

Phonics: Short-O Card Game

These cards can be used many different ways.

Here are a few ideas:

1. Memory Match Game

Flip the cards upside-down on a table. Students take turns flipping pairs of cards. If students flip two cards that go together (ex: picture of a fox and the word *fox*.), then they get to keep both cards. The player with the most matches wins.



Preview

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Then glue or tape the picture card over the top so that it can be flipped up to reveal the word below.

4. Alphabetical Order

Cut apart the word cards. Have students place them in a line, in alphabetical order.

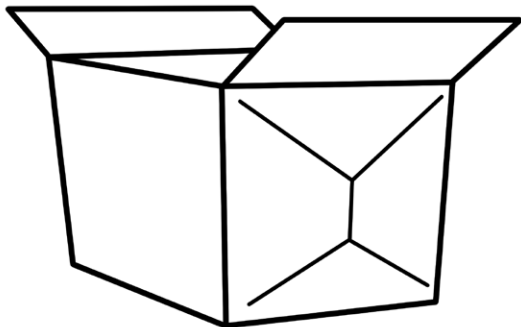


fox

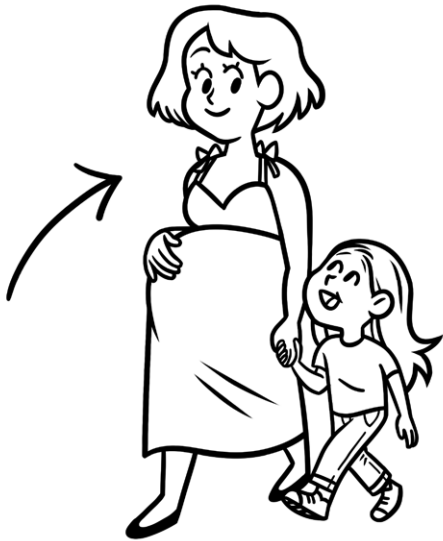


Preview

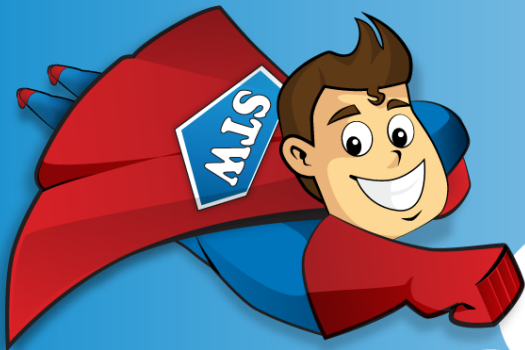
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box

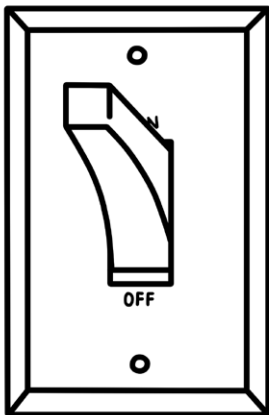


mom

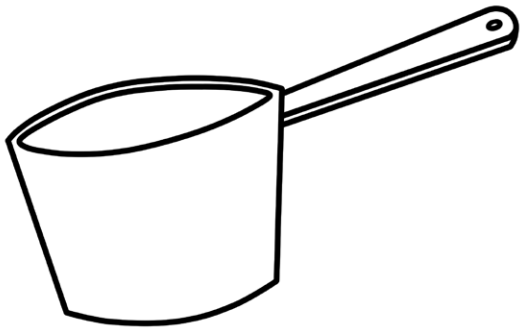


Preview

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on

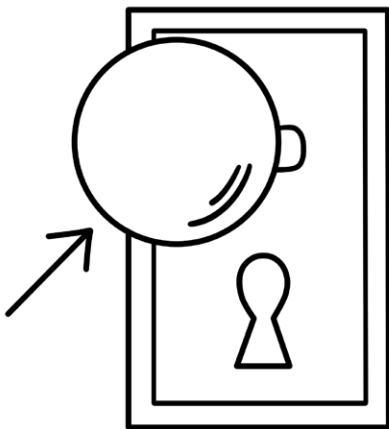


pot

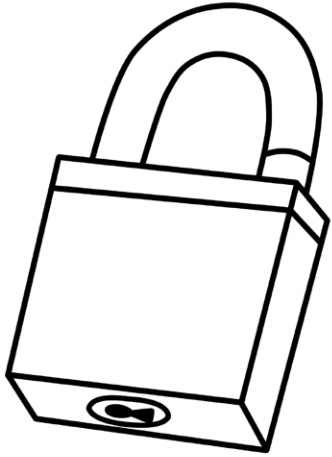


Preview

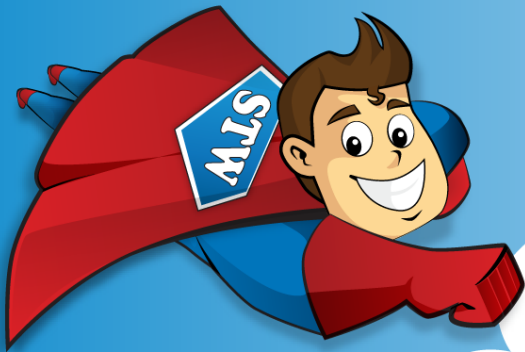
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knob

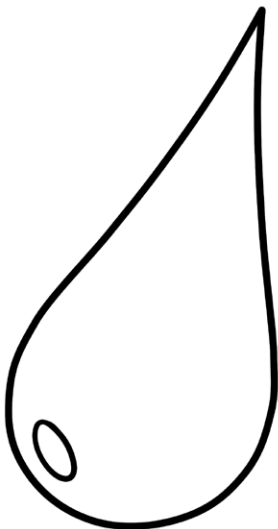


lock

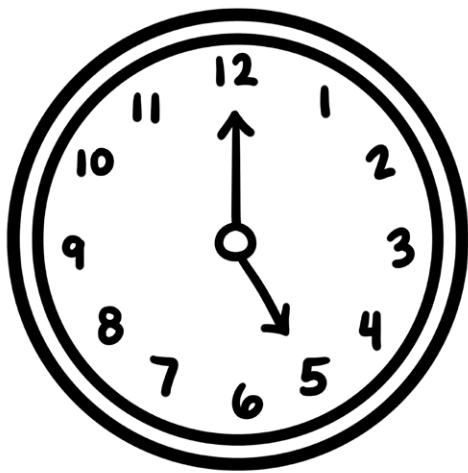


Preview

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drop

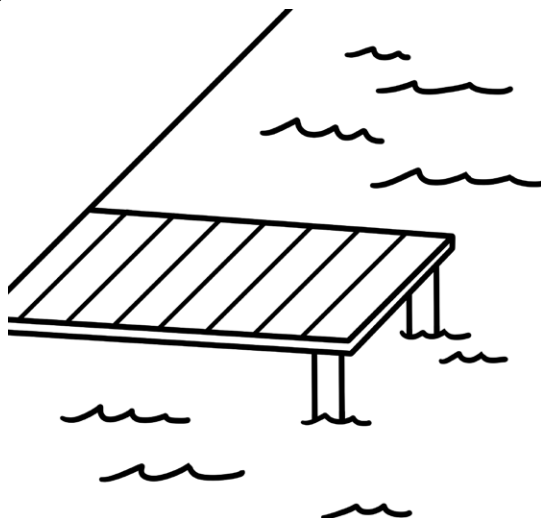


clock



Preview

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dock