

ENVELOPE GAMES FOR HOLIDAYS

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“ENVELOPE GAMES”

A selection of games and directions are included on the following pages. These games can be adapted to target a word, phrase or sentence and are designed to elicit a large number of responses in a short time.

Instructions for Assembling the Games

- Copy the game two or more times on card stock, or copy and paste on construction paper.
- Cut the cards apart and store in a 4 X 6 manila envelope.
- The directions for each game can be cut and pasted to the front of the envelope.
- If desired, laminate the game cards and envelope to limit wear and tear.

The responses for the envelope games can be at the word, phrase or sentence level. For instance, when playing the Leaf game the responses can be as follows:

- WORD: “Leaf”
- PHRASE: “A colorful leaf”
- SENTENCE: “I will look for a red leaf.”

Students also enjoy creating their own sentences, often the sillier the better!

The envelope games consist of several stimulus pictures focusing on specific sounds and **one** “target” card which will determine the outcome of the game.

The envelope games are very versatile and can be played in many ways. The students enjoy making their own rules for each game. Here are some suggested versions:

The person who draws the “target” card:

- Takes all cards from other players and wins the game
- Loses all cards and the game is over.
- Puts their cards back into the envelope (along with the “target” card) and the game continues until the end of the session. The winner is the player with the most cards.
- Gets a point for drawing the “target” card and that card is returned to the envelope. The winner is the player with the most points at the end of the session.
- Takes the cards from other players and the “target” card is returned to the envelope to be selected again. When the last card is drawn, the player with ALL of the cards wins.

SWEET CANDY CORN



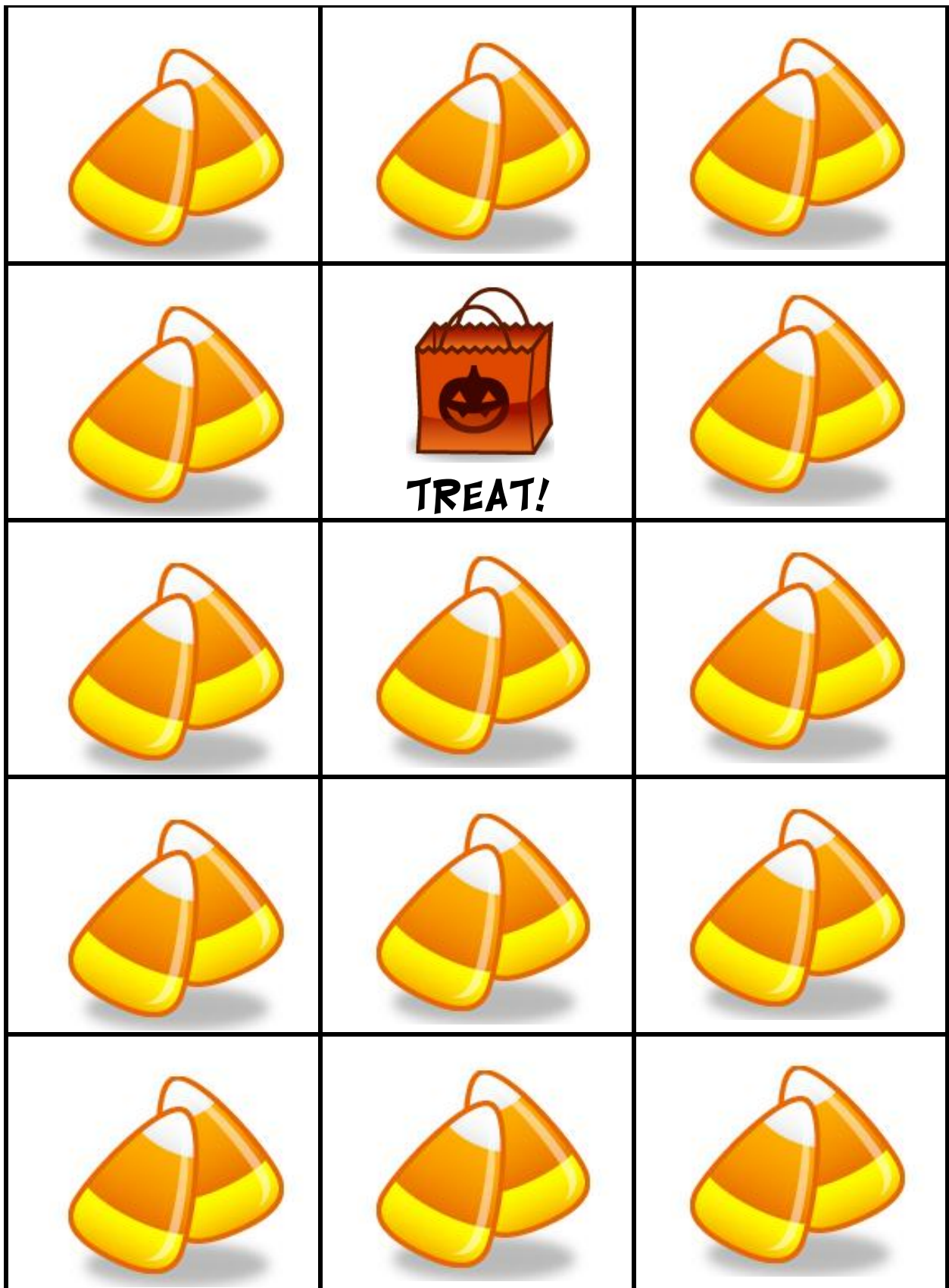
INITIAL K

Directions: The student draws a card and describes the candy corn using a word, phrase or sentence. The player who draws the TREAT bag card collects all candy corn from other players and returns the TREAT card to the envelope. When all cards have been drawn the player holding all candy corn cards is the winner.

Suggested responses:

- **Word:** "Candy corn"
- **Phrase:** "A bowl of candy corn"
- **Sentence:** "I love to eat candy corn."





RAKE THEM UP

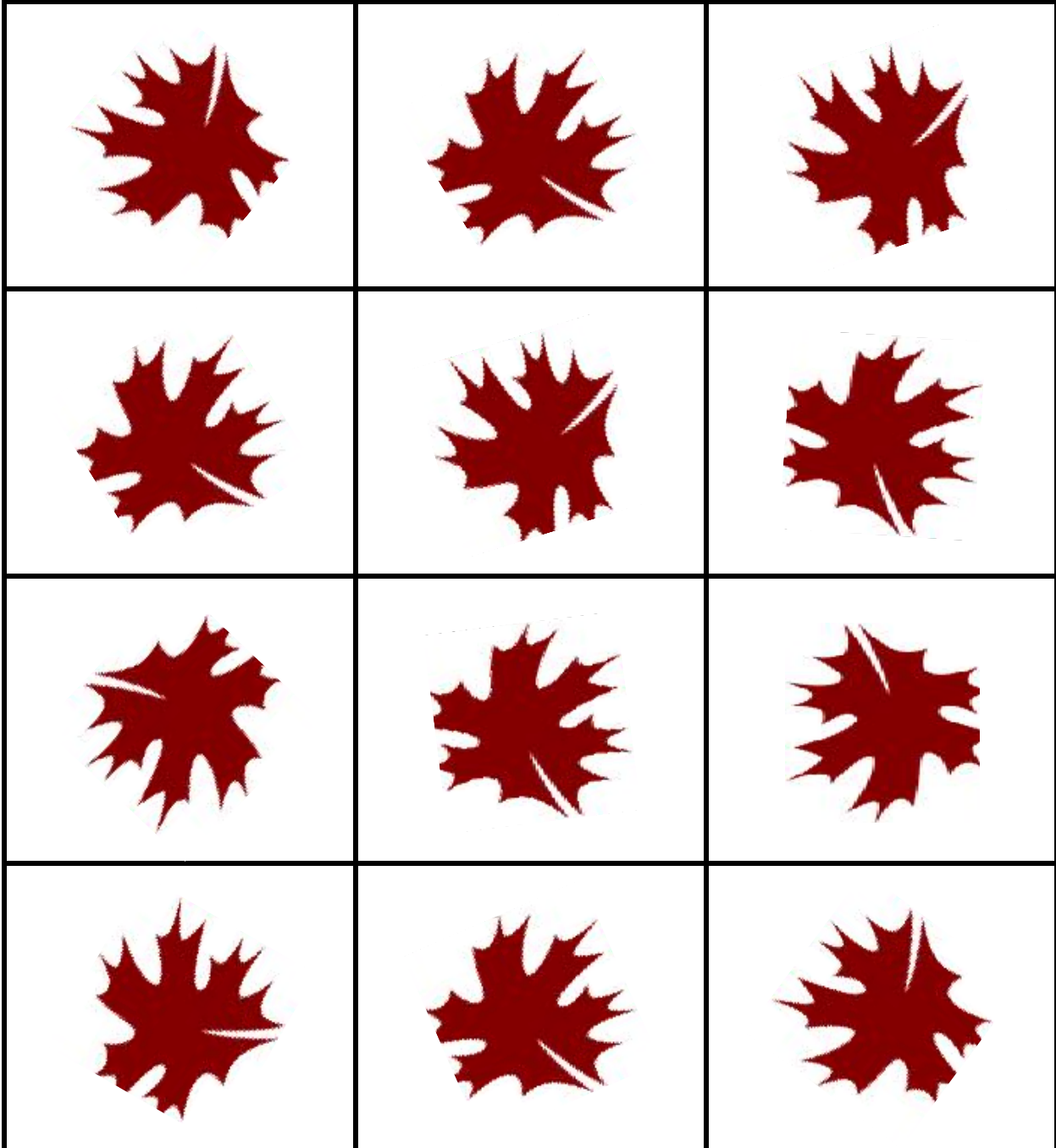


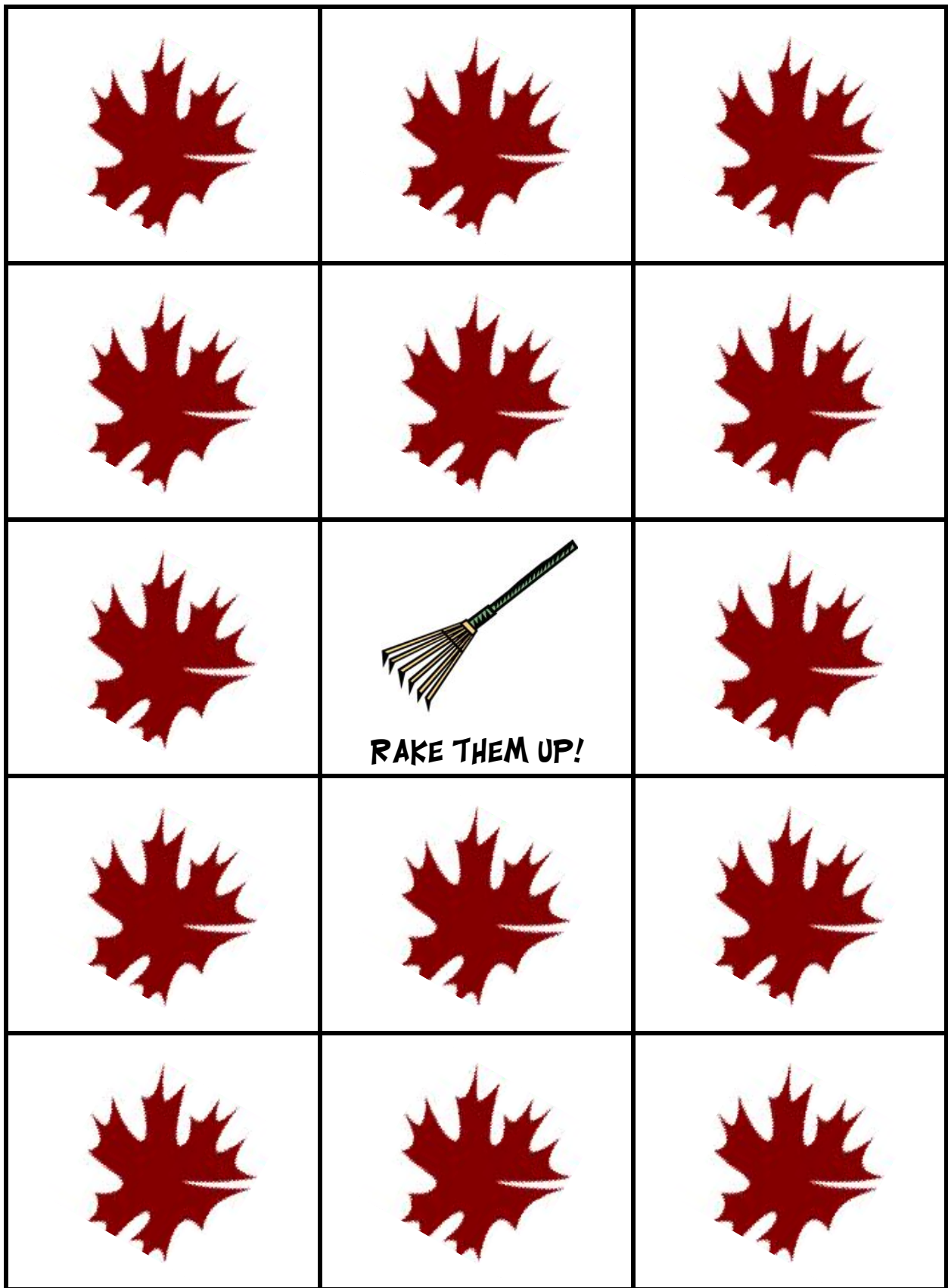
Directions: The student draws a card and describes the leaf using a word, phrase or sentence. The player who draws the RAKE card collects all cards from the other players and wins the game.

Suggested responses:

- Word: "Leaf"
- Phrase: "A colorful leaf"
- Sentence: "I rake the leaves."

INITIAL L FINAL F





TURKEY TIME!

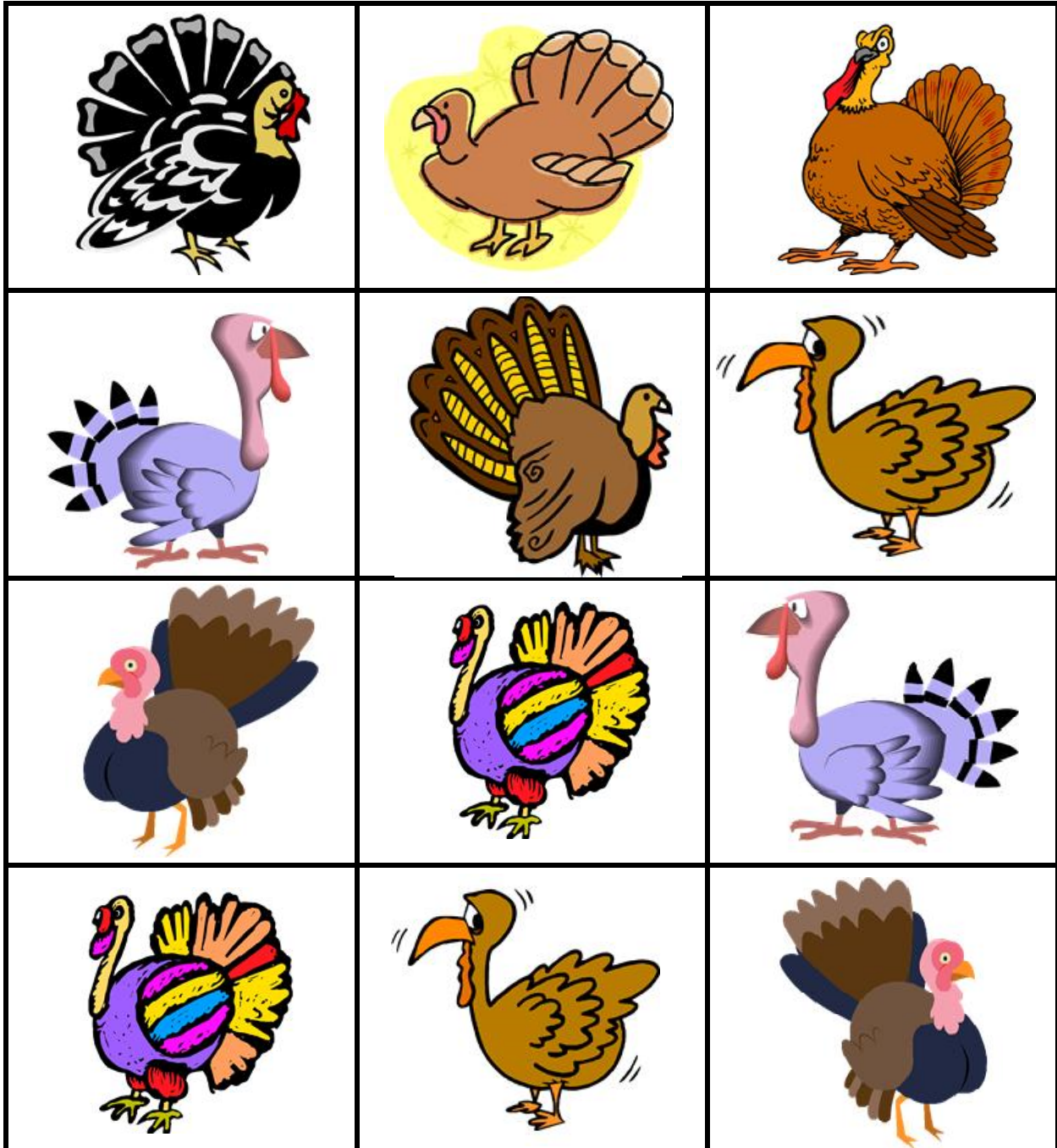


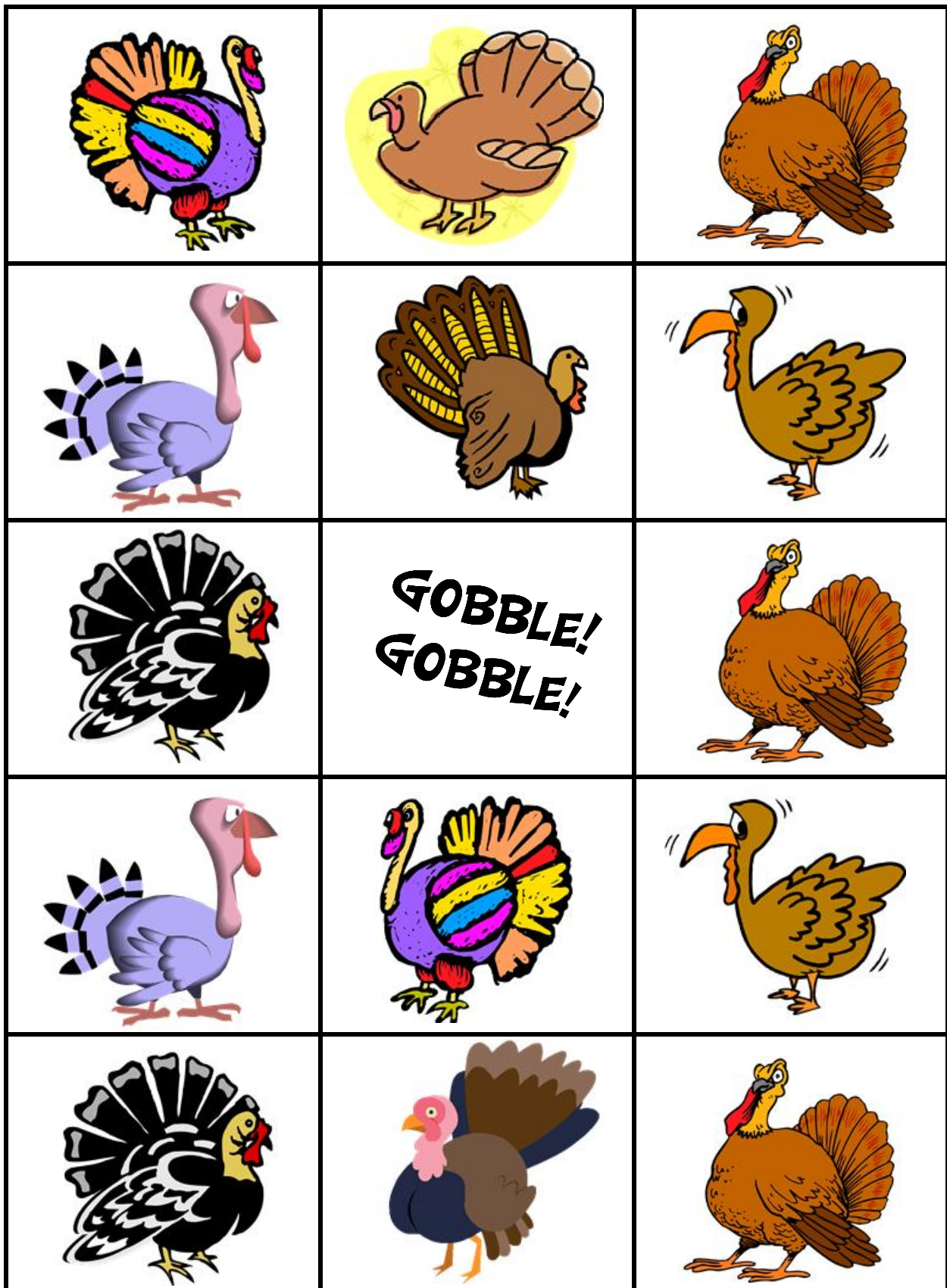
Directions: The student draws a card and describes the turkey using a word, phrase or sentence. The player who draws the GOBBLE card earns a point. The GOBBLE card is returned to the envelope. When all turkeys have been drawn, the player with the most GOBBLE points wins the game.

Suggested responses:

- Word: "Turkey"
- Phrase: "A plump turkey"
- Sentence: "The turkey eats corn."

MEDIAL ER MEDIAL K





BEAUTIFUL SNOWFLAKES

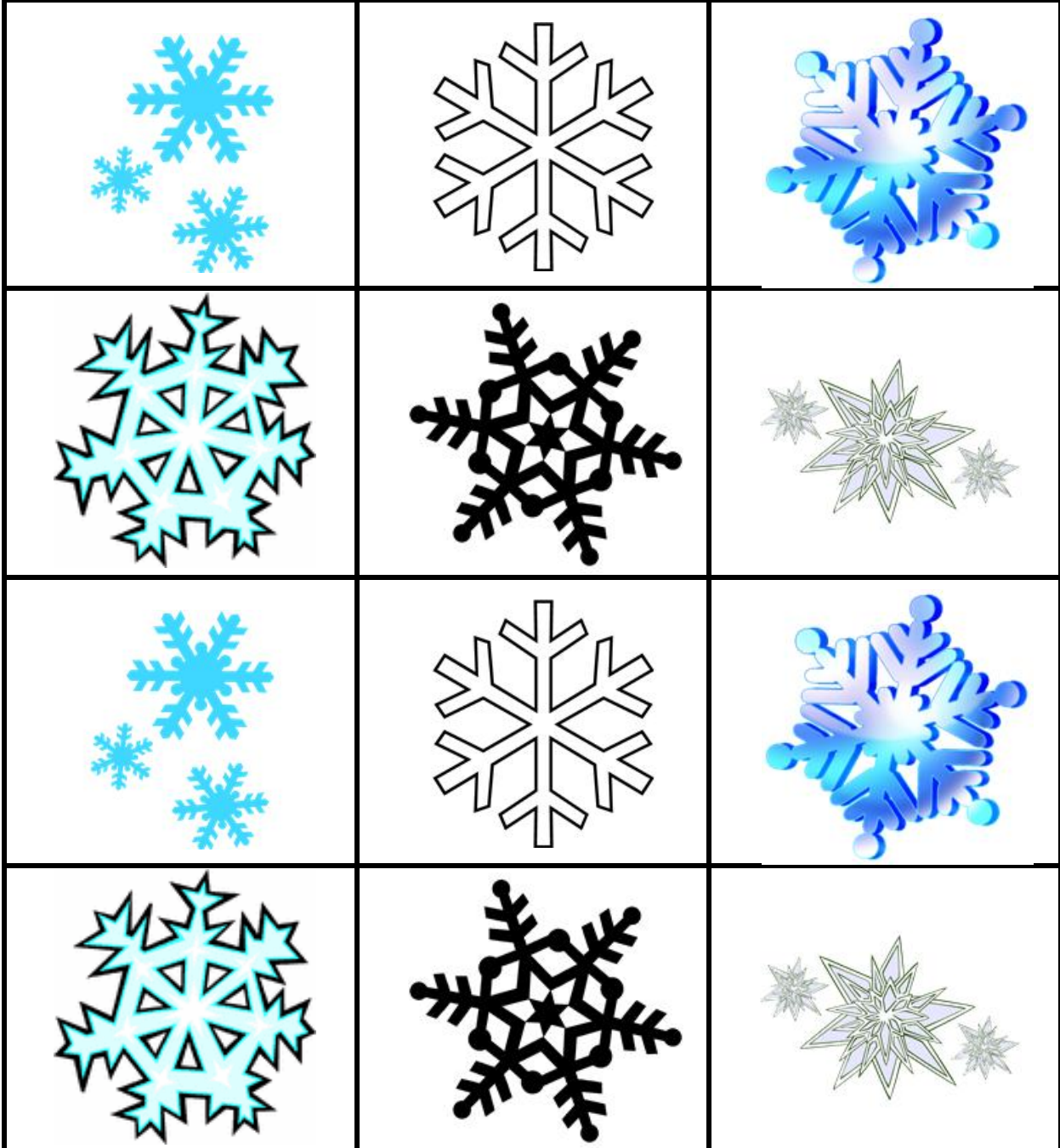


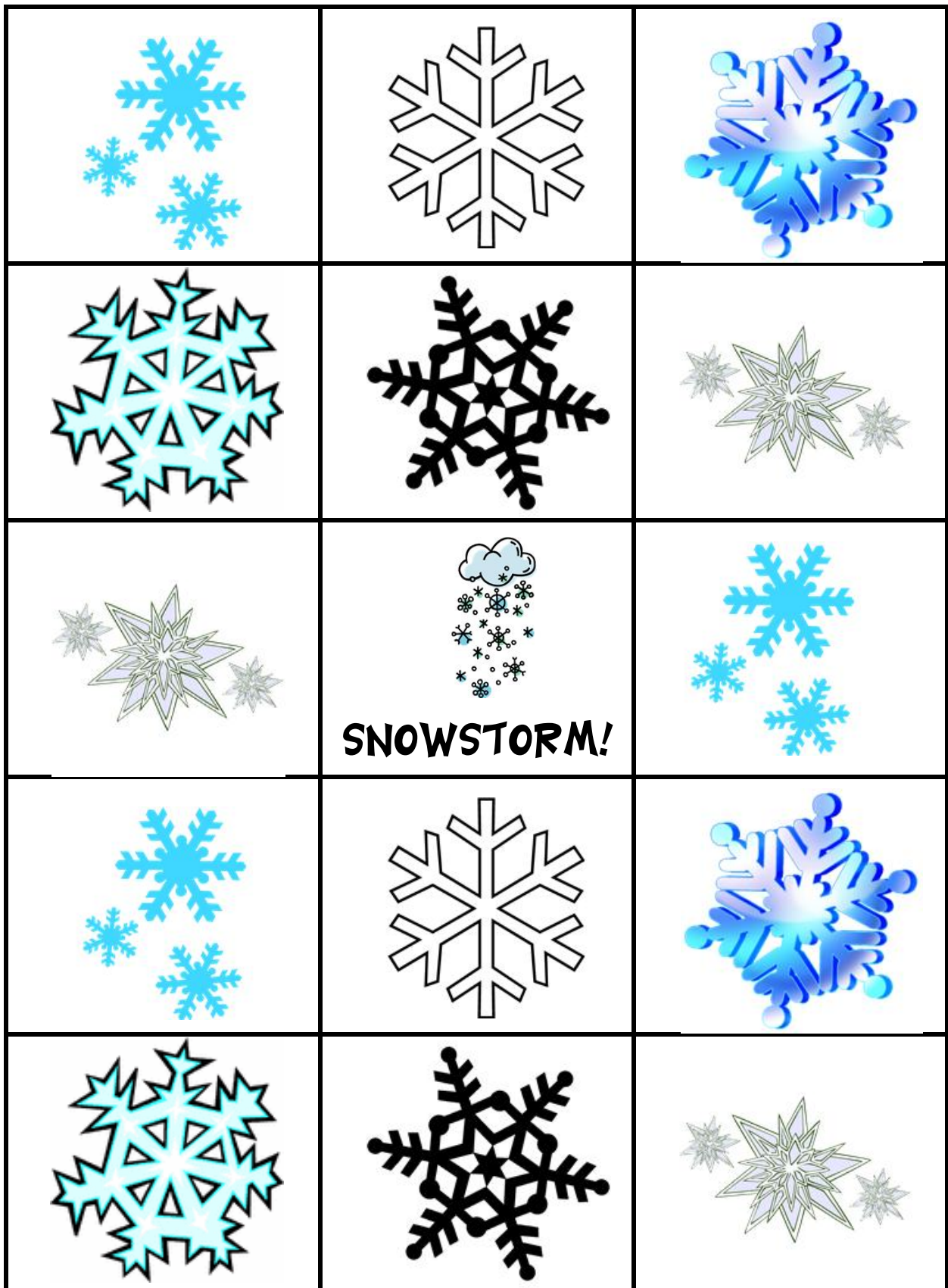
S BLEND L BLEND
FINAL K

Directions: The student draws a card and describes the snowflake using a word, phrase or sentence. The player who draws the SNOWSTORM card collects all cards from players and returns the SNOWSTORM to the envelope. When all of the cards have been drawn, the player all of the snowflake cards wins the game.

Suggested responses:

- Word: "Snowflake"
- Phrase: "A pretty snowflake"
- Sentence: "The snowflakes fell from the sky."





A HOLIDAY WREATH

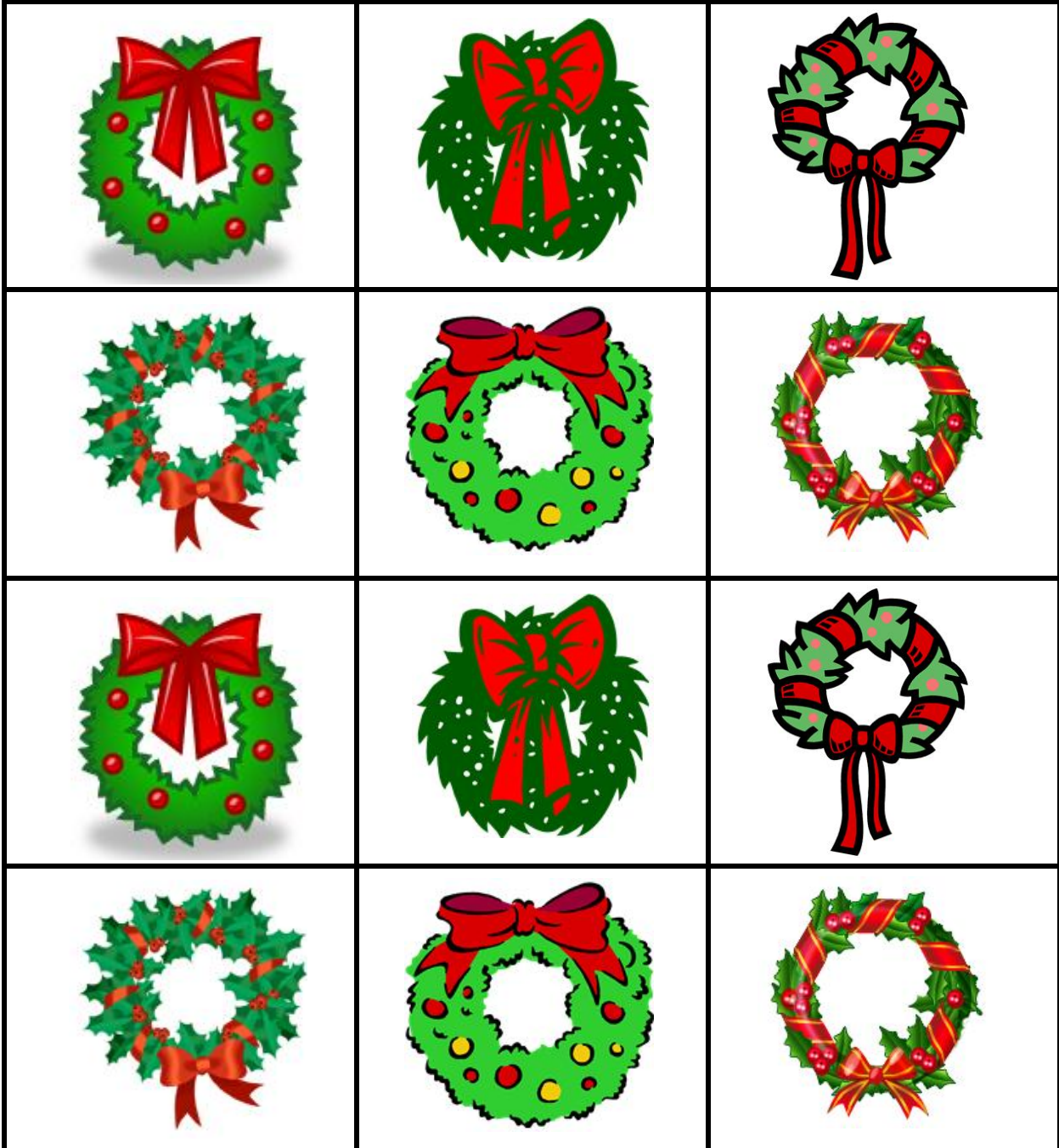


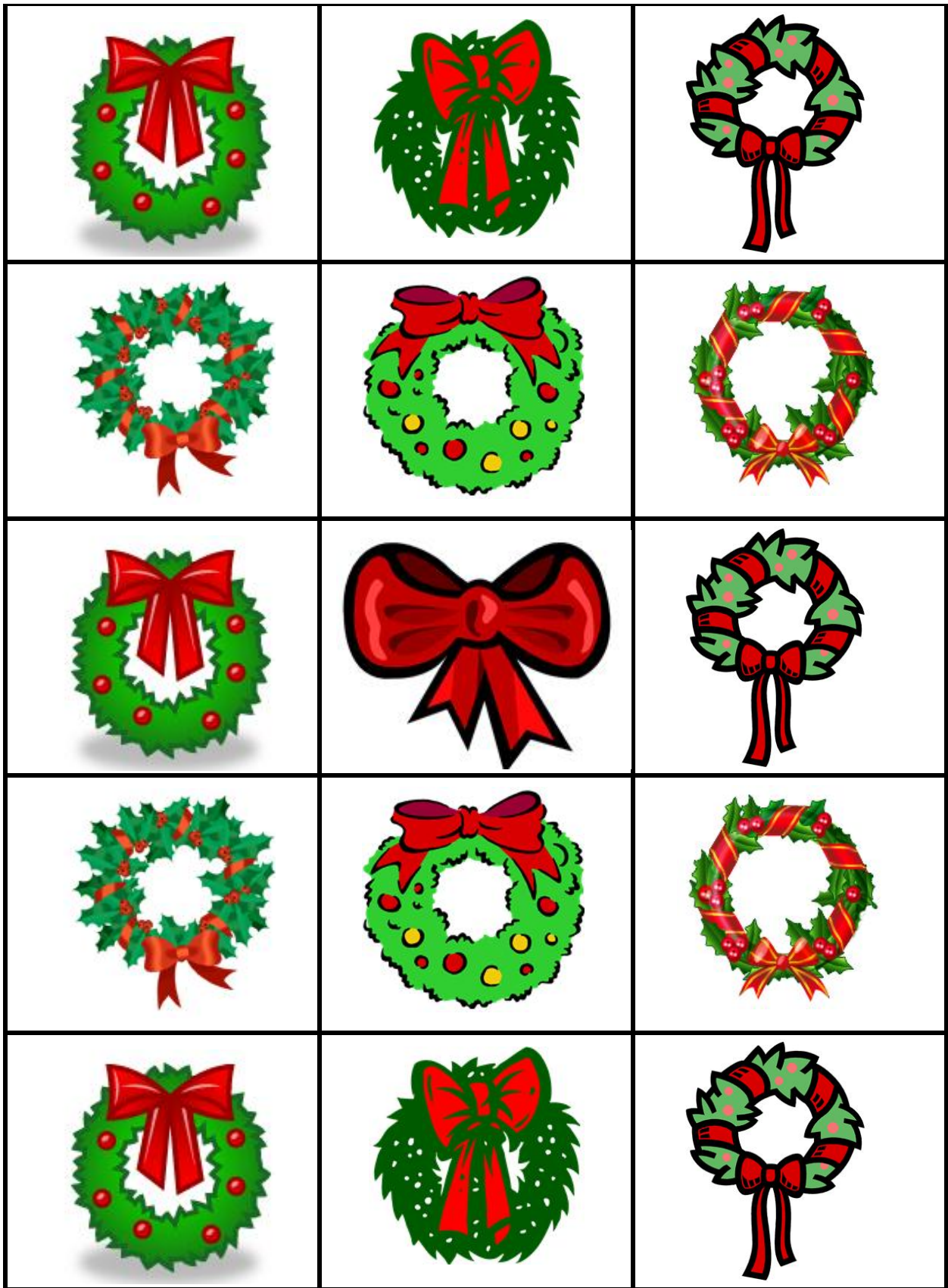
Directions: The student draws a card and describes the wreath using a word, phrase or sentence. The player who draws the BOW card gets a point and the BOW card is returned to the envelope. The player with the most points when all cards have been drawn is the winner.

Suggested responses:

- Word: "Wreath"
- Phrase: "A holiday wreath"
- Sentence: "I will hang the wreath on the door"

INITIAL R FINAL TH





DOWN THE CHIMNEY!

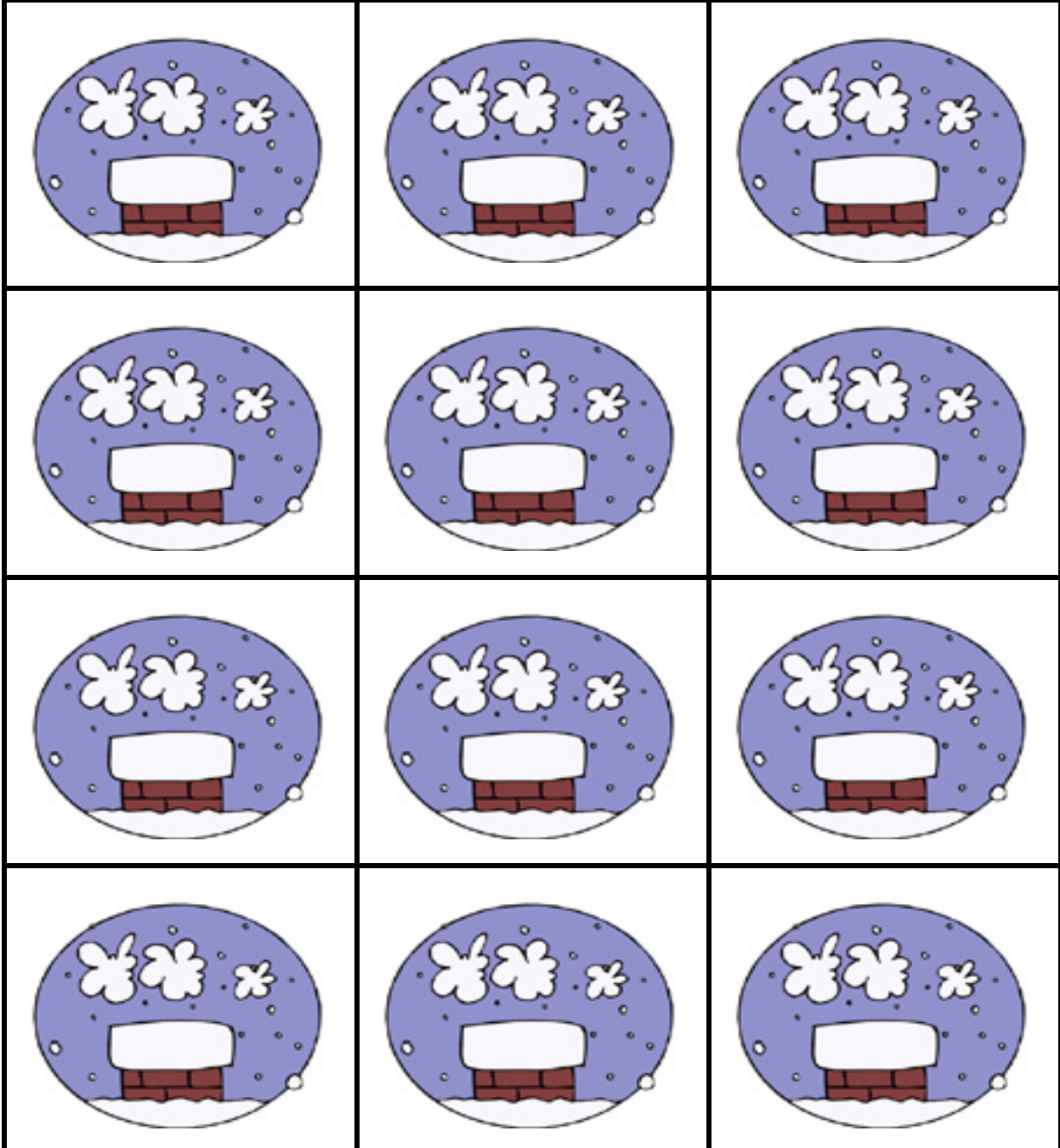


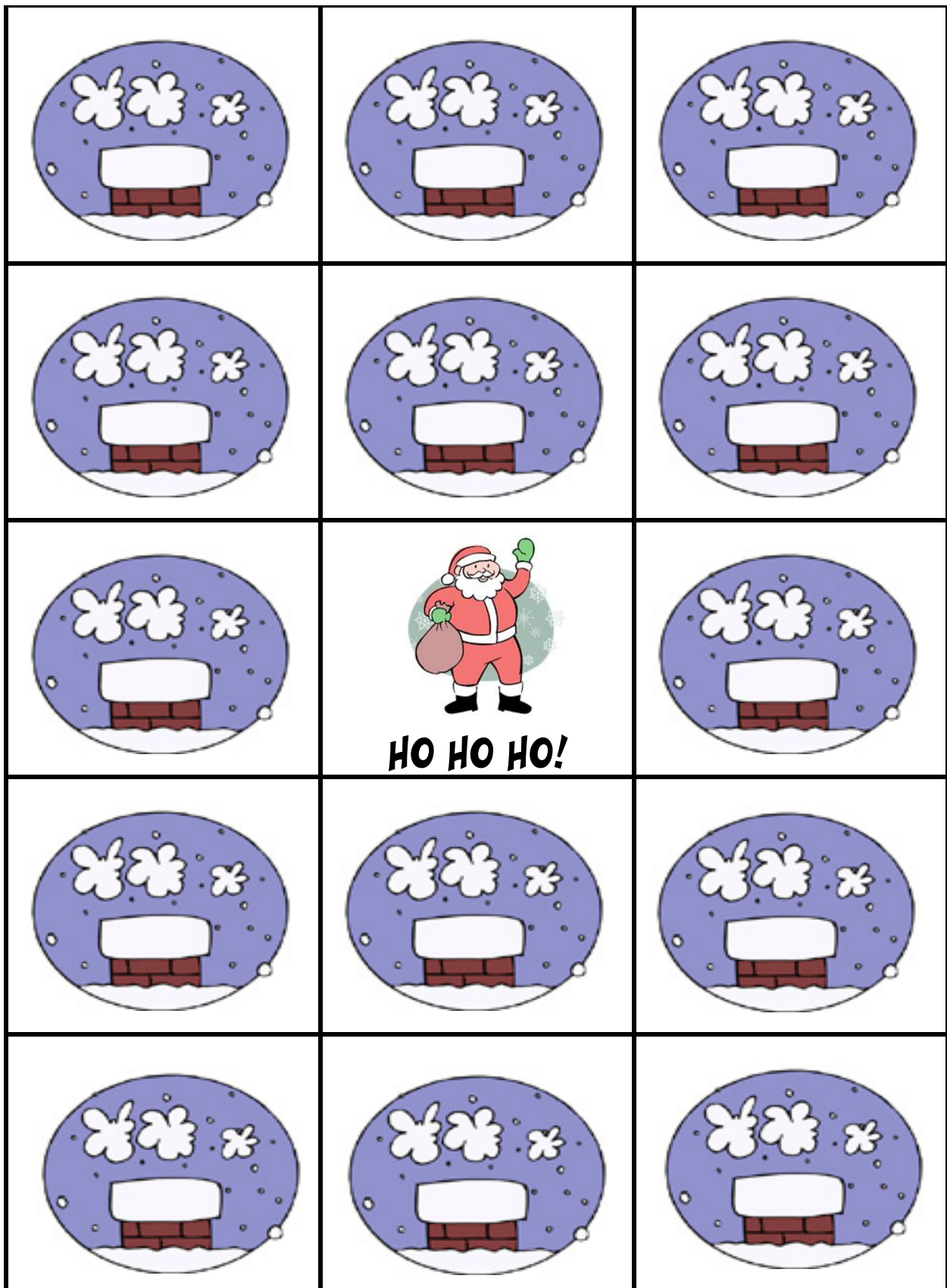
Directions: The student draws a card and describes the chimney using a word, phrase or sentence. The player who draws the SANTA card wins the game.

Suggested responses:

- Word: "Chimney"
- Phrase: "A brick chimney"
- Sentence: "Santa comes down the chimney."

INITIAL CH





COLLECT THE EGGS



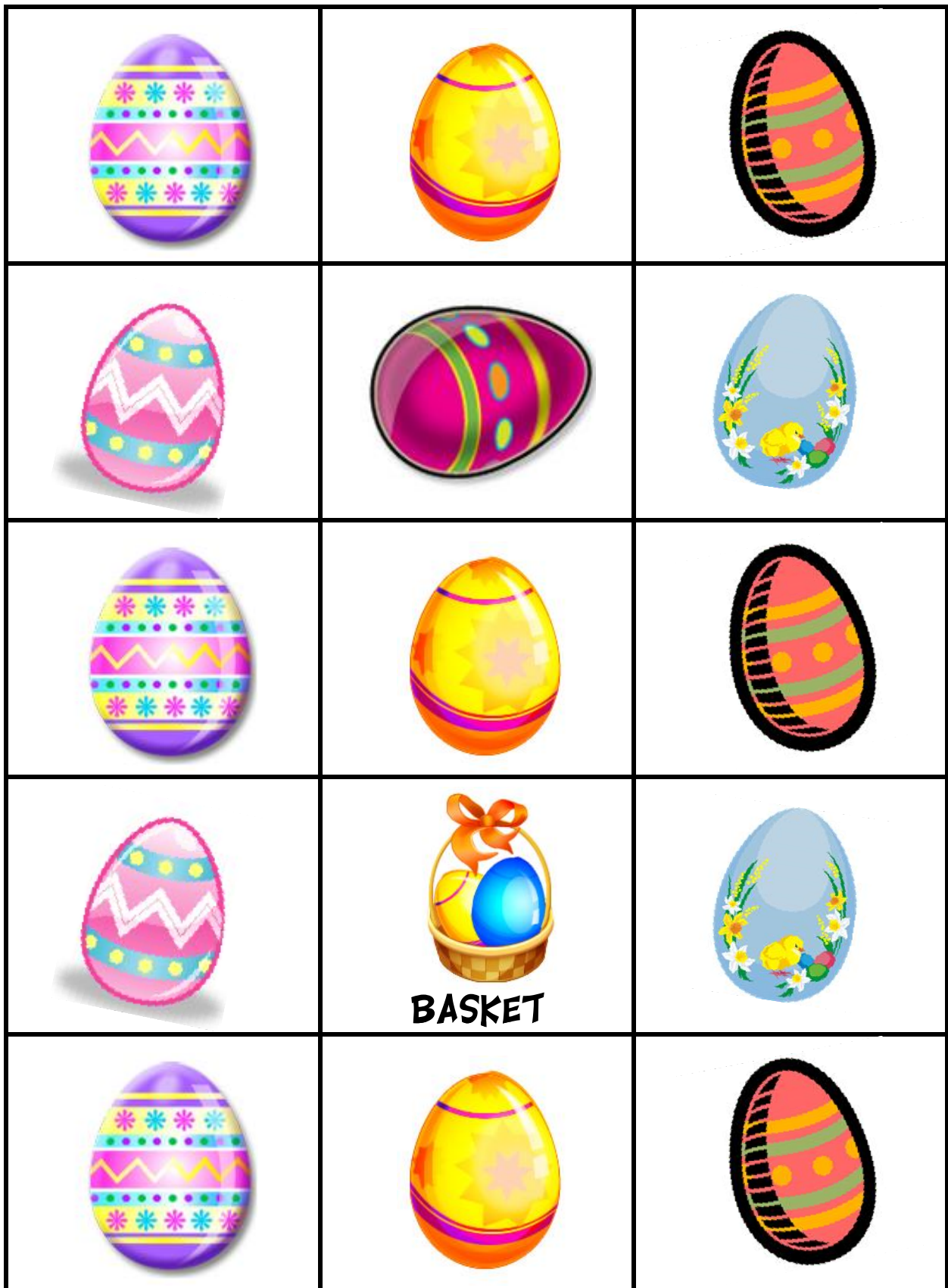
FINAL R MEDIAL ST
FINAL G

Directions: The student draws a card and describes the Easter Egg using a word, phrase or sentence. The player who draws the BASKET card collects all egg cards from the players and the BASKET card is returned to the envelope. When all cards have been drawn, the winner is the player who has all of the egg cards.

Suggested responses:

- Word: "Easter egg"
- Phrase: "A colorful Easter egg"
- Sentence: "I will find an Easter egg."





RAISE THE FLAG



INITIAL L BLEND
FINAL G

Directions: The student draws a card and describes the flag using a word, phrase or sentence. The player who draws the FIREWORKS card collects all flag cards from the other players and wins the game.

Suggested responses:

- Word: "Flag"
- Phrase: "Fly the flag"
- Sentence: "The boy raised the flag."





SHAMROCKS FOR GOOD LUCK



Directions: The student draws a card and describes the shamrock using a word, phrase or sentence. The player who draws the POT OF GOLD card takes all shamrocks from players and the POT OF GOLD is returned to the envelope. When all cards have been drawn, the player with all of the shamrocks wins the game.

Suggested responses:

- Word: "Shamrock"
- Phrase: "A green shamrock"
- Sentence: "I found a shamrock"

INITIAL SH MEDIAL R
FINAL K



