

ba

baby

ca

cavy

da

David

fa

fable

ga

gable

ha

halo

bo

bony

ju

judo

la

lady

ma

matrix

na

navy

pa

paver

ra

radar

sa

saline

ta

table

va

vacate

wa

wafer

be

begin

ce

cedar

de

develop

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zany

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female

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genie

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helium

ke

keto

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legal

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media

ne

Nemo

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relax

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senior

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tepee

ve

vegan

ze

zebra

bi

bison

di

dinosaur

fi

final

gi

giant

hi

hijack

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lilo

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milo

ni

nitro

pi

piper

qui

quiet

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rifle

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siren

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vinyl

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Cuba

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human

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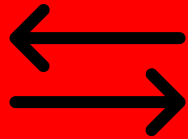
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ci

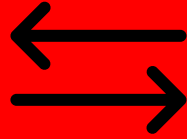
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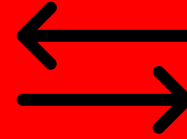
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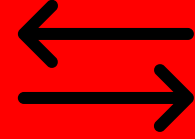
switch



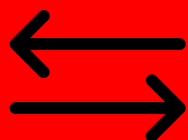
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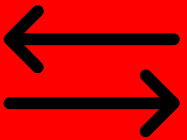
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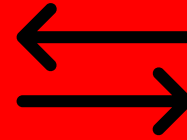
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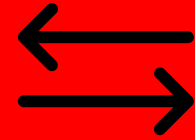
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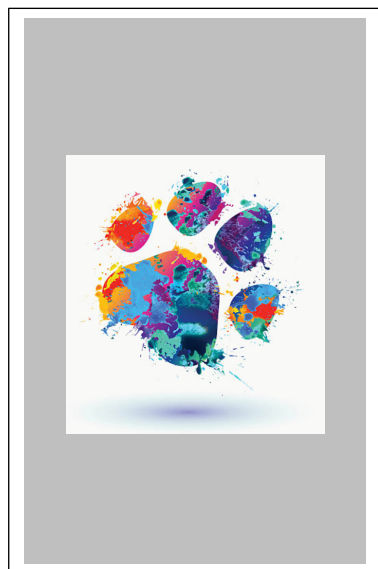
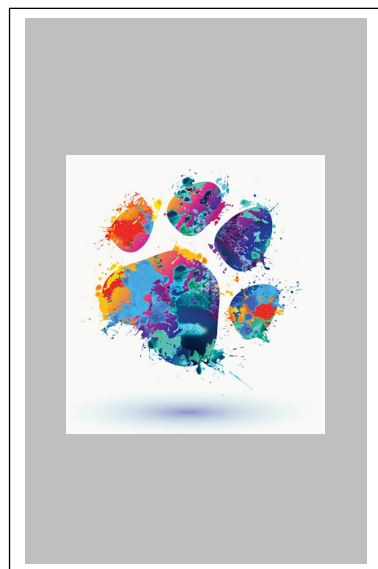


switch



switch





Miss a Go



Miss a Go



Miss a Go



Miss a Go



Miss a Go



Miss a Go



Miss a Go



Miss a Go































Stanley's Open Syllables

A game to help recognise and read **open syllables**

*“Vowels say their letter name when at the end of a syllable”
(E.g: ‘ba’ - ba/by; ‘re’ - re/lax; ‘ti’ - ti/ger; ‘lo’ mi/lo; ‘mu’ - mu/sic)*

Play with a supporting adult to help with decoding the words on the coloured cards if needed.

Make:

Colour print and glue the ‘Stanley’ dog pictures onto the back of the coloured playing cards, then cut up the cards.

Prepare:

Choose a selection of coloured cards to suit the level of your students, or play with the whole set.

Include some silver ‘Paw Print’ cards, red ‘Miss a Turn’ cards and red ‘Switch’ cards into the pack. You can choose the number of each of these **special cards** depending on the number of cards in your pack.

Play:

Shuffle the pack and deal 5 cards to each player. Players can look at their own cards, but do not show the other players.

Put the remaining cards face down in a ‘draw’ pile and turn the top card over, making sure it is a coloured card. This is the **playing card**.

The youngest person starts and decides on the direction of play. If they have a card the same colour as the playing card in their hand, they can place that card on top of the playing card, (or they can choose to play a **special card** if they have one - see * below).

The player should read the ‘open syllable’ when playing a coloured card (E.g: ‘-go’). The player or the supporting adult can also choose to read the word containing the open syllable (E.g: ‘logo’) and/or explain the meaning of the word to build vocabulary if desired.

If a player has no coloured card to match the playing card colour and no special card/s to play, they pick up a card from the draw pile to add to their hand. Play moves to the next player.

The game continues around the group until someone has no cards left (they win) or the draw card pile is empty (whoever has the fewest cards left wins.)

* Special cards – these can be played at any time

Silver ‘Paw Print’ – enables a player to change the colour of the playing card by placing the silver Paw Print then the card of their colour choice on top of the playing card pile.

Red ‘Miss a Turn’ – the next player misses a turn. A card is turned over from the draw pile until a coloured card is shown for play to continue.

Red ‘Switch’ – the player who plays a ‘switch’ card can choose from the following options:

1. Change the direction of play
2. Swap a set number of their cards with one other player (E.g: 2 of their own cards that they choose with 2 randomly selected cards from one other player.)
3. Swap their entire hand with that of another player

Extension

Think of another word containing the open syllable on the playing card (E.g: ‘to’ - to/tal; pho/to).

Use the word on the playing card in a sentence to show its meaning (E.g: ‘su’ – super - It was a super day for a swim because it was so warm).