Reâlly Good Stuff Activity Guide

## Beginning Consonant Tic-Tac-Toe Cards

Congratulations on your purchase of Really Good Stuffe Beginning Consonant Tic-Tac-Toe, a fun grammar game. Using the traditional game of Tic-Tac-Toe, you can now offer your students a great way to practice beginning consonants and their sounds.

This Really Good Stuff® product includes:
For Item \# 303896:

- 36 Beginning Consonant Tic-Tac-Toe Cards
- This Really Good Stuffo Activity Guide

For Item \# 304034:

- 36 Beginning Consonant Tic-Tac-Toe Cards
- Tic-Tac-Toe Pocket Chart
- 9 " $\chi$ " Cards and 9 " 0 " Cards
- This Really Good Stuffo Activity Guide


## Learning Beginning Consonants

Beginning consonants are the first step in phonics. We can provide early learners with letter-sound connections by attaching familiar words and pictures to sounds in the initial position. We start with consonants because they are easier to hear and more phonetically consistent than vowels.

Before playing Beginning Consonant Tic-Tac-Toe, practice beginning sounds with students. Work with one consonant per day, sharing objects and pictures that represent that sound. Have students find items in the room and bring in items from home that represent the beginning sound.

## Word Work

Sorts are a great way to reinforce consonant sound study. The repetition of sorting helps students learn to look and listen for beginning sounds. Review several picture or word cards that represent a few consonant sounds. Place cards labeled with the beginning consonants in the top row of a pocket chart for a small group demonstration or on a table for a one-on-one lesson. Have students sort the picture or word cards into the sound categories by placing them in columns.

In preparation for playing Beginning Consonant Tic-Tac-Toe, have students orally sort words with the group. Display a few beginning sound Cards. Say words aloud and call on volunteers to say which letter it begins with while pointing to that category.

Display familiar words on a Beginning Sound word wall. Your students can interact with the word wall and, if needed, they can refer to it when completing oral sorts or while playing Beginning Consonant Tic-Tac-Toe.

## Using the Tic-Tac-Toe Cards

Side 1 (green border) of the Beginning Consonant Tic-Tac-Toe Cards shows a picture labeled with its beginning consonant in uppercase and lowercase. The most common consonants appear on two Cards. Side 2 (no border) shows three words that begin
with the same consonant sound. In part, these words serve as sample answers when using side 1.

The two sides also offer two different ways to play the game. When playing the game using side 1, players say the letter, say what the picture is, and then name another word that begins with the same consonant sound. When using side 2, players read the words and then name another word with the same beginning sound.

"S. Sun and...soup."
$\square$
"Bed, boat, bug, and...button."

## Meets State Standards

This type of practice in beginning consonants helps students meet grade-level expectations and prepare for standardized testing. Playing Beginning Consonant Tic-Tac-Toe also helps students develop their early phonics skills and sets a foundation for reading.

## Oral Language Component

Beginning Consonant Tic-Tac-Toe requires students to think and speak in front of a group. Given the fun, familiar game setting, Beginning Consonant Tic-Tac-Toe also increases confidence in speaking aloud.

## Management

- Store the Beginning Consonant Tic-Tac-Toe Cards along with other sets of Tic-Tac-Toe Cards that you've purchased, keeping the subject areas in separate file folders.
- For students who need a reminder of the rules while playing in small groups, make copies of the game instructions for them to use.


## Beginning Consonant Tic-Tac-Toe Game 1

Players: Two teams of 4 to 6 players
Materials: 9 Beginning Consonant Tic-Tac-Toe Cards, Tic-Tac-Toe Pocket Chart, $X$ and $O$ Cards, timer or watch (optional)
Object: To name words that match the beginning consonant sounds on the Cards in order to fill three spaces in a horizontal, vertical, or diagonal row with X or O Cards.

1. Select nine Beginning Consonant Tic-Tac-Toe Cards. Set up the Tic-Tac-Toe Pocket Chart, leaving the spaces empty.
2. Give $X$ Cards to one team and O Cards to the other. The players should sit in the order in which they will play.
3. Explain the game and provide the rules. The first answer the player gives will count. If you wish, set up a timer and state a time limit. Encourage players to use strategy to block the other team.
4. The first player from team 1 takes a turn. Hold up a Card,

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## Beginning Consonant Tic-Tac-Toe Cards

showing side 1 or side 2 . The player reads the letter and says what the picture is (or reads the three words for side 2), and says another word with the same beginning consonant. If the player answers correctly, he or she gets to place one of the team's $X$ or $O$ Cards in a space on the board. If not, the turn is over.
5. The first player from team 2 takes a turn, and so on.
6. The first team to get three $X^{\prime}$ s or O's in a row wins the game and gets to go first next time.
7. Discuss any challenges before playing another game.

## Beginning Consonant Tic-Tac-Toe Game 2

Players: Two teams of 4 to 6 players
Materials: 9 Beginning Consonant Tic-Tac-Toe Cards, Tic-Tac-Toe Pocket Chart, $X$ and $O$ Cards, timer or watch (optional)
Object: To name words that match the beginning consonant sounds on the Cards in order to fill three spaces in a horizontal, vertical, or diagonal row with X or O Cards.

1. Select nine Beginning Consonant Tic-Tac-Toe Cards and place them in the spaces of the Tic-Tac-Toe Pocket Chart, all with side 1 or side 2 facing forward.
2. Give $X$ Cards to one team and O Cards to the other. The players should sit in the order in which they will play.
3. Explain the game and provide the rules. The first answer the player gives will count. If you wish, display a timer and state a time limit. Encourage players to use strategy in blocking the other team.
4. The first player from team 1 takes a turn. The player reads the letter and says what the picture is (or reads the three words for side 2), and says another word with the same beginning consonant. If the player answers correctly, he or she gets to place one of the team's $X$ or $O$ Cards in that space on the board. If not, the turn is over.
5. The first player from team 2 takes a turn, and so on.
6. The first team to get three $X^{\prime}$ 's or O's in a row wins the game and gets to go first next time.
7. Discuss any
 challenges before playing another game.

## Variations

- When a player says a word that has the same beginning sound but a different spelling (for example, saying a $k$ word for a c Card), tell the player he or she has the sound correct but not the letter. Give the player one more chance to name a word that begins with the same letter.
- Two students play against each other. They take turns pulling Cards out of a box and get an X or an $O$ to place if they give the correct answer.
- Players get to choose a Card for the other team, and a player from the other team must respond. When either team gets three spaces in a row, that team wins. Otherwise, when the board is full, the team with the most $X^{\prime} s$ or $O^{\prime} s$ wins.


## Beginning Consonant Tic-Tac-Toe Cards

Here are the cards included in this game:

## Side 1

Bb-bee
Bb-book
Cc-cat
Cc - cereal
Dd - deer
Dd-desk
Ff - feet
Ff - fire
Gg-garden
Gg-giraffe
Hh - heart
Hh - hive
Jj - jam
Kk - kick
Kk - kite
LI - lock
LI - lemon
Mm - mud
Mm-map
Nn-neck
Nn-nut
Pp-pear
Pp-pan
$Q q$-queen
Rr -rose
Rr - rat
Ss-sad
Ss-sun
Tt-tent
Tt-toast
Vv - vest
Vv - volcano
Ww - watermelon
Ww - wing
Yy - yo-yo
Zz-zoo

## Side 2

bed, boat, bug
ball, boy, box
car, castle, cone
celery, circle, city
dice, dog, doll
dad, dig, dolphin
fan, farm, fin
face, fence, foot
gas, gate, gum
giant, gigantic, ginger
hat, heel, house
hen, horse, hug
jar, jog, jump
kid, king, koala
kiss, kitten, kiwi
lap, leg, log
line, lion, loud
make, men, moon
moose, mouse, mug
nail, nap, nest
new, nice, nose
peach, popcorn, potato
pond, pump, pumpkin
quack, quarter, question
read, ring, rug
ride, rock, rope
soap, sock, sunflower
sack, seal, soccer
tie, toe, turtle
time, tooth, tub
vet, vine, violin
van, vase, vegetables
wash, water, wind
well, wet, wolf
yawn, yell, yellow
zebra, zero, zip

