


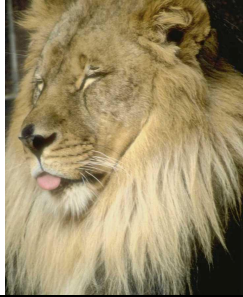







Section 1.3 Part 1

a		f	
	apple		fish
k		l	
	kangaroo		lion
m		h	
	mom		horse
e		i	
	egg		itch
n			
	nest		

Bingo

Purpose:

Have fun and learn the nine sounds these symbols make. See the second previous page for additional instructions for Bingo.

Roles:

Caller: Calls out the sounds the letter makes using the picture name if needed to clarify. Example: Caller says “/e/ (eh) as in egg.” After Bingo is called out by a player check the sounds by calling them out again.

Players: Place Bingo chips on the board in the appropriate square. Note: Several letters appear more than once. Let the player cover only one letter each time it is called. Which one he covers is his choice. When checking your Bingo remove chip as caller calls out each sound. Additional Bingo sheets are in the folder in your kit.

Variations: Player removes chips to check Bingo, and pronounces each sound. Play to cover all the squares.

a	e	i	l
n	f	l	m
h	m	a	k
i	k	n	e

This Rocket Phonics Bingo card uses these symbols:

a e i f h k l m n

Be sure to use Play & Read Cards for all letters on **each** card in your Bingo game. **If a letter appears twice, use both cards of that letter.**