

Snakes and Ladders

Basic Code

CVCC Words

bank

bats

belt

band

FINISH

31

30

29

28

27

26

25

Multi-syllable: /ee/, spellings - y

bunny

carry

cherry

daddy

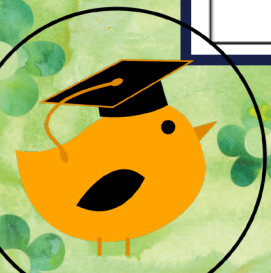


fizzy

fussy



FUN and
EASY to use!



TOP NOTCH
TEACHING

Table Of Contents

Other resources	4
Clip art and fonts credits	5
About this pack	6
Progression of phonemes	7
Instructions	8
Snakes and ladders boards	9
Set 1: a, i, m, n, o, p, s, t	11
Set 2: b, c, g, h	15
Set 3: d, e, f, v	19
Set 4: k, l, r, u	24
Set 5: j, w, x, y, z	29
Set 6: ff, ll, ss, zz	33
Set 7: VCC, CVCC words	37
Set 8: CCVC words	46
Set 9: CCVC, CCCVC, CVCVC words	53
Set 10: Digraph sh	63
Set 11: Digraph ch	67
Set 12: Digraph ck	71
Set 13: Digraph th	75
Set 14: Digraph wh	79
Set 15: Digraph ng	82
Set 16: Sound qu	86



Progression Of Phonemes

The table below shows the progression of phonemes and their graphemes. You can use the game in order or pick and choose based on your weekly lessons and students' abilities.

Sets	Phoneme/Grapheme Focus
1	CVC words - a, i, m, n, o, p, s, t
2	CVC words - b, c, g, h
3	CVC words - d, e, f, v
4	CVC words - k, l, r, u
5	CVC words - j, w, x, y, z
6	CVC words double consonants - ff, ll, xx, zz
7	VCC & CVCC Words
8	CCVC Words
9	CCVCC, CCVCVC, CVCCC words
10	Digraph sh
11	Digraph ch
12	Digraph ck
13	Digraph th
14	Digraph wh
15	Digraph ng
16	Sound qu



Instructions

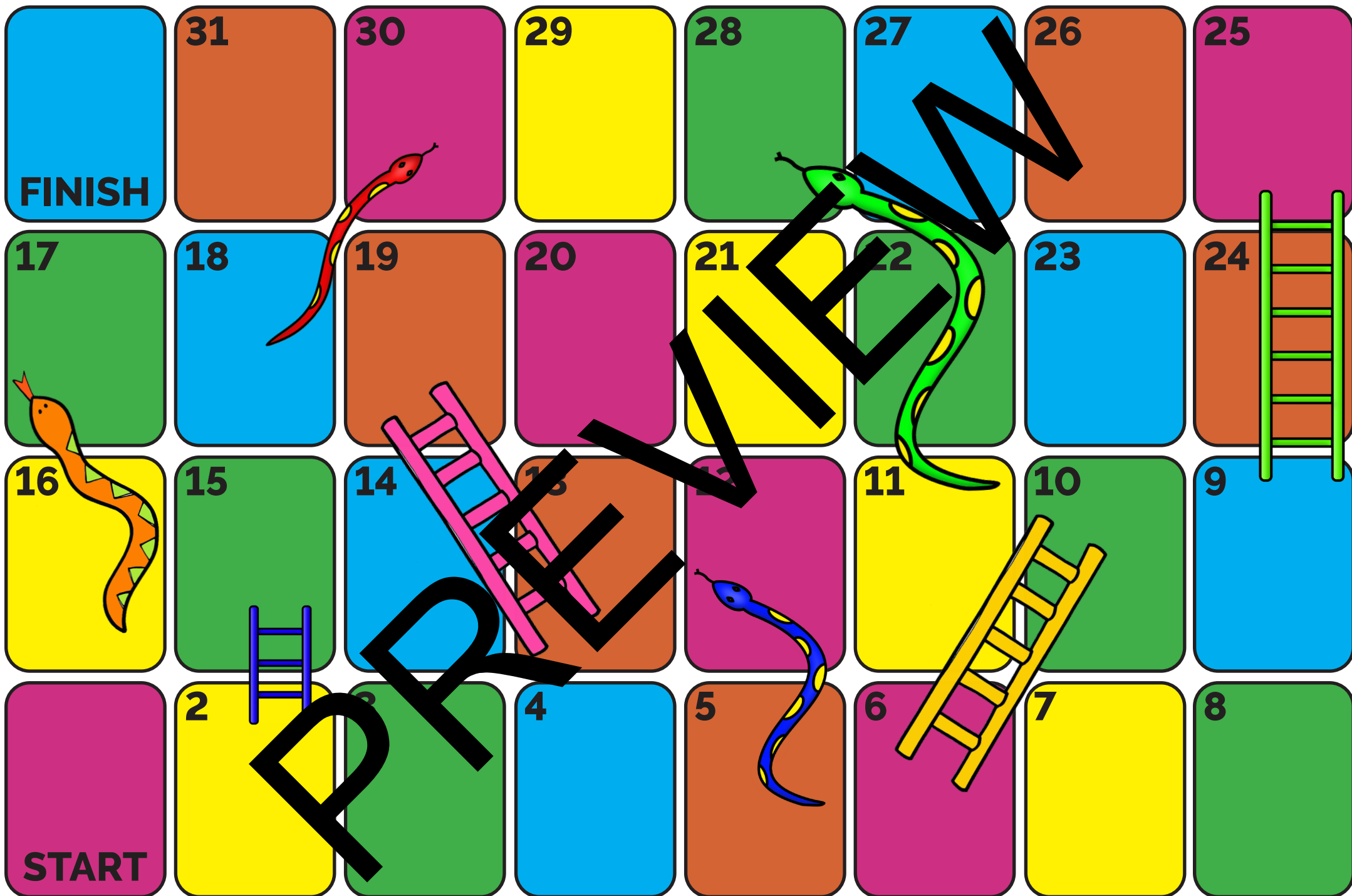
Resources

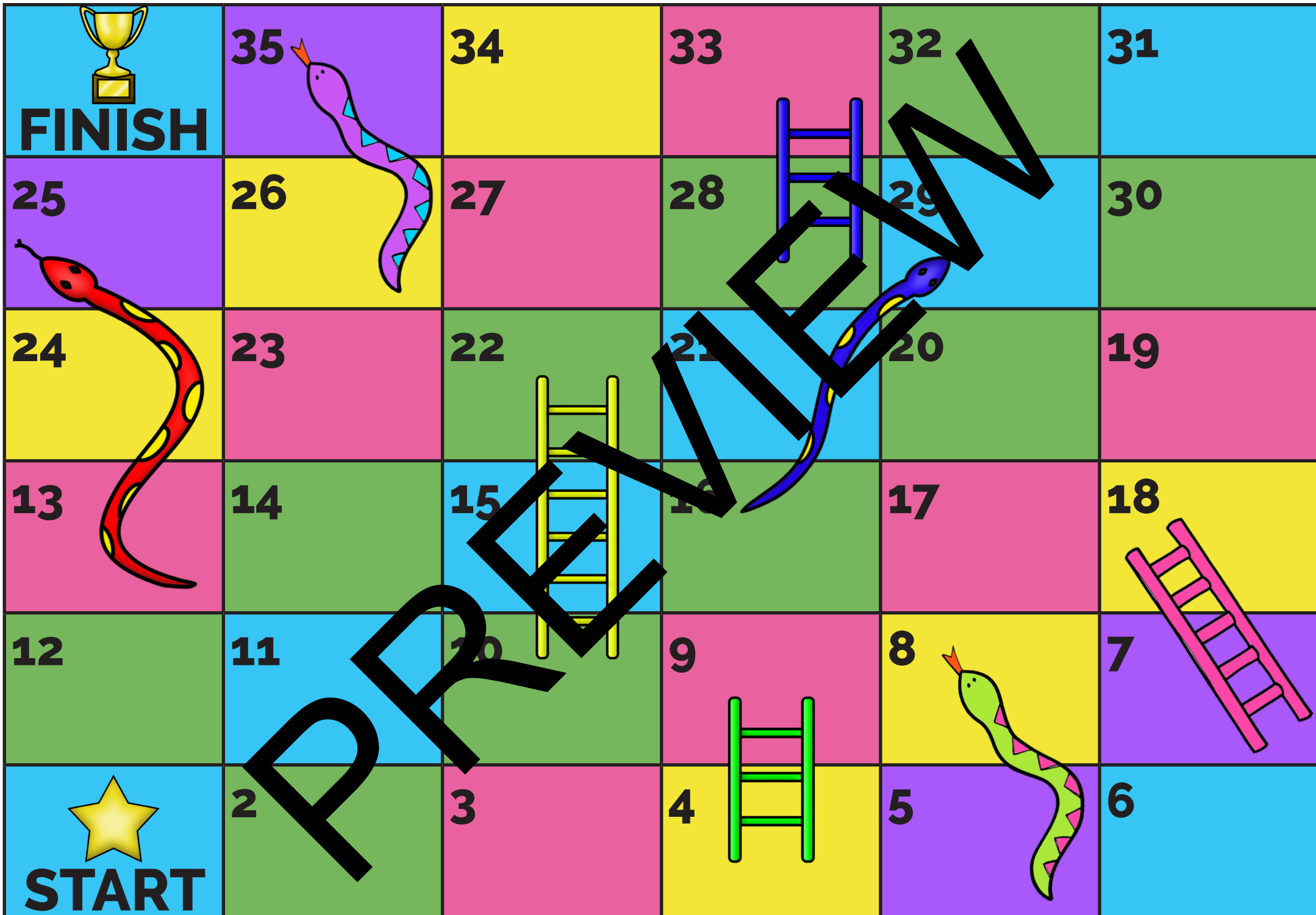
- Copies of the Snakes and Ladders board;
- Question cards;
- Dice; and
- Counters.

Steps

1. Copy the Snakes and Ladders board and question cards.
2. Cut out the question cards and then fold them in half along the dotted line so that the word is hidden.
3. Place the cards in a pile next to the Snakes and Ladders board with the pictures facing up.
4. Each player puts their counter on the space that says 'Start.'
5. Players take it in turns to roll the dice. Move the counter forward the number of spaces shown on the dice.
6. A different student picks up a question card and shows the player the picture and tells them the word.
7. The player needs to spell the word orally. If the player spells the word correctly, they stay on the square. If they are at the bottom of the ladder, they move up to the top of the ladder. If they are on the head of a snake, they avoid sliding down the snake.
8. If the player misspells the word, they move back and the student with the question card then tells them the correct spelling. If they are at the bottom of the ladder, they do not get to go up it. If they are on the head of a snake, the player slides to the bottom of the snake.
9. The first player to get to the 'Finish' space is the winner.







Set 5

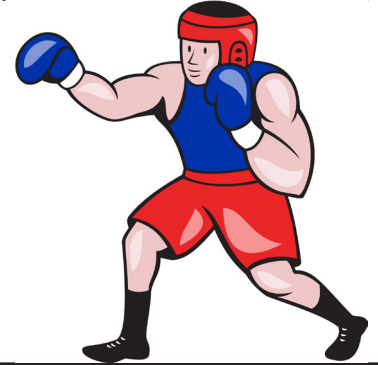
Set 5 includes words with the sounds/letters: j, w, x, y, z

CVC Words			
box	fax	fox	jam
jam	Jan	jet	Jim
jog	jug	Rex	sax
six	wag	wag	wed
wet	wig	win	wok
yak	yap	zip	zip

PREVIEW



jab



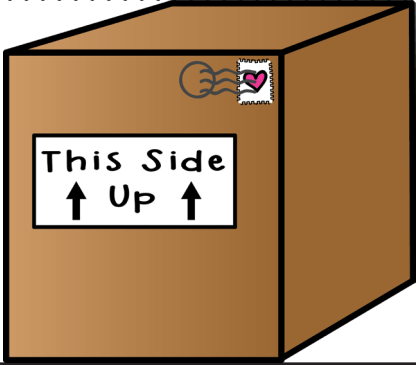
fox



fax



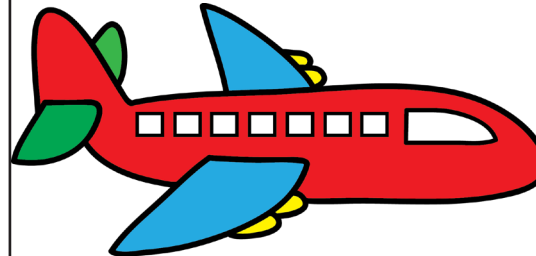
box



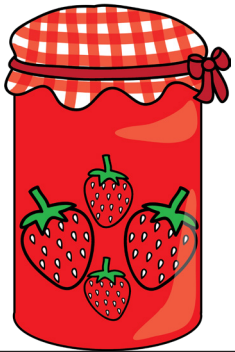
Jim



jet



jam



PREVIEW

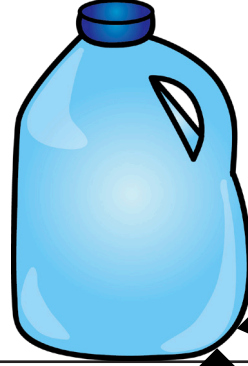
sax



Rex



jug



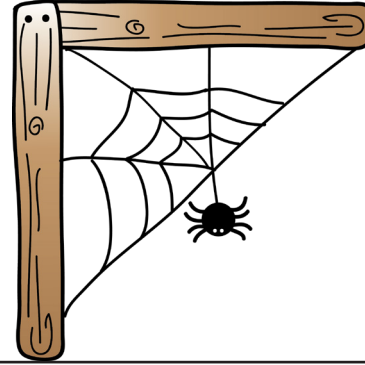
jog



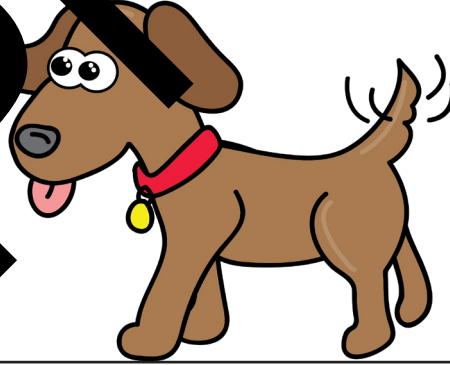
wed



web



dog



six



PREVIEW

Set 9

Set 9 includes CCVCC, CCCVC and CVCCC words.

CCVCC Words

blank	blend	blimp	clasp
crept	crisp	crust	drift
drink	drops	Frank	frost
grins	plank	plank	plump
scalp	scold	skips	skunk
slept	slips	snail	snaps
spilt	spins	spots	stamp
stand	stank	staps	stink
stubs	stump	stunt	swept
swift	tips	trunk	trust

CCCVC Words

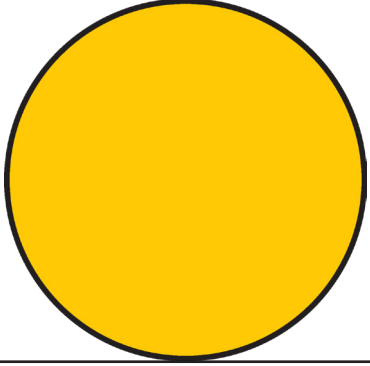
scroll	scold	splat	sprig
strap	stap		

CVCCC Words

bends	camp	costs	dusts
fists	gifts	hands	helps
holds	jumps	lamps	lifts
rests	melts	nest	ponds
rests	sinks	sulks	tempt
tents	tilts	vests	winks



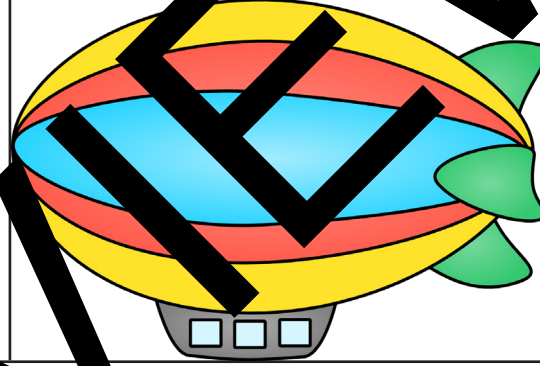
blank



blend



blimp



clamp



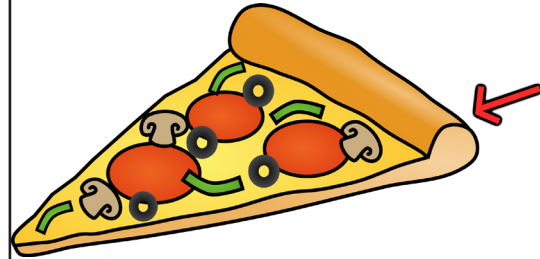
crept



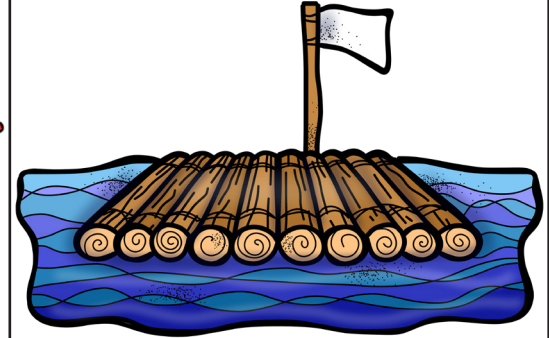
crisp



crust



drift



PREVIEW

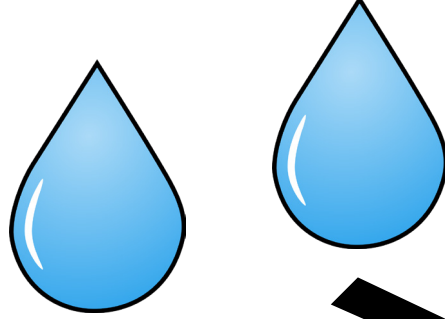
frost



frank



drops



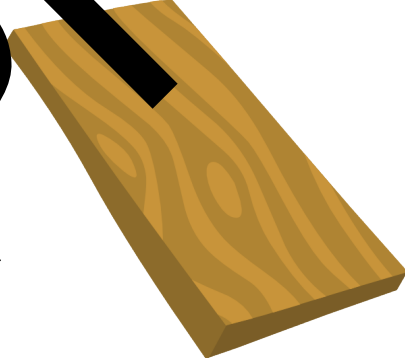
plump



plant



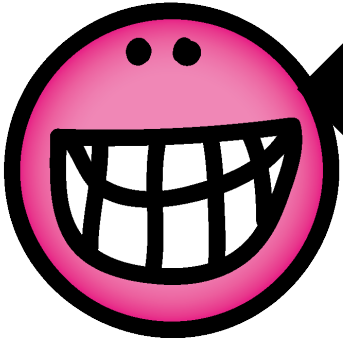
prank



drink



grins



PREVIEW