**PHONOPOLY RULES**

**You will need** five dice:

A 5 minute timer (sand or bell timer)

whiteboards / pens

one which remain as a numbered dice

The other four will be become phonic dice

Coloured player counters

Using stickers – alter the four remaining dice to include all but one of the consonant alphabet (You decide which letter you wish to leave out).

The object of the game is to experiment with sounds to make words.

i.e Choose 3 of the 4 consonant dice and throw plus the numbered dice to decide how far to move your counter.

e.g. **g r** and land on **ow** - Can you make a word? (**grow**) – write in on the whiteboard.

*If of course you have landed on uff (gruff) but if unable to make a word you merely wait to throw and try again.*

At the end of the 5 minutes, you may reset for extra time – or check who has made the most words.

The ‘hazard squares work as follows:

**Magic e** – can you think of a magic e word with your consonants (s and t …. Stone)

**Dice throw** – throw again

**Slip on the banana skin** … throw numbered dice and go back

**Free choice** ….. move your counter anywhere on the board you can make a word.