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## Card Games Using Onsets and Rimes

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1. **Word Rummy:** Shuffle the cards. Each player is dealt three cards. The first player draws a card, then checks to see if a word or words can be made with the four cards. If the player can make a word, the player sets the cards down so they make the word. The player must say the word. If it is not a word, the cards must be picked up. If the player incorrectly reads the word, the other players should correct him. There is no penalty for saying the wrong word. The player then must discard. For example, Johnny is dealt three cards containing the onsets b-, ch- and the rime -ill. He draws the rime -ed. If he makes the word bill from b and ill he is left with ch and ed. He may discard either one. Note, if he had chosen to link ch with ill and make chill, he would then have b left with -ed which makes bed and he would have won the game immediately.

You may want to make up your own rules. That is fine, but one word of warning. If you do, please have your new rules written down so that arguments can be settled by playing by the rules. We have carefully picked our onsets and rimes so that "naughty" words cannot be made.

2. **My Hero.** Have children make word cards for difficult words they want to learn. For example, the words might be: *night, through, cough, laugh, and doesn't*. Each word will have three different cards. One in regular *manuscript*, another all in **CAPITALS**, and another in *cursive*. Have one card that says "MY HERO." Shuffle and deal. The person to the left of the dealer draws a card from the dealer. If he draws a card that matches one of his own, he may table the pair, but he must read the words. The third matching card can be tabled by any player, if he correctly reads the word. The person who is left with the "MY HERO" card is the winner.

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