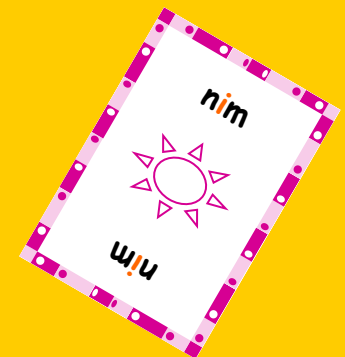
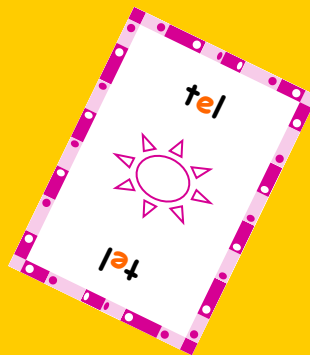
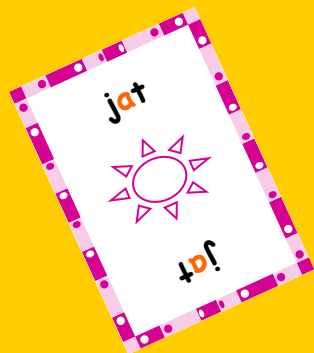


Nonsense Word Change

A Short Vowel CVC Blending Game



Nonsense Word Change is a catchy little card game designed to help students have fun while practicing short vowel sounds and CVC blending. I typically start out playing the game with my small groups at teacher table and then put it in a work station/center. Play is somewhat similar to the card game UNO. Print on cardstock, cut, and laminate. I do not laminate the kids' version.

When introducing the game, I have students lay their cards flat on the table, so I can see them and guide their choices. Once they catch on to the game (which does not take very long), students begin to demonstrate strategic thinking by carefully choosing the cards they place on the pile - particularly if an opponent is down to one card and could possibly win the game.

When all players have a solid grasp of the game, I let them use ***card holders** to hide their cards from other players.

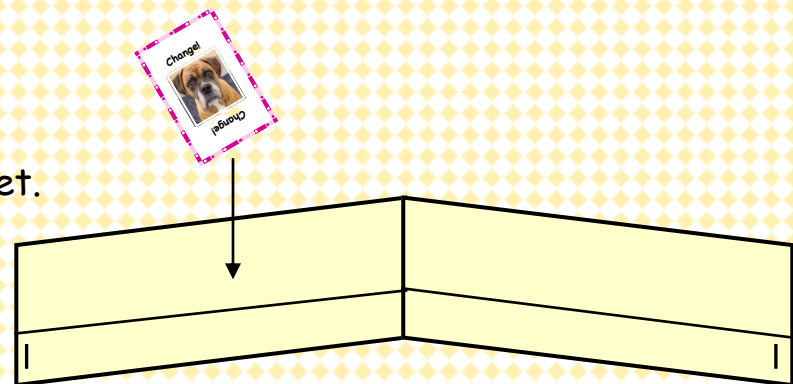
I have included a miniature version of the cards and directions for students to play at home. The cards may also be used as flash cards to boost CVC blending fluency.

***card holder (makes 2)**

Cut a file folder in half horizontally.

Fold bottom edge up about an inch to form a pocket.

Staple near each edge.



Nonsense Word Change

(2-6 players)



How to play:

Each player is dealt 5 cards.

The top card in the deck is turned over and placed beside the pile in the center of the table.

Beginning with the player to the left of the dealer, each player takes a turn placing a card to match the vowel sound shown on the pile.

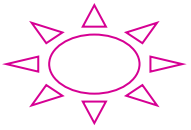
Before the player places the card, he/she must say the nonsense word correctly by either sounding it out, blending it, or both.

If the player does not have a matching card, he/she can use a "Change!" card to change the vowel played.

If the player does not have a "Change!" card, he/she must pick up from the pile. If a vowel match or change card is picked up, it can be used. If not, the card is added to the player's hand.

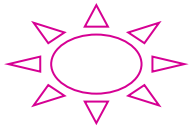
The first player to use all his/her cards is the winner.

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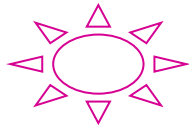
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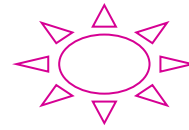
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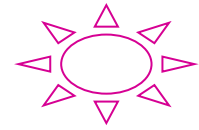
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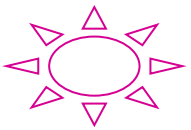
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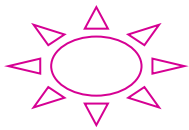
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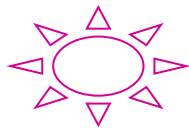
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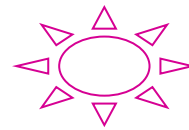
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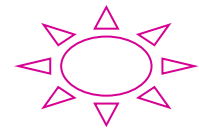
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Change!



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Change!



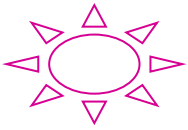
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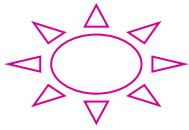
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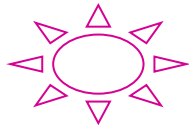
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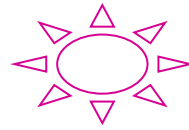
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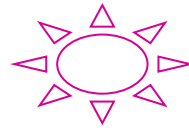
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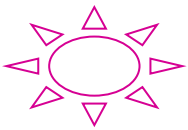
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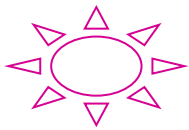
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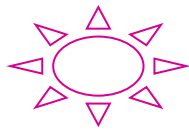
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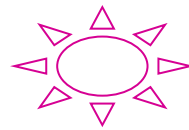
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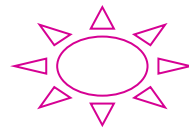
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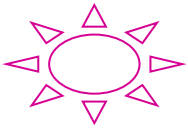
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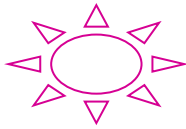
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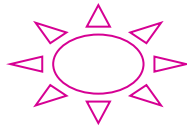
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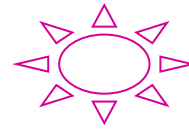
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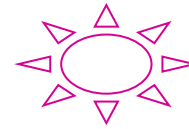
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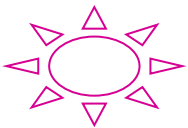
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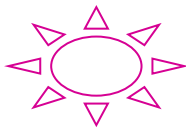
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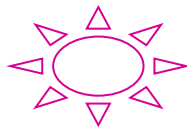
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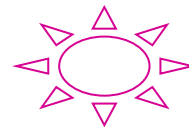
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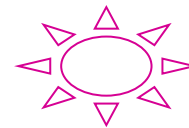
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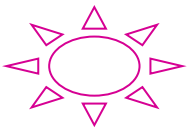
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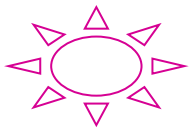
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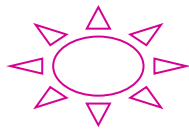
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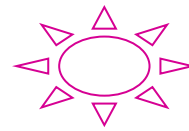
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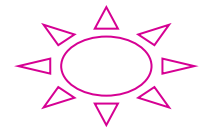
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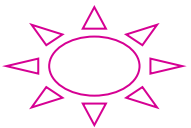
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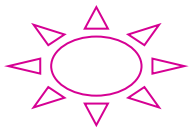
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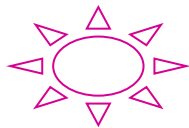
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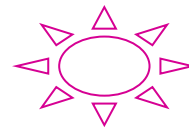
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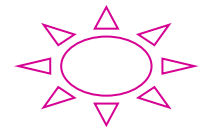
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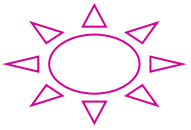
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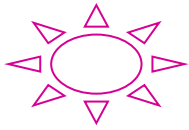
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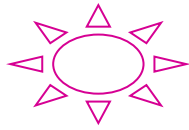
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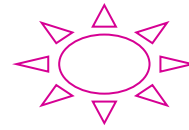
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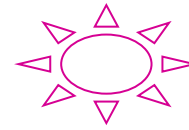
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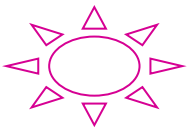
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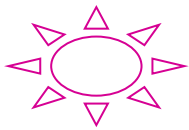
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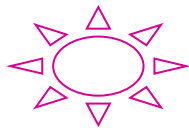
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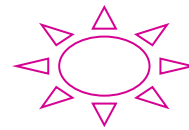
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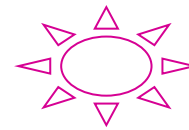
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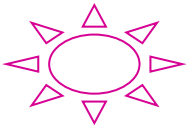
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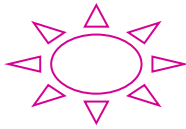
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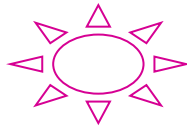
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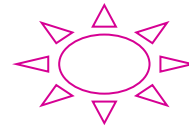
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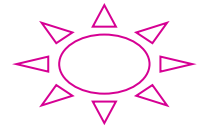
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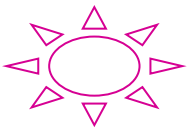
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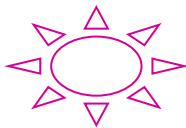
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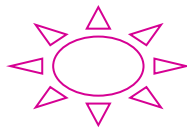
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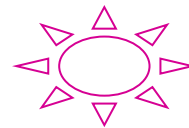
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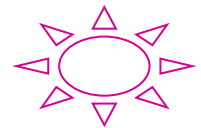
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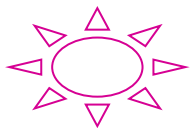
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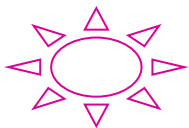
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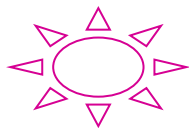
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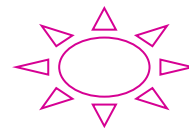
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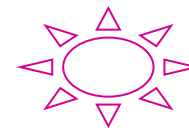
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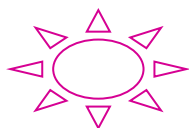
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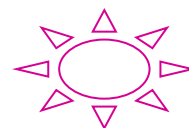
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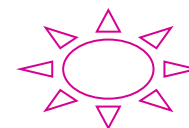
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Nonsense Word Change

Each player is dealt 5 cards.

The top card in the deck is turned over and placed next to the pile in the center of the table.

Beginning with the player to the left of the dealer, each player takes a turn placing a card to match the vowel sound shown on the pile.

Before the player places the card, he/she must **say** the nonsense word correctly by either sounding it out, blending it, or both.

If the player does not have a matching card, he/she can use a "Change!" card to change the vowel played.

If the player does not have a "Change!" card, he/she must pick up from the pile. If a vowel match or change card is picked up, it can be used. If not, the card is added to the player's hand.

The first player to use all his/her cards is the winner.

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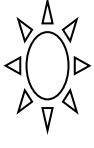
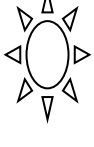
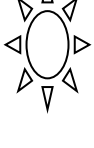
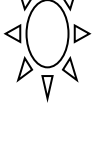

If the player does not have a "Change!" card, he/she must pick up from the pile. If a vowel match or change card is picked up, it can be used. If not, the card is added to the player's hand.

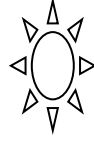
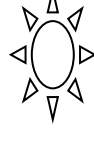
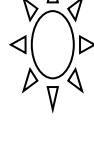
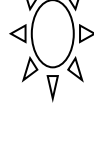

The first player to use all his/her cards is the winner.

The **Nonsense Word Change** game with the orange border (the next 5 pages) is a smaller version for students to play at home. Print and cut as many sets as needed and include a set of directions (above). I sometimes give these out as favors at P/T conferences.

Change!		Change!		Change!		Change!		Change!	
Change!	Change!	Change!	Change!	Change!	Change!	Change!	Change!	Change!	Change!

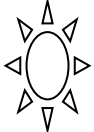




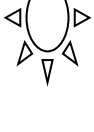
Change!		Change!		Change!		Change!		Change!	
Change!	Change!	Change!	Change!	Change!	Change!	Change!	Change!	Change!	Change!

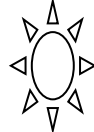
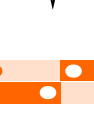



raf		raf			dap		pac		ral
raf	raf	dap	dap	dap	dap	dap	pac	pac	raf

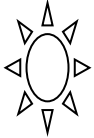
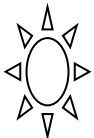
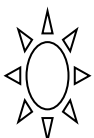


mac		caf		sav		gan		zaf		baf
mac	mac	caf	caf	sav	sav	gan	gan	zaf	zaf	baf

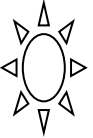
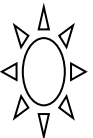



Change!		Change!		Change!		Change!		Change!		Change!		Change!		Change!	
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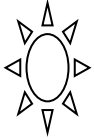
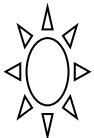
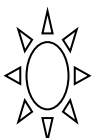


Change!		Change!		Change!		Change!		Change!		Change!		Change!		Change!	
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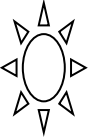
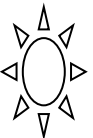



baz		baz		rac		dac		pag		jas		spj
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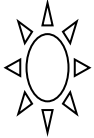
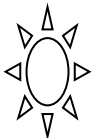
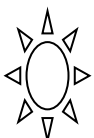


cag		reg		lef		fen		nep	
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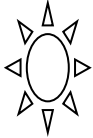
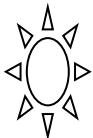



gef		gef
ren		ren
ven		ven
wev		wev
pel		pel

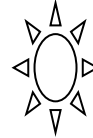
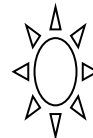



zeg		zeg
yem		yem
sec		sec
sef		sef
mep		mep

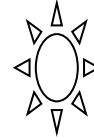
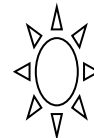



tig		tig
wis		wis
min		min
lev		lev
tep		tep

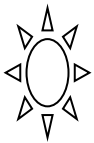
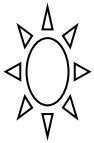
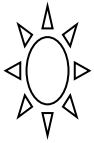
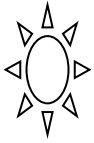
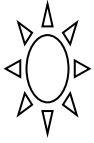
gif		gif
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lif		lif
vin		vin

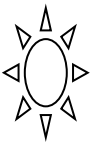
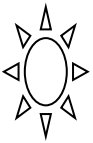
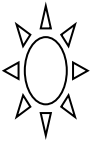
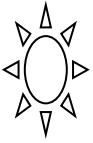
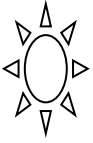
com		com
joc		joc
poj		poj
dop		dop
lod		lod

soj		soj
nop		nop
lon		lon
sof		sof
moc		moc

mul		mul
rop		rop
moj		moj
sol		sol
rof		rof

sujs		sujs
dnus		dnus
luns		luns
dnqs		dnqs
snus		snus

nu		gn
ru		nr
ju		uj
su		us
ju		uj

zn		nz
dn		nd
sn		ns
sn		ns
gn		ng

Change!		Change!
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