

# The Caterpillar Game

For 2-6 Students

Level 4 - Phonics Patterns

60 Game Pieces And Nine Heads

Use this game with any of these books.

*Phonics Patterns And Stories, Books 1- 8*

*Basic Phonics Patterns, Books 1, 2, 3, 4, 5-6, 7-8*

*Know The Phonetic Code, Volume 1 (Covers Short Vowels And Books 1-2)*

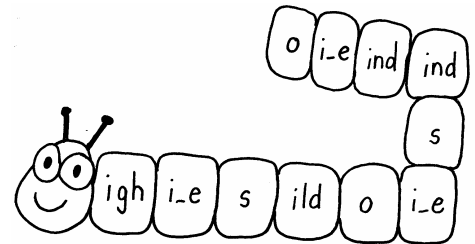
*Know The Phonetic Code, Volume 2 (Covers Books 3-5)*

*Know The Phonetic Code, Volume 3 (Covers Books 6-8)*

*Know The Phonetic Code, No Stories (Covers Short Vowels and Books 1-8)*

The caterpillar game is an exciting way for students to practice the sounds for the new phonics patterns they are learning. Each game reinforces a series of letter patterns taught from the books listed above. The books, regardless of format, teach the same phonics patterns in the same sequence. Students can play the first game after the first seven patterns are taught. As they continue to learn new patterns, they will be able to play more games. There are between one and three games for each book. There are fifteen games all together.

Students play the game by saying the sounds for the phonics patterns on the game pieces. There are six game pieces for every pattern, providing enough repetition for students to remember the patterns and their sounds with confidence. Although it is a simple game to play, students enjoy it. In my experience, playing this game regularly while working through this level has a strong, positive effect on student learning.

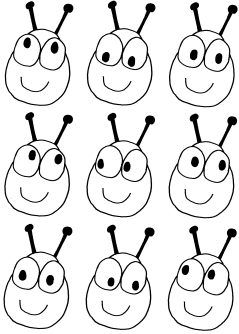


**To Prepare The Activity:** Print the heads, the body section pages, and the game information cards on light green card stock. Laminate the pages if desired for extra wear. There are five body section pages to print for each game. The body section pieces show new letter patterns, review letter patterns, and flower images. If you will be working with a larger group, print extra games pages as needed.

If you look at the bottom of the pages, you will see the book number, followed by the game number for that particular book, followed by the page number for that game. There are between one and three new games for each book. Keep the pages for each game together until you cut out the pieces and store them. To see an overview of the game materials, look at the Caterpillar Game Chart, which lists the games for each book and shows the new and review

patterns studied in each game.

After you have arranged the game pages in order, you will be ready to cut out the caterpillar heads and body pieces. You can use a paper cutter with the body section pages, one sheet at a time, to make individual square pieces. Store each set of pieces in a labeled envelope or plastic bag, using the game information cards as labels.

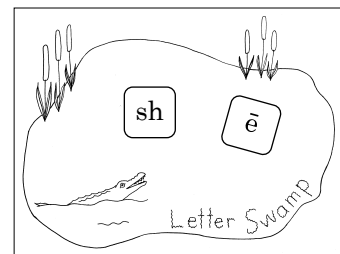
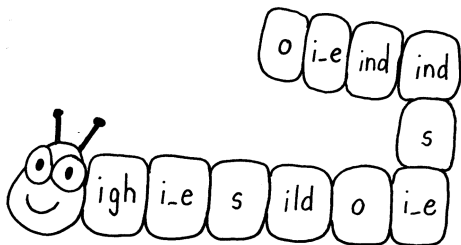


Only one set of caterpillar heads is needed, since they can be reused with each of the games. Cut out the head cards and store them in a separate envelope or plastic bag.

Print the letter swamp page on light blue card stock, if you plan to use it.

**Sound Charts:** If you wish, you can use the current sound charts in the books as a reference while students are playing the game. Students can look at a chart if needed to remember the sound.

**To Play The Game:** Each student picks a caterpillar head. Put the body pieces face down on the table. Students take turns picking a body piece and giving the sound for the letter or letter pattern. If correct, the student places the section just to the right of his caterpillar head. If incorrect, the piece must be put back on the table face down. Or, if desired, have students place those pieces in the letter swamp. As the student accumulates more pieces, they are placed in a row, going to the right, to make the caterpillar longer and longer. If a piece with a flower symbol is selected, the student places the piece on his caterpillar and immediately takes another turn. If students run out of room, they can make the body turn as needed and continue to place the pieces. When all of the pieces have been collected, or time is up, students count the number of pieces on their caterpillar. The student with the most pieces wins.



# Caterpillar Game Chart - A List Of Patterns In Each Game

Book 1-1	Book 1-2	Book 1-3	Book 2-1	
sh/ship o/son a/what ē/me ō/go ī/bison <u>th/thumb, this</u> e/egg o/ox i/in	<div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;">                         Patterns                          Below The                          Line Are                          Review                          Patterns                     </div>	or/horse ck/Jack ö/to _ve/give ā/raven ch/chicken tch/match <u>nch/bench</u> a/ax	wh/when, who ng/ring nk/wink oi/coin oy/boy ou/ouch ow/cow ü/push <u>ä/all</u>	ee/feet e_e/these ei/weird ey/key ea/eat, head ai/rain ay/play a_e/safe <u>ng/ring</u> nk/wink
Book 2-2	Book 3-1	Book 3-2	Book 4-1	
i_e/pine ie/pie igh/night ind/find ild/child <u>y/happy, my</u> e_e/these a_e/safe sh/ship th/thumb, this	oa/boat oe/toe o_e/home o_e/love old/gold olt/bolt oll/troll <u>olk/yolk</u> ck/Jack or/horse	a_/across _a/panda ui/fruit ue/glue, cue u_e/flute, cube ew/flew, few <u>dge/fudge</u> a_e/safe e_e/these i_e/pine, o_e/home	oi/coin oy/boy ou/ouch, four, soup ow/cow, snow ü/push oo/moon, book <u>ould/should</u> ch/chicken tch/match	
Book 4-2	Book 5-1	Book 5-2	Book 6	
au/Paul aw/saw all/ball al/salt alk/talk wa/wasp swa/swan <u>ou/country</u> wh/when, who	ce/cent ci/city cy/cycle ge/gem gi/giant gy/gym _ce/fence _ge/hinge ir/bird <u>ar/car</u> dge/fudge	er/her ur/turtle _se/mouse, cheese <u>ze/cheese</u> ir/bird ar/car or/horse _ce/fence _ge/hinge	ei/weird, veil ey/key, they ea/eat, head, steak eigh/sleigh ë/ballet eu/neutron, Europe ï/pizza <u>ie/pie, shield</u> ee/feet	
Book 7	Book 8-1	Book 8-2	Blank Pieces	
wor/worm er/her, heron or/horse, tractor, sorry ar/car, dollar, carrot ear/early <u>our/journal</u> ir/bird ur/turtle ce, ci, cy, ge, gi, gy	a/father kn/knife wr/wren gh/ghost, straight ough/bought ph/phone <u>ugh/laugh</u> a/ax n, r, g, f	ye/rye y_e/type y/gymnastics qua/quarrel <u>squa/squash</u> y/yo-yo, happy, my wa/wasp swa/swan	Use the blank pages to make your own games.	

# Caterpillar Game 1-1

Phonetic Words And Stories Book 1

## NEW PATTERNS

sh/ship

o/son

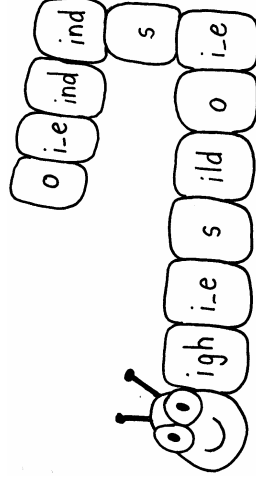
a/what

e/me

o/go

i/hi

th/thumb, this



# Caterpillar Game 1-2

Phonetic Words And Stories Book 1

## NEW PATTERNS

or/horse

ck/Jack

ö/to

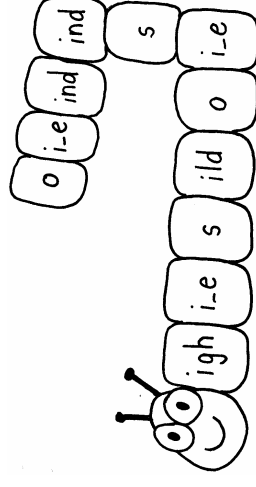
\_ve/give

ā/raven

ch/chicken

tch/match

nch/bench



# Caterpillar Game 1-3

Phonetic Words And Stories Book 1

## NEW PATTERNS

wh/when, who

ng/ring

nk/wink

oi/coin

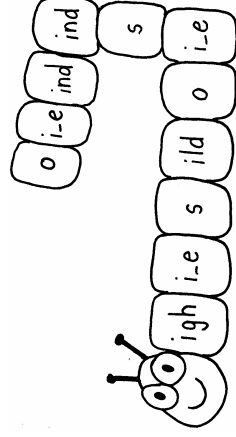
oy/boy

ou/ouch

ow/cow

ü/bush

ä/all



# Caterpillar Game 2-1

Phonetic Words And Stories Book 2

## NEW PATTERNS

ee/feet

e\_e/these

ei/weird

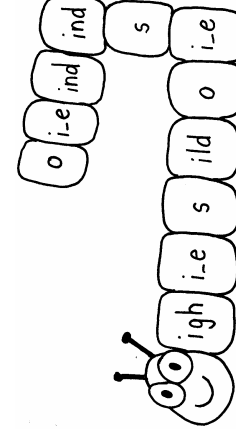
ey/key

ea/eat, head

ai/rain

ay/play

a\_e/safe

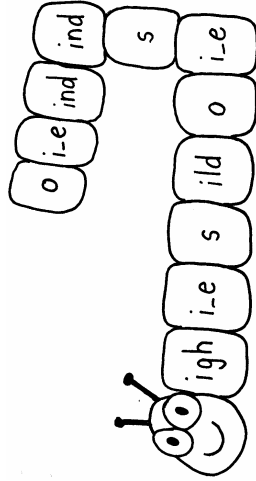


# Caterpillar Game 2-2

Phonetic Words And Stories Book 2

## NEW PATTERNS

i\_e/pine  
ie/pie  
igh/night  
ind/find  
ild/child  
y/happy, my

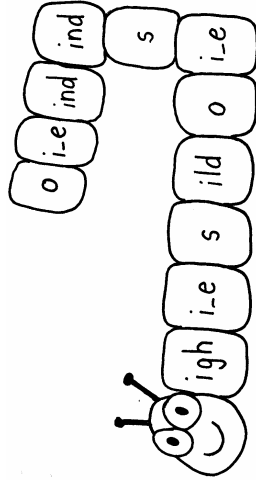


# Caterpillar Game 3-1

Phonetic Words And Stories Book 3

## NEW PATTERNS

oa/boat  
oe/toe  
o\_e/home  
o\_e/love  
old/gold  
olt/bolt  
oll/troll  
olk/yolk

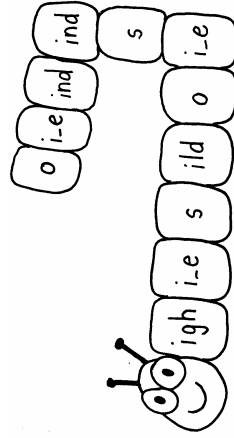


# Caterpillar Game 3-2

Phonetic Words And Stories Book 3

## NEW PATTERNS

a\_/across  
\_a/panda  
ui/fruit  
ue/glue, cue  
u\_e/flute, cube  
ew/flew, few  
dge/fudge

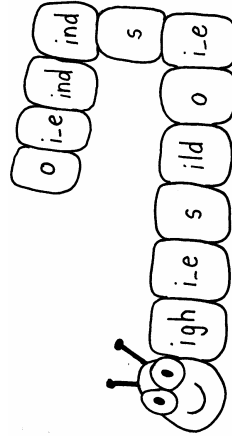


# Caterpillar Game 4-1

Phonetic Words And Stories Book 4

## NEW PATTERNS

oi/coin  
oy/boy  
ou/ouch, four, soup  
ow/cow, snow  
ü/bush  
oo/moon, book  
ould/should

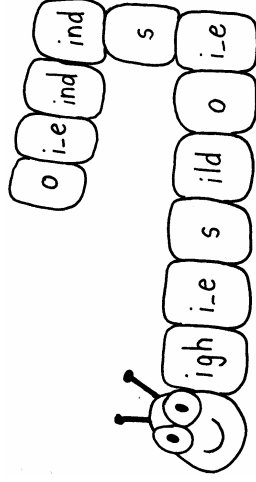


# Caterpillar Game 4-2

Phonetic Words And Stories Book 4

## NEW PATTERNS

au/Paul  
aw/saw  
all/ball  
al/salt  
alk/talk  
wa/wasp  
swa/swan      ou/country

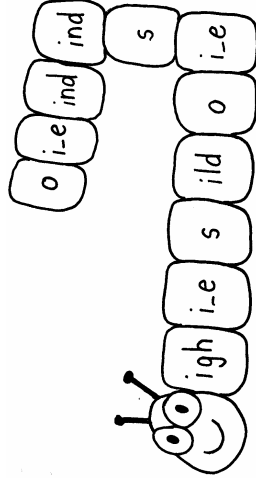


# Caterpillar Game 5-1

Phonetic Words And Stories Book 5

## NEW PATTERNS

ce/cent  
ci/city  
cy/cycle  
ge/gem  
gi/giant  
gy/gym  
\_ce/fence      \_ge/hinge  
ir/bird  
ar/car

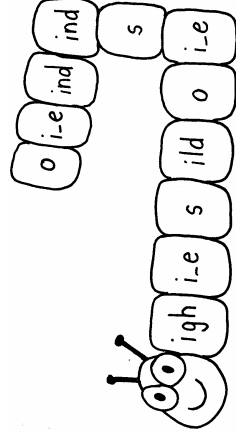


# Caterpillar Game 5-2

Phonetic Words And Stories Book 5

## NEW PATTERNS

er/her  
ur/turtle  
\_se/mouse, cheese  
\_ze/freeze

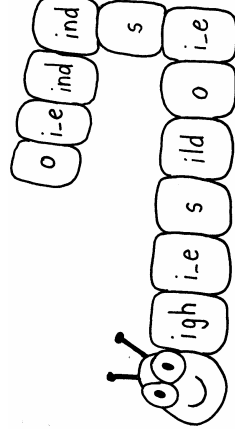


# Caterpillar Game 6

Phonetic Words And Stories Book 6

## NEW PATTERNS

ei/weird, veil  
ey/key, they  
ea/eat, head, steak  
eigh/sleigh  
ë/ballet  
eu/neutron, Europe  
ï/pizza  
ie/pie, shield

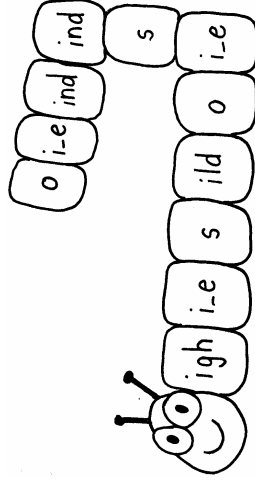


# Caterpillar Game 7

Phonetic Words And Stories Book 7

## NEW PATTERNS

wor/worm  
er/her, heron  
or/horse, tractor,  
sorry  
ar/car, dollar, carrot  
ear/early  
our/journal

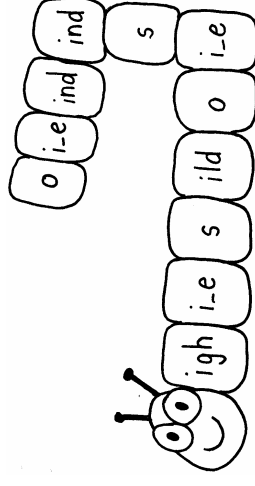


# Caterpillar Game 8-1

Phonetic Words And Stories Book 8

## NEW PATTERNS

a/father  
kn/knife  
wr/wren  
gh/ghost, straight  
ought/bought  
ph/phone  
ugh/laugh

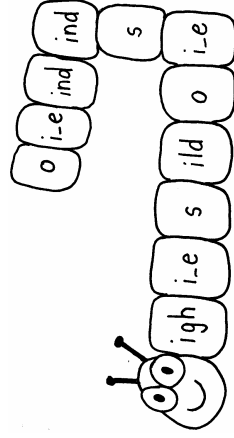


# Caterpillar Game 8-2

Phonetic Words And Stories Book 8

## NEW PATTERNS

ye/rye  
y\_e/type  
y/gymnastics  
qua/quarrel  
squa/squash



Use these games with any of the following books.

*Phonetic Words And Stories, Books 1-8*

*Basic Phonics Patterns, Books 1-8*

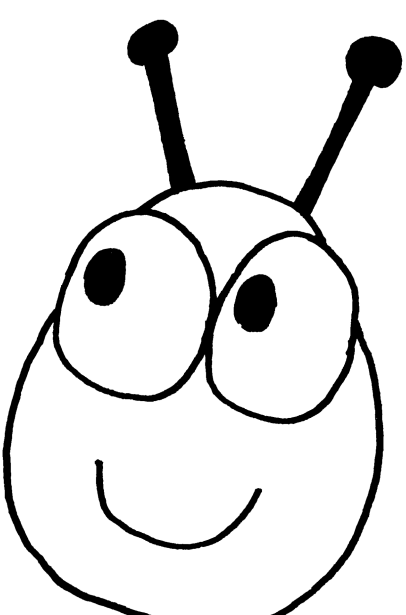
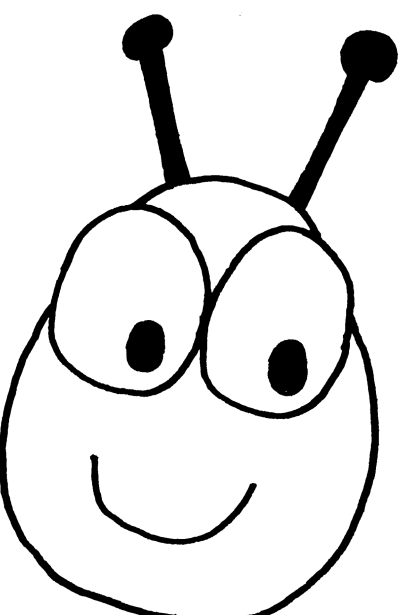
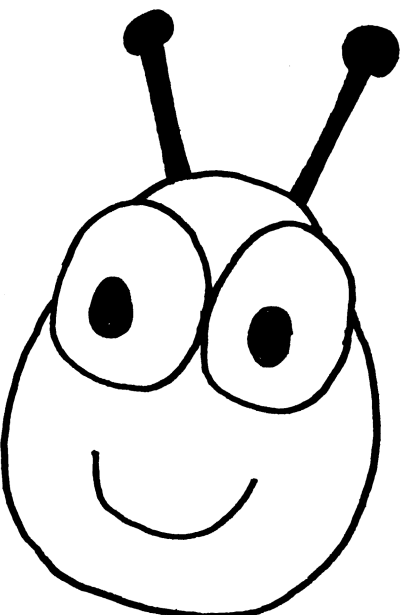
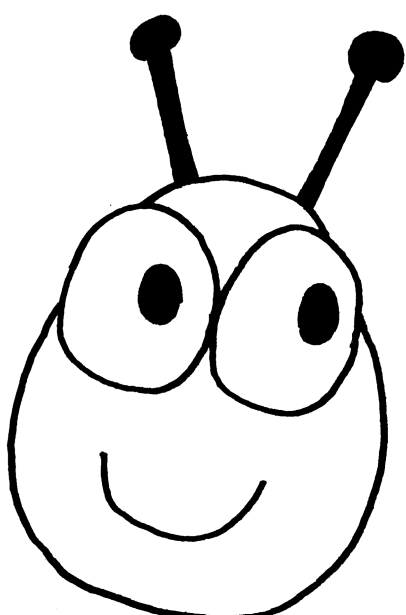
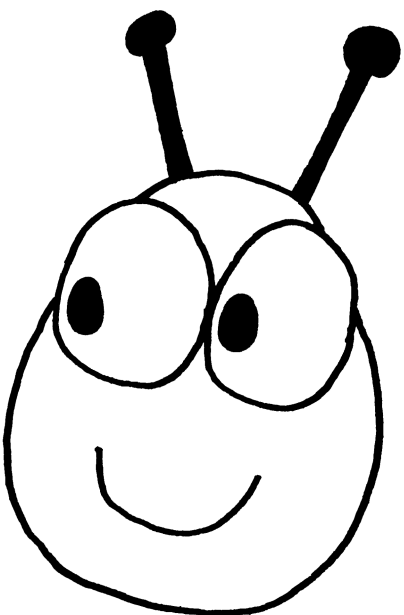
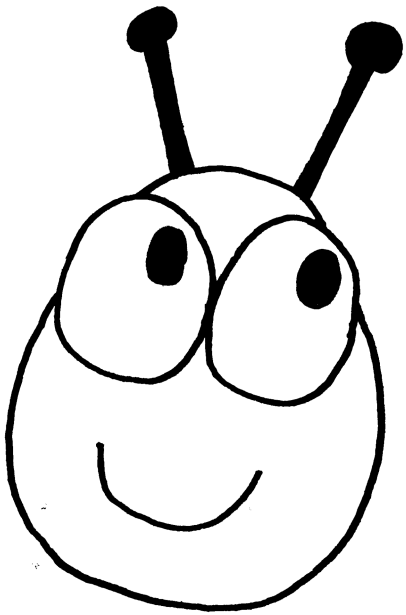
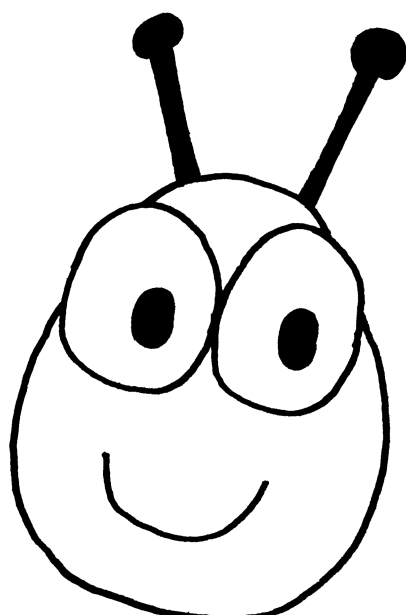
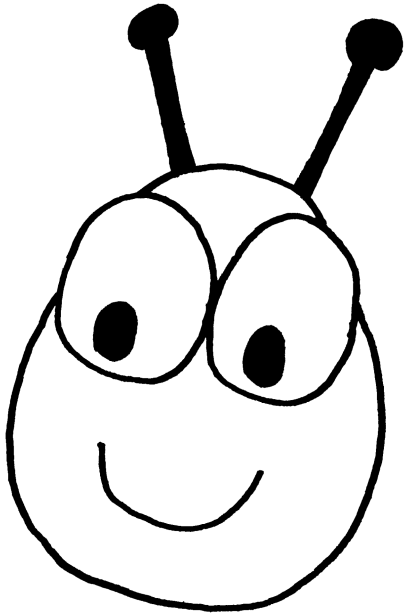
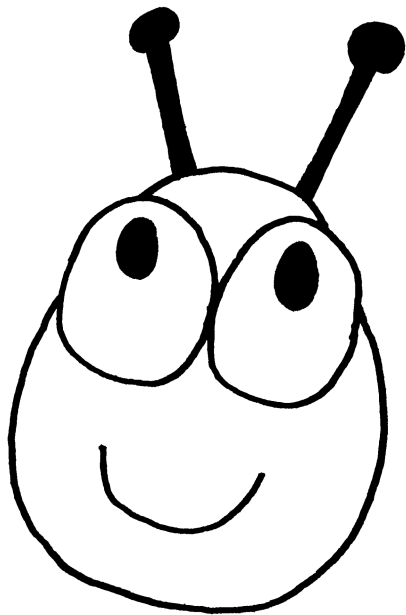
*Know The Phonetic Code, Volumes 1-3*

*Know The Phonetic Code, No Stories*



Caterpillar  
Games

Each student takes a caterpillar head. Turn all of the body pieces face down. Students take turns selecting a piece and saying its sound or sounds. If correct, the piece goes in a row to make up that student's caterpillar body. If incorrect, the piece is placed face down back on the table, or in the Letter Swamp. If a flower piece is drawn, students add it to their caterpillar body and immediately take another turn. When all the pieces are taken, or time runs out, the student with the most pieces wins.





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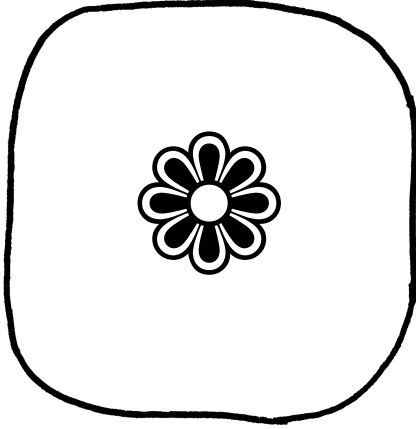
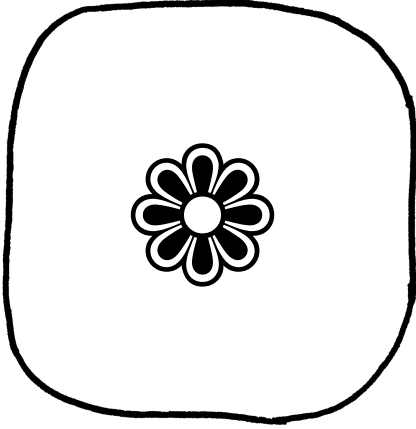
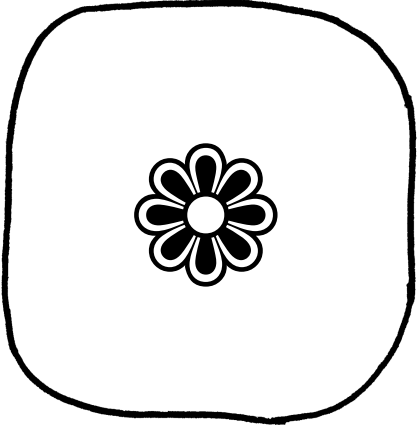
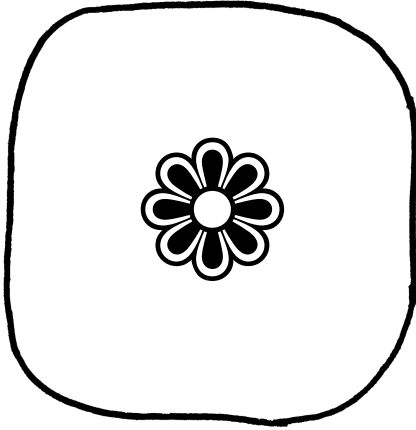
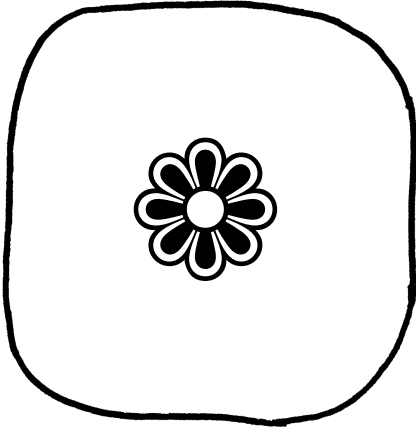
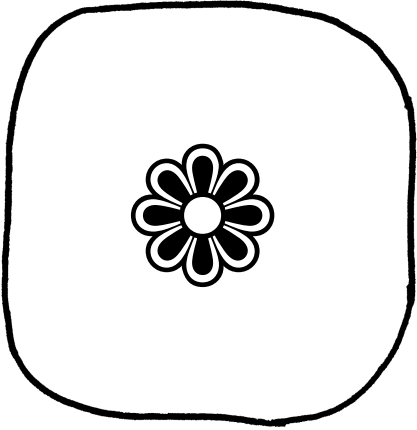
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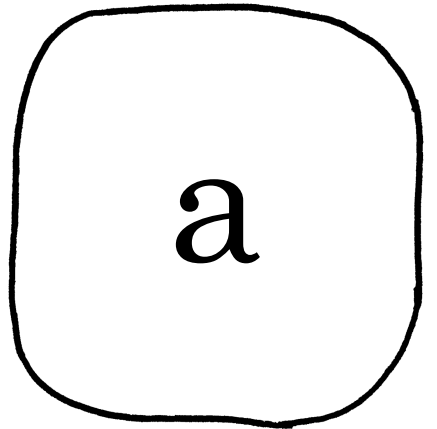
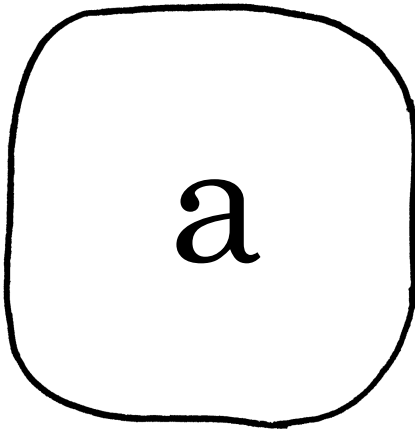
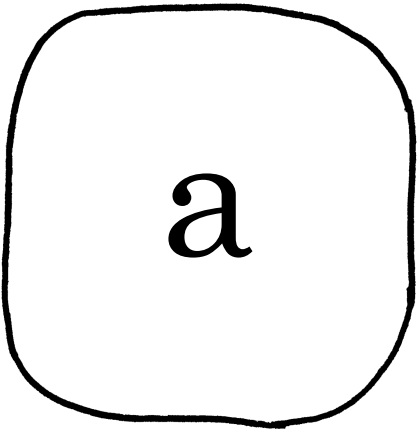
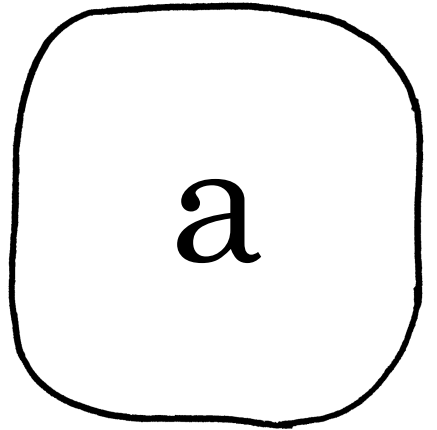
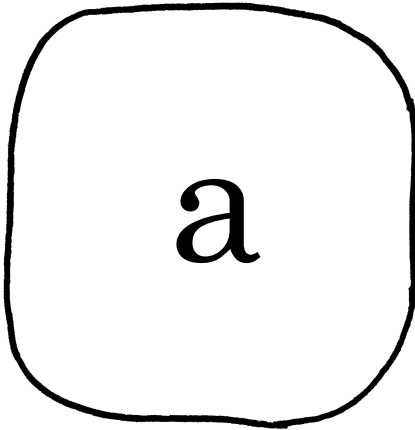
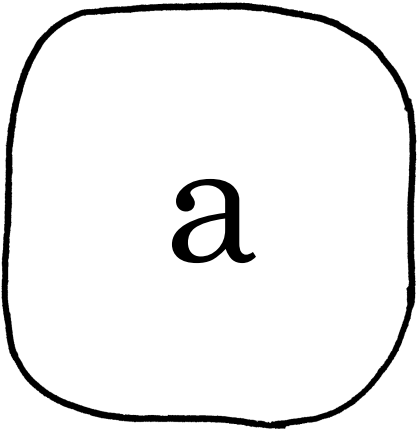
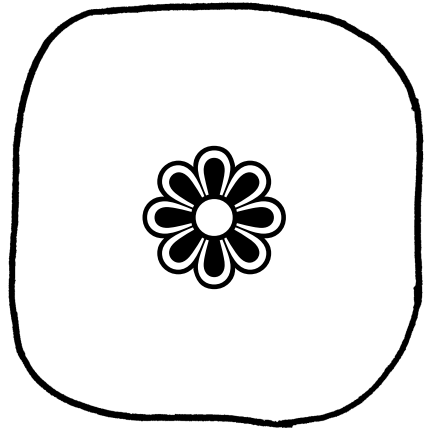
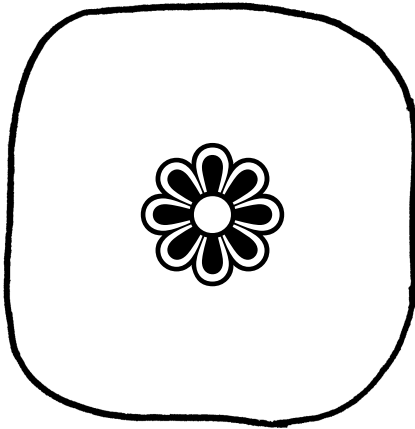
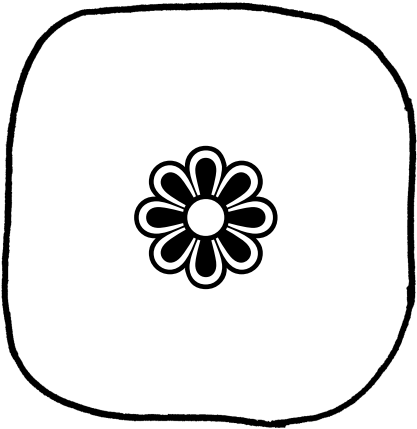
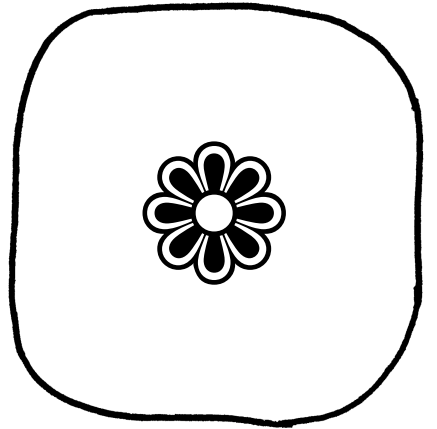
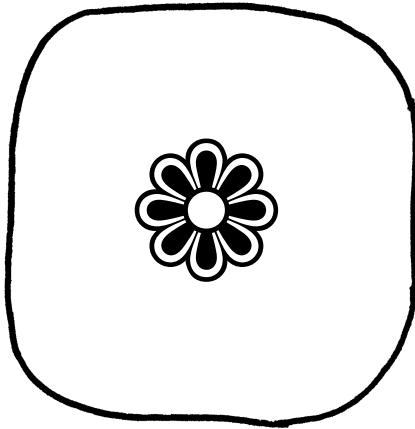
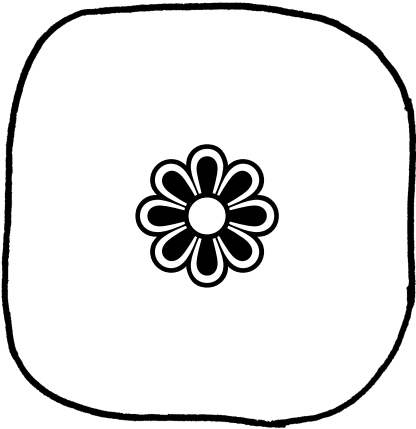
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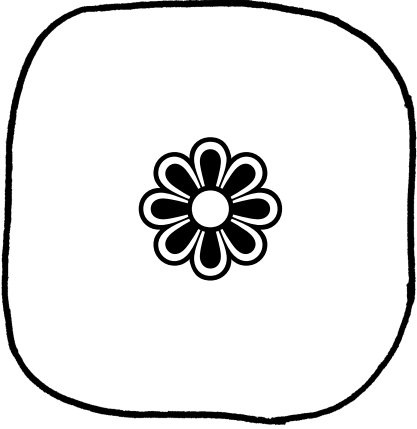
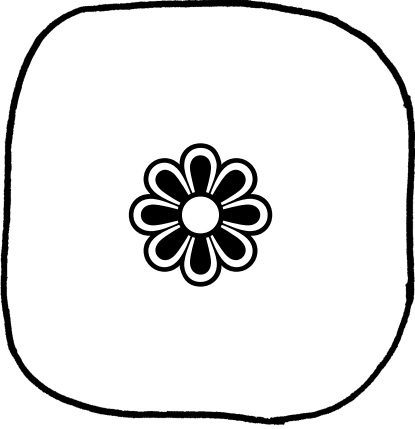
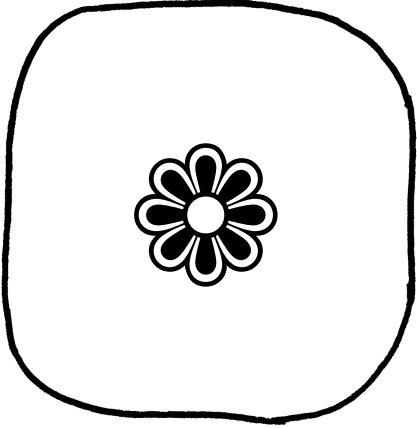
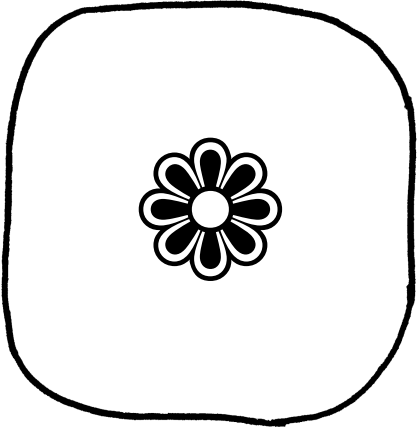
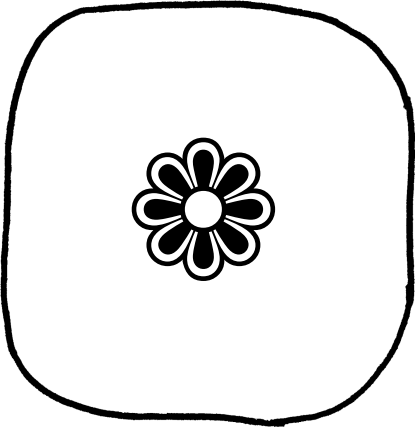
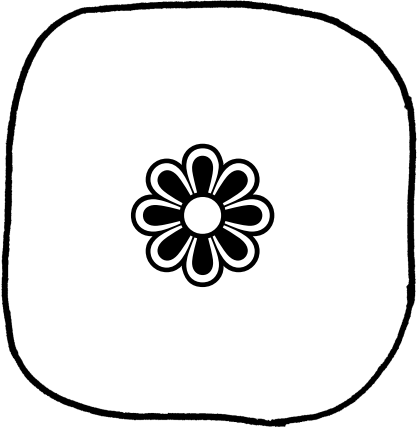
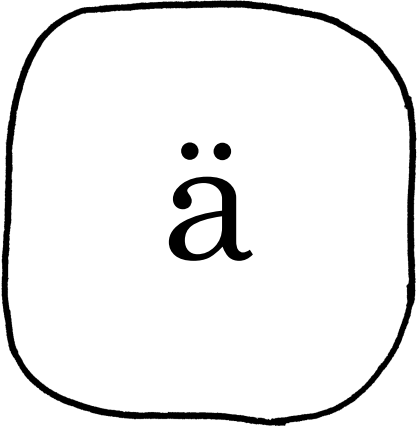
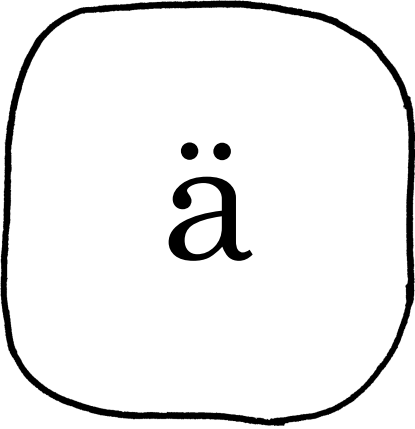
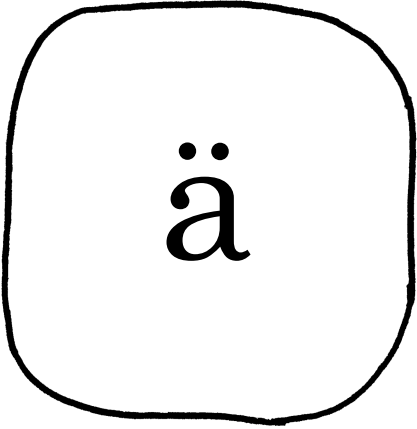
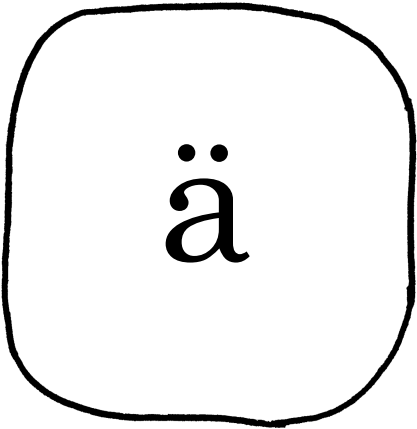
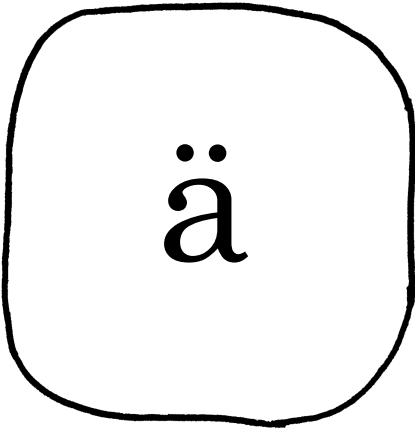
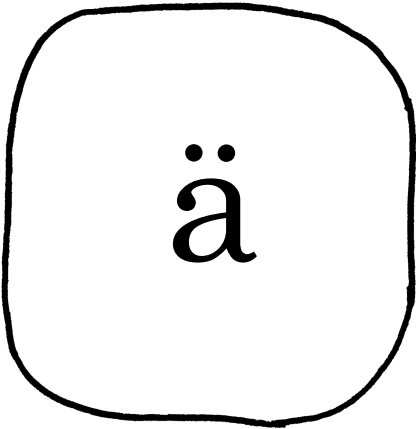
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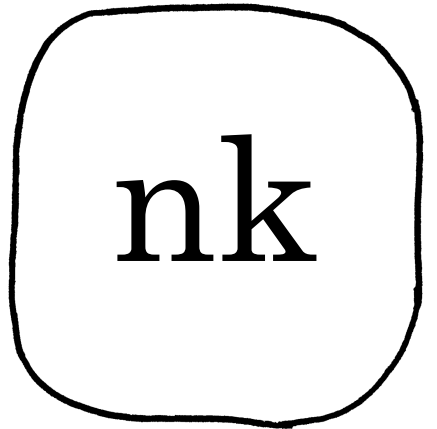
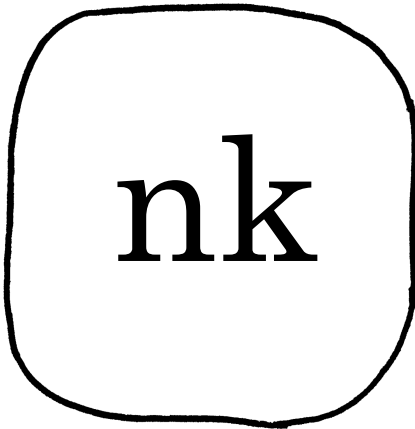
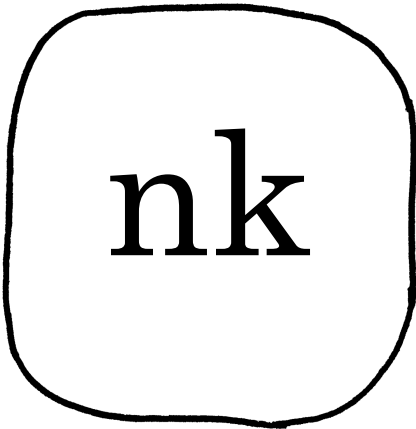
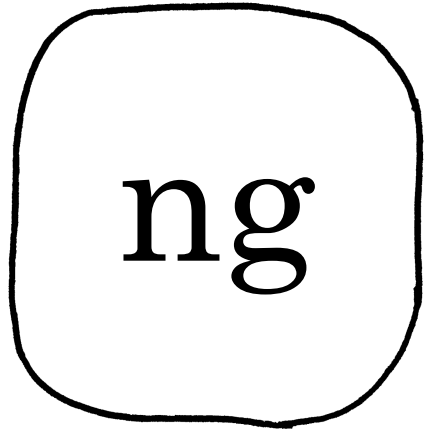
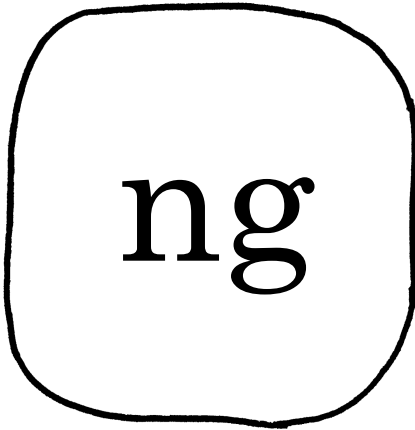
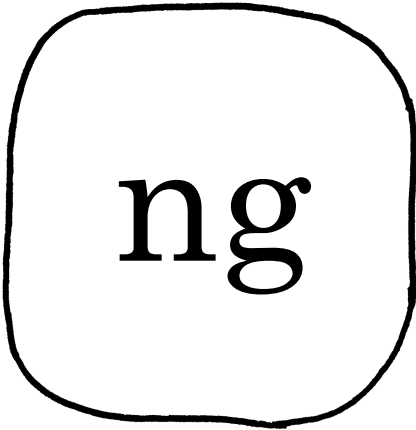
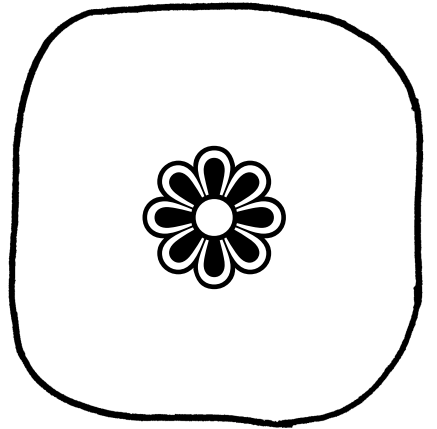
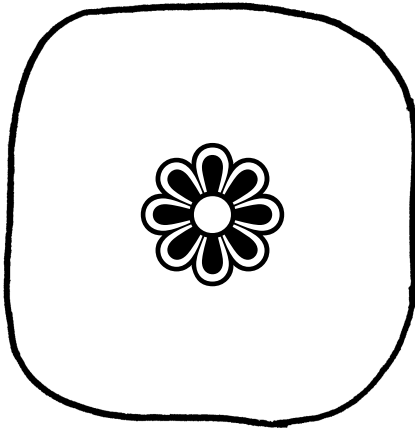
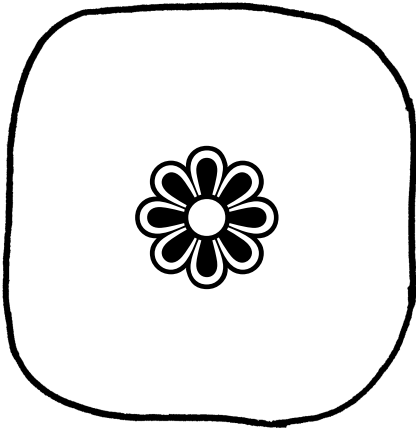
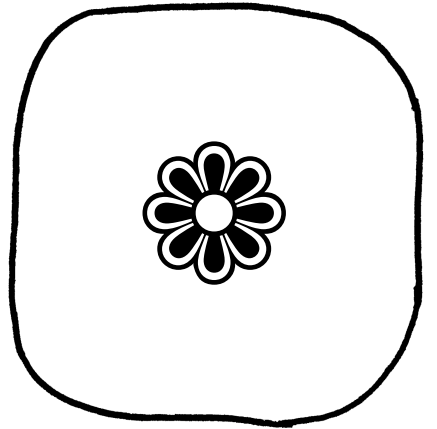
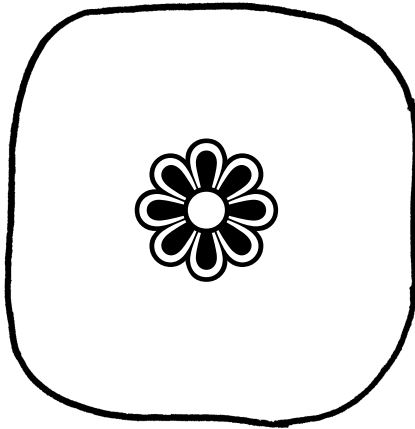
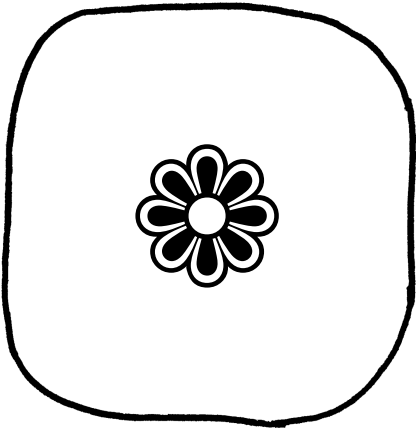
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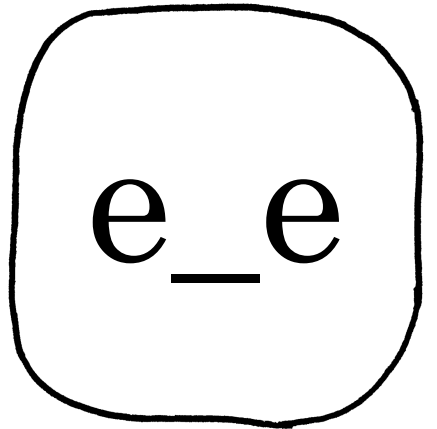
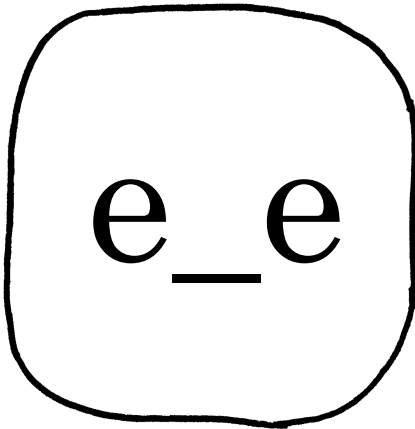
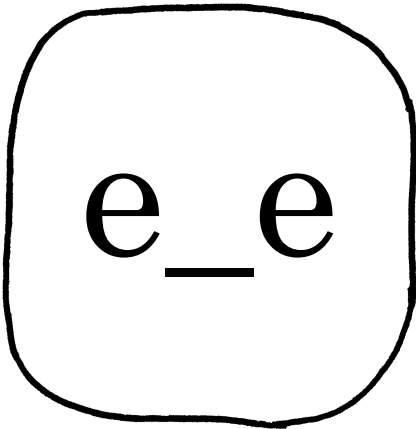
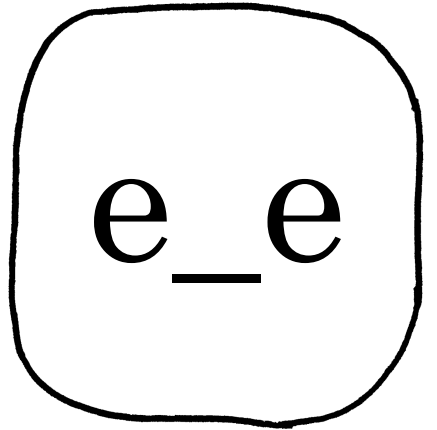
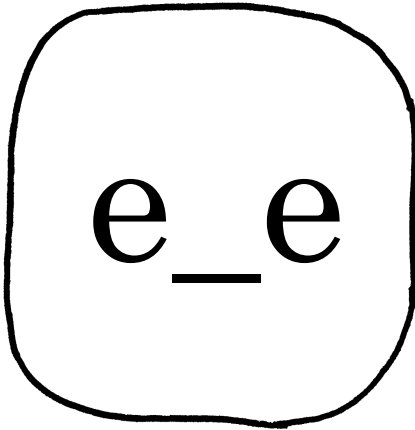
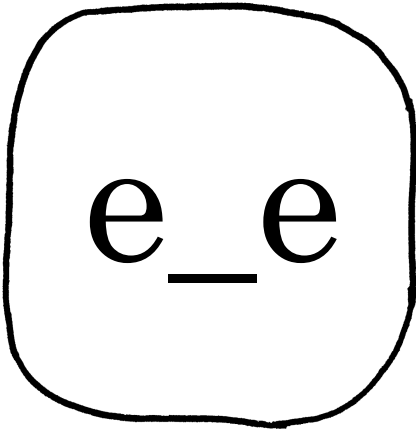
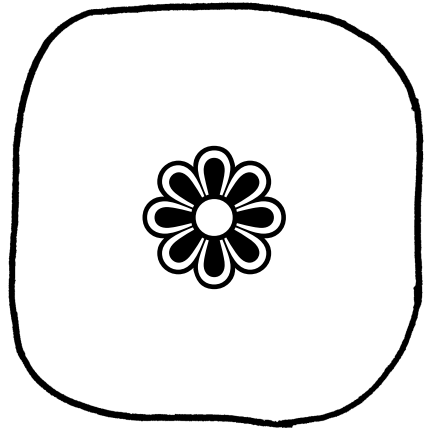
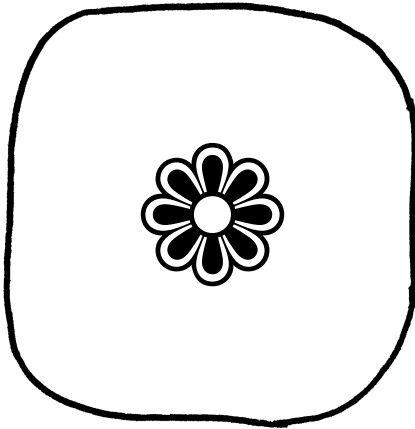
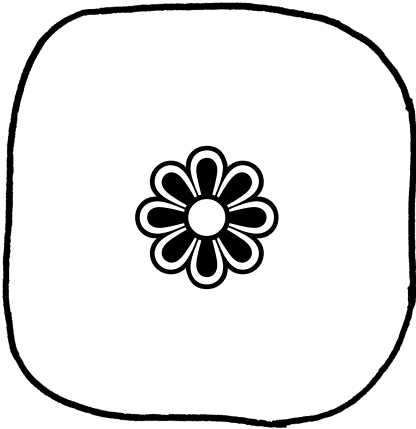
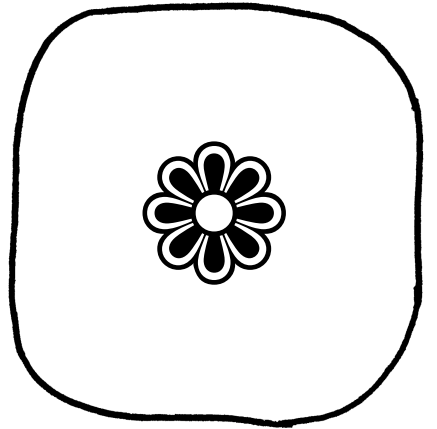
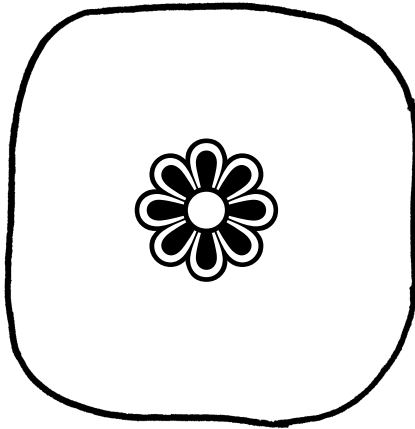
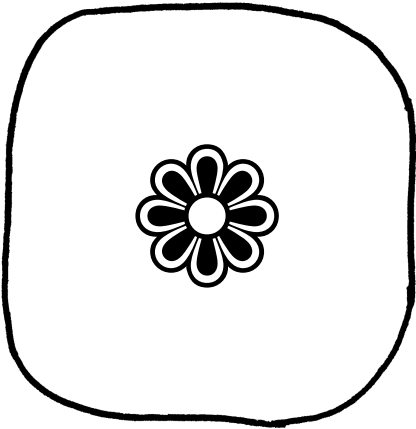
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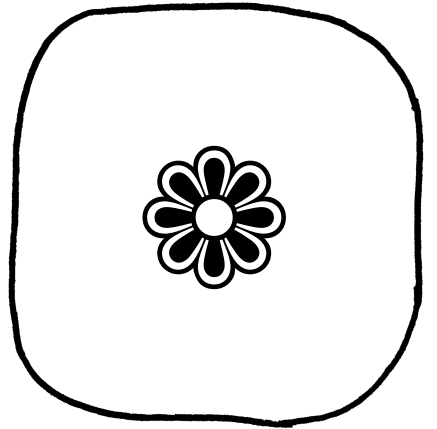
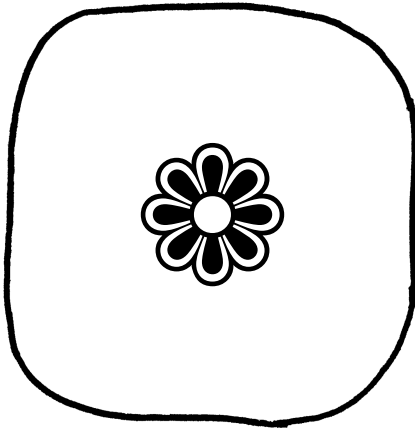
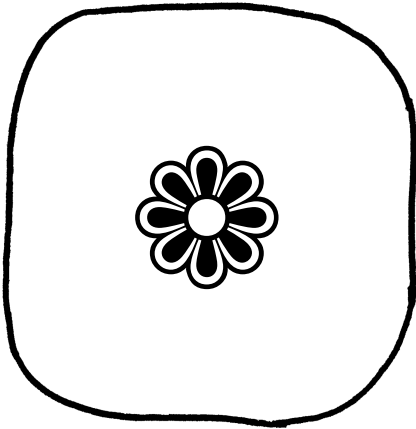
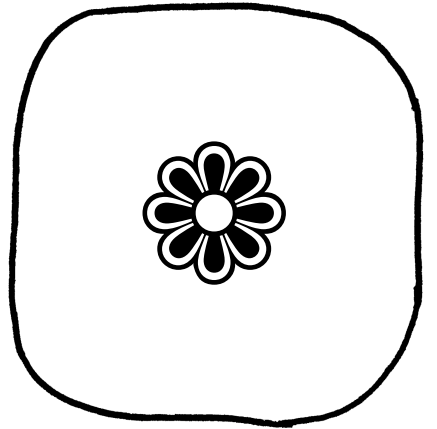
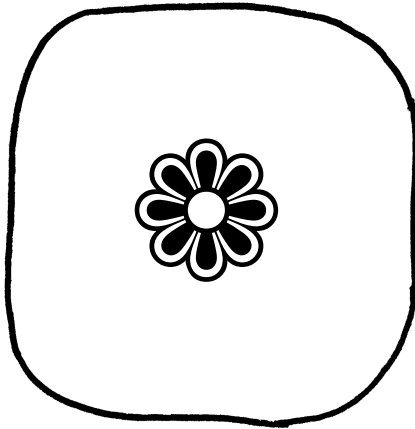
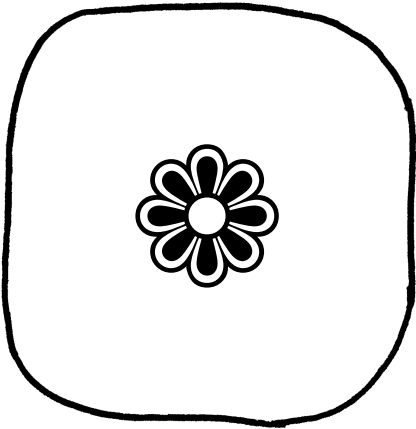
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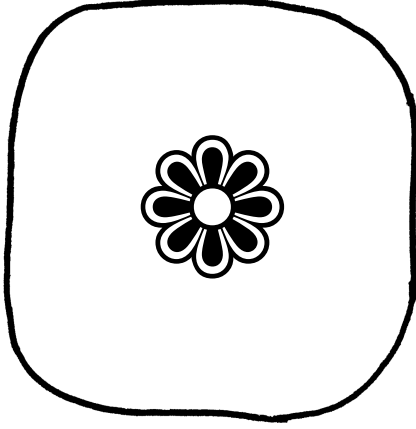
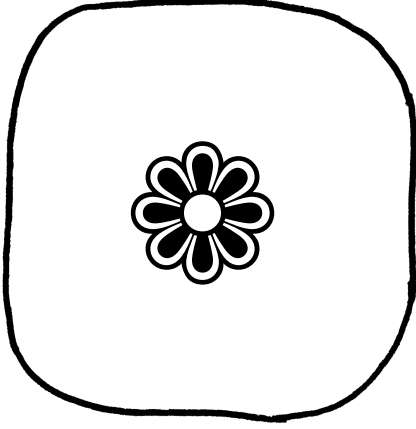
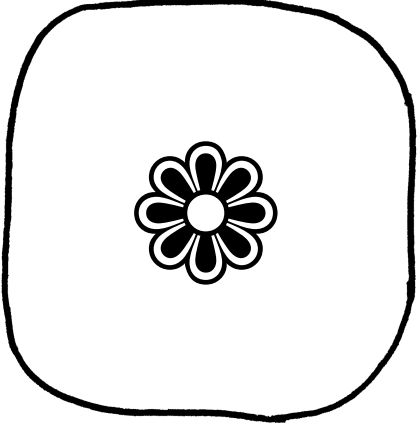
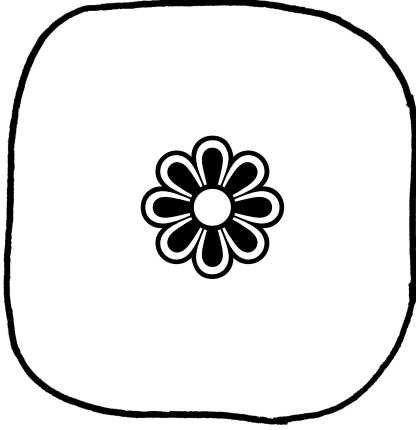
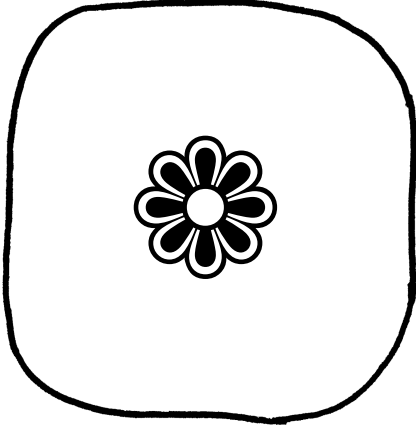
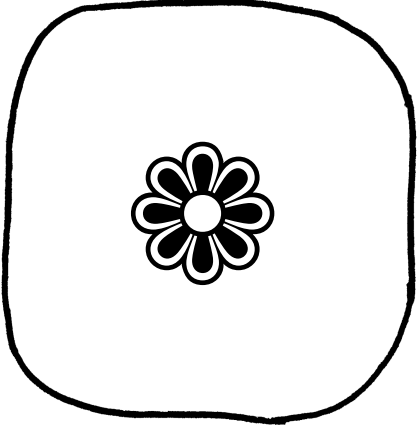
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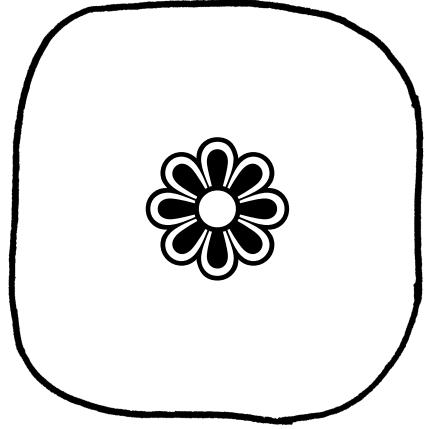
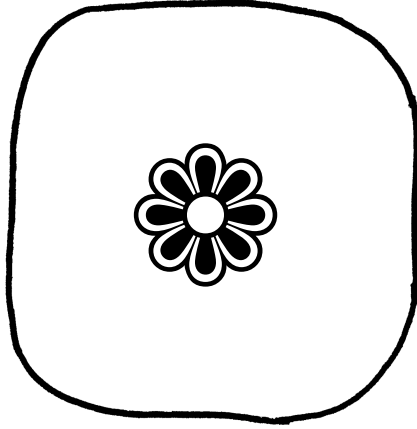
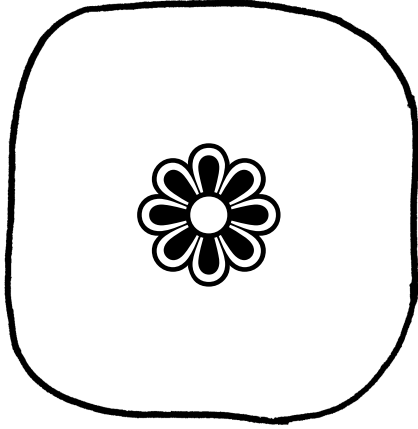
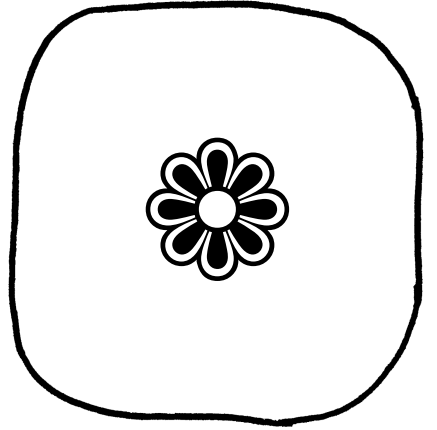
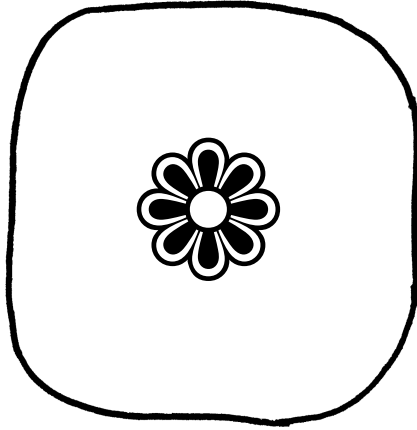
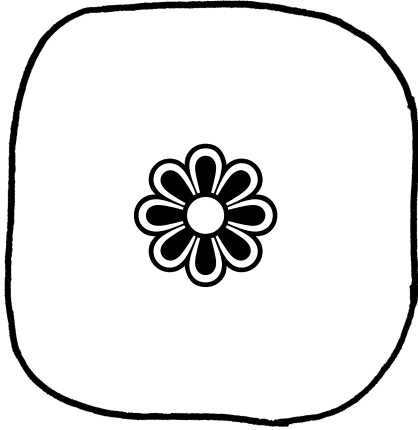
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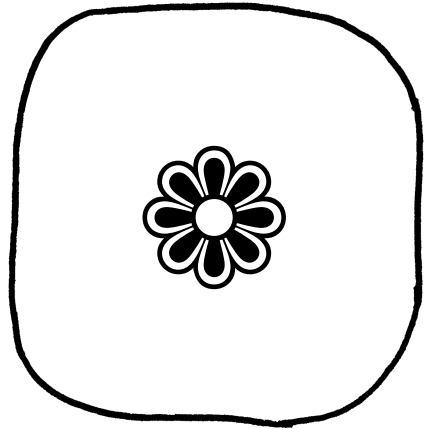
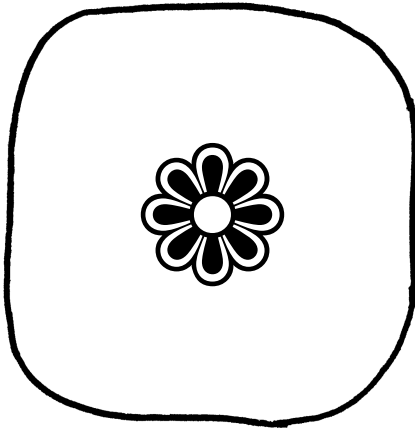
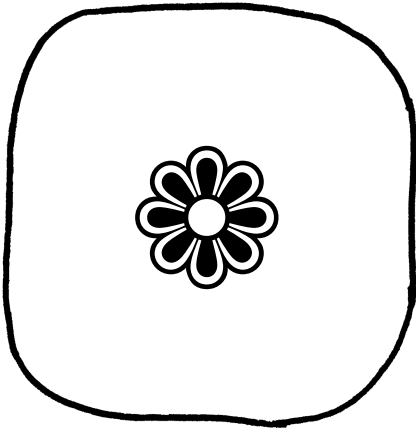
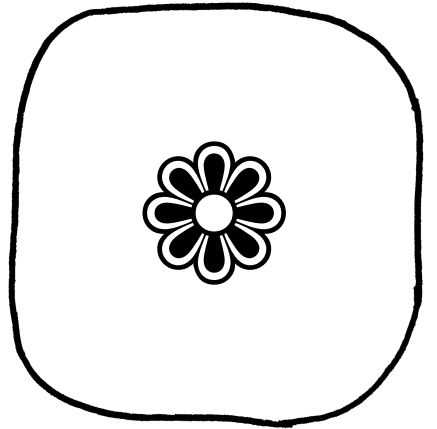
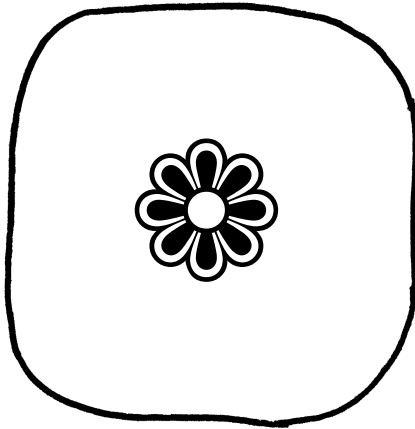
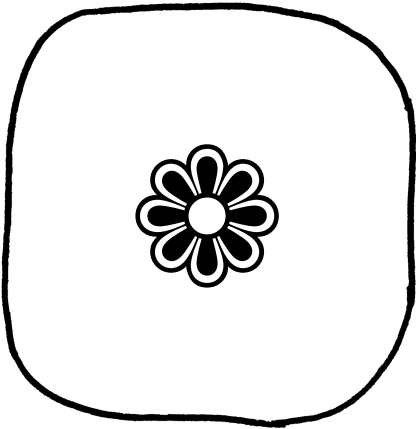


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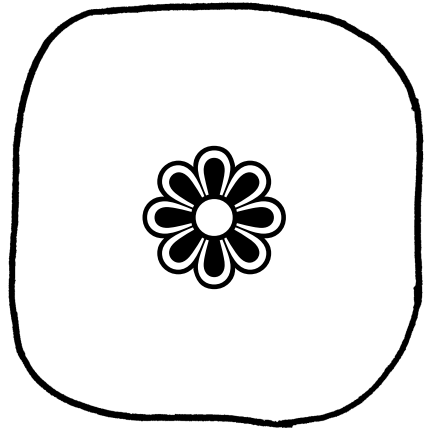
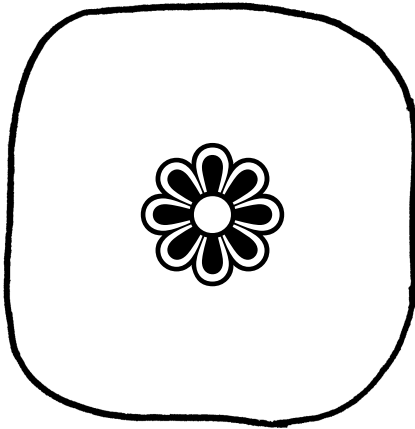
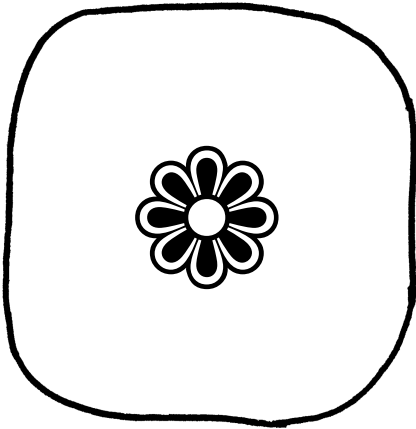
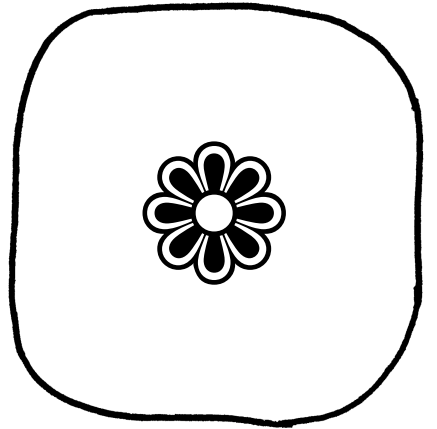
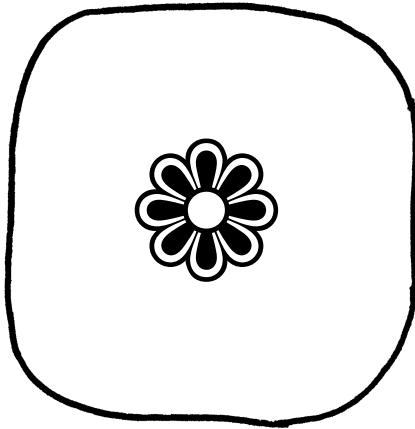
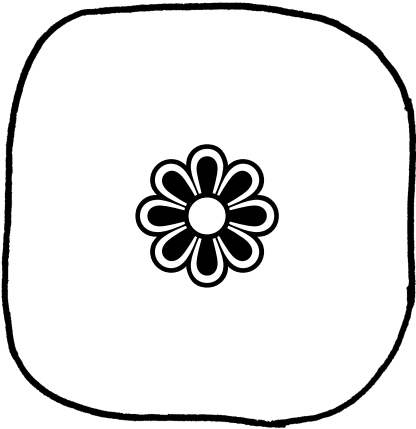
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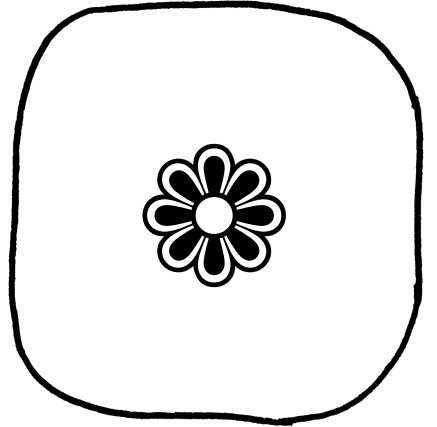
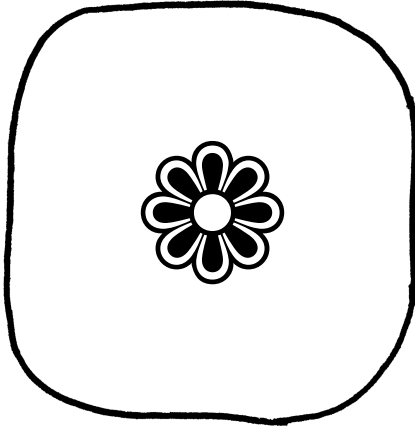
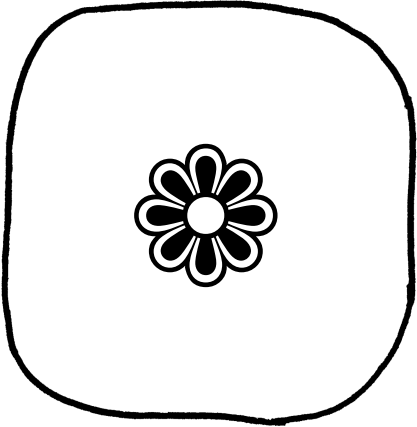
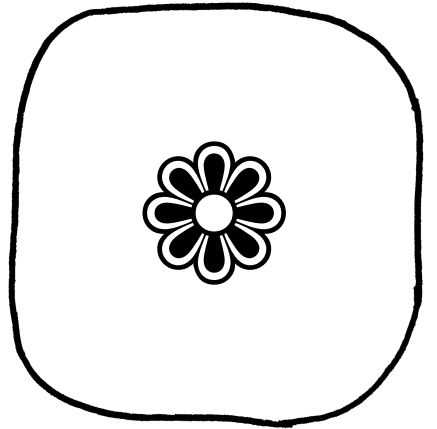
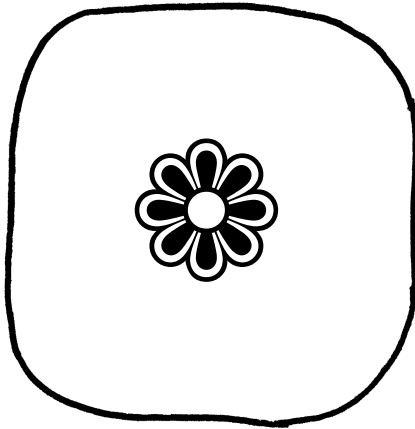
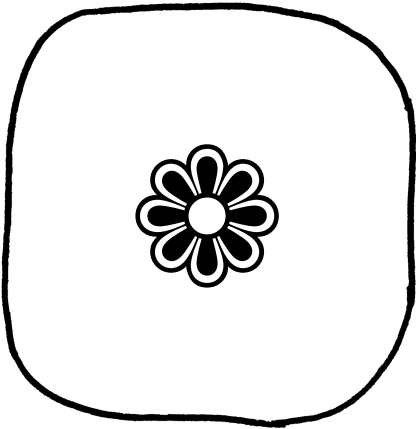
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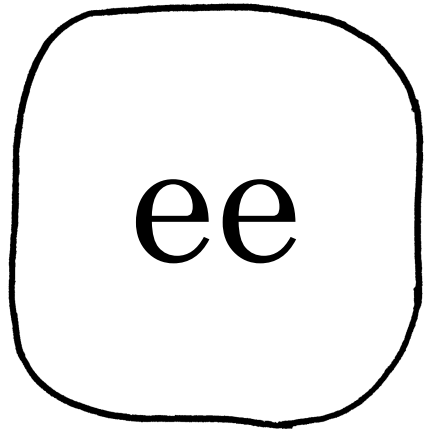
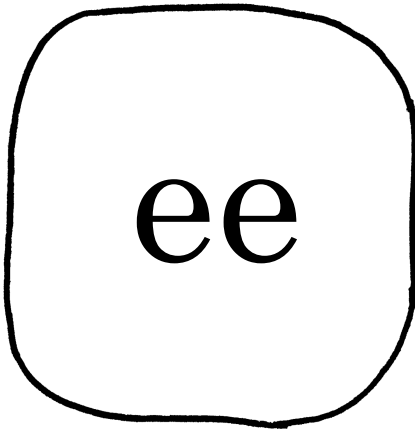
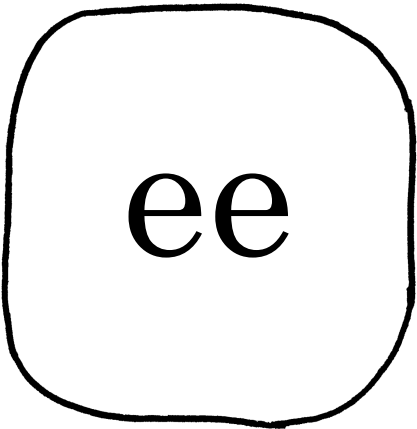
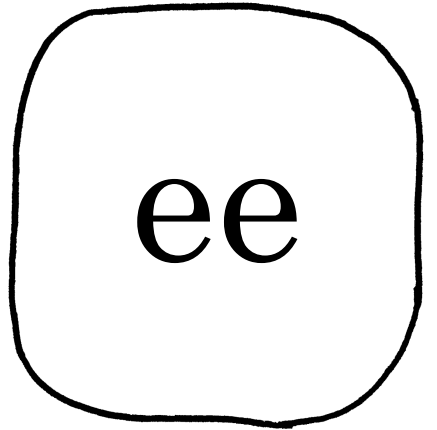
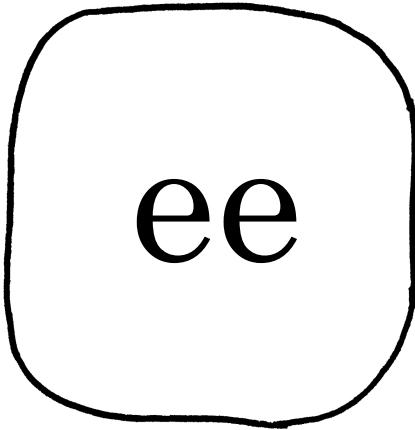
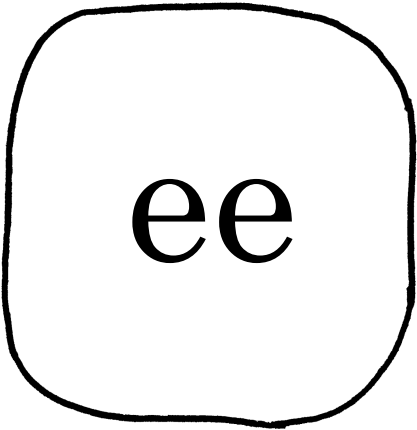
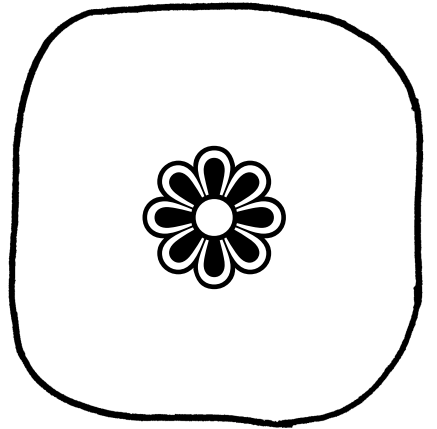
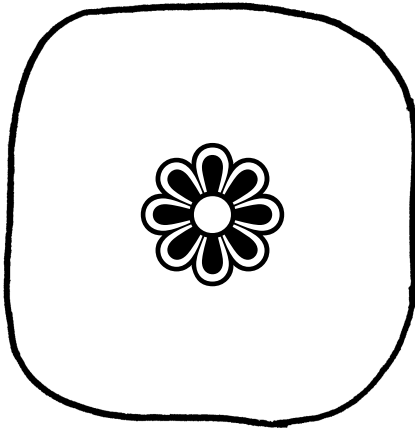
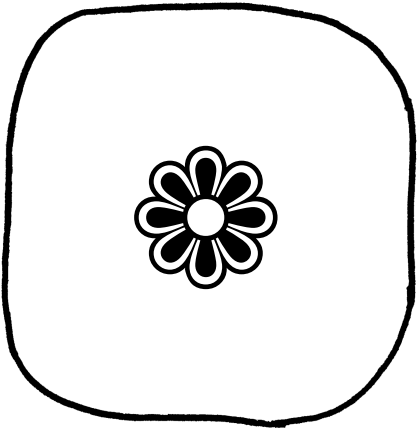
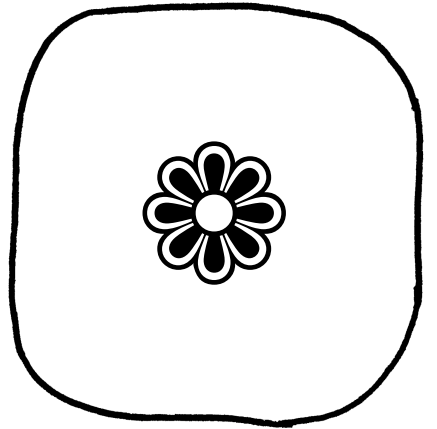
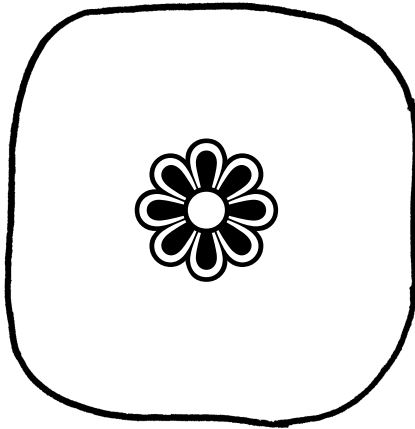
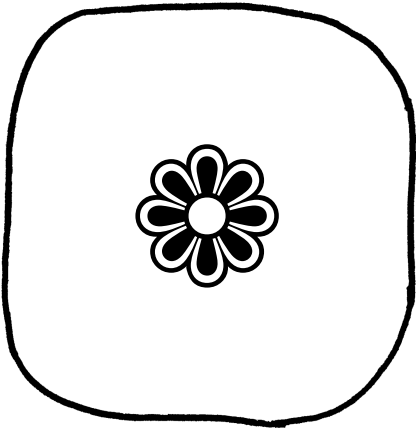
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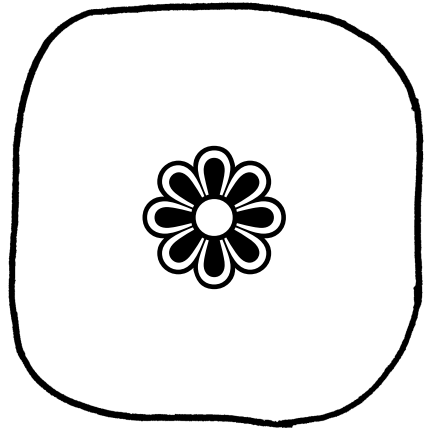
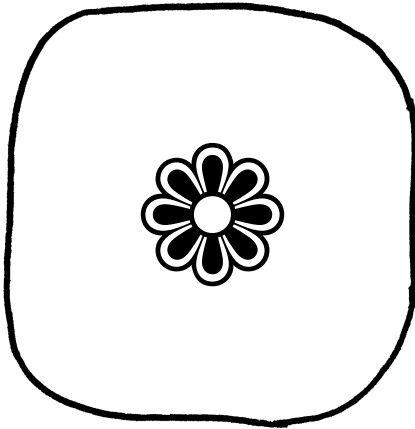
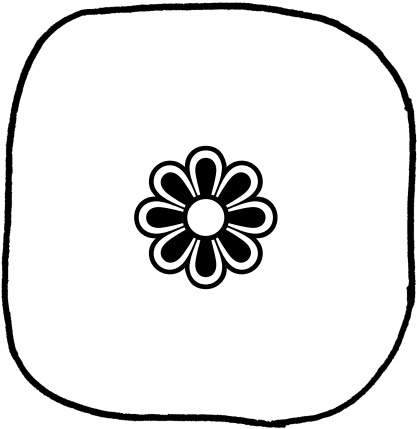
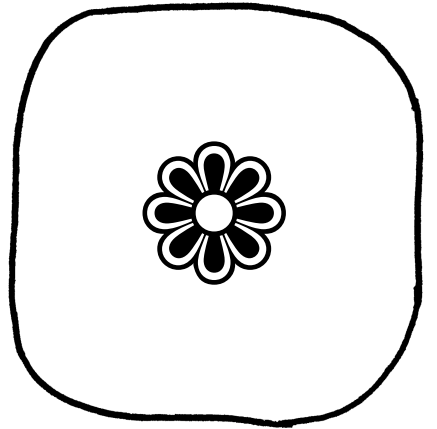
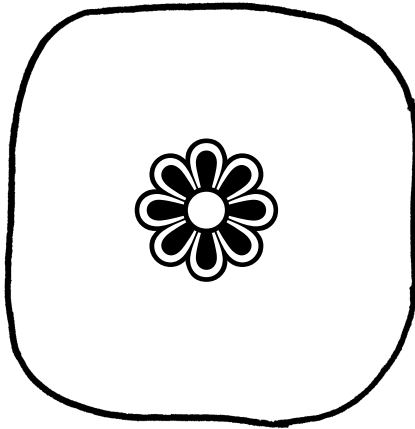
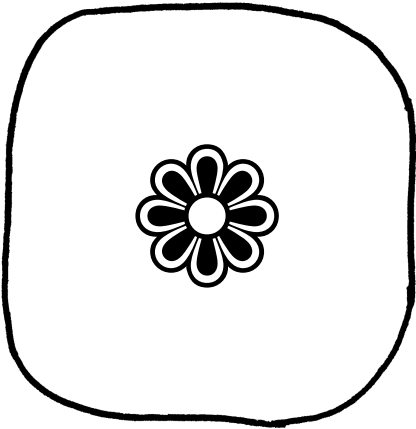
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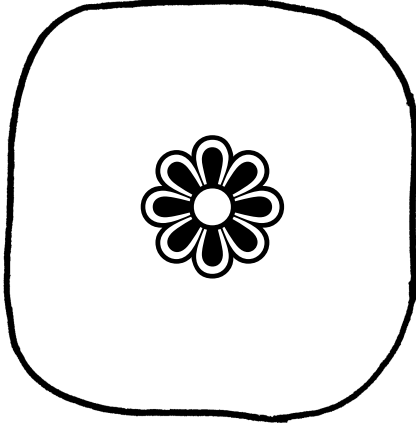
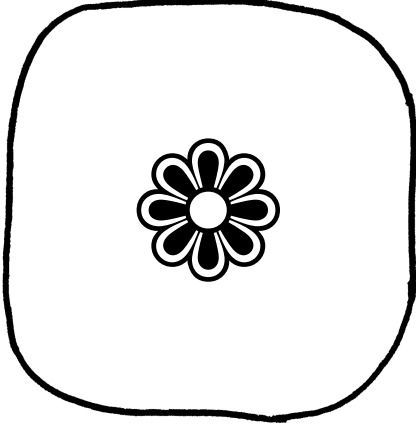
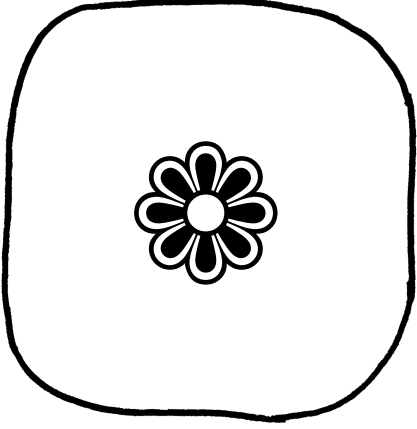
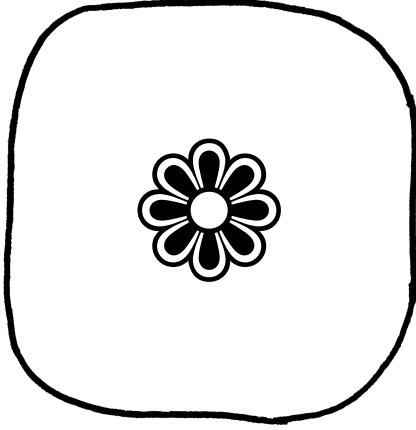
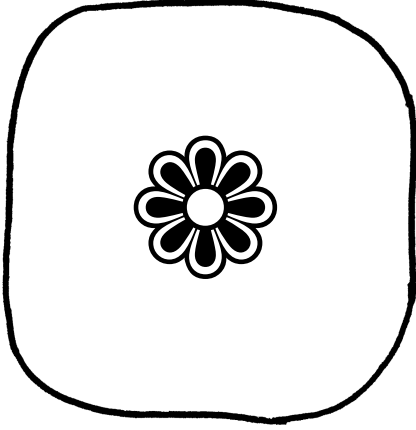
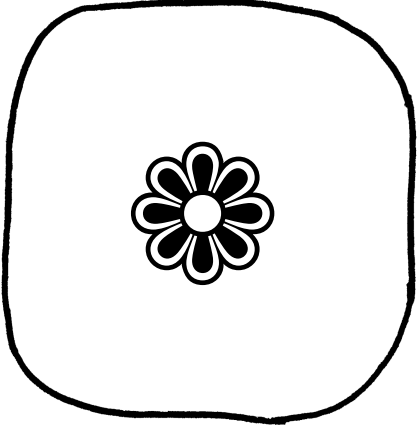
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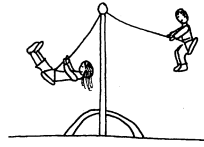
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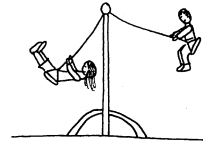
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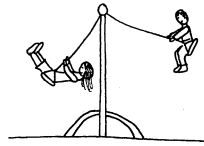
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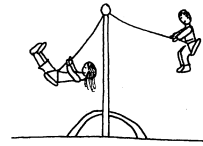
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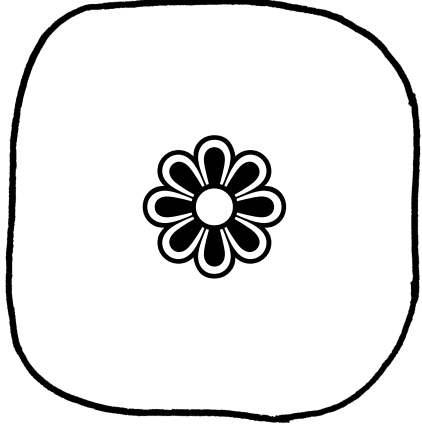
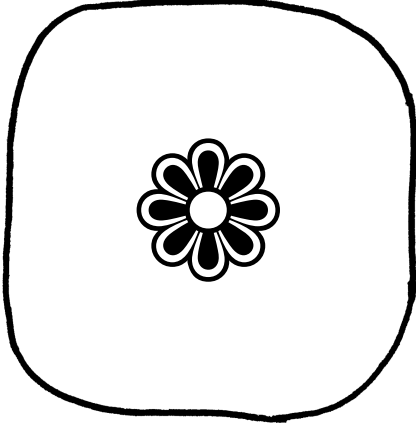
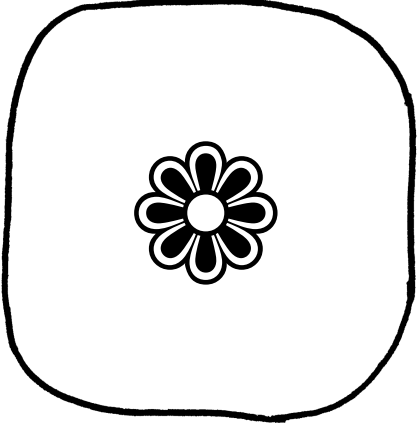
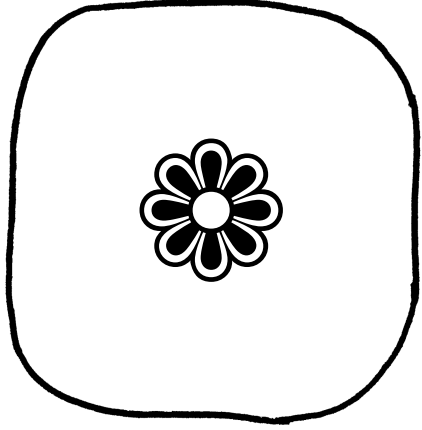
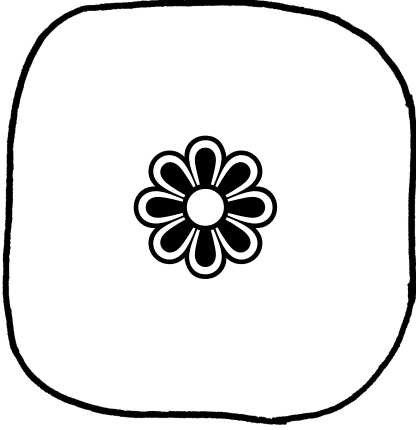
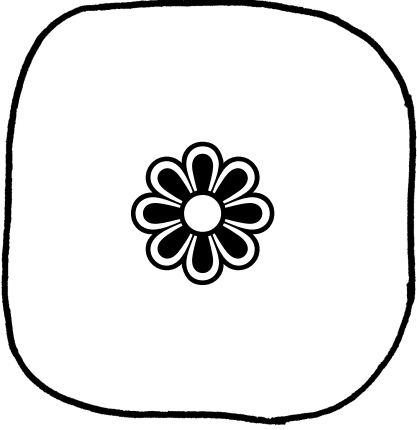
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