

Shh! Don't Wake the Baby

SH Digraph Game

To Prep:

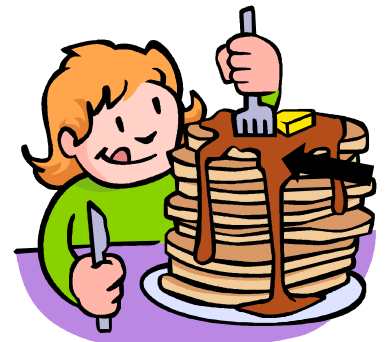
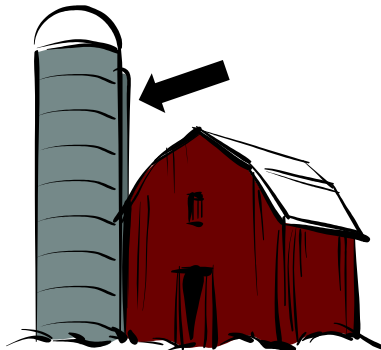
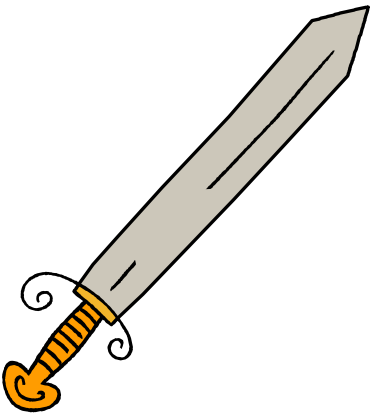
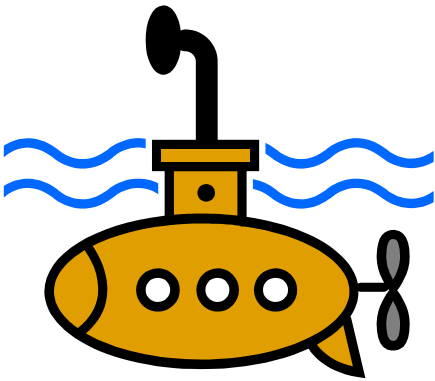
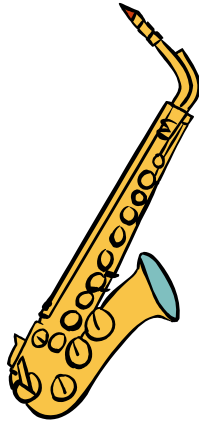
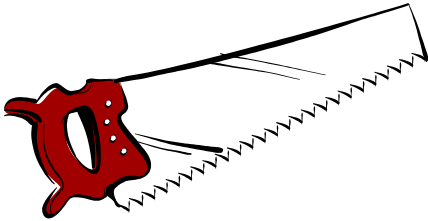
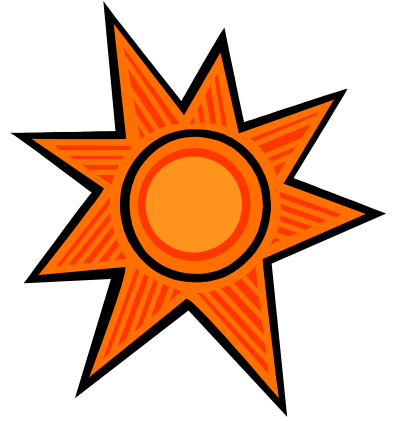
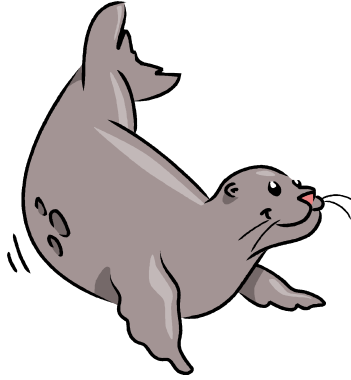
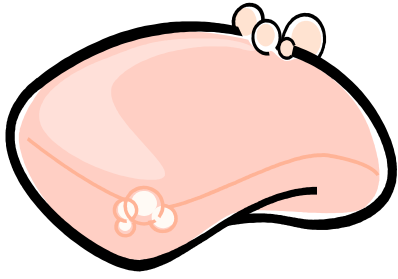
- Print picture cards from pp. 2-5 onto card stock. Laminate for durability.
- Shuffle all cards and place them in a pile facedown in the center of your playing area.
- Before play begins, it is helpful to go through the cards and identify each picture.

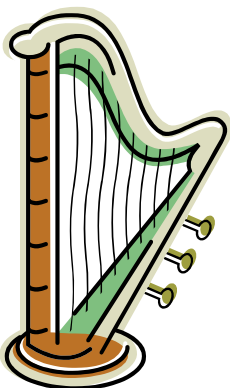
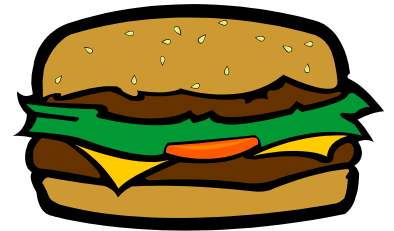
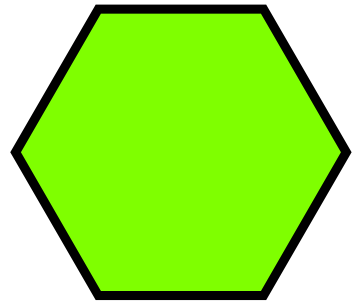
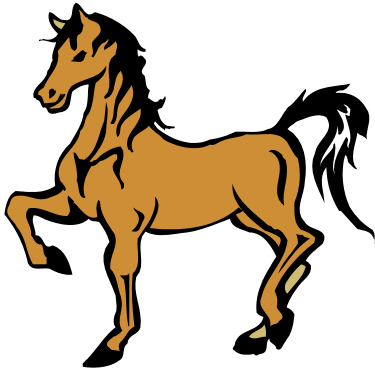
To Play: (for 2-6 players)

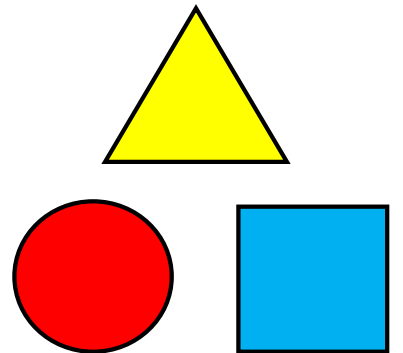
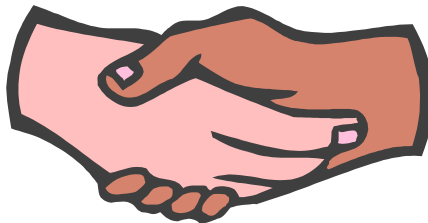
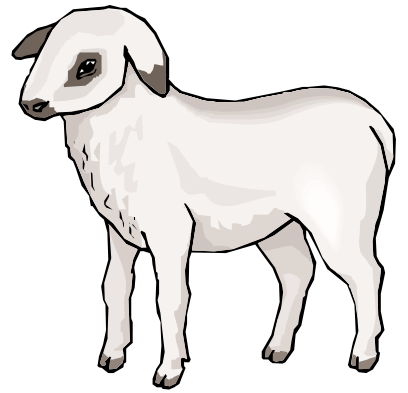
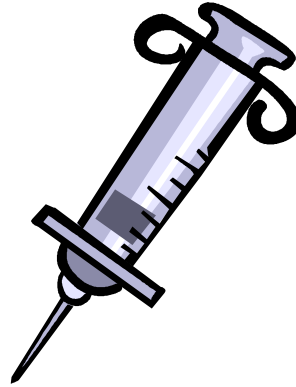
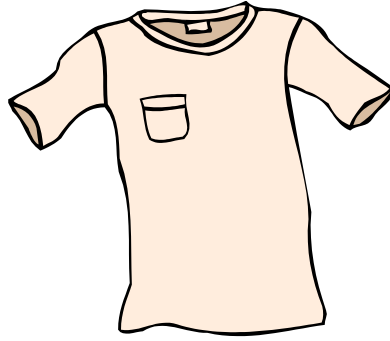
- Objective: Students will practice listening for the beginning sounds of *s*, *h*, and *sh*.
- Goal of Game: To have the most cards at the end of the game.
- Players take turns flipping over the top card.
- The player must identify the picture on the card and tell which sound the words starts with (either the *s*, *h*, or *sh*).
- If the player is correct, he gets to keep his card.
- Players continue in this manner, collecting cards.
- BUT, if a player draws the **Shh!** with the baby sleeping, he has to put all of his cards in a discard pile (all players can use the same discard pile area) including the **Shh!** card he just drew. The cards in the discard pile cannot count towards that player's final card count when the game is over.
- Players continue drawing cards in this manner until all the cards are gone from the draw pile.
- The player with the most cards wins (not counting discarded cards).
- Shuffle and play again!

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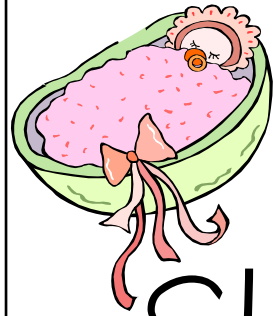




Shh!



Shh!



Shh!



Shh!



Shh!



Shh!