy out the flashcards so you have two sets.  Spread them out face down and play pairs, or share the cards and play snap. |
| **Timer**  Start a stop watch.  See how quickly you can get through the full set of cards.  Record your times over the week and see how much quicker you get. | **Run for it**  Spread the flashcards around the room.  Say a word, and then the child runs and finds it as quickly as possible. | **Back spelling**  Take a sight word and read it silently.  Spell it on your partner’s back. Can they recognise the word you spelled?  Repeat, swapping roles. |