

LET'S GO TO THE ZOO!

A board game to develop phonemic awareness
in beginning readers!

THE MAIN IDEA

This board game is designed to encourage children to break apart all of the sounds in a word.

The object of the game is to get the pawns (the children) from the school to the zoo for a field trip.

To move a space, a child pulls a card with a picture of an animal. The child attempts to hear ALL of the sounds in the word. However many sounds there are in the word is how many spaces the child may move the pawn!



VARIATIONS DEPENDING ON SKILL LEVEL



One of the benefits of group games is that it can be tailored to meet the students where they are. It is also beneficial for both the student and the teacher, as the student gets an opportunity for skill development while the teacher gets an opportunity to assess each child's skills.

- The game can be played as a group or as individuals depending on what the students are ready for. For younger groups or children still early in skill development, the group could play with 2 pawns and any child can move any pawn. For older groups or children further along in skill development, each child can have their own pawn (2-4 pawns recommended total).
- Breaking apart the sounds can happen individually, with a teacher's assistance, or as an entire group. Each child should take turns being in charge of breaking apart the sounds and the teacher should hear each child say all of the sounds during their turn (even if discovering them was a group effort).