

# The Grand National



This game is to help your child practise listening to sounds at the beginning of words.

Cut out the word pictures and check that your child knows each one before you start. Place all the word pictures in a pile face down on the floor or table.

Give each player a counter and place them at the start line on the Grand National board. Place a sound at the start of the game.

The first player takes a picture from the pile. If the picture has the same sound at the beginning as the sound card he or she can move forward three spaces. However if the word has a different sound then the player must move back one space. The horse who gets to the finish line first is the winner.

Remember to say the words clearly for your child emphasising the first sound and giving him or her reminders of the sound they are listening for.

## Variations

To make this game easier use fewer pictures and only move forwards.

To make this game harder ask your child to think of other words beginning with the same sound at the end of the game.



Start

GRAND NATIONAL



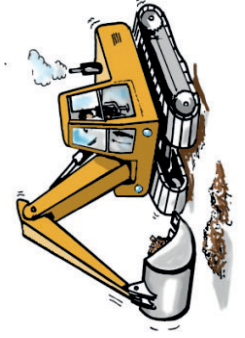
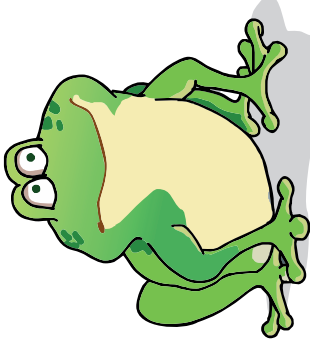
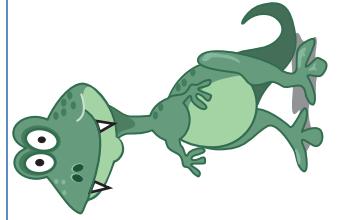
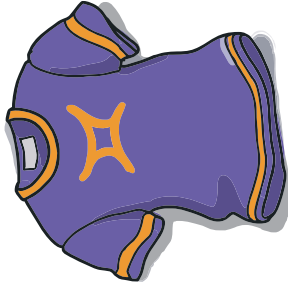
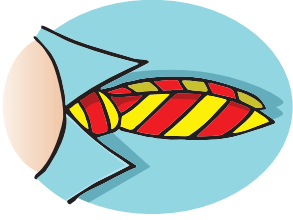
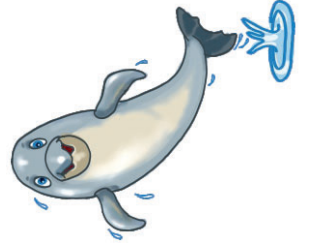
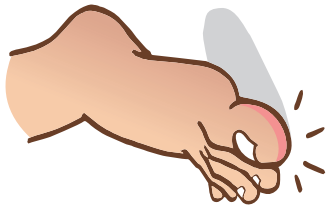
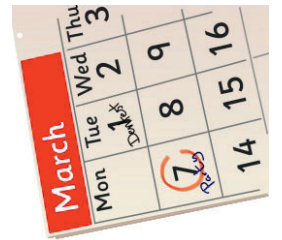
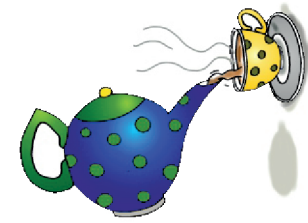
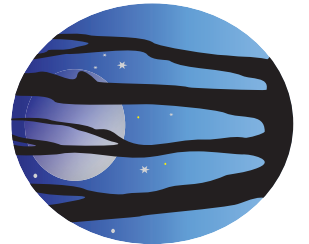
Sound Squares - t and d sounds



t sound



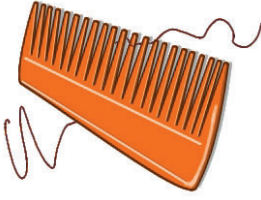
d sound



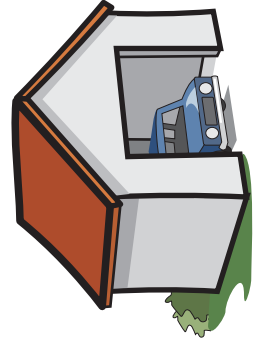
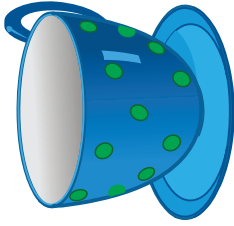
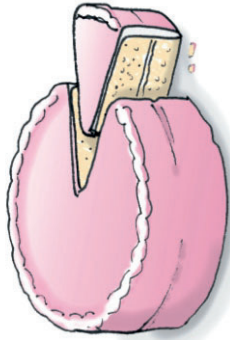
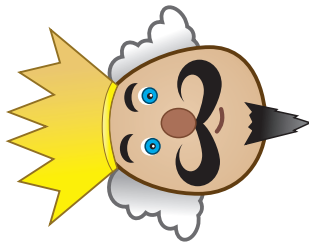
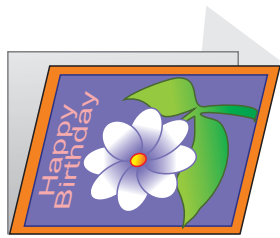
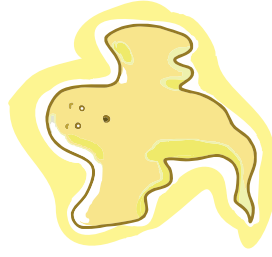
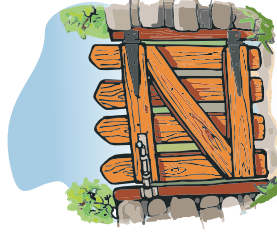
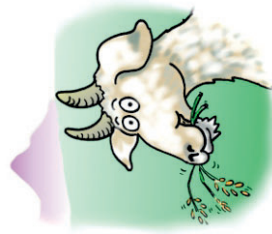
Sound Squares - k and g sounds



k sound



g sound



Sound Squares - s and sh sounds



<p>s sound</p>				
<p>sh sound</p>				

sea, soap, sun, sock, six, sing, sick, seven, sofa, sandwich, shoes, ship, sheep, shed, shop, shelf, shark, shampoo, shaker, sharpener