

# PHONICS CENTERS

Roll, read, color: CVCe

ake	make	wipe	bale		
dose	mole	kite	ripe	mate	dine
rage	wade	hive	hike	dose	dune
code	gate	vice	tune	hole	huge

# HOW TO USE

You'll need to print a game board page(s), a playing die, and some counters to keep score. During the game, students will take turns rolling the die and moving their counter around the board. It's essential that kids read the word they land on out loud, with clear and correct pronunciation being key. The first player to make it to the end of the board wins the game! After they have read the word, students can also highlight it.

There are other ways to play the game. **In option 1**, the game will continue until every word on the board has been crossed off. The winner is the player who has crossed off the most words.


**In option 2**, the game ends when a player gets 3, 4, 5, or 6 in a row, and that player wins.

You can also use a sand timer and have kids play until the timer runs out.

All these variants work with **the version with images**. Here, instead of highlighting the words, kids need to color the images.

If you want to reduce paper waste and reuse your copies simply print out the page you need and slide it into a plastic page protector. This way, students can use whiteboard pens or similar pens that can be easily wiped off the page protector after each game, making it more eco-friendly and cost-effective. Or you can print the pages on astrobright paper and laminate for multiple use.


# Roll, read, color: CVCe Words



# Roll, read, color: CVCe Words

rake	pave	cake	same	gaze	fate
cape	wake	lane	make	gave	game
cave	base	sale	vase	rate	sake
fake	hate	fame	case	maze	jade
bake	tale	pane	made	tape	wade
tame	pale	take	gate	late	came

# Roll, read, color: CVCe Words



# Roll, read, color: CVCe Words

tube	wise	dome	take	nice	line
wide	cope	lake	make	wipe	bale
hose	mole	kite	ripe	mate	dine
rage	wade	hive	hike	dose	dune
code	gate	vice	tune	hole	huge
mute	vase	maze	cube	tale	cape