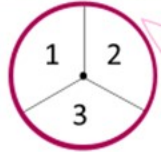


# PHASE 5 - SPIN AND READ 3

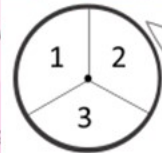


Use a pencil and a paperclip for the spinner

## PHASE 5 - SPIN AND READ

Place the counters on start. Each player takes turns to use the spinner and move that many spaces. Can they read the word they land on?

paw	blue	due		yawn	rescue	tissue
cue		raw		issue		argue
saw		hue		value		shaw
clue		glue		jaw		draw
<b>start</b>		claw	true	venue		<b>finish</b>



Use a pencil and a paperclip for the spinner

## PHASE 5 - SPIN AND READ

Place the counters on start. Each player takes turns to use the spinner and move that many spaces. Can they read the word they land on?

paw	blue	due		yawn	rescue	first
cue		raw		issue		heap
saw		hue		value		joy
clue		glue		jaw		thirteen
<b>start</b>		claw	true	venue		<b>finish</b>

# PHASE 5 - SPIN AND READ 3

This pack contains a board type game for words that use the vowel digraphs ue, ue (yoo) and aw. A colour and grayscale version have been included.

These can be used in class, part of intervention and even sent home.

They can be used with either the spinner on the page or a 1-3 dice.

Created by



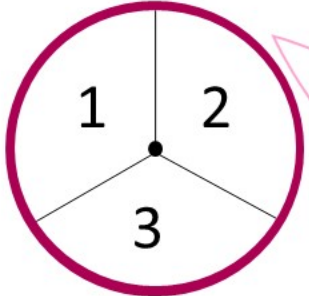
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# CHECK OUT OUR: PHASE 5 SOUND BOOKMARKS



PLEASE CLICK THE PICTURE TO TAKE YOU TO THE RESOURCE

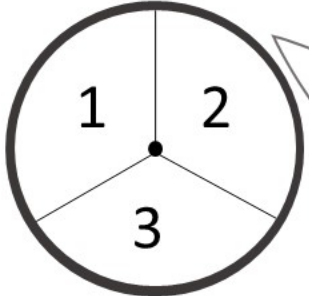


Use a pencil and a paperclip for the spinner

# PHASE 5 - SPIN AND READ

Place the counters on start. Each player takes turns to use the spinner and move that many spaces. Can they read the word they land on?

paw	blue	due	yawn	rescue	tissue
cue		raw	issue		argue
saw		hue	value		shawl
clue		glue	jaw		drawer
<b>start</b>		claw	true	venue	<b>finish</b>



Use a pencil and a paperclip for the spinner

# PHASE 5 - SPIN AND READ

Place the counters on **start**. Each player takes turns to use the spinner and move that many spaces. Can they read the word they land on?

paw	blue	due		yawn	rescue	first
cue		raw		issue		heap
saw		hue		value		joy
clue		glue		jaw		thirteen
<b>start</b>		claw	true	venue		<b>finish</b>