

Game 1- aw au ou ow

aw  
paw

aw  
law

aw  
claw

aw  
lawn

aw  
raw

aw  
draw

aw  
straw

aw  
dawn

aw  
saw

aw  
crawl

au

pause

au

cause

au

because

au

haul

au

Paul

au

August

au

autumn

au

author

au

sauce

au

saucer

ou

out

ou

snout

ou

scout

ou

loud

ou

cloud

ou

proud

ou

mouth

ou

south

ou

our

ou

bound

ow  
cow

ow  
now

ow  
clown

ow  
crowd

ow  
crowded

ow  
powder

ow  
how

ow  
towel

ow  
vowel

ow  
trowel

Game 2 - oo ew oi oy

oo  
pool

oo  
tool

oo  
fool

oo  
food

oo  
good

oo  
stood

oo  
look

oo  
crook

oo  
shook

oo  
hook

ew

new

ew

knew

ew

few

ew

grew

ew

chew

ew

threw

ew

nephew

ew

flew

ew

shrewd

ew

drew

oi  
oil

oi  
toil

oi  
soil

oi  
coin

oi  
join

oi  
point

oi  
avoid

oi  
tortoise

oi  
ointment

oi  
boil

oy  
boy

oy  
toy

oy  
coy

oy  
royal

oy  
joy

oy  
loyal

oy  
annoy

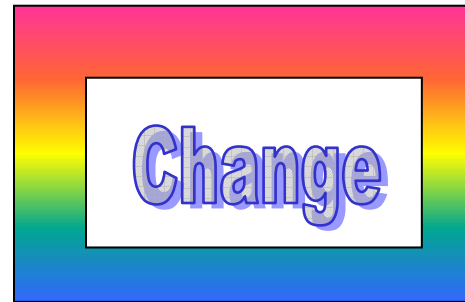
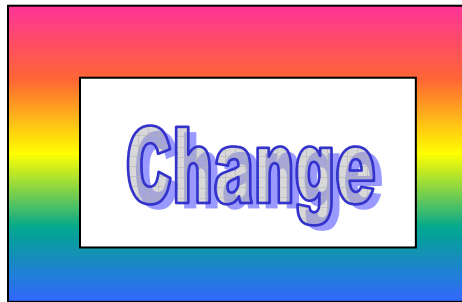
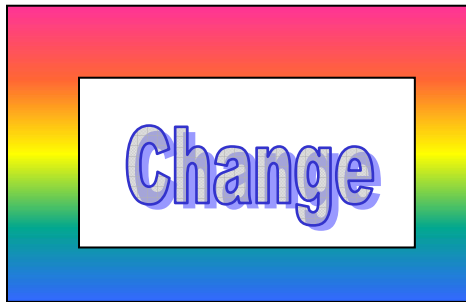
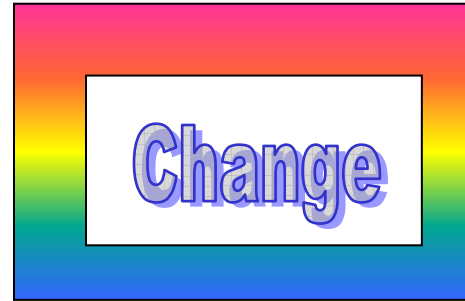
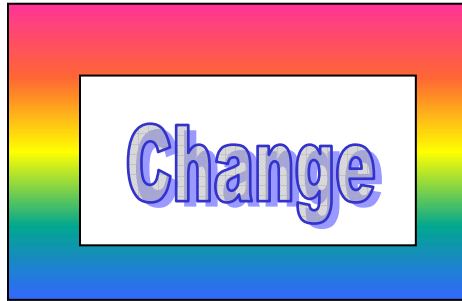
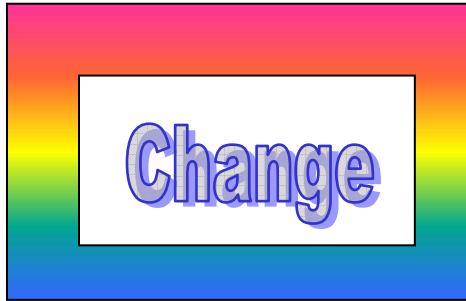
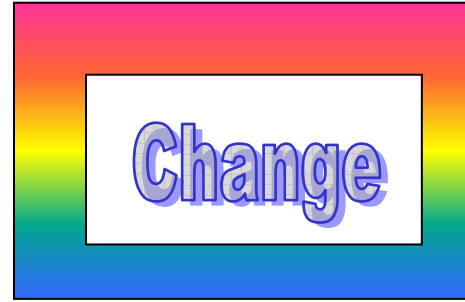
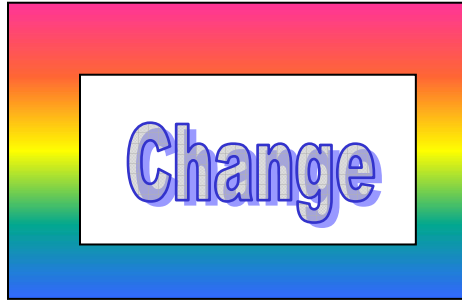
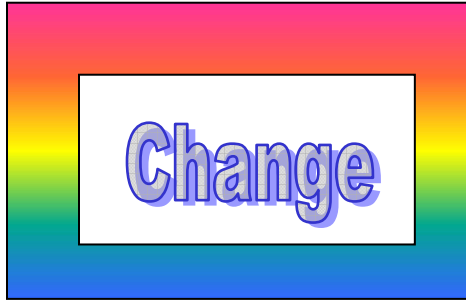
oy  
ahoy

oy  
soya

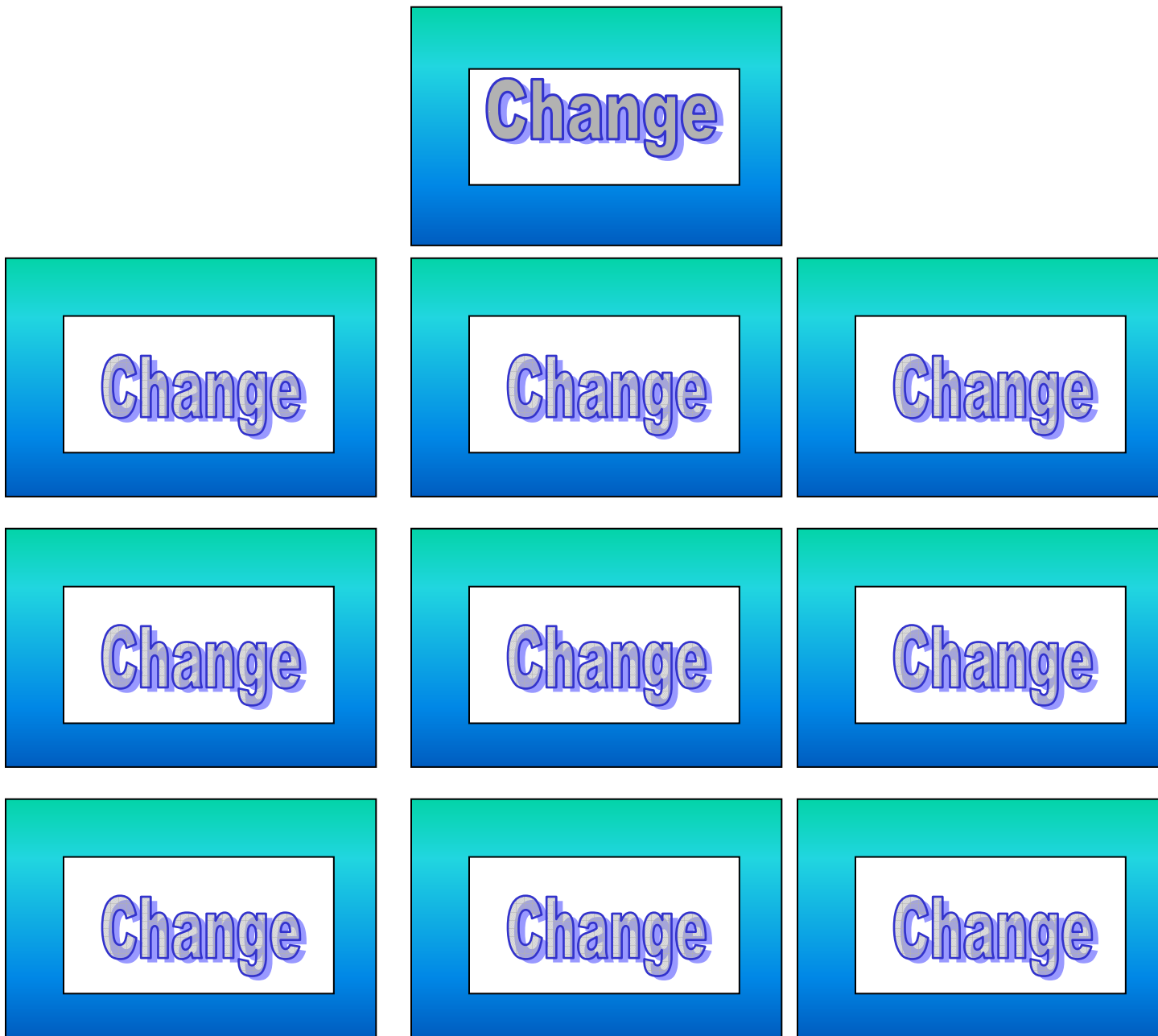
oy  
oyster



1



2



## 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 'claw' the dealer says, 'aw like in claw.'  
If the card is 'bound' the dealer says, 'ou like in 'bound'.
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 'aw like in lawn' or 'aw like in dawn'.
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 say they had the cards 'down, cow & now' they would place down their **CHANGE** card and say "I'd like to change it to 'ow like in now'". All the following players must match for 'ow.'
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 ou like in shout' when playing. **Please ensure they keep doing it throughout the learning sessions.**

If you find the game effective, feel free to email it others. [Billy Reid adapted from http://www.adrianbruce.com](http://www.adrianbruce.com)