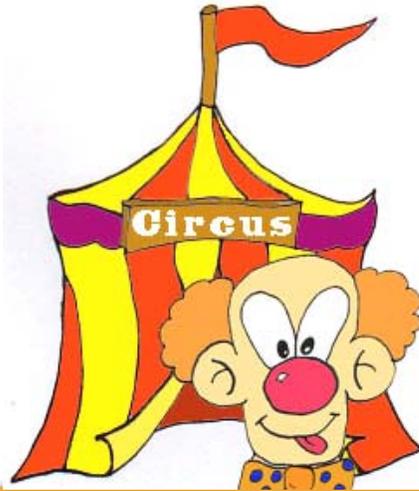


ace

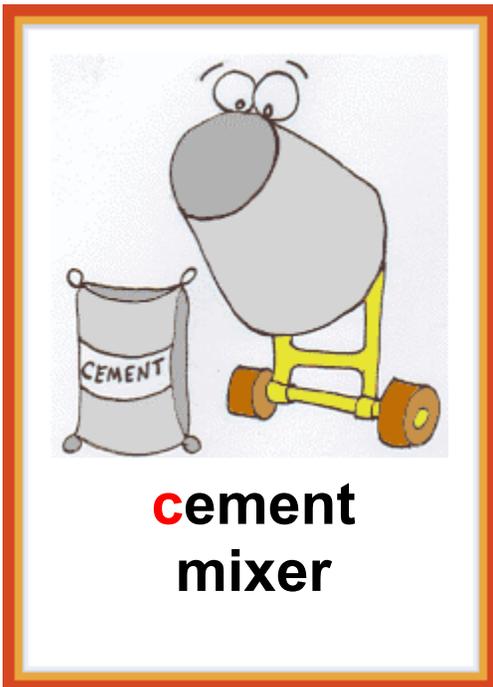
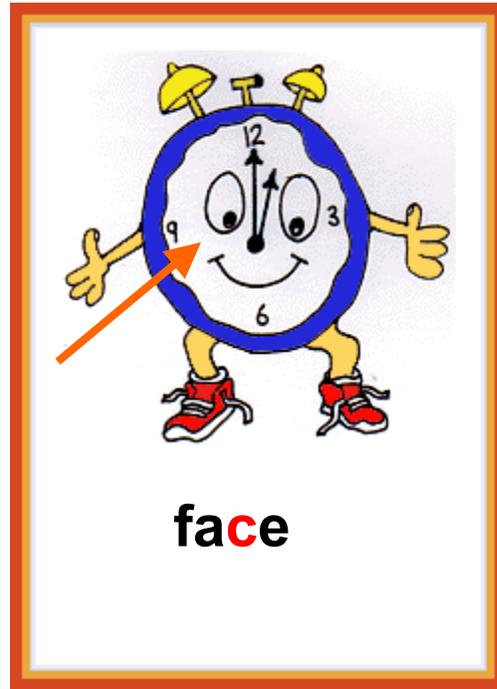
circus

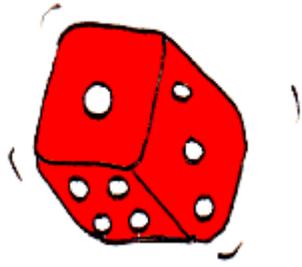


**gingerbread
man**



giraffe

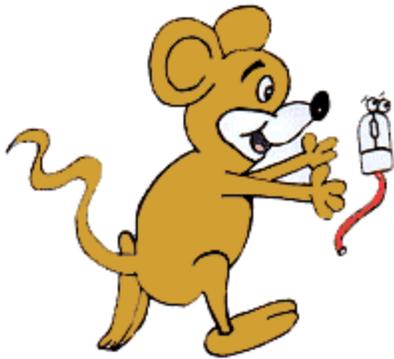




chance



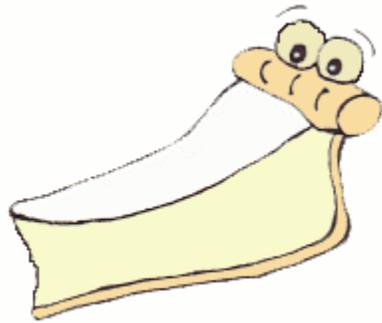
ice



mice



price



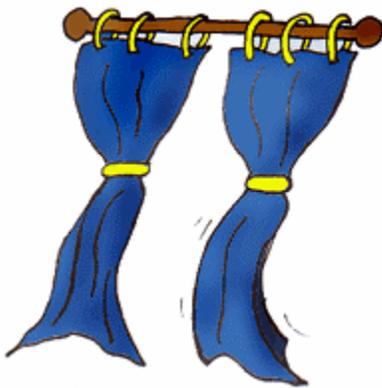
slice

Silence

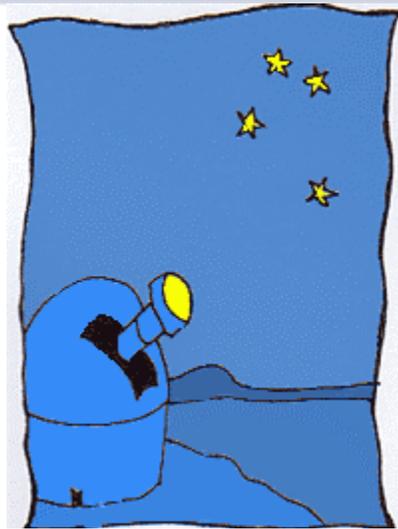


silence

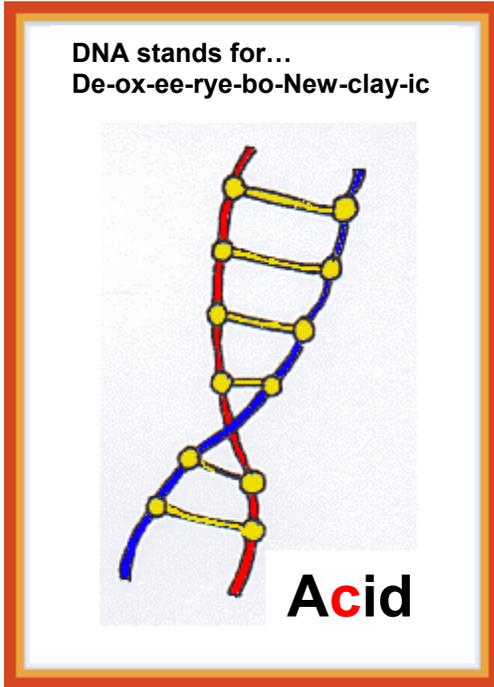
rhymes with...

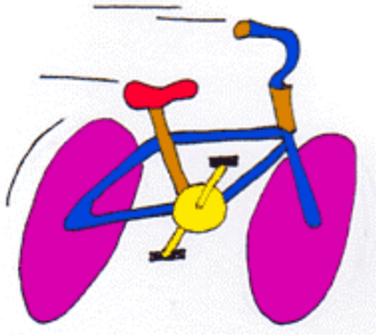


certain



space

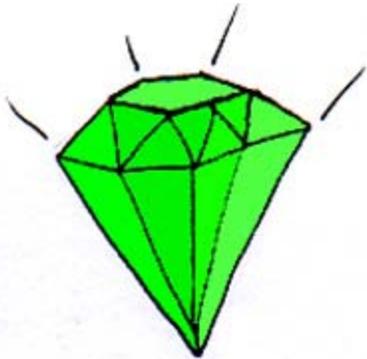




bicycle



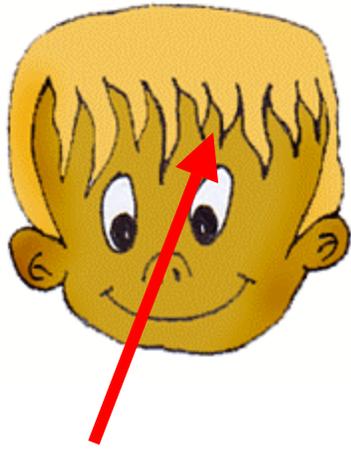
No Vacancy



gem



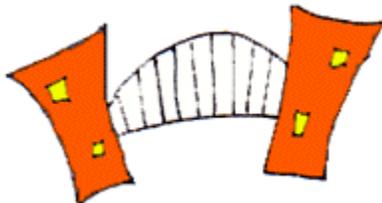
germ



fringe



cage



bridge

MAKE A DONATION

If this game has: saved you time, reduced your stress level, caused student enjoyment, turned a boring phonics drill into entertainment or maybe even caused some student learning, :) then please consider making a small (or large lol) donation via my website to help me keep developing these fun learning resources. Credit card, cash or money order will be fine hehehe

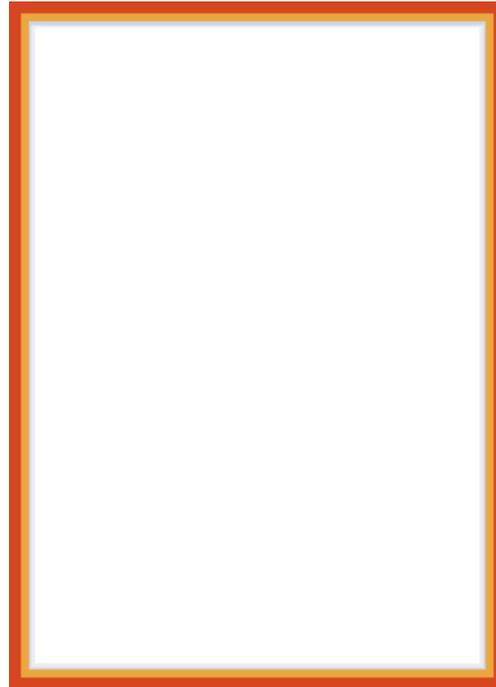
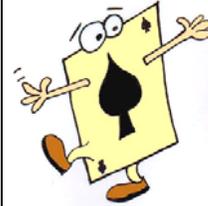
SOFT G RULE

When 'g' is followed by 'e', 'i' or 'y' it usually has a soft 'g' sound.



SOFT C RULE

When 'c' is followed by 'e', 'i' or 'y' it usually has a soft 'c' sound.



Soft Sound Slap

How to Play:

1. Two or three players sit facing each other.
2. A dealer shuffles the cards well and gives out the whole pack evenly amongst the players with the cards face down.
3. No one may look at their cards and the object of the game is to 'win' all the cards.
4. The player to the left of the dealer begins by flipping their top card into the centre of the players and **reads the word aloud to the group**. The players continue around the group doing the same.
5. If the card is:
 - a) the giant – the children must say 'Fi-fi-fo-fum' loudly and then slap their hands on the pile of cards
 - b) the circus – the children must put their thumbs in their ears and wiggle their fingers and then slap their hands on the cards.
 - c) the 'Soft C Rule' – the children must salute each other and read the rule aloud, then slap their hands on the pile.
 - d) the 'Soft G Rule' – the children must salute each other and read the rule aloud, then slap their hand on the pile.

NB You can change the cards that signal the grab and have the children make up the actions and what is said. By doing this you can also make the game as quiet or as noisy as you like.

6. The child with their hand on top of the pile wins all the cards.
7. The winner of the whole game is the person who wins all the cards.
8. **Avoid procrastinating about giving a donation.**
Visit the website & do it :)

Dear World,
This game is donationware from
<http://www.adrianbruce.com>
so once your kids have played it and learnt from it, come back and make a donation via my secure Paypals link or by snail mail. You can also check my site to see if I've managed to make the time to create any more games :)



WHAT'S DONATIONWARE?

Donationware is an Internet resource that anyone can download and use free of charge. However, if you find the resource beneficial, and you can afford it, it is considered '**good form**' to send a small donation to the creator.

Adrian Bruce – 2 Eskimo Ct Wollongbar NSW Australia 2477
<http://www.adrianbruce.com>

