

2 Syllables *VC/CV*. Rule 1

1 contest	2 sudden	3 herself	4 public	5 winter	6 summer
1 napkin	2 pepper	3 kitten	4 pistol	5 content	6 wonder
1 tinsel	2 winner	3 temper	4 trumpet	5 plastic	6 problem
1 picnic	2 tennis	3 goblin	4 sandal	5 costume	6 signal
1 thunder	2 absent	3 selfish	4 button	5 muffin	6 himself
1 hottest	2 sipping	3 escape	4 shelter	5 outfit	6 slippers

Rule: When 2 consonants stand between 2 vowels, split between the consonants. *VC/CV*

2 Syllables V/CV. Rule 2

1 bacon	2 taken	3 fading	4 omit	5 stupid	6 total
1 crocus	2 demand	3 basic	4 robot	5 human	6 humid
1 tulip	2 student	3 music	4 broken	5 token	6 tiger
1 silent	2 zero	3 biting	4 timer	5 diver	6 frozen
1 skating	2 relax	3 clover	4 driving	5 motor	6 defend
1 refill	2 pretend	3 omen	4 tidy	5 Homer	6 faking

When 1 consonant stands between 2 vowels split after the first vowel and it'll say its name.

1 salad	2 wagon	3 rapid	4 panic	5 cabin	6 robin
1 tonic	2 punish	3 lemon	4 polish	5 medal	6 finish
1 devil	2 comic	3 comet	4 cavern	5 travel	6 chapel
1 dragon	2 vanish	3 level	4 planet	5 camel	6 prison
1 relish	2 basil	3 canal	4 model	5 edit	6 decor
1 pedal	2 caress	3 hover	4 carol	5 capo	6 boxer

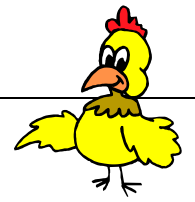
2 Syllables *VC/V*. *rule 3* Sometimes when 1 consonant comes between 2 vowels we divide *after* the consonant. The vowel is *short* - it makes its sound, not its name. cab/in

2 Syllables *Compound Words*

1 inside	2 upset	3 handbag	4 whiplash	5 sunset	6 hillside
1 bedtime	2 pancake	3 maybe	4 sandbox	5 shotgun	6 campfire
1 bathmat	2 flagpole	3 homesick	4 bedroom	5 baseball	6 outside
1 snowball	2 bath tub	3 armchair	4 railway	5 handset	6 fireplace
1 upstairs	2 upon	3 into	4 armband	5 kidnap	6 herself
1 handcuff	2 popcorn	3 playtime	4 robin	5 outfit	6 password

Rule: 2 little words are put together to make a big word. Split between the 2 little words.

4 In a Row



1	2	3	4	5	6
1	2	3	4	5	6
1	2	3	4	5	6
1	2	3	4	5	6
1	2	3	4	5	6
1	2	3	4	5	6

HOW TO PLAY 4 IN A ROW

You will need:



Print boards and laminate. I print 1 game on each side- this makes it easy to revise and reinforce the previous list when children have moved on.

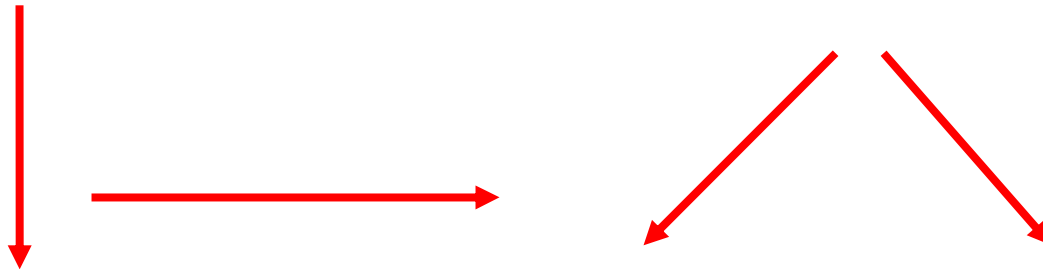
One die (*yes die is the singular, dice is the plural*)

Coloured counters for each player e.g. Player 1 = red Player 2 = green.



How to Play:

1. Roll the die.
2. Read a word with the same number as the dice.
3. Place one coloured counter on the word if read correctly
4. The winner is the one to have 4 in a row either vertically, horizontally or diagonally.



Tips and Hints

- This game works best as a two player game.
- Can be played without a die- children just choose word.
- Try playing best of three plays - this helps to reinforce sight vocabulary.
- Rules can be adapted to get children to spell the word.
- Boards can be adapted for phonic groups - just highlight and type.

Created by Billy Reid Derry Reading Centre Northern Ireland

Dear People of the World,

Feel free to tell all your colleagues and friends that would benefit from this game all about it. But please link to the page

<http://www.adrianbruce.com/reading/room2/4inarow/>

and **NOT** directly to this file.

Why?

1. They will benefit more by exploring my whole site
<http://www.adrianbruce.com/reading/games.htm>
2. It skews the download statistics which effects the site's funding
☹

Thanking you in advance
Adrian Bruce