

ST. PATRICK'S DAY

READING CENTERS FOR Kindergarten



Created by:
THE TEACHING TEXAN

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5 different games focusing on:

- Identifying final sounds in words
- Sight word recognition and fluency
- Antonym pairs
- Word families
- Building CVC words with all 5 medial vowel sounds

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



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End of the Rainbow Final Sounds
 -practices identifying final sounds in words

Shamrock Sight Words
 -practices sight word recognition and fluency



Leprechaun Antics with Antonyms
 -practices matching antonym pairs



Rainbow Word Families
 -practices creating words using initial sounds and word families




Magical Words
 -practices building CVC words with all 5 medial vowel sounds



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

LEPRECHAUN

Antics with Antonyms



The game board features a 4x4 grid. The top row contains three leprechaun illustrations and the text 'LEPRECHAUN Antics with Antonyms'. The bottom row contains the numbers 4 and 5. To the right of the grid are four cards with illustrations and labels: 'over' (leprechaun on a chair), 'under' (leprechaun under a table), 'back' (leprechaun with a backpack), and 'front' (leprechaun with a backpack).

Directions
Multi-Player Competitive
Cards are placed faced down in rows and columns. Player 1 will turn over two cards to try to match the picture to an opposite (antonym). If the player has a match, he/she will keep the pair and place a leprechaun on his/her rainbow gameboard.
If the player does not make a match, the turn goes to the next player.
The first player to find five pairs of antonyms wins!

Multi-Player Collaborative
Cards are placed faced down in rows and columns. Players will work together to find antonym pairs. If they have a match, they will each add a leprechaun to their board. The game will continue until all cards are used.

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END OF THE RAINBOW

Final Sounds



The game board features a 3x3 grid. The top row contains three 'END OF THE RAINBOW SPINNER' cards. The middle row contains a large spinner with letters 'd', 't', 'p', 'n', 'm' and a paperclip. The bottom row contains three 'END OF THE RAINBOW CARD' cards with various illustrations.

Directions
Multi-Player Competitive
Players will use a spinner with letters and a matching picture mat to play. Player one will spin and say the sound that the letter makes. He/she will then cover up one of the pictures that ends with that sound on his/her game mat. Player two will take his/her turn and do the same. Players continue until one player has covered up all the pictures in a row (3 words with the same ending sound).
Players can use counters to cover the pictures or the included tokens.

Alternative Option
The rules as above except players will play until the entire board is covered.

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SHAMROCK

Sight Words



The game board features a 3x3 grid. The top row contains the text 'SHAMROCK SIGHT WORDS'. The middle row contains three vertical columns of sight words: 'what', 'did', 'the', 'black'; 'they', 'at', 'he', 'black'; 'this', 'at', 'he', 'black'. The bottom row contains a 'START' space, a 'FINISH' space, and a clock illustration.

Directions
Multi-Player Competitive
All players begin by placing a game token/counter/etc. on the "Start" space. Player 1 spins and moves that many spaces. He/she will read the sight word that he/she lands on. (Option: Have students use the word in a sentence.)
If the player cannot read the word, he/she will go back to the previous space he/she was on. Turn moves on to the next player.
If a player lands on a shamrock, he/she must go back three spaces. The first player to reach the pot of gold wins.
(Option: Players can write the sight word they land on in a journal or on paper.)

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

