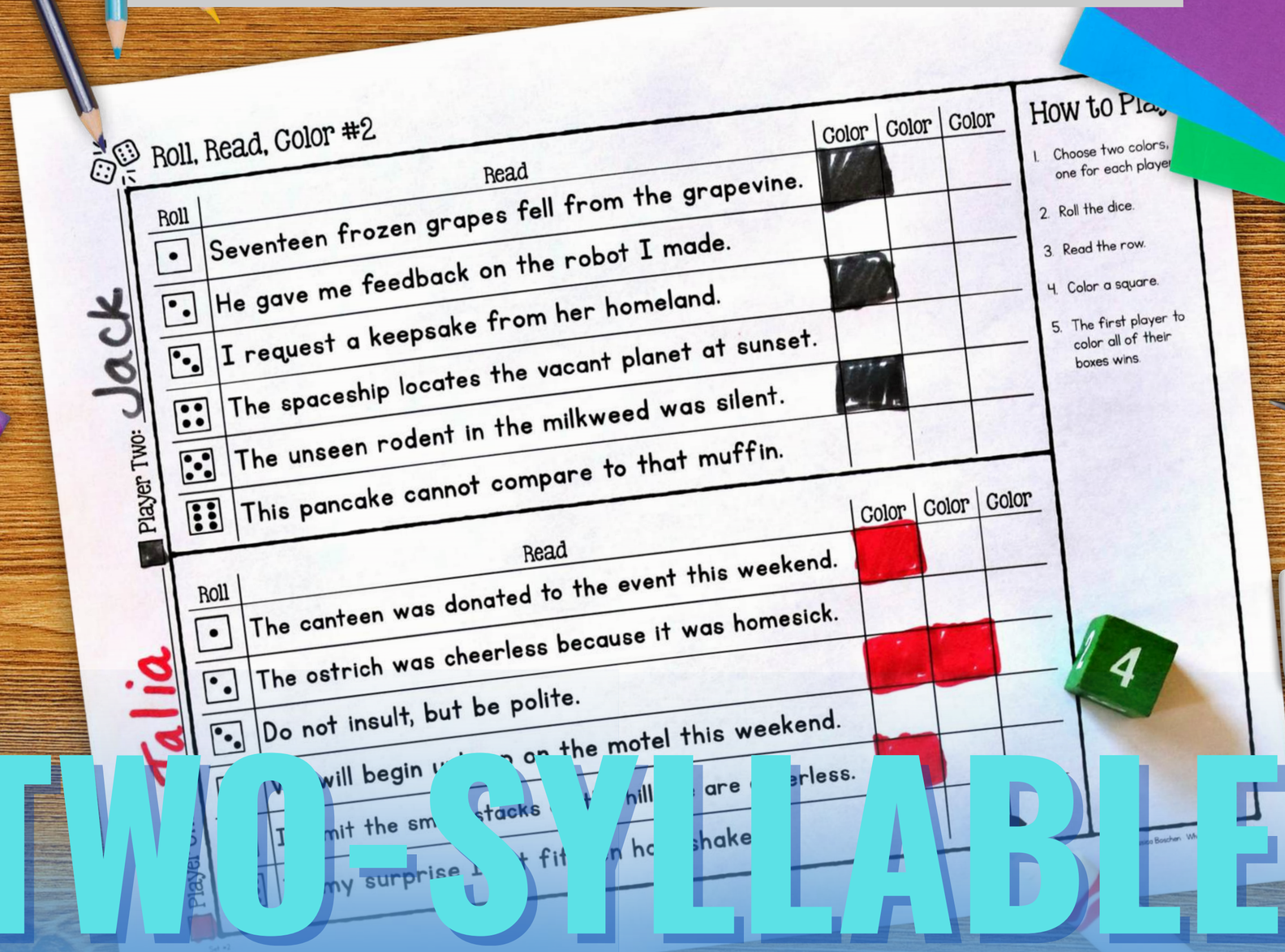
PHONICS PARTNER GAMES

GRADE
1ST – 3RD

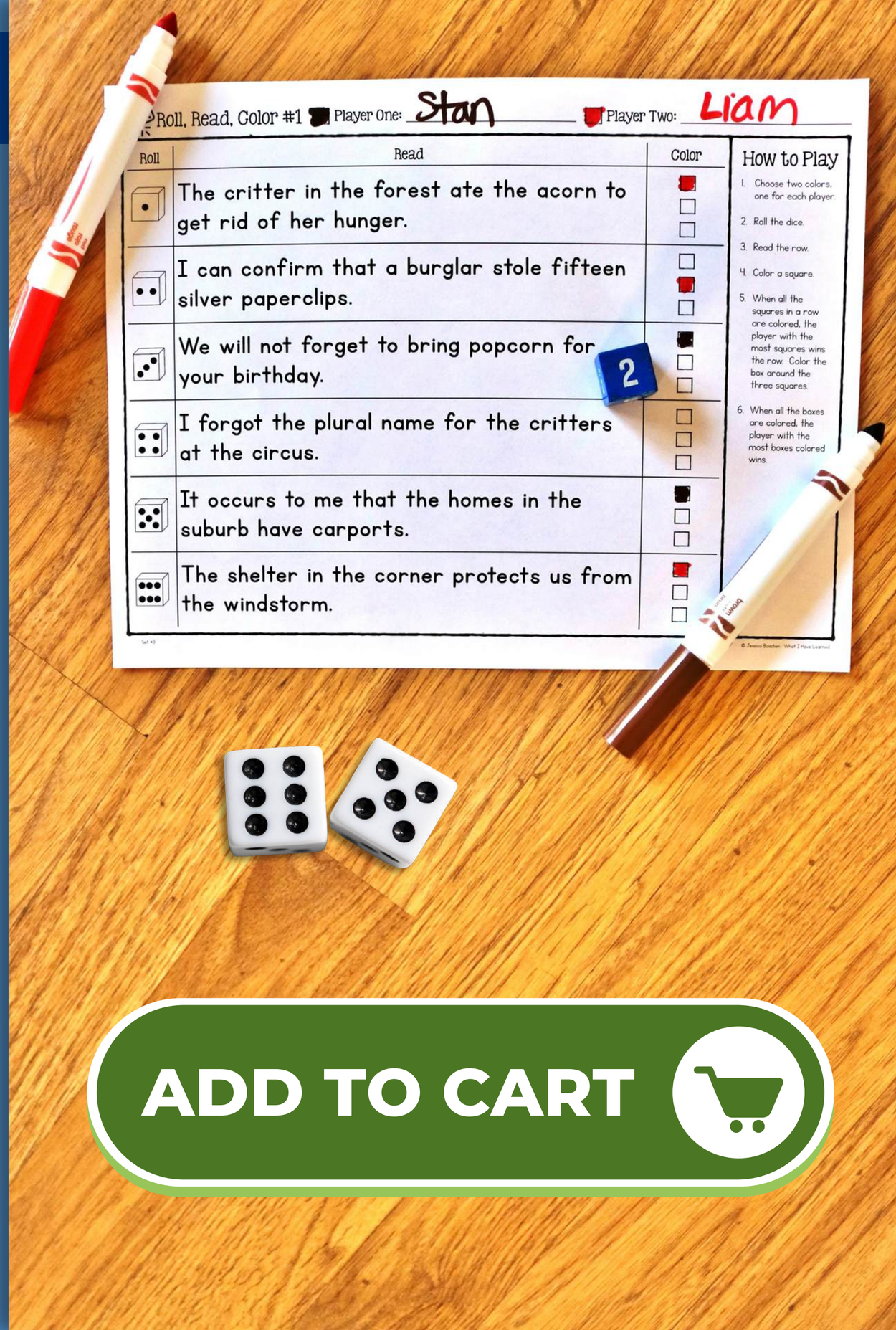


TWO-SYLLABLE WORDS & SENTENCES

KEEP SCROLLING TO SEE
WHAT'S INSIDE!

WHAT'S INCLUDED?

- **8 Partner Games for Each Set**
  - Spin, Read, Color #1 & #2
  - Roll, Read, Color #1 & #2
  - Four-in-a-Row
  - Dots & Boxes
  - Cover Up
  - Color Maze
- **Differentiated Word Sets**
  - Compound Words & Closed Two-Syllables
  - Open Two-Syllables & Compound with VCE
  - Multisyllabic Words with R-Controlled Vowels
- **Multiple Boards for Each Game**
- **Different words + layouts for replay without boredom**
- **Google Slides™ Components**



ADD TO CART

WORD LIST INCLUDED

Partner Phonics Games Word List

These partner games move through a set of phonics patterns and increase in complexity. The words in this resources are highly controlled. They include single syllable and multi-syllabic words that have short vowels, VCE vowels, open syllables, and r-controlled vowels in the order listed below. Sentences within each section assume that students have learned the single syllable phonics patterns that are are generally taught before multi-syllabic words, including words that end in -y, VCE, ee, -ing, -ang, -ong, blends, and digraphs. Plural forms of the words are also included as well as -ed and -ing endings.

compound words	closed two-syllables (vc/v & vc/cv)		open two-syllables (v/cv)	compound w/ vce	two-syllable with vce / ee	multi-syllable with -er	multi-syllable er / -ar	multi-syllable with -or / -ir / -ur
anthill	absent	pumpkin	began	backfire	compare	after	armrest	acorn
backpack	admit	puppet	begin	backslide	donate	cracker	barnyard	birdbath
bathtub	attract	rabbit	begun	bedtime	locate	critter	butterfly	birthday
bedbug	basket	subject	belong	campfire	polite	desert	fingerprint	burden
bobcat	cactus	subtract	bonus	campsite	prepare	different	fisherman	burglar
cannot	chipmunk	sudden	broken	clockwise	canteen	enter	garden	carport
chopsticks	comment	suspect	decent	cupcake	cheerless	finger	grasshopper	circus
catfish	compost	trumpet	defend	fireman	coffee	gather	hardship	confirm
eggshell	confess	until	demand	fireside	esteem	glitter	harvest	corner
handbag	content	upset	depend	flagpole	feedback	hermit	herself	cornerstone
handstand	contest		even	frostbite	fifteen	hunger	iceberg	disturb
himself	discuss	vc/v	event	grapevine	keepsake	insert	landmark	forest
itself	expect	cabin	frozen	handshake	milkweed	later	leftover	forever
lapdog	happen	chicken	item	hillside	seventeen	lumber	moreover	forget
laptop	hello	cricket	hero	homemade	unseen	master	paperback	forgot
pigpen	helmet	finish	hotel	homeland	upkeep	member	paperclip	forklift
quicksand	insect	habit	minus	homesick	weekend	never	postcard	further
stinkbug	insist	jacket	moment	inside		number	riverside	import
sunlit	insult	planet	motel	landslide		paper	sandpaper	morning
sunset	in[illegible]d	polish	open	lifelong		pattern	shipyard	[illegible]occur
suntan	inve[illegible]	present	pretend	lifetime		pepper	silverware	[illegible]plural
zigzag	kit[illegible]n	radish	protect	notepad		perhaps	starfish	[illegible]opcorn
	magnet	robin	refund	pancake		remember	stepladder	[illegible]storm
	mitten	rocket	relax	pipeline		rubber	storekeeper	shortcake
	muffin	seven	request	pothole		ruler	superman	shorthand
	mustang	talent	ripen	shipmate		[illegible]er	underarm	skirmish
	napkin	vanish	robot	sidestep		[illegible]shelter	underside	sportsman
	nutmeg	visit	rodent	sidetrack		shi[illegible]	[illegible]and	stirrup
	object		shaken	smokestack		shiver	undertake	suburb
	ostrich		silent	spaceship		silver	whenever	support
	picnic		spoken	springtime		sister	whoever	surplus
	plastic		student	stateside		spider	wintertime	windstorm
	postman		unit	stovepipe		thunder		
	problem		vacant	sunrise		winter		
	publish		zero					

Sight Words

The following sight words are included in sentences:

about, all, are, away, be, because, do, does, find, for, have, her, into, its, look, love, move, my, new, of with, our, out, play, put, saw, say, see, she, so, the, their, they, to, today, was, we, what, where, your

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What I have LEARNED

CONTROLLED LIST OF SIGHT WORDS

WORDS INCLUDED IN THE GAMES

Spin, Read, Color #1 Player One: Tonya Player Two: Jill

nutmeg	itself	subtract	plastic	robin
himself	cabin	contest	sunlit	trumpet
pigpen	expect	chicken	confess	vanish
cannot	radish	laptop	cricket	object
polish	ostrich	seven	insect	finish
zigzag	attract	happen	rabbit	invent
talent	publish	jacket	napkin	visit
Red	Blue	Yellow	Green	Purple

How to Play

1. Color the spinner below to match the column colors.
2. Choose two colors, one for each player.
3. Spin the spinner.
4. Read a word in the column of the color spun and color that square.

Player One
_____ boxes

Player Two
_____ boxes



Spin, Read, Color #2 Player One: Cate Player Two: Apri

weekend	hillside	prepare	even	canteen
relax	upkeep	bonus	cheerless	campsite
locate	robot	unseen	fireman	backfire
ripen	coffee	spaceship	seventeen	minus
esteem	notepad	donate	[illegible]	milkweed
inside	feedback	event	keepsake	student
hotel	broken	fifteen	zero	compare
Red	Blue	Yellow	Green	Purple

How to Pla

1. Color the spinner to mat… column colors.
2. Choose two colors, one for each player.
3. Spin the spinner.
4. Read a word in the column of the color spun and color that square. If a square is already colored, read the word and color the border.

Player One
_____ boxes • _____ borders • _____ total

Player Two
_____ boxes • _____ borders • _____ total







SPIN THE WHEEL & READ WORDS!

SPIN, READ, COLOR #1 & #2

ROLL, READ, COLOR #1 & #2

Roll, Read, Color #1

Player One: Jordan Player Two: Rick

Roll	Read	Color
⚀	The ostrich ran as fast as the mustang.	
⚁	Seven robins check for insects.	
⚂	Sam invents a new muffin.	
⚃	The man with the brass trumpet won a contest.	
⚄	We had a picnic with a backpack and ham.	
⚅	It did not happen for the visit.	

How to Play

1. Choose two colors, one for each player.
2. Roll the dice.
3. Read the row.
4. Color a square.
5. When all the squares in a row are colored, the player with the most squares wins the row. Color the box around the three squares.
6. When all the boxes are colored, the player with the most boxes colored wins.

Set #1

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Roll, Read, Color #2

Player Two: Jack Player One: Talia

Roll	Read	Color	Color	Color
⚀	Seventeen frozen grapes fell from the grapevine.			
⚁	He gave me feedback on the robot I made.			
⚂	I request a keepsake from her homeland.			
⚃	The spaceship locates the vacant planet at sunset.			
⚄	The unseen rodent in the milkweed was silent.			
⚅	This pancake cannot compare to that muffin.			

Roll	Read	Color	Color	Color
⚀	The canteen was donated to the event this weekend.			
⚁	The ostrich was cheerless because it was homesick.			
⚂	Do not insult, but be polite.			
⚃	We will begin upkeep on the motel this weekend.			
⚄	I admit the smokestacks on the hillside are cheerless.			
⚅	To my surprise I got fifteen handshakes.			

How to Play

1. Choose two colors, one for each player.
2. Roll the dice.
3. Read the row.
4. Color a square.
5. The first player to color all of their boxes wins.

Set #2

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ROLL THE DICE & READ!

FOUR-IN-A-ROW

Four-in-a-Row Player One: Jill Player Two: Rachel

visit	subtract	ostrich	mitten	puppet	rabbit	cricket
insect	upset	seven	chicken	expect	finish	subject
robin	hello	ostrich	pigpen	basket	sudden	habit
invent	sunlit	until	discuss	talent	jacket	invent
happen	cabin	radish	trumpet	attract	vanish	publish
zigzag	kitten	rabbit	polish	suspect	object	cabin

How to Play

1. Each player chooses a different color.
2. Read a word. Color the circle.
3. Take turns reading words and coloring circles.
4. The player who colors four-in-a-row in any direction first wins.

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Set #1

READ WORDS TO MAKE 4 IN A ROW!

DOTS & BOXES

Dots & Boxes Player One: Sam Player Two: Beth

insist	jacket	basket	insect	visit	puppet	cactus	planet
content	suntan	hello	vanish	itself	polish	problem	present
habit	radish	lapdog	publish	talent	plastic	cabin	backpack
himself	contest	chicken	magnet	stinkbug	pigpen	chipmunk	upset
pumpkin	sunlit	happen	seven	bathtub	kitten	absent	muffin
finish	bedbug	robin	anthill	subtract	zigzag	suspect	expect
cannot	picnic	eggshell	cricket	mustang	postman	admit	sudden

How to Play

1. Each player chooses a color.
2. Read a word. Add a line between two dots around that word.
3. Take turns reading words and adding a line between two dots.
4. The player who completes the fourth side of a box colors in the box and takes another turn.
5. The player with the most colored boxes at the end wins.
6. Record the results below.

Player One

_____ boxes

Player Two

_____ boxes

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READ & CLAIM SQUARES TO WIN!





COVER UP

Cover Up Player One: Becky Player Two: David

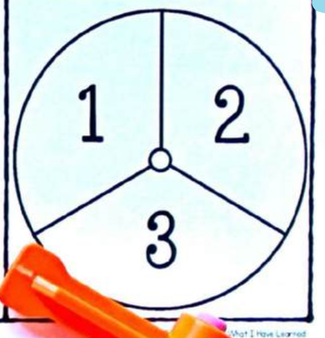
confirm	forget	popcorn	stirrup	import	suburb	circus	forget
skirmish	corner	forgot	morning	sportsman	carport	support	carport
forklift	occur	cornerstone	further	burglar	skirmish	circus	surplus
plural	further	forklift	burden	plural	confirm	shorthand	windstorm
morning	import	birthday	forever	disturb	popcorn	acorn	shortcake
forgot	birdbath	forest	corner	burglar	shortcake	sandstorm	birthday
acorn	confirm	disturb	burden	birdbath	began	forest	forever

How to Play

1. Each player chooses a different color.
2. Spin the spinner. Read and color that many words.
3. Take turns reading words and coloring circles.
4. The player who colors the most circles at the end wins.

Player One _____ circles

Player Two _____ circles



SPIN & READ 1-3 WORDS AT A TIME!

Color Maze Player One: Stuart Player Two: Will

compare	fireside	donate	flagpole	locate	frostbite	polite	grapevine
handshake	prepare	hillside	canteen	homemade	cheerless	inside	coffee
esteem	landslide	feedback	lifelong	fifteen	pothole	keepsake	pipeline
pancake	milkweed	notepad	seventeen	lifetime	unseen	lifelong	upkeep
weekend	landslie	backfire	hillside	backslide	handshake	springtime	grapevine
open	sidetrack	motel	homeland	moment	bedtime	pretend	campfire
sunrise	protect	stovepipe	minus	campsite	hotel	stateside	hero
relax	spaceship	request	clockwise	event	smokestack	frozen	cupcake
fireman	depend	sidestep	silent	fireman	rodent	shipmate	student

How to Play

1. Each player chooses a different color. One player will create a pathway from one black dot to the other black dot and the other player from one white dot to the other white dot. Each player gets to choose where to start, at the top or bottom.
2. Player one reads a word and colors a square. The goal is to make a pathway across the board first. Players switch back and forth, reading words, coloring boxes, and making the pathway, following the RULES.
3. RULES: The squares you color must share a side, not only a corner. You cannot cross the other player's pathway.
4. The first player to get to the other side wins.

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READ WORDS TO FIND YOUR WAY ACROSS!

COLOR MAZE

YOU WILL LOVE THIS BECAUSE



Ready-to-Use, No Prep Needed

Easily integrate into literacy centers or small groups for engaging multisyllabic decoding practice.



Differentiated for All Levels

Three word sets scaffold learning from simple to complex two-syllable and r-controlled vowel words.



Easy to Prep, Endless Replay

Multiple boards with new word arrangements mean students can play again and again without boredom.

TEACHERS LOVE IT!

I love using game-based learning with students. This activity was great to use for a center activity and a warm-up.

Ashley S.

"I loved that these were simple straightforward games that the students could learn easily. Once they learn it they can play any version so you only have to teach once and then switch out the skills."

E S.

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