

HALLOWEEN

Literacy Centers

Color and Blackline

Created by:
THE TEACHING TEXAN

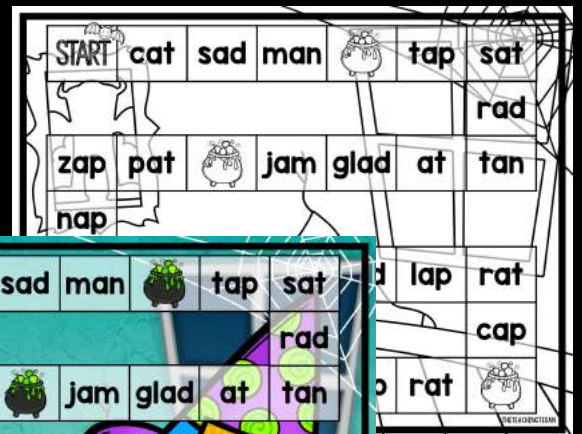
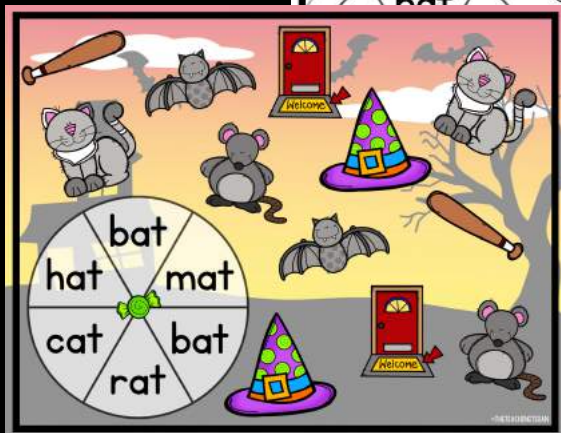
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5 different games
focusing on:

- Word Family Recognition
- Letter Recognition
- Letter Sounds
- Blending/Segmenting CVC words
- Sight Words
- Rhyming Pairs

One bonus game to promote critical thinking and problem solving!

Each game is available in a full-color version as well as blackline version



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Bippity, Boppity, BUMP!

-practice word family recognition/automaticity



Witches, Wizards, and Words!

-practices segmenting and blending CVC words



Double, Double, Potions and Puzzles

-practices letter recognition and beginning sound recognition



Frankenrhymes

-practices rhyming pairs



Black Cat Bingo

-practices letters, sight words, numbers (your choice because it is EDITABLE!)



SPOOKY-Doku


-fosters critical thinking and problem solving skills



Bonus Game!

Each game contains full page of directions for easy teacher access. These can also be displayed as children are playing.

BIPPITY BOPPITY BUMP!




Directions
Single-Player
Spin the spinner.
Read the word shown.
Place a counter on a picture that matches that word.
When every picture on the game board is covered the game ends.

Two-Players
Players take turns spinning the spinner.
Place a counter on a picture that matches the word shown.
If the other player has a counter on that picture you may "BUMP" them off and place your counter there.
If you already have a counter on a picture, you can place a second counter on the picture to "FREEZE" it.
Frozen pictures cannot have their counters bumped off.
The game ends when all pictures have been frozen.

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WITCHES, WIZARDS, and Words!

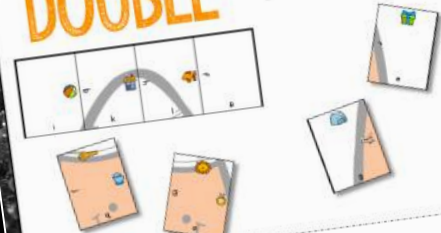


Directions
Two-Players
Each player will select a token/game piece to represent him/her on the game board.
Players place their tokens on the game board.
The first player will roll a die to determine how many spaces he/she will move.
When the player lands on a space, he/she will sound out the word shown and blend the sounds together. The other player will check the first player's work.
The second player then takes his/her turn.
The first player must roll the exact number to land on the finish space. If he/she rolls a number that is too large then he/she will not move during that turn.
The first player to reach the "FINISH" space first is the winner.

If you land on a cauldron you must move your playing token back 3 spaces!

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DOUBLE, DOUBLE Potions and Puzzles



Directions
Single-Player or Multiplayer
Player(s) work to assemble the mystery picture puzzle by matching the letters shown with the beginning sounds of words on the sides of the puzzle pieces. (Ex: ball begins with a /b/ sound)

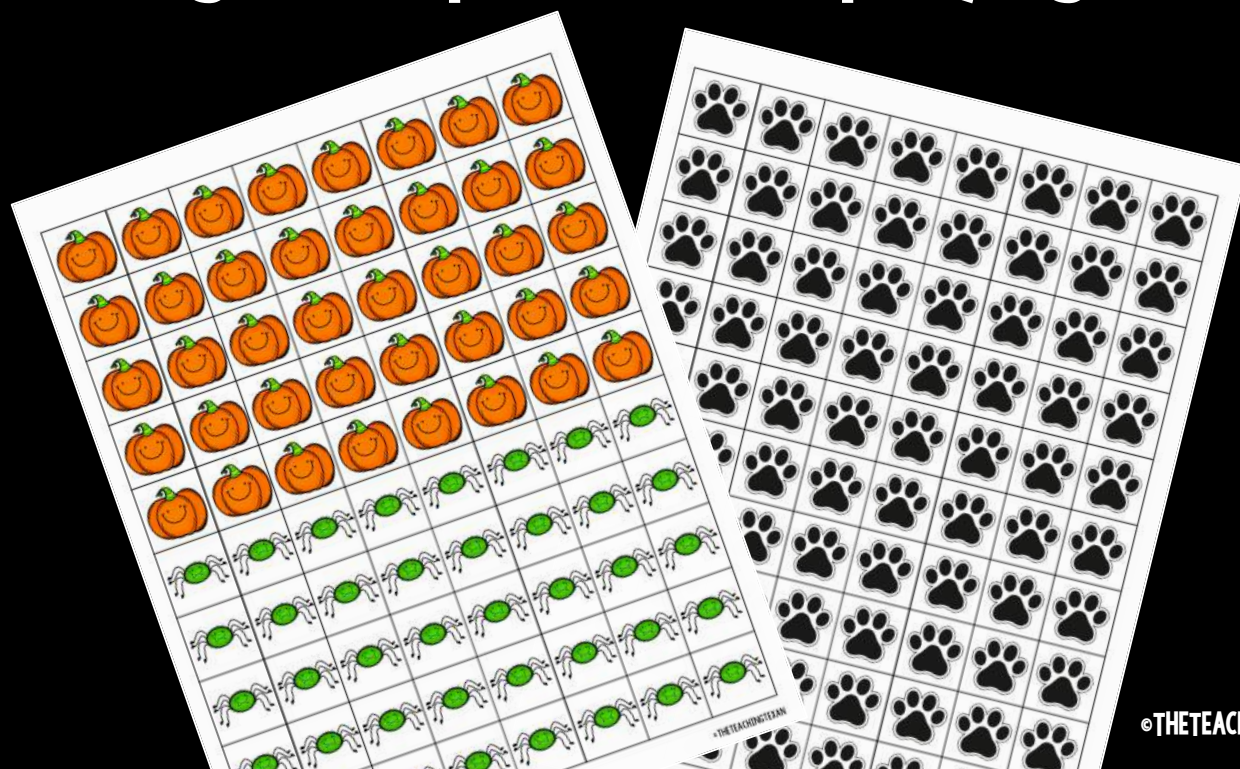
Variations:

- Partners can "race" each other with their own copy of the puzzle.
- Partners can take turns back and forth when building the puzzle to encourage equal share of the work.

Tip: Mark the backs of the puzzle pieces for each puzzle with a different stamp, sticker, color, etc. to help differentiate! the puzzle get mixed together.

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Use mini-erasers, counters, or included games pieces for playing.



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