Phoneme/Grapheme cards — www.spelfabet.com.au © Alison Clarke, 2014

Letter(s)	Example
b	as in bite
c	as in came, cite
ch	as in choose, chyme, chute
d	as in dive
f	as in face
g	as in gate, gene
h	as in hide
j	as in joke
l	as in line
l	as in line
h	as in make
m	as in make
m	as in name
n	as in pile
p	as in rose
r	as in rose
r	as in size
s	as in shade
sh	as in bike, cliché
i	as in bike, cliché
i	as in these, fete, stele
e	as in same, vase, café
a	as in same, vase, café
a	as in wave
w	as in vine
v	as in those, theme, thyme
th	as in take
t	

Spelfabet "long" vowels game

Letter cards

e · de · de · de
ce · ce · be · be
y · u · u · o · o
f · e · ge · ge
ke · ke · le · le · le
ne · ne · ne
me · pe · pe · se · se · te · ve · ve · ze
me

"as in" labels

- as in made
- as in face
- as in tube
- as in type
- as in cute, rude
- as in home, gone, done, move, rosé
- as in same
- as in tone
- as in tile
- as in woke
- as in huge
- as in life
- as in daze
- as in save
- as in late
- as in base, nose
- as in rope

Instructions

* This is a game for two players.
* Decide if you'll accept names, slang and other non-dictionary words, if put in a proper sentence.
* Beginners should use only the cards with green ticks on them.
* Separate green, orange & red cards.
* Deal each player four (beginners) or five different orange cards.
* Deal the other two piles out equally.
* Players make one word from each orange card, by putting (a) green card(s) before it, and/or a red card after it (no swear words!).
* Swap places and take turns to change each other's words into new words by replacing a green or red card, or adding a card.
* Continue until neither player can make any more new words.
* The person with the fewest cards left is the winner.