The following vocabulary words are used in the game.

1. pin wheel  pinwheel
2. star fish  starfish
3. butter fly  butterfly
4. cow boy  cowboy
5. egg shell  eggshell
6. lady bug  ladybug
7. skate board  skateboard
8. sun flower  sunflower
9. coffee pot  coffeepot
10. nut cracker  nutcracker
11. light house  lighthouse
12. wheel chair  wheelchair
13. bird house  birdhouse
14. candy cane  candy cane
15. jelly beans  jelly beans
16. cup cake  cupcake
17. horse shoe  horseshoe
18. rain coat  raincoat
19. pan cake  pancake
20. basket ball  basketball

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**Rules of Play**

**Contents**

- 40 puzzle pieces
- 60-word vocabulary list
- 20 word cards

**Introduction**

Before playing the game encourage players to look at both sides of the puzzle pieces. Talk about the objects to familiarize players with the vocabulary and ask probing questions to make sure they understand new vocabulary.

**Probing Questions**

- Can you name this?
- How do you use this?
- Where would you find this?
- Can you tell me a story about this?
No Sneaking a Peek!  
2 or more players

A paper bag will be needed for this game. Place one half of each of the puzzle pairs into the paper bag. Place the other half on a table in front of the players with the yellow side facing up. The first player chooses a puzzle piece from the bag and tries to match it to a puzzle piece on the table. If the player is successful, he may take the matched pair. If he is unable to make a match, he must return the puzzle piece to the bag, and play proceeds with the next player. When all the puzzle pieces have been matched, the player with the most matches wins the game.

**Rationale**
Players are required to manipulate word parts by combining them to form a larger word. This game helps early readers understand that smaller units of speech can be blended into larger units.

Mates  
1 or more players

Separate the puzzle pieces and arrange them randomly with the yellow sides facing up. Players take turns connecting two pictures that go together. Encourage players to say the names of their matches out loud while simultaneously using their index finger to touch the picture they are naming. Next, each player turns over the completed match and names the picture. The game ends when all the puzzle pieces have been matched.

**Variation**
Mates can also be played by setting up the puzzle pieces on the blue side. Players look for both halves of one pair. When the completed matches are flipped over, they reveal pictures representing each word part.

**Rationale**
Children learn to manipulate and listen to word parts as they develop their awareness of syllables in words.

Match It- Say It  
2 or more players

Connect each of the puzzle pairs and arrange them with the blue side facing up. Each player takes ten puzzle pairs. Next, players separate the puzzle pairs by placing one half of each pair on the table and scrambling them. On the word “go” players quickly take the pictures from the table which match their puzzle pieces. The first player who completes his matches and shouts “Soundtooning” is the winner.

**Variation**
Word cards are used for this activity. When the picture halves are completed, players match the word cards to the pictures.

**Rationale**
Print awareness is an important component of learning to read. Players learn to associate the object names with their printed symbols.

Odd One Out  
2 or more players

The game leader (an adult or older child) connects all the puzzle pairs and arranges them with the yellow sides facing up. The leader identifies a puzzle, for example the sunflower. The leader says, “Say sunflower.” After the player responds, the leader says, “Repeat it again, but this time don’t say sun.” The player responds with “flower,” keeps that puzzle piece, and places the sun piece in a discard pile. Play continues until all puzzle pairs have been separated.

**Variation**
Players can achieve a more challenging level of play by taking turns being the leader.

**Rationale**
Players who perform these activities are more likely to learn how words are segmented and blended for reading and spelling.