**DIRECTIONS FOR TIC –TAC- GOLD PHONICS**

**Description: For this format there will be the following games:**

**Consonant Auditory 1:**  There are 4 nine square base cards displaying nine pictures representing nine different beginning consonant sounds. M, D, F, G, S, R, W, C, J, Y, TH, CH The sounds are rotated through by changing three sounds each time. Picture and positions are also changed.

Twelve individual picture cards representing the same beginning consonant sounds

**Consonant Auditory 2:** There are 4 nine square base cards displaying pictures representing nine different beginning consonant sounds. B, T, V, K, L, N, H, P, Z, SH, WH

Eleven individual cards with pictures representing the same beginning consonant sounds

**Consonant Phonics 1:**  The same 4 base picture cards as Auditory 1 are used for this game.

Twelve individual lower case letter cards that match the pictures.

**Consonant** **Phonics 2:**  The same 4 base picture cards as Auditory 2.

Eleven individual lower case letter cards that match the pictures.

All four games can be played by two players or individually

**Two player directions and scoring: -mark the two player choice**

One player draws a picture or letter card and marks the picture with the same beginning sound. If it is correct he receives 10 points. When the player marks the wrong picture, or when there is no matching picture or when a match is made the second player takes a turn. Play continues until a player has three in a row. The winner receives an additional 10 points. If no one gets three pictures in a row the scores are kept and the game can be restarted with the same base card. Each time a card is drawn it is removed from the draw stack for further play.

If the players desire they may move to the second base card that displays pictures representing the same group of sounds and play can resume. Scores are accumulated for the four cards to determine a winner.

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**Consonant Auditory 1 and2**  Auditory 2 is played the same way but with a new set of pictures on the base cards and the draw cards.

**A single player directions: Click the single player choice**

The player may play Tic-Tac- Audo or Black Out Audo.

For Tic-Tac the player draws a card and marks the matching picture and scores 10 points. If they mark the wrong picture they lose five points. If he/she draws a picture with no matching picture they proceed to the next draw. They continue until they have matched three pictures in a row correctly.

For Black Out They continue drawing until all nine pictures have been matched. Ten points are scored for each match and five points lost for each mismatch.

**Consonant Phonic 1 and 2 are played the same way with letters replacing the pictures on the draw cards**

Vowel Games are played the same way but with picture cards representing the long, short, and variant vowel sounds and the matching letter cards.

**Audiitory Vowel 1**. Long and short vowel sounds A E I O U

Four Base cards with nine pictures on each and ten draw cards with pictures

**Auditory Vowel 2.** Varied vowels and mix long and short vowels oo/ew, ar, er/ir/ur/, ou/ow, or/oor, oy/io/ and two base cards with short vowels and two base cards with long vowels

**Phonic Vowel 1.** The same 4 base picture cards as Auditory 1 are used for this game.

Ten individual lower case letter cards that match the pictures.

**Phonics Vowel 2:**  The same 4 base picture cards as Auditory 2.

Eleven individual lower case letter cards that match the pictures

**Letter Identification 1 Lower to lower Set A. a b c d e f g h j v k z m**

**Four base cards with nine squares and 13 LOWER CASE draw cards**

**Set B. n o p q r s t u i w x y l**

**Set C. UPPER Case Draw cards and same set A nine square base cards**

**Set D. 13 upper CASE draw cards using Set B. Base cards**

**Ten Games total**

**Genus Word Builders.**

**This is a game in which the player blends initial consonant sounds with common phonograms to build words. The game will have three levels of competition with a number of platforms for each. They can be played individually or with two players competing. The three levels vary in time of exposure to the base card. Beginning level 20 seconds, Intermediate level 14 seconds, and advanced level 8 second exposures.**

**Word building with single consonants and common phonograms. (at, ing, en. Ock)**

**Game 1 A.**  This level contains a base card with nine phonograms displayed and ten draw card containing single consonants.

**Two player directions:** The players select the level of difficulty – beginner, intermediate or advanced**.** Thefirst player draws a consonant card and is given eight to twenty seconds to create as many words as he can by clicking in front of the phonogram. **When a player makes a correct match the square lights up, the word is pronounced orally and the score recorded. When a player makes an error , the square remains without light or pronunciation and the deduction is taken. When omissions occur at the end of play those squares flash and the deduction is taken.** For each word correctly created the player receives 10 points. For beginners each error or omission 5 points are deducted. For intermediate or advanced levels 10 points are deducted. If all words are correctly created without errors the player receives “Jackpot” 25 bonus points. The second player then draws a card and follows the same procedure. Play continues until all ten draw cards have been used. The player with the largest score is the winner. If any player has received the bonus on four or more draws they receive an additional 50 points and are awarded GENIUS level.

**One player directions:**  The same procedures are followed except after each draw card is completed the player draws a new draw card and continues until all ten draw cards have been used. Genius award is given for eight or more Jackpots.

**Game 1 B.** Uses the same base card but has ten new draw cards with different consonants

**Game 2 A.** This game contains a new base card displaying nine new phonograms and ten draw cards from Game 1 A

**Game 2 B.** This game uses the same base card as Game 2 A and the ten draw cards as in Game 1 B

**Game 3 A** This game contains a new base card displaying nine new phonograms and ten draw cards from Game 1 A**.**

**Game 3 B** This game uses the samebase card as Game 3 A and the same draw cards as in Game 1 B.

**Game 4 A.** This level contains a new base card with nine phonograms and ten consonant blend draw cards.

**Game 4 B.** This game contains a new base card with nine new phonograms and ten consonant blend draw cards.