



Phōncards® Game Rules

Game	PHONCALL
Level	Lower intermediate to intermediate
Deck(s)	1 or 2 or both
Players	3 to 8 (or teams)
Ages	5 to 105
Duration	Until all players run out of cards
Goal(s)	To review vocabulary and reinforce spelling ability

DIRECTIONS

OBJECT: Be the player to have the least amount of cards at the end of the game.

SET UP: All players gather around a desk or table.
A category is picked, such as rooms, food, colors, occupations, clothing, or prepositions, etc.
Once a category is picked (for example: rooms in a house), each player chooses a vocabulary word from that category. Then each player will use that word as his/her new “name.”
For example, if there are three players, **Player A** chooses “kitchen”; **Player B** chooses “living room”; **Player C** chooses “bathroom.”

TO PLAY:

- Step 1.** Choose a dealer to deal out the cards evenly until all cards have been dealt and all players have an equal number.
Any leftover cards are placed aside and are not used.
Without looking at their cards, players then place all cards in a stack, face-down, in front of them.

Step 2. Play begins when all players simultaneously flip the top card from their stacks into the “center” of the table.

If “kitchen” (**Player A**) flips over a “5” and “living room” (**Player B**) also flips over a “5”, these two players “race” to be the first to call out the other player’s “name.”

Player A should say “living room” and **Player B** should say “kitchen”.

The same rule applies if more than two players flip over the same card number.

Step 3. The slowest player to call out the other player’s new “name” must take all the cards on the table and recite the **Phonics Target Sounds (PTS)** and the words on each of the cards.

The player then keeps the cards but they are kept separate from their original stack.

TO WIN: The player(s) with the least cards win(s)!

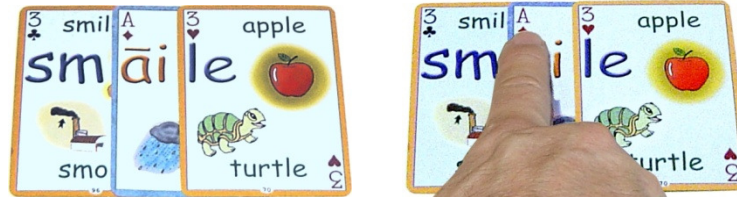
Variations: For advanced players, the slowest player to call out the other players’ “name(s)” then has ten seconds to use those cards to spell as many words as they can.

Those cards used to spell words can then be given away to other players!

The cards not used to spell words belong to the player that lost that round.

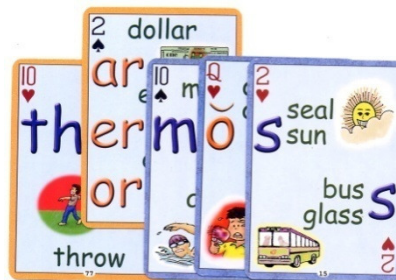
Notes:

Rules and Tips:



- ✓ Allow or disallow fingers to block out individual letters.
- ✓ Allow or disallow the use of proper nouns.
- ✓ Individual card sounds can't be used alone.
(For example: the "old" and "sure" card)

How you can make a word with three individual PTS on one card.



How to use Phoncards to make a word