

The Chart 6 Game

Use with	Phonic Chart 6
Goal	Production of phonic sounds in teams (Ss→T level) or individually

The rules of this game are similar to the Attack Game for Phonic Chart 5. The differences are these:

1. There is no stealing of spaces.
2. There is no providing of a second word with crowning of a space.
3. In addition to providing a word containing a given sound and its Japanese translation, a student must correctly spell the word; the words depicted in pictures on chart 6 may not be used. Example: “Pink one: ar, star, *hoshi*, s-t-a-r.” (‘Car’ would not be allowed, since a car, as an example of the target sound, is pictured in this space on the board.)