

Gotcha!

Integrals #66 - #114 Various

Objective: Review and reinforce the recognition of vowel patterns.

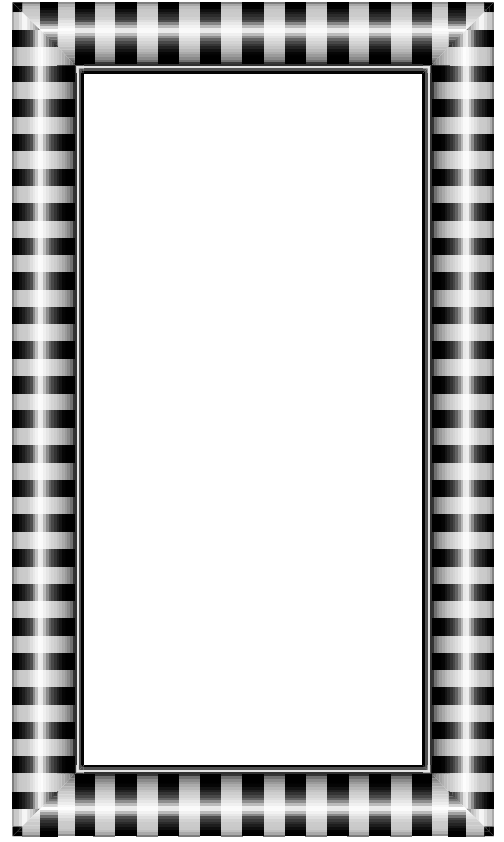
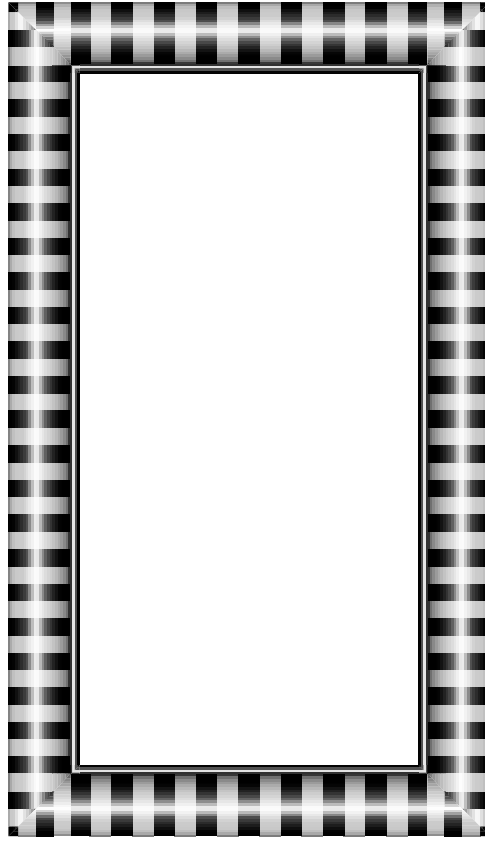
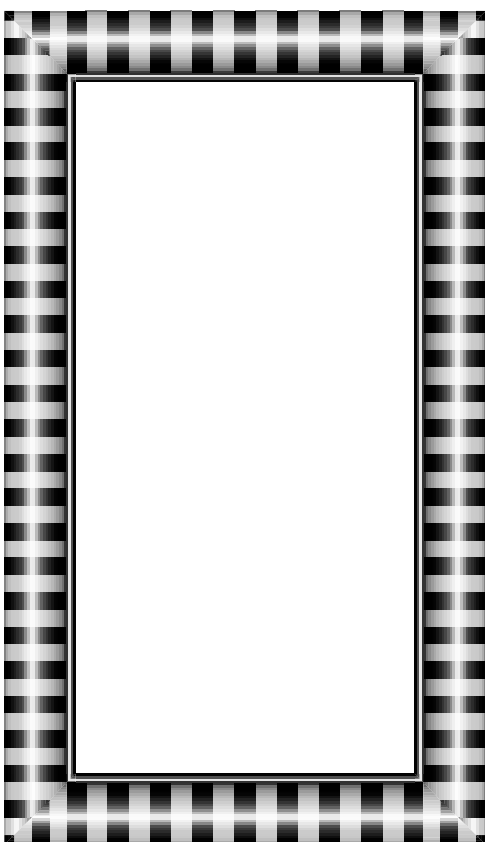
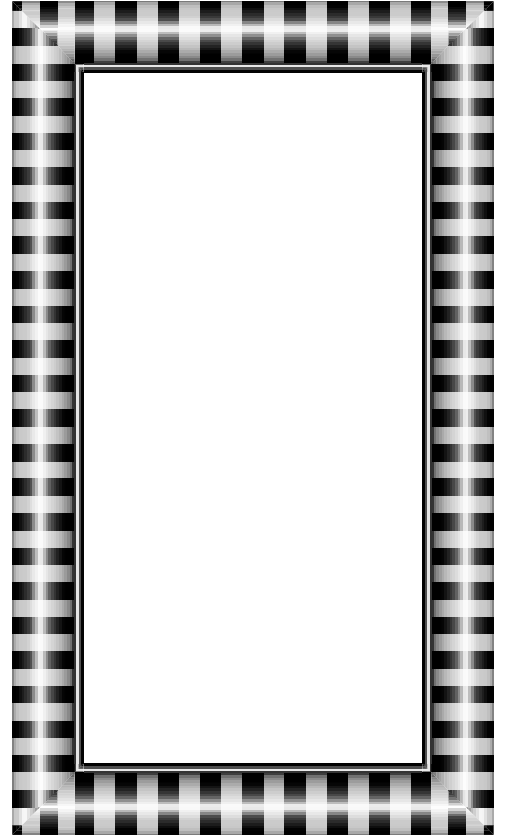
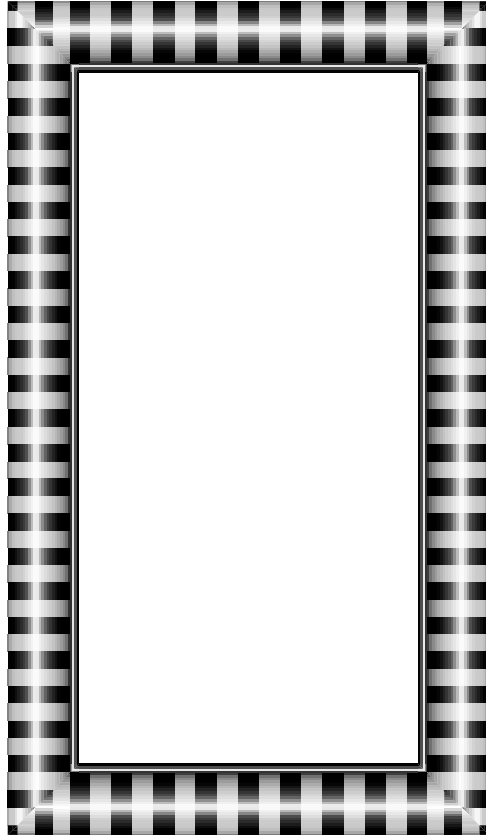
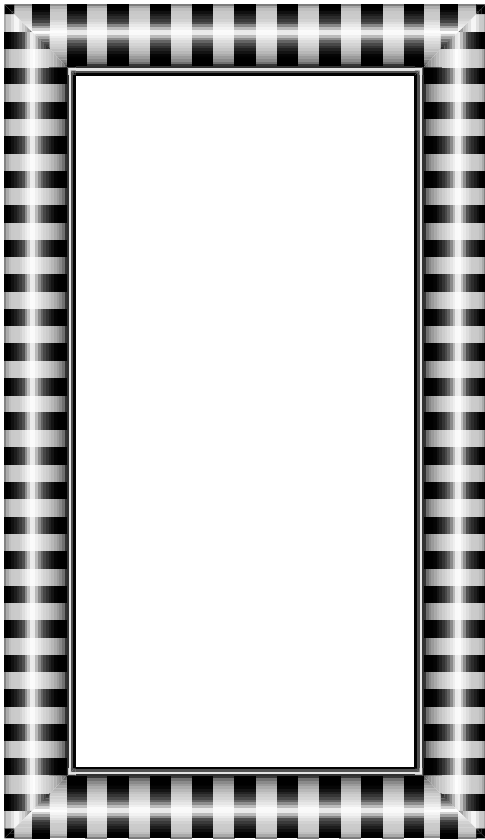
Assembly: Copy onto card stock, laminate.

Game Options Game 1 - Select 2 players. Deal until all cards have been distributed. Students keep cards face down. Students turn over top card simultaneously. Students look to see if vowel patterns match. First student to spot matching vowel patterns says "Gotcha" and collects the pile of cards. If the pattern does not match, students continue turning over the next card on their stack. Winner is the student who collects the most cards.

Game 2 - Select up to 12 players and seat in circle. Deal each player 5 cards. The object of the game is to collect all 5 cards with matching vowel patterns. Players look at their 5 cards and decide which one to pass to the player on their left. Everyone passes at the same time. Player looks at the card he/she received and makes the decision again about which card to pass. Play continues until one or more players has all 5 cards of the same vowel pattern. This player can then say "gotcha". Note to teacher, use only the equivalent number of vowel pattern sets as you have players. i.e. 5 players, 5 sets of vowel patterns for a total of 25 cards.

Game 3 - Allow one student to play a solitaire game by sorting all cards into matching vowel pattern stacks.

Variations: 1) Student who spots the match records one point on a score pad and play continues with students keeping their own cards and playing for a set time. Winner is the student who scores the most points. At the end students may then sort their cards into barrels. 2) When a vowel match is spotted play stops and each word showing must be used in a sentence by all players or by the player who spotted the match. 3) Use the cards with the entire class by handing each student three cards which must be used in sentences or sorted into parts of speech barrels as a warm-up activity.



sting

sting

bring

bring

fling

fling

flight

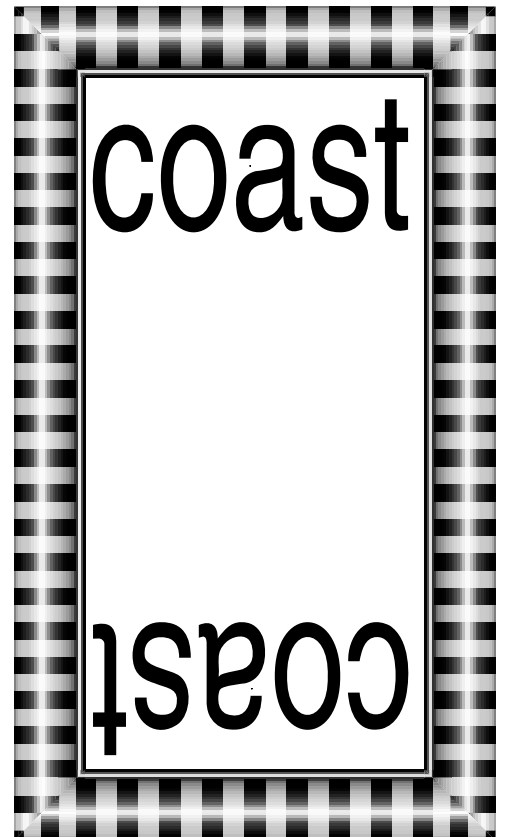
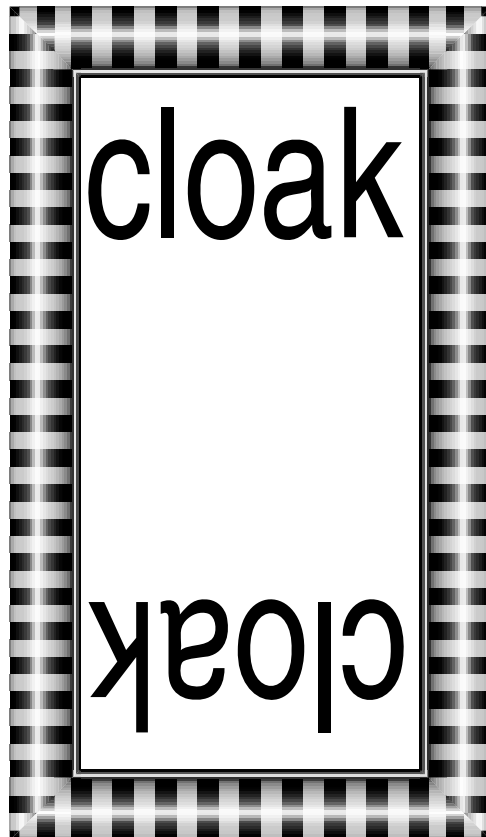
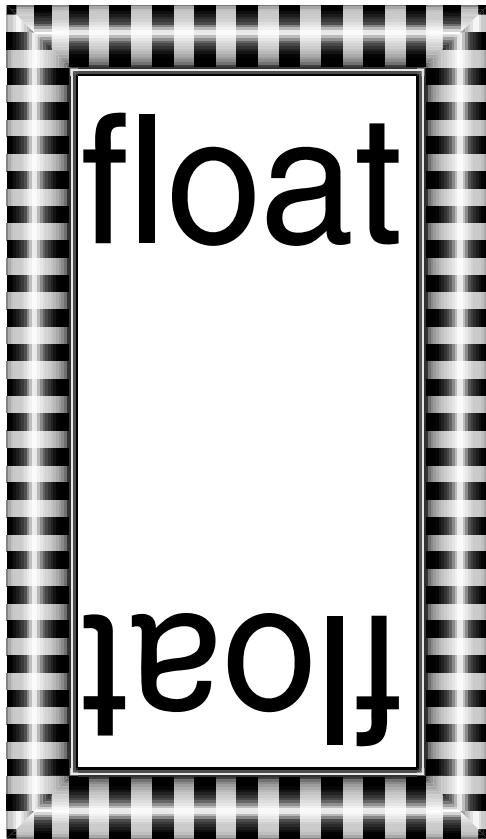
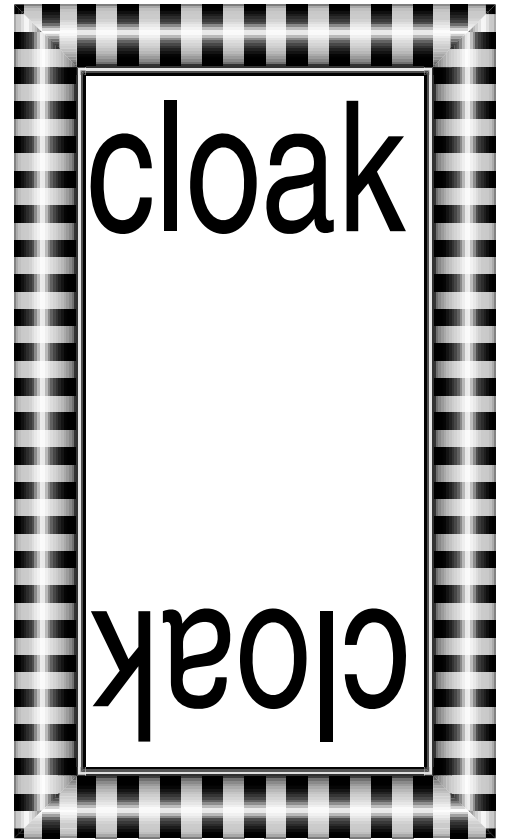
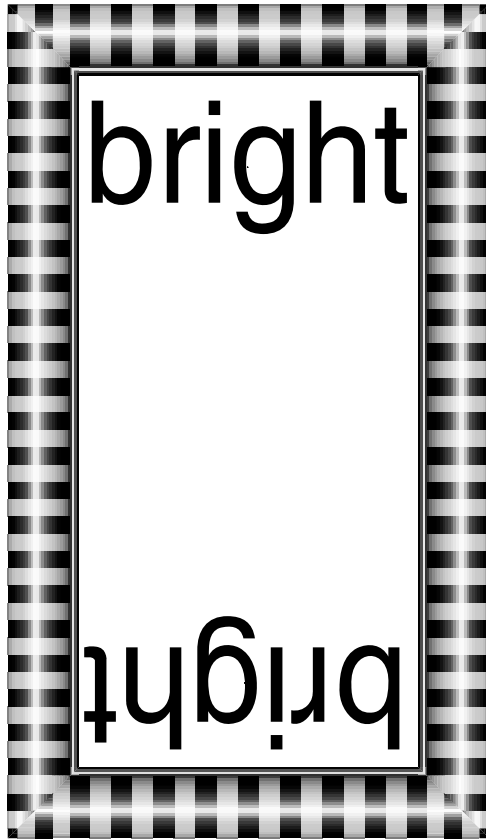
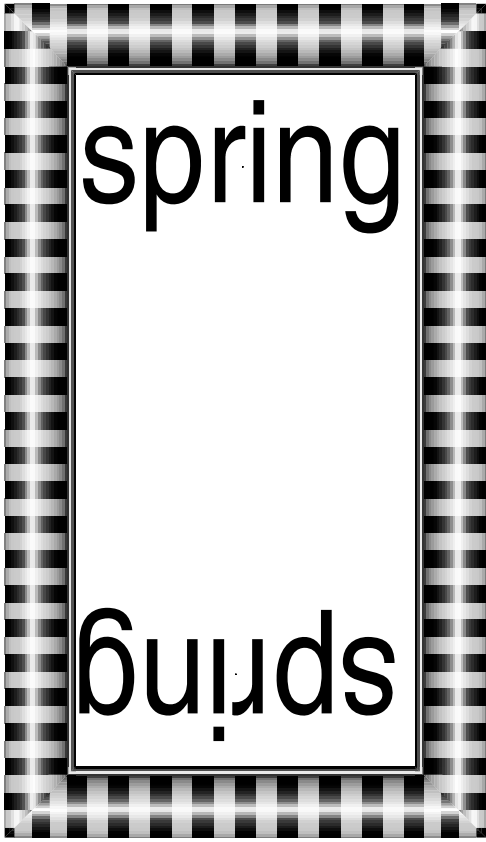
flight

fright

fright

slight

slight



brain

brain

claim

claim

grain

grain

stain

stain

creek

creek

greet

greet

sleep

sleep

sweet

sweet

clean

clean

sneak

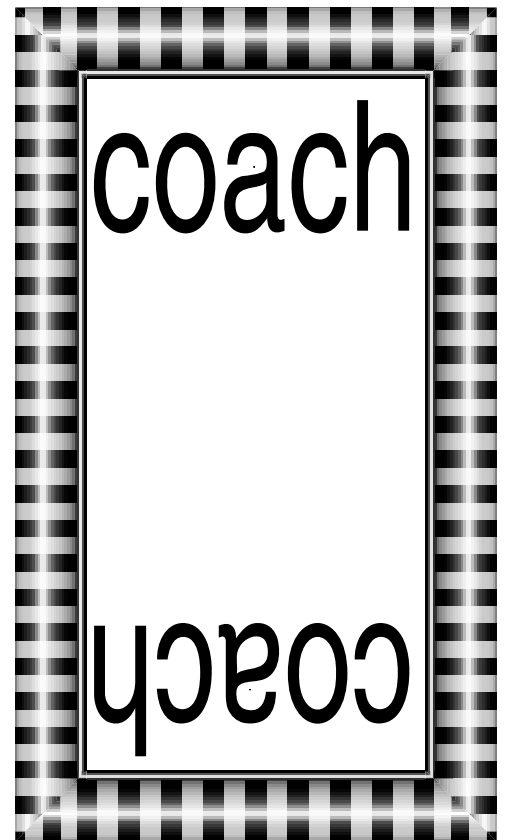
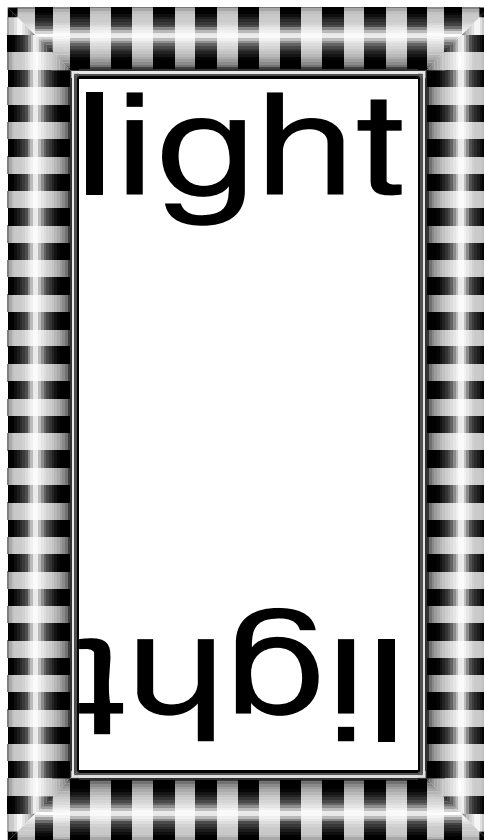
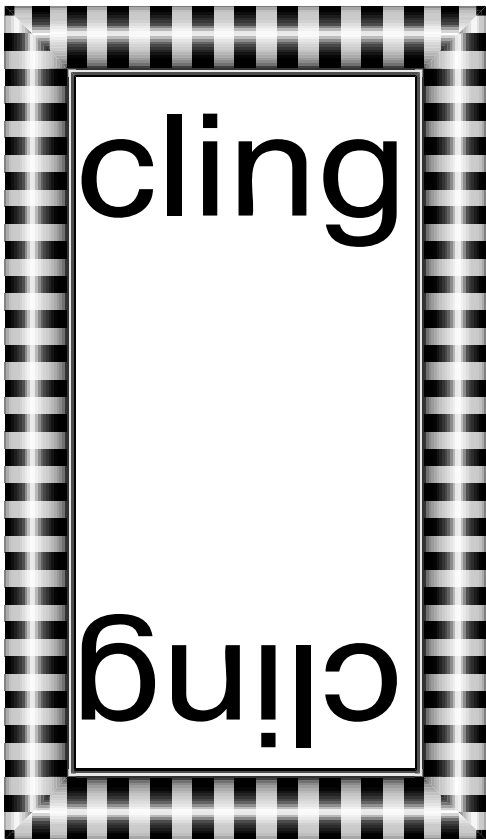
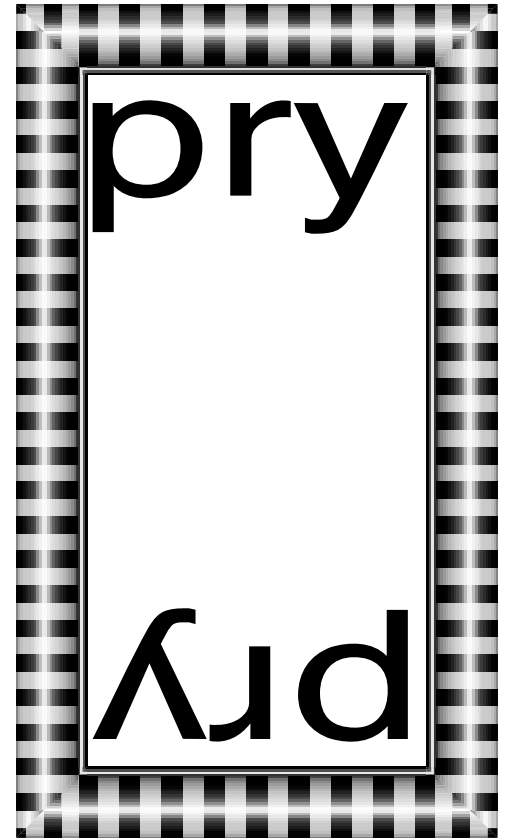
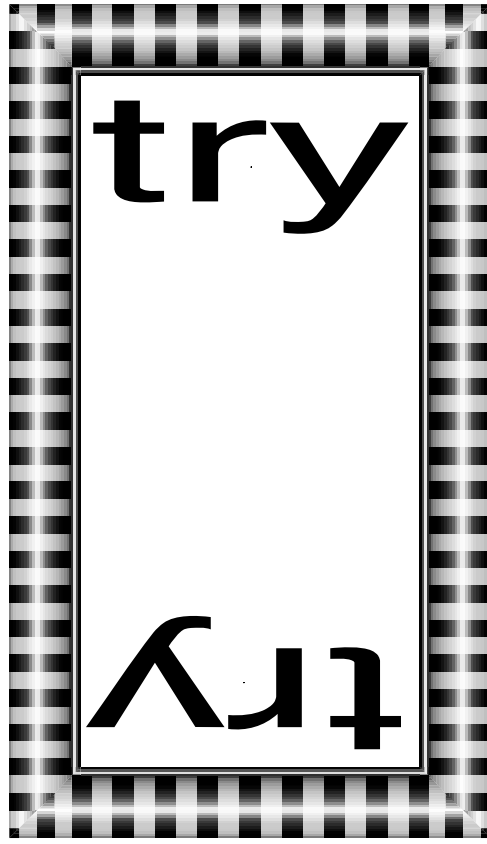
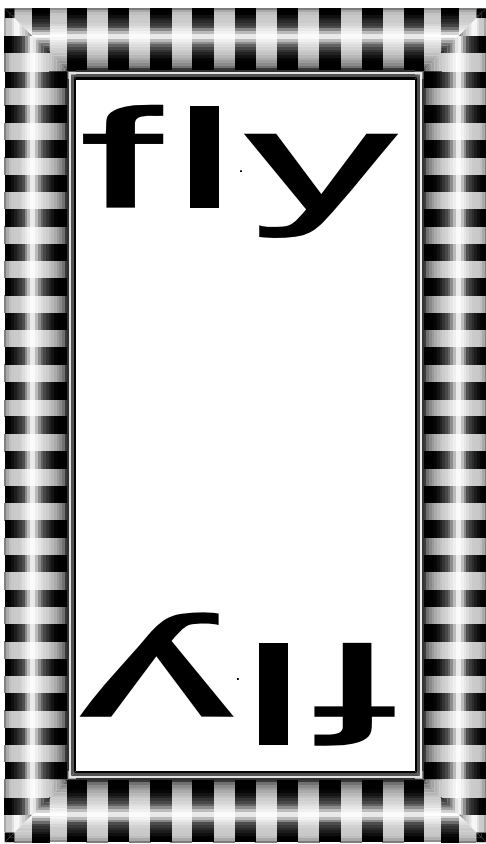
sneak

steal

steal

dream

dream



froze

froze

grove

grove

store

store

broke

broke

cry

cry

dry

dry

plate

plate

grade

grade

tribe

tribe

spice

spice

prize

prize

drive

drive

sway

sway

spray

spray

play

play

stay

stay

brake

brake

crane

crane

chair

chair

cheek

cheek

beach

beach

tray

tray

chase

chase

chime

chime