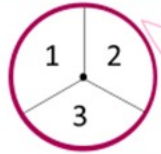


# PHASE 5 - SPIN AND READ 4



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?

which	whose	sphinx	wheel	whoever	whisper
phonics		where	phantom		elephant
who		dolphin	whenever		whisk
when		whole	whom		alphabet
<b>start</b>		why	prophet	whistle	<b>finish</b>

vowel digraphs 4



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Vowel digraphs 4

# PHASE 5 - SPIN AND READ 4

This pack contains a board type game for words that use the vowel digraphs wh (w), wh (h) and ph. 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 ROLL IT SPELL IT (DIGITAL VERSION)

## PHASE 5

### ROLL IT, SPELL IT

Play

### PHASE 5 ROLL IT, SPELL IT

Click on one of buttons below to take you to the game:

**Game 1**  
 ay ou ie ea oy

**Game 2**  
 ir ue ue<sub>(you)</sub> aw wh

**Game 3**  
 ph ew ew<sub>(you)</sub> oe au

**Game 4**  
 ey a\_e\_e\_e\_i\_e  
 o\_e\_u\_e

**Game 5**  
 Mystery Board

**Game 6**  
 Mystery Board

#### ROLL IT, SPELL IT - GAME 2

Click on the dice underneath to roll it and again to stop it.

When it stops on a sound, find that column on the game board.

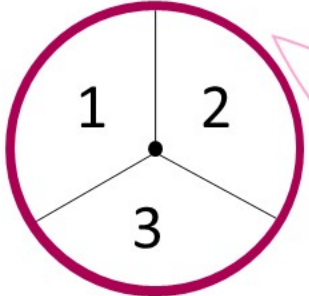
Spell the first picture from that column on your spelling grid. Continue rolling and spelling each picture. When finished click the pictures to check the spellings.

#### ROLL IT, SPELL IT - GAME 1

Name: \_\_\_\_\_

ay	ou	ie	ea	oy	?

PLEASE CLICK THE PICTURE TO TAKE YOU TO THE RESOURCE

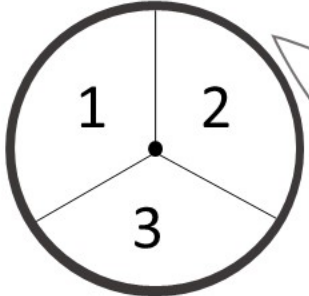


Use a pencil and a paperclip for the spinner

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