

# Spelfabet Bingo

## Last Sounds



### Assembly:

1. Print all pages on red paper, single-sided.
2. Laminate at least the last two pages, with the little pictures of scissors on them.
3. Cut up the last two pages with the little pictures of scissors on them.
4. Store in an A4 ziplock bag, which you can get at stationery or \$2 shops.

### How to play:

This is a game for 2-6 players.

Give one bingo card to each player. Decide as a group whether people's names, slang and other non-dictionary words that players know and use are acceptable, before commencing play.

Put the pieces face down in the centre of the table, where everyone can reach them.

Each player takes a one piece and tries to make a real word using it, by moving it down and across their card, trying it in the blank spaces in words, and reading the words/nonwords created.

- If they can make a word, they leave the piece on their card and draw another piece.
- If they can't, they put that piece back in the centre of the table before drawing another piece.
- The winner is the first person to create 12 real words on their card, but must read their words out to confirm this. If there is any uncertainty/dispute, and it has been agreed that non-dictionary words are allowed, they must put the word in a sentence that other players agree makes sense.

Players should use a different card for each round of the game.

### Note for adults:

This game gives literacy-learners practice at blending sounds into words, so it's important that adults playing this game model the desired behaviour during the game, by:

1. Saying each letter/spelling's sound (or sounds) when drawing it, and
2. "trying out" that sound in the words on their card, e.g. if the spelling "dge" is drawn and you're using Card 1, try the spelling in each word and blend it out loud: "dodge, pedge, lodge" until you create a real word, then say the word in a sentence "We went to a ski lodge" to confirm it. Also allow learners to see you moving spellings around your card and trying out new combinations.

<b>c</b> cat cell	<b>o</b> top son	<b>r</b> run	<b>i</b> win
<b>m</b> mum	<b>i</b> win	<b>g</b> gut gel	<b>u</b> bun full
<b>d</b> man want	<b>a</b> did	<b>e</b> get	<b>s</b> sit
<b>p</b> pig	<b>e</b> get	<b>l</b> top son	<b>u</b> bun full
<b>t</b> leg	<b>h</b> thin this	<b>o</b> leg	<b>i</b> win

<b>d</b>	<b>u</b>
dog	cup push

<b>h</b>	<b>e</b>
had	bed

<b>f</b>	<b>i</b>
fun	hit

<b>j</b>	<b>a</b>
jet	man

<b>p</b>	<b>i</b>
pan	hit

<b>s</b>	<b>a</b>
set	man

<b>g</b>	<b>o</b>
got	top son

<b>m</b>	<b>u</b>
mat	cup push

<b>b</b>	<b>e</b>
but	red

<b>r</b>	<b>o</b>
ran	top son

<b>h</b>	<b>i</b>
hot	fit

<b>t</b>	<b>e</b>
top	bed

<b>p</b>	<b>o</b>
pack	top son

<b>th</b>	<b>a</b>
thin this	man

<b>w</b>	<b>u</b>
not	cup full

<b>g</b>	<b>i</b>
gap gem	tin

<b>d</b>	<b>e</b>
dog	wet

<b>s</b>	<b>i</b>
sell	tin

<b>m</b>	<b>o</b>
muck	top son

<b>sh</b>	<b>a</b>
ship	man

<b>b</b>	<b>i</b>
bug	tin

<b>j</b>	<b>u</b>
jet	cup full

<b>w</b>	<b>e</b>
wig	net

<b>t</b>	<b>u</b>
top	cup full

<b>y e</b>		
yum wet		

<b>c u</b>		
cat cell	fun push	

<b>r a</b>		
red mat		

<b>w i</b>		
wet lit		

<b>ch i</b>		
chop lit		

<b>r u</b>		
ran push	fun push	

<b>n o</b>		
nap ton	dog ton	

<b>t i</b>		
top lit		

<b>l a</b>		
lot mat		

<b>s o</b>		
sun ton	dog ton	

<b>m e</b>		
map wet		

<b>sh u</b>		
shop push	fun push	

<b>n</b> o	nut	got son
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<b>sh</b> o	ship	lot
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<b>r</b> i	rat	big
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<b>l</b> e	lid	sell
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<b>n</b> e	wet	
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<b>r</b> a	rip	pat
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<b>f</b> u	cup pull	
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<b>t</b> o	ten	lot
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<b>b</b> u	fun pull	
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<b>d</b> i	big	
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<b>s</b> a	pat	
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<b>v</b> i	big	
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