

WINTER

Reading Centers

• Color and Blackline

Created by:
THE TEACHING TEXAN

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5 different games focusing on:

- Syllables
- Rhyming words
- Beginning sounds
- Medial vowel sounds
- Sight word recognition

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



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Vowel Vacation
-practices identifying
medial vowel sounds in
CVC words

Snowfriend Syllables
-practices breaking
spoken words into
syllables



Sight Word Sleigh Race
-practices recognition of
sight words


Ice, Ice Rhymes are Nice
-practices identifying
rhyming pairs and
segmenting/blending



Snowflake Sound Subtract
-practices letter
recognition and beginning
sounds

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

ICE, ICE Rhymes are Nice



van
ten

Directions
One to Four Players
 Players shuffle the rhyme cards and place them in a stack on the game mat (you can make the game less challenging by removing cards that do not rhyme with any of the pictures of the mat before play or more challenging by leaving them in).
 mat before play or more challenging by leaving them in).
 Players alternate taking turns drawing the card from the top of the rhyme card pile.
 The player will read the word on the card then search for a word that rhymes with it on the game mat. The player will cover the rhyming word with a counter. (If you are playing with all of the rhyme cards and no word rhymes the player will not place a counter for that turn).
 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 word, you can place a second counter on the word to "FREEZE" it. Frozen words cannot have their counters bumped off.
 The game ends when all words have been frozen.


SIGHT WORD Sleigh Race



Directions
Single Player or Multiplayer
 Players alternate taking turns using the spinner.
 Whenever the spinner lands, the player will read the word shown (encourage players to help each other and check each others work as needed).
 The player will then use one counter to cover one of the words on the playing mat.
 The first sight word to have all 5 covered is the winner.

Variations:
 Players can play for a blackout of the mat.
 can each pick a sight word before play begins. If his/her sight word is the first to reach 5 that player is the winner.

SNOWFRIEND Syllables



Directions
Two Player Cooperative
 Players each place 6 counters on the circles on their side of game mat.
 Each player places a playing token on top of a picture on the grid (it does not matter where a player starts as he/she will circle the grid until he/she no longer has an syllable token).
 Players take turns rolling a dice and moving that many spaces clockwise. When a player lands on a picture, he/she states the picture shown, counts the number of syllables in the word, then removes that number of counters from his/her side of the game mat.
 The game ends when both players have removed all of their counters.

Two Player Competitive
 Follow the same directions as cooperative game, except the first player to remove all of his/her counters is the winner.

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



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