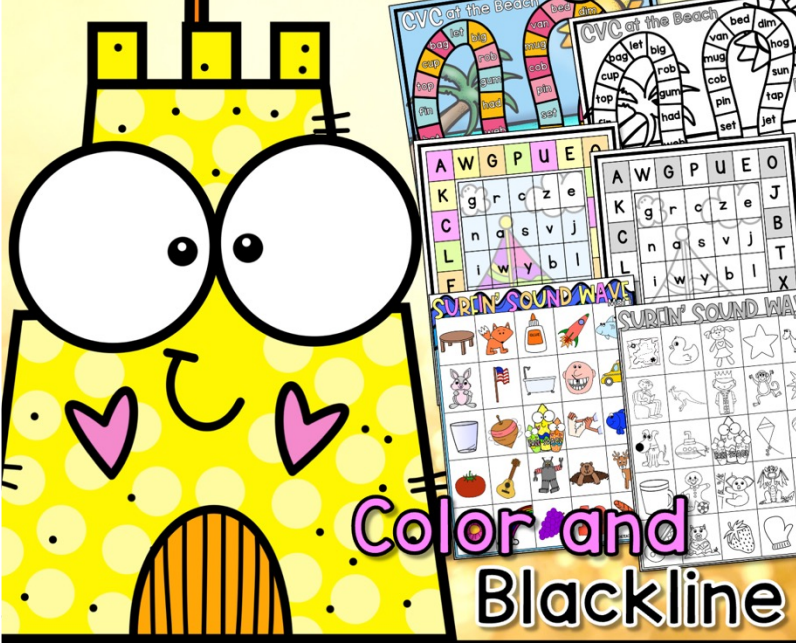


# SUMMER

## READING CENTERS FOR Kindergarten



Created by:  
THE TEACHING TEXAN

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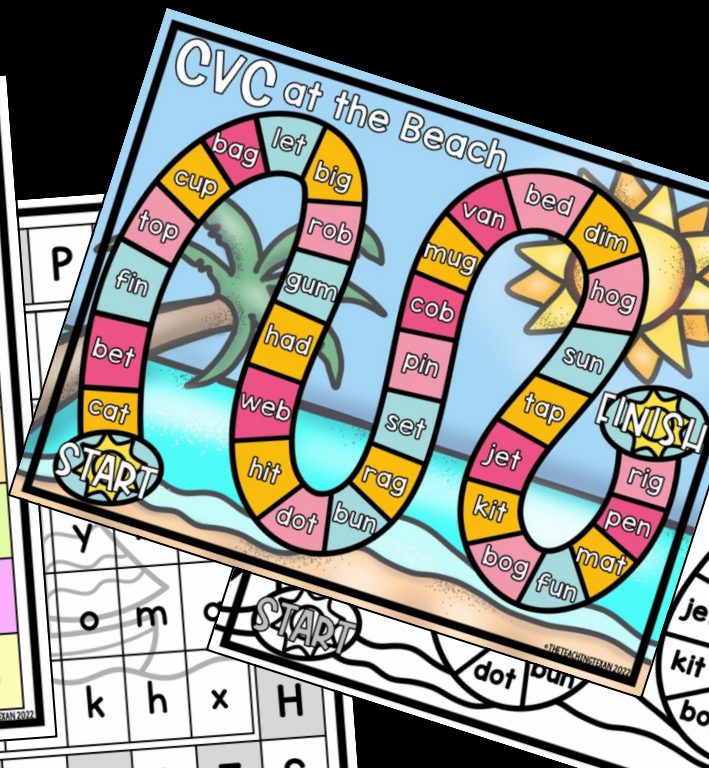
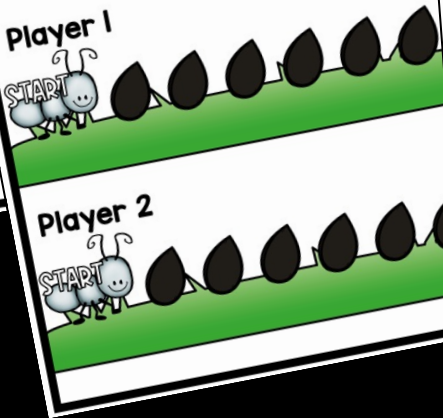
## 5 different games focusing on:

- Counting syllables in a word
- Recognizing upper and lowercase letters
- Rhyming pairs
- Beginning sounds
- Reading CVC words

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

WATERMELON RHYME

THE WATERMELON



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**CVC at the Beach**  
-practices reading CVC words



**Alphabet Ahoy!**  
-practices identifying upper and lowercase letters

**Surfin' Sound Wave**  
-practices beginning sounds




**The Watermelon Rhyme**  
-practices identifying pairs of words that rhyme or not



**Sunny Syllable Splash**  
-practices counting the number of syllables in words

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

### Alphabet ALOY!




A 10x10 grid with letters A-Z. A sailboat is on the board. A die and game pieces are shown.

**Directions**  
**Two Player Cooperative**  
Players begin by placing a playing token on any uppercase letter (outer ring of letters).  
Players alternate turns.  
Player 1 rolls a die and move clockwise that number of spaces.  
Player 1 states the uppercase letter aloud and find the matching lowercase letter in the sailboat picture.  
Player 1 covers the lowercase letter with a sailboat token.  
Player 2 takes his/her turn in the same way.  
The game ends when all the lowercase letters are covered.  
Optional: Have students also state the sound each letter makes.

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### SUNNY Syllable Splash

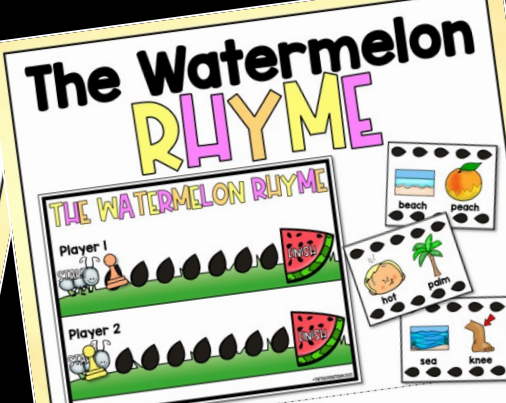


A colorful path with a starfish and a splash. Includes a starfish card and a splash card.

**Directions**  
**Two Player Competitive**  
Players shuffle the playing cards and place them face down in one stack.  
Player 1 draws the top card.  
He/she will orally divide the word into syllables to count the number of syllables the word contains.  
Player 2 checks Player 1's work.  
If Player 1 correctly identified the number of syllables, he/she moves forward that many spaces (EX: the word "starfish" has 2 syllables so the player would move 2 spaces).  
Player 2 then takes his/her turn in the same way.  
The first player to the "FINISH" spot wins!  
If you draw a SPLASH card you will move backwards the amount of spaces shown on the card.

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### The Watermelon RHYME



A path with watermelons and cards with words: beach, peach, hot, palm, sea, knee.

**Directions**  
**Two Player Competitive**  
Players begin by shuffling the rhyme cards and placing them face down in one pile.  
Player 1 takes his/her turn by drawing the top card from the pile.  
Player 1 will state both words shown aloud.  
Player 1 will identify if the words rhyme or do not rhyme.  
If the words rhyme, Player 1 moves forward one space.  
If the words do not rhyme, Player 1 does not move forward.  
Player 2 takes his/her turn in the same way.  
The first player to reach the watermelon finish line is the winner!  
Optional: Have students identify if the words rhyme and if they do have the player state another word that goes with the rhyming pair.

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

