

Treasure Plus ('vowel blends')- a reading game for 2-6 players,

Grade 2-4

You will need:

'Treasure' pieces, e.g little glass beads, stones spray-painted gold, or even little balls of silver foil or cut-out cardboard 'coins' (You will need about one 'treasure' piece per card plus about half as many again).

'Treasure Chests' – one per player (any kind of suitable container; I use plastic meat trays – we get gold ones sometimes)

Cards to use – make cards with vowel 'blends' (e.g. ee, ea, ar, ay, ai, er, ir, ow, ou, oe, or, ar, ew, ue) with some or all rhyming/matching pairs

How to play – children take turns to read the word/sound on a card. If the child is correct, he/she gets a piece of treasure. If not, the next player gets a turn with the same card.

If a vowel 'blend' on a card has 2 possible sounds (e.g. ow, ow), the next child can have a turn to say the second sound, or the leader/adult can let the group 'race' to say the sound first for an 'extra' piece of treasure.

Once a card has been read correctly, it is placed on the floor/table face-up where all the children can see (and reach) it.

As the game is being played, if a child notices a pair of cards (matching sounds, e.g. ur + er; oa + oe), he/she gets an 'extra' piece of treasure. The pair of cards is placed aside to read through at the end of the game.

Play continues until all the treasure has been used or all the cards read/matched (if possible). Then the players can count up their treasure – and read through the pairs of cards as a group to reinforce the learning.

Note – To play with just one child (and an adult), or for a less competitive group version, you can allocate a 'treasure chest' for Blackbeard the Pirate. Blackbeard wins treasure if the child/group can't read a card (or if they miss any matches by the end of the game). This way, the children are playing against Blackbeard (and likely to win each time!)

If playing in a group and you find that one or two children are much faster at matching pairs, you may want to limit their 'matches' to 3, so that the other players get a go!