

Toss and Talk Games

You can also use the Shipshape Consonants game board for language development activities.

- Have children toss the ball and then describe the picture on which it lands. For example, “The dog is white.” “It has spots and floppy ears.”
- Have children work together to tell a progressive story. The first child throws two balls and begins the story by incorporating those two pictures. “The mouse and the queen ran away.” The next child throws one or both balls and continues the story. “They met a pig and a fox,” etc.



Check out these additional Stick-to-it Phonics games

EI-2946 Short Vowels

EI-2947 Long Vowels



Stick-to-it!

Phonics Games

CONSONANTS

Stick-to-It Phonics games are a fun kinesthetic way to review initial and final consonant sounds.

Contents

2 cloth game boards (one on each side) and 2 self-stick balls

Before You Begin

Introduce the games to your students. Point to the letters and pictures and review their names. Give children an opportunity to practice their aim by tossing the ball at the game board without having to give an answer. Vary the distance from the game board depending on the age and experience of your students.

Playing the Games

Students toss the self-stick ball, land on a “letter fish” or a “picture fish,” then say the answer. For example, Player 1 lands on the letter *m*. The player identifies the letter, “That’s the letter *m*,” and moves to the end of the line. For a list of suggested game activities, see the inside of this guide.

If you wish, divide the children into two teams and have them earn points for correct answers. The team with the highest number of points after a specified number of rounds is the winner.

Front



Play these skill-building games:

- Toss and say the letter. "This is the letter *l*."
- Toss and say the letter sound. "*B* makes the sound /b/."
- Toss and say a word that **BEGINS** with the letter sound. "Dog begins with the /d/ sound."
- Toss and say a word that **ENDS** with the letter sound. "Cat ends with the /t/ sound."
- Toss two balls and say a word that begins with one of the letters and ends with the other letter. "This is the letter *p* and the letter *n*. Pan begins with the letter *p* and ends with the letter *n*."

TIP

Children love tossing the game ball. Give them a chance to toss and name a letter, picture, and so on as a reward for accomplishing another task such as cleaning up, finishing an assignment, etc.

Back



Play these skill-building games:

- Toss and say the picture word and identify its beginning sound. "Bed begins with the /b/ sound."
- Toss and say the picture word and identify its beginning sound and corresponding letter. "Leaf begins with the /l/ sound. The letter *l* makes the /l/ sound."
- Toss and say the picture word and identify its ending sound. "Pig ends with the /g/ sound."
- Toss and say the picture word and identify its ending sound and corresponding letter. "Top ends with the /p/ sound. The letter *p* makes the /p/ sound."
- Toss and say the picture word and say another word that **BEGINS** with the same letter sound. "Rug and rat begin with the same sound."
- Toss and say the picture word and say another word that **ENDS** with the same letter sound. "Goat and jet end with the same sound."
- Toss and say the picture word and a word that rhymes with it. "Mouse and house rhyme."
- Toss two balls and say a sentence using both picture words. "The goat ate the cake."