Change 4 – ai ay ee ea

ai rain	ai gain	ai main
ai train	ai sprain	ai aid
ai raid	ai afraid	ai sail

ay
ray

ay
tray

ay
pray

ay
spray

ay
say

ay
crayon

ay
day

ay
today

ay
yesterday

ee see	ee bee	ee free
ee seed	ee speed	ee feel
ee agree	ee street	ee feet

ea
eat

ea
meat

ea
beat

ea
beak

ea
weak

ea
team

ea
steam

ea
stream

ea
reason

ea

squeal

Change

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ai

strain

Change

ee

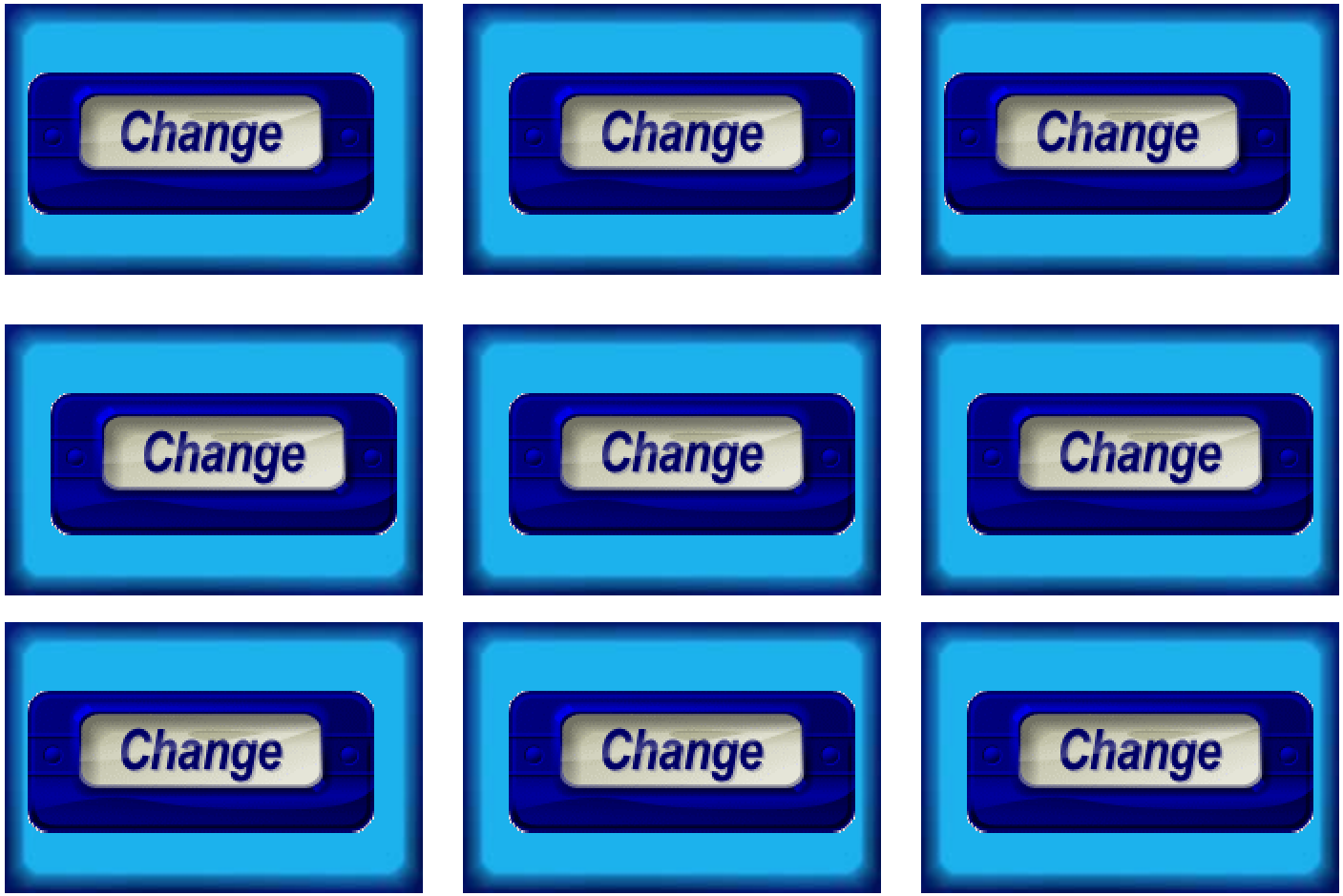
cheer

Change

Change

Change

Change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The Rules to Change –

Preparation:

Print the cards, laminate them if possible and cut them out.

How to play:

1. Two, three or four players sit so they are facing each other.
2. Select a dealer to shuffle the cards and give five cards to each member of the group, as well as themselves.
3. Place all the remaining cards in a pile face down in the centre. Next flip one card off the top of this pile and place it face up next to the stack.
4. The dealer reads the card by pronouncing the sound of the letters marked in red and then the word e.g. If the card is 'rain' the dealer says, ' ā like in rain.'
If the card is ' eat ' the dealer says, ' ē like in 'eat.'
5. The children then look at their cards and take their turn moving to the left around the circle. If they have cards with the same sound as the one turned over by the dealer they can place one on top of the pile by saying ' a like in train' or ' a like in gain '. *Same sounds in blue can count as same suit: eg. ay may be put on top of ai.*
6. If they do not have a match in their hand they pick up a card from the facedown pile.
If the card they pick up is a match they can put it straight down, if not, they place it in their hand and the next player has a turn.
7. If the player does not have a match but has a **CHANGE** card in their hand they can change the sound being matched i.e. if they had the cards ' stream and steam ' they would place down their **CHANGE** card and say **"I'd like to change it to e like in stream"**. All the following players must match for ee or ea..
8. The person who is the first to have no cards left is the winner.

NB The power of this game as a learning tool comes from having the children say o like in boat' when playing. **Please ensure they keep doing it throughout the learning sessions.**

If you find the game effective, feel free to email it others. (Thank you to *Billy Reid for all his hard work in adapting this game from* http://www.adrianbruce.com/)