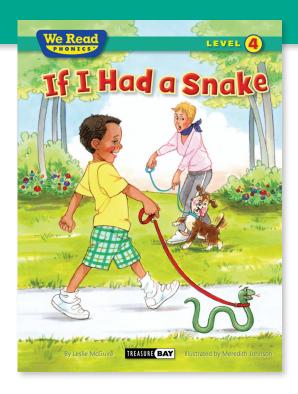
Phonics & Sight Word Games

Plus Discussion Questions



This PDF contains three of the phonics and sight word games for *If I Had a Snake* from the We Read Phonics series. It is provided to make it easier for parents and teachers to create the materials suggested in the book. Just print these pages (on heavy paper or card stock, if possible), then follow the instructions for the games. In most cases, you will need scissors to cut out word or letter cards. If a game from the book is not included here, there are no printed materials needed for the game. After playing, store the instructions and game pieces in a zip-lock bag for another time.

Talking about the book with your child can be very helpful to support reading comprehension. Following the game pages is a page with suggested questions that can be helpful to ask your child both before and after reading the story.

If you have any suggestions for improving these materials, please let us know by e-mailing us at customerservice@webothread.com.



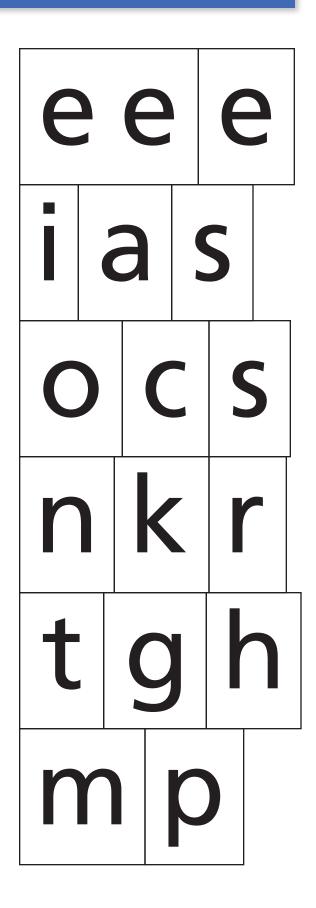




After printing this game, cut out the cards on the solid lines.

- 1 Place the cards letter side up in front of your child.
- 2 Ask your child to make and say words using the letters available. For example, your child could choose the letters "s," "n," "a," "k," and "e," and make the word snake.
- If your child has difficulty, try presenting letters that will make a specific word. For example, present "n," "i," "c," and "e," and ask your child to make the word *nice*. You could then ask your child to change one letter to make the word *rice*.
- Ask your child to make as many words as possible that use the vowel-consonant-e pattern (as in *rake*) or the middle vowel combination "ee" (as in *green*). These letter patterns are used in the story. Possible words include *rake*, *cage*, *home*, *hose*, *rope*, *green*, *need*, and *tree*.





Go Fish

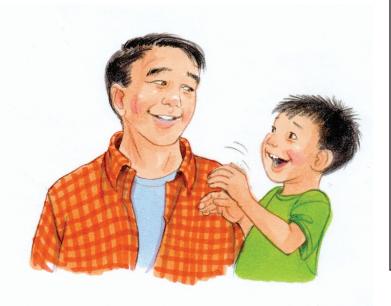
Sheet 1 of 2



After printing this two-page game, cut out the cards on the solid lines. Note that you will have two cards for each word.

- 1 Using one set of cards, ask your child to repeat each word after you. Then mix the cards together, and deal three cards to each player. Put the remaining cards face down in a pile.
- 2 Player 1 asks player 2 for a particular word. If player 2 has the word card, then he passes it to player 1. If player 2 does not have the word card, then he says, "Go fish," and player 1 takes a card from the pile. Player 2 takes a turn.
- Whenever a player has two cards with the same word, he puts those cards down on the table and says the word out loud. The player with the most matches wins the game.

Keep the cards and combine them with other sight word cards you make. Use them all to play this game or play sight word games featured in other We Read Phonics books.



| could | could | |
|-------|-------|--|
| pluos | plnoɔ | |
| would | would | |
| pluow | pluow | |
| oh | oh | |
| | | |
| | чо | |

| there | there | by | by |
|-------|-------|--------|--------|
| there | there | γq | γq |
| what | what | should | should |
| tedw | tehw | pjnoys | pjnoys |
| from | from | have | have |
| mort | morf | Pyed | Pyed |

Word Families

This game will help your child read words that appear in this story, as well as words that have the same ending.

Sheet 1 of 2

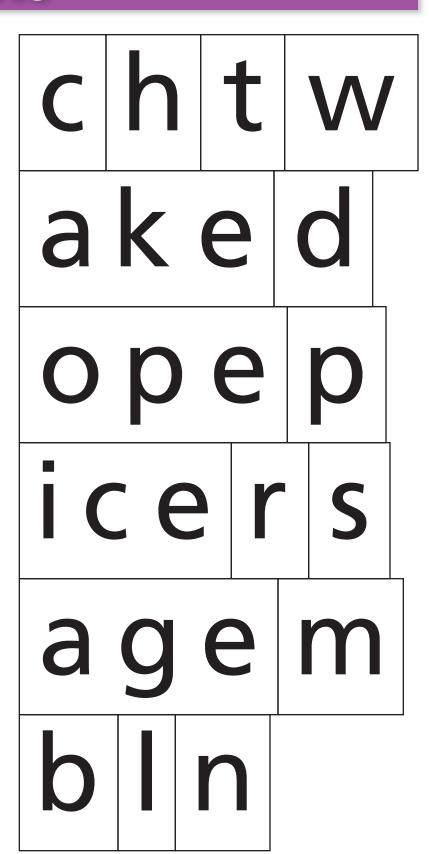


After printing this game, cut out the cards on the solid lines. You will have 6 large word family cards: ake, ice, ope, ean, age, and

eat. You will have 12 smaller letter cards: b, c, l, m, r, s, t, w, d, n, h, and p.

- 1 Place the word family cards face down in one pile. Place the letter cards face down in a draw pile.
- 2 The players each take 3 cards from the pile of word family cards and place the cards face up in front of them. The first player then draws a card from the draw pile and tries to make a word using one of his word family endings. If a word can be made, the player places the letter card in front of the word ending. If a word cannot be made, the card is placed in a discard pile.
- 3 Play continues. Players can take a card from the draw pile or the discard pile. Players can make multiple words with each word family card, simply placing new letter cards on top of others.
- 4 Play ends when the draw pile is empty. The player who creates the most words wins. Mix the cards and play again!



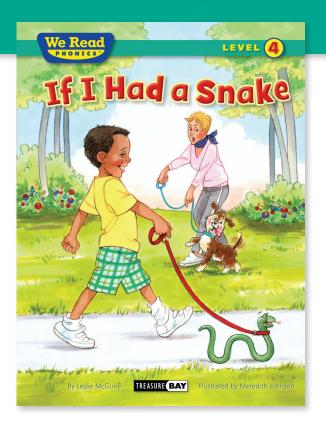






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Discussion Questions



Talking about a book, both before and after reading, can be very helpful to support reading comprehension. Here are some suggestions for questions you might want to ask about this book. If your child gives a one-word answer to a question, ask for more details. You can also ask your own questions about the story or topic. Try to ask questions that require more than a one-word answer. But most important, try to have fun discussing the book!

BEFORE READING

- 1. Look at the cover. Why do you think the woman on the cover has a shocked expression on her face?
- 2. Look at the picture on page 5. What do you think is happening here in the story?
- 3. What do you know about snakes?

AFTER READING

- 1. What is this story about?
- 2. What are three things the boy could do if he had a snake?
- 3. What do you think would happen if you took a snake to school?
- 4. What other kinds of animals would be unusual pets? Might one (or more) be a problem as a pet? Why?