

ee/ea/y

Phonics Bundle

Word Cards

ee

ea

y

I Have Who Has ee/ea/y

I Have seek

I Have eat

I Have Freeze

I Have city

Who Has Free

Who Has city

Who Has eat

Who Has Fun

Write the words under the correct column.

ee

green

cheese

free

ea

seal

leaf

mean

#1 ee/ea/y Game Board

Start

End

5 4 3 2 1

need sleeve heap city feel sheep leak seat candy bunny sleep keep

pea jeep Feet eat dream funny snip peak leaf three seek

deal beach team bean tease baby city sheet

Use "ee" in the middle and sometimes at the end of a word

Use "ea" in the middle and sometimes at the beginning or end of a word

Use "y" at the end of a word

Glimb & Slide

End	deal	three	teeth	greet	greed	street	candy
need	screen	sneak	pea	keep	queen	meat	
gleam	sheet	cream	leak	creek	fleece	ease	
sunny	cheap	feel	bead	flea	sleeve	bean	
speech	seat	meal	candy	heal	tree	seek	
tiny	leaf	cheese	sheep	peak	bunny	neat	
funny	sticky	beam	eat	freeze	jeep	week	
green	geese	bee	tease	shiny	very	team	
speak	lucky	east	see	baby	happy	sleep	
feet	beach	city	scream	sweep	cheat		
Start							

4-In-A-Row

three	bee	bead	flea	st
funny	family	ease	deep	che
cease	jeans	deal	heap	pea
each	lady	party	shiny	leak
in	clean	freeze	breeze	seed
seek	happy	sea	deal	

ee/ea/y Race to the Top

seek	cheep	duty	tiny	jeep	le
weed	sneak	feel	street	need	s
please	leak	bead	sweep	beam	
cheat	penny	bean	sorry	tease	
sheet	sticky	teeth	empty	burn	

BINGO

beam	peak	funny	sunny	three
neat	deal	meat	seat	jeep
cheese	team	trip	seek	candy
lucky	see	street	please	tiny
baby	happy	city	heal	leaf

Make, Take & Teach

Activities for Small Group Intervention

www.blog.maketaketeach.com

Directions

You Will Need:

NOTE: The amount of materials needed will depend upon how you are planning on using the activities. If using as center activities you may wish to attach all game board pieces (e.g. dice, pawns, chips) to each game which will require multiple pieces. If using as small group activities, you may just want to have the items on hand.

- Container to store your activities. The 15”L x 11 1/2”W x 3 1/4”H Sterilite container works great
- Baggies for storing chips, game pawns, word cards
- 8 Velcro dots
- Game pawns
- 1” loose leaf rings (word cards)
- colored file folders for the game boards
- dry erase markers
- dice
- (3) 3” plastic game board spinners (can be purchased through [Game Board Design](#)). A pencil and a paperclip can also be used as a spinner.
- Optional: brass clasps for attaching game pieces and word cards to the activities. Materials can also be stored in the container rather than attaching the materials to the activity.

Printing Directions:

- Print pages 7- 8 on cardstock single-sided
- Print pages 9 -16 on cardstock single-sided to double-sided
- Print pages 17 - 24 on cardstock single-sided
- Print pages 25 - 44 on cardstock single-sided to double-sided
- Print pages 45- 49 on cardstock single-sided
- Print pages 50- 63 on cardstock single-sided to double-sided
- Print page 64- 65 on cardstock single-sided
- Print pages 66 - 93 on cardstock single-sided to double-sided
- Print pages 94 - 110 on cardstock single-sided
- Print pages 111 - 120 on cardstock single-sided to double-sided
- Print pages 121 - 122 on cardstock single-sided
- Print pages 123- 132 on cardstock single-sided to double-sided
- Print pages 133- 144 on office paper single-sided
- Optional: Print page 145 on a full sheet Avery label

Assembly Directions:

Anchor Chart/Word List

- Laminate if desired

Write the Word

- laminate the templates
- cut the word cards and answer key along the dotted line and place each set in a baggie
- punch a hole in the upper right hand corner of the template and in upper right hand corner of the baggie. Attach the baggie using a brass clasp to the template as shown
- place a velcro dot (soft side) on the upper left hand corner of the answer key and the corresponding dot (rough side) on the back of the template. Attach the answer key to the template.



Race to the Top

- laminate the activity if desired
- place 15 colored bingo chips of one color and one dice in a baggie and attach to the game board with a brass clasp



Four In A Row

- laminate if desired
- place 30 bingo chips (15 of 2 colors) in the baggie and attach to the game board using a brass clasp



Bingo

- laminate if desired
- cut the bingo cards along the dotted line and place in a baggie

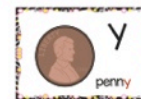
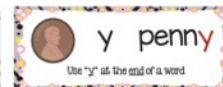
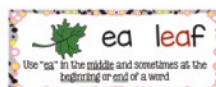
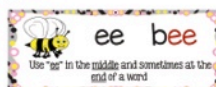


I Have Who Has

- laminate if desired
- cut the cards along the dotted line and place in a baggie

Word Sorting

- laminate if desired
- cut the sorting title cards and the word cards along the dotted line and place in a baggie



Word Cards

- laminate if desired
- cut the sorting cards along the dotted line
- punch a hole in the corner of each card
- bind each set together with a loose leaf ring

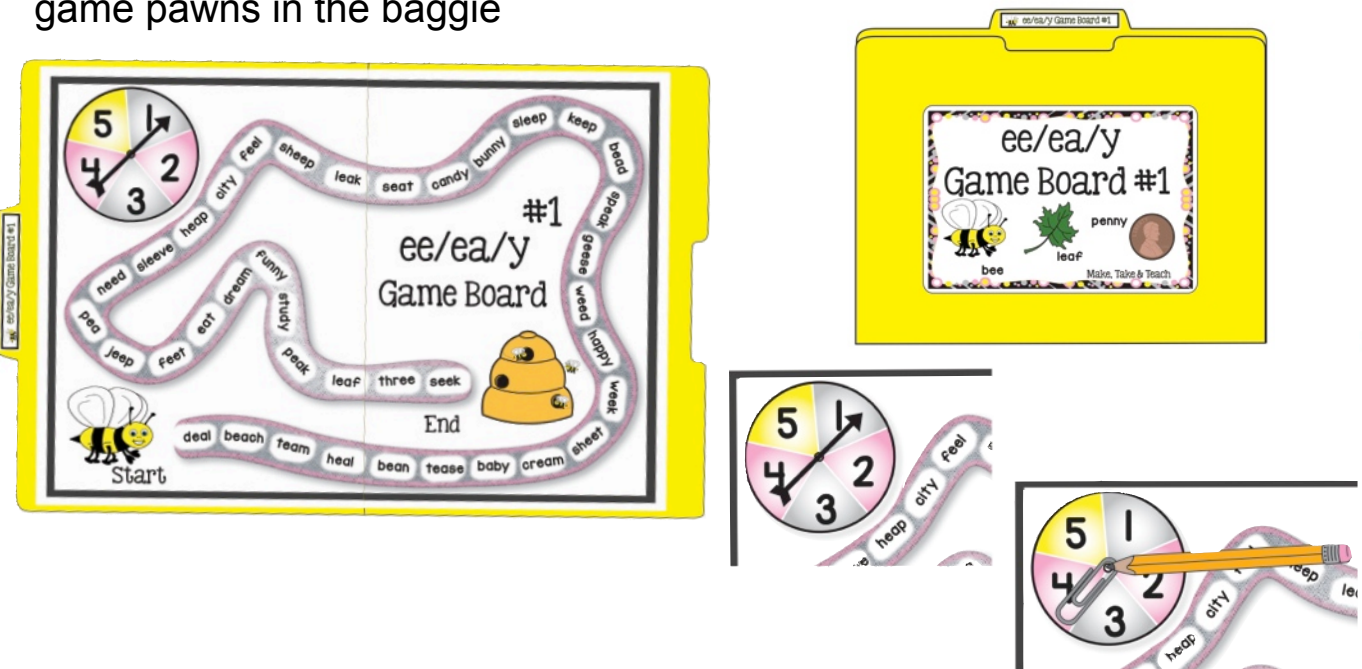
Dry Erase Phonics

- laminate the templates. Laminate the answer key if desired
- cut the answer keys along the dotted line
- place one side of a velcro dot in the upper left hand corner of the answer key and the other side of the dot on the back of the corresponding template. Adhere the answer key to the back side of the template



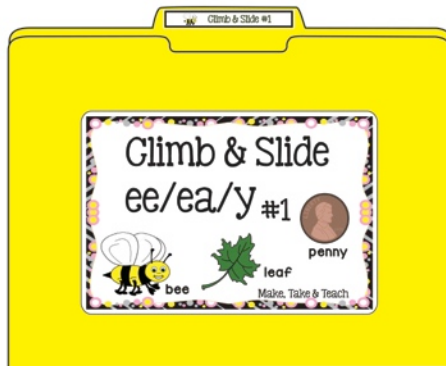
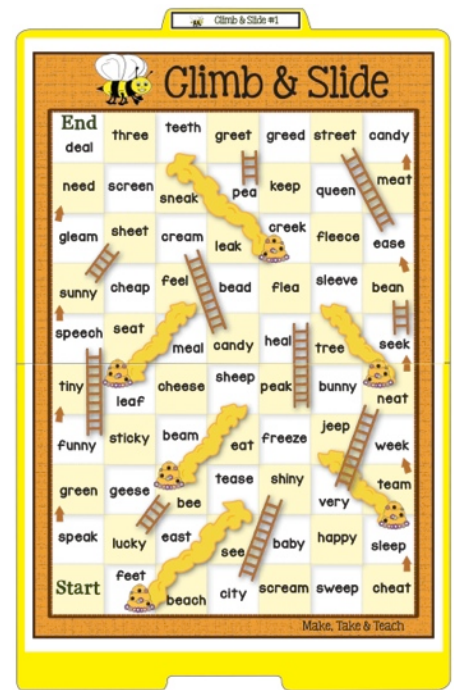
Game Boards

- cut the templates along the dotted line
- adhere the templates to the file folder as shown below
- laminate the file folder
- optional: adhere the spinner to the game board or use the pencil/paperclip
- place the game board pieces sticker on a baggie and place one die and 2-3 game pawns in the baggie



Climb & Slide

- cut the templates along the dotted line
- adhere the templates to the file folder as shown below
- laminate the file folder



Bump

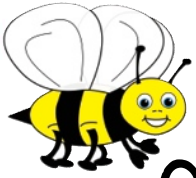
- laminate the template
- place 16 bingo chips (8 of two colors) in a baggie and attach to the game board with a brass clasp

Label

- adhere the label to the container



Word List- ee/ea/y



ee

feet seed
green bleed
jeep cheek
queen deep
screen weep
seek keep
sheep feel
sleeve sweep
speech three
street bee
week see
sheet tree
greed leek
cheese breeze
creek creep
fleece sweet
greet squeeze
teeth between
freeze thirteen
geese free
weed agree
need sleet
sleep

ea



eat meat each
beach dream peach
beam please reach
ease team teach
cheat pea lead
bead speak leaf
bean sea beak
flea seat weak
deal tease squeak
gleam heap deal
east peak heal
cream leaf
heal stream
lease leak
sneak neat
cheap beaver
leave meal
scream peace
squeel jeans
cream feast
dream real
bean sea
clean mean

y

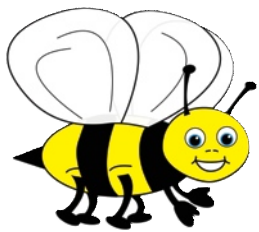


baby family
city lady
sticky hungry
funny party
sunny sorry
lucky money
candy celery
study dirty
bunny silly
tiny puppy
happy
very
shiny
penny
angry
army
berry
body
carry
cherry
copy
duty
empty

“ee”, “ea” and “y” make the long e sound

Use “ee” in the middle and sometimes at the end of a word

Use “ea” in the middle and sometimes at the beginning or end of a word



Use “y” at the end of a word



ee

ea

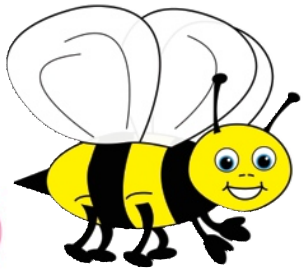
y

bee
sheep
teeth
weed
sweet

leaf
flea
leash
each
jeans

penny
baby
happy
cherry
candy

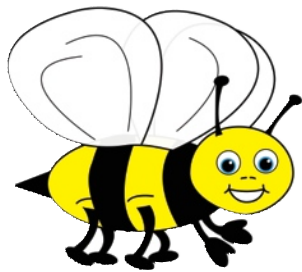
Write the words under the correct column.



ee

ea



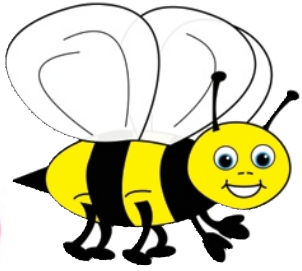


Directions

Write the Word

Order the number cards. Write the word for each card under the correct column. When all the words are written, check the answer key.

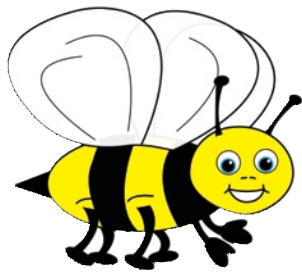
Write the words under the correct column.



ee

ea



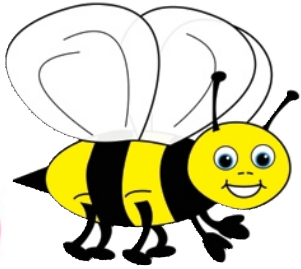


Directions

Write the Word

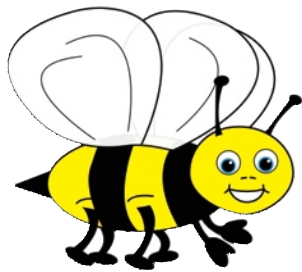
Order the number cards. Write the word for each card under the correct column. When all the words are written, check the answer key.

Write the words under the correct column.



ee

y

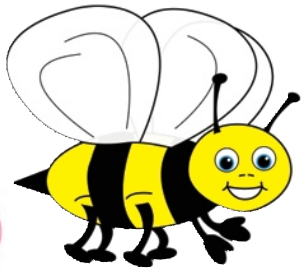


Directions

Write the Word

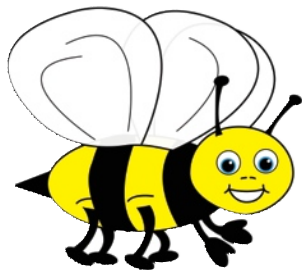
Order the number cards. Write the word for each card under the correct column. When all the words are written, check the answer key.

Write the words under the correct column.



ea

y



Directions

Write the Word

Order the number cards. Write the word for each card under the correct column. When all the words are written, check the answer key.

1

gr__n

Set 1

2

s__l

Set 1

3

ch__se

Set 1

4

fr__

Set 1

5

l__f

Set 1

6

m__n

Set 1

7

tr__

Set 1

8

t__th

Set 1

9

n__t

Set 1

10

__t

Set 1

11

d__p

Set 1

12

sn__k

Set 1

13

-st

Set 1

14

fr__ze

Set 1

Answer Key

Set 1

ee

ea

green

seal

cheese

leaf

free

mean

tree

neat

teeth

eat

deep

sneak

freeze

east

1

d_l

Set 2

2

squ_k

Set 2

3

_ch

Set 2

4

p_ce

Set 2

5

bl_d

Set 2

6

g_se

Set 2

7

b_d

Set 2

8

ch_k

Set 2

9

n_t

Set 2

10

r_ch

Set 2

11

br_ze

Set 2

12

n_d

Set 2

13

sh _ _ t

Set 2

14

_ _ sh

Set 2

Answer Key

Set 2

ee

ea

squeek

deal

bleed

each

geese

peace

cheek

bead

breeze

neat

need

reach

sheet

leash

1

sl_p

Set 3

2

tin_

Set 3

3

cit_

Set 3

4

ver_

Set 3

5

w_d

Set 3

6

n_d

Set 3

7

sw_t

Set 3

8

cop_

Set 3

9

lad_

Set 3

10

bod_

Set 3

11

t_th

Set 3

12

bl_d

Set 3

13

happ__

Set 3

14

cr__k

Set 3

Answer Key

Set 3

ee

y

sleep

tiny

weed

city

need

very

sweet

copy

teeth

lady

bleed

body

creek

happy

1

b__n

Set 4

2

t__ch

Set 4

3

l__f

Set 4

4

sorr__

Set 4

5

happ__

Set 4

6

shin__

Set 4

7

stick__

Set 4

8

p__ch

Set 4

9

h__t

Set 4

10

luck__

Set 4

11

bab__

Set 4

12

n__t

Set 4

13

sunn_ _

Set 4

14

s_ _t

Set 4

Answer Key

Set 4

ee

ea

bean

sorry

teach

happy

leaf

shiny

peach

sticky

heat

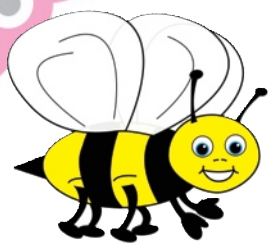
lucky

neat

baby

seat

sunny



ee/ea/y



Race to the Top

sunny	tiny	pea	geese	sleep	east
penny	cream	bleed	peach	heal	meal
army	sneak	deal	cheap	each	bee
tea	lead	leash	body	empty	sleet
free	reach	beak	angry	carry	dream
					

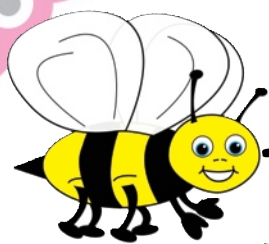
Make, Take & Teach



Directions

Race to the Top

Provide each student with a game board, bingo chips and a die. Players take turns rolling the die, reading the word above the number rolled and then placing a chip on the square. The first player to complete a column wins the game.



ee/ea/y



Race to the Top

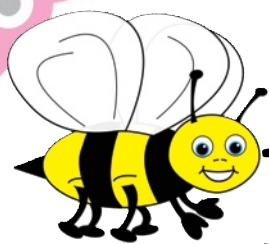
three	week	queen	peach	lucky	see
sleep	flea	east	body	speak	need
ease	seat	peak	very	fleece	baby
team	candy	pea	deal	greet	meat
funny	heal	cheese	sunny	neat	city
					



Directions

Race to the Top

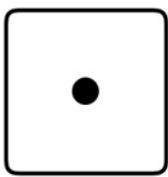
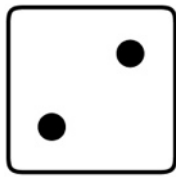


Provide each student with a game board, bingo chips and a die. Players take turns rolling the die, reading the word above the number rolled and then placing a chip on the square. The first player to complete a column wins the game.



ee/ea/y



Race to the Top

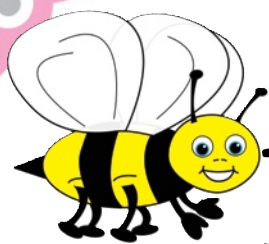
seek	cheep	duty	tiny	jeep	leaf
weed	sneak	feel	street	need	study
please	leak	bead	sweep	beam	gleam
cheat	penny	bean	sorry	tease	sea
sheet	sticky	teeth	empty	bunny	feet
					



Directions

Race to the Top

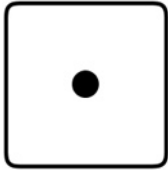
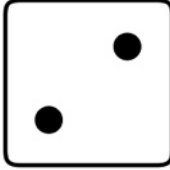




Provide each student with a game board, bingo chips and a die. Players take turns rolling the die, reading the word above the number rolled and then placing a chip on the square. The first player to complete a column wins the game.



ee/ea/y



Race to the Top

meal	creek	sweet	copy	beam	jeans
seam	beach	free	family	leash	fleece
party	sheep	dream	carry	seat	sweep
berry	tree	heap	deal	peak	candy
carry	three	sleeve	peach	teach	lady
					

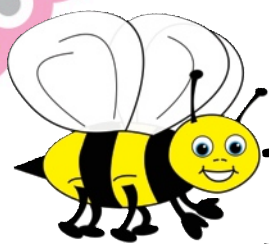
Make, Take & Teach



Directions

Race to the Top

Provide each student with a game board, bingo chips and a die. Players take turns rolling the die, reading the word above the number rolled and then placing a chip on the square. The first player to complete a column wins the game.



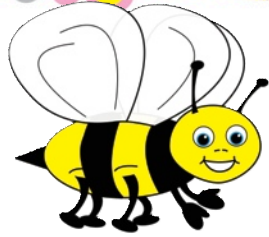
ee/ea/y



Race to the Top

funny	candy	sunny	sheep	eat	lucky
meat	green	tiny	feel	tree	keep
city	weed	leaf	three	see	seat
heap	sleep	leak	see	neat	creek
breeze	team	meal	pea	flea	east
					

Make, Take & Teach



Directions

Race to the Top

Provide each student with a game board, bingo chips and a die. Players take turns rolling the die, reading the word above the number rolled and then placing a chip on the square. The first player to complete a column wins the game.



4-In-A-Row

ee/ea/y

feet

dream

peach

baby

weak

jeep

real

candy

leaf

bead

lady

city

pea

keep

sheet

fleece

heap

tiny

angry

meal

weed

cherry

sea

mean

body

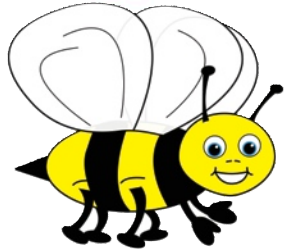
sleep

clean

eat

funny

very



Directions 4 In A Row

Provide each student with approximately 10 chips of the same color. Students take turns reading the word and placing a chip in the square. The first student to get 4 of their colored chips in a row either horizontally, vertically or diagonally wins the game. Players must be careful not to block their opponent while trying to get their own 4-In-A-Row.



4-In-A-Row ee/ea/y

ease

queen

week

shiny

neat

free

sleet

heal

east

reach

team

lucky

sunny

duty

feast

sweet

sweep

bee

cheat

deep

sorry

bunny

squeak

seat

sea

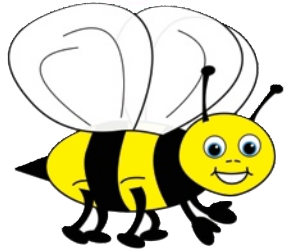
sheep

leave

cheap

bean

party



Directions 4 In A Row

Provide each student with approximately 10 chips of the same color. Students take turns reading the word and placing a chip in the square. The first student to get 4 of their colored chips in a row either horizontally, vertically or diagonally wins the game. Players must be careful not to block their opponent while trying to get their own 4-In-A-Row.



4-In-A-Row

ee/ea/y

sheep

see

tree

beach

deal

sneak

leave

jeans

very

happy

sticky

teach

lead

gleam

greed

cheese

creek

teeth

heal

leaf

study

money

speak

seek

flea

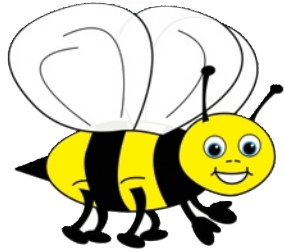
creep

geese

clean

mean

empty



Directions 4 In A Row

Provide each student with approximately 10 chips of the same color. Students take turns reading the word and placing a chip in the square. The first student to get 4 of their colored chips in a row either horizontally, vertically or diagonally wins the game. Players must be careful block their opponent while trying to get their own 4-In-A-Row.



4-In-A-Row

ee/ea/y

each

bean

seat

sweep

feel

keep

very

berry

copy

sorry

baby

city

meat

dream

team

pea

green

creek

need

cream

bunny

penny

carry

beak

tease

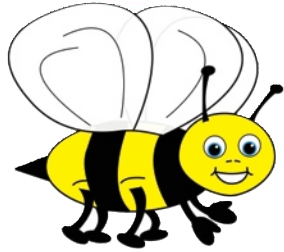
cheap

tree

street

jeep

eat



Directions 4 In A Row

Provide each student with approximately 10 chips of the same color. Students take turns reading the word and placing a chip in the square. The first student to get 4 of their colored chips in a row either horizontally, vertically or diagonally wins the game. Players must be careful block their opponent while trying to get their own 4-In-A-Row.



4-In-A-Row

ee/ea/y

three

bee

bead

flea

sticky

funny

family

ease

deep

cheek

peace

jeans

deal

heap

peak

peach

lady

party

shiny

leak

bean

clean

freeze

breeze

seed

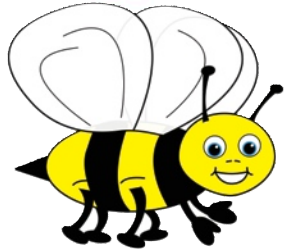
feet

seek

happy

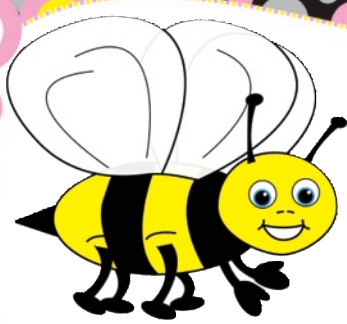
sea

deal



Directions 4 In A Row

Provide each student with approximately 10 chips of the same color. Students take turns reading the word and placing a chip in the square. The first student to get 4 of their colored chips in a row either horizontally, vertically or diagonally wins the game. Players must be careful block their opponent while trying to get their own 4-In-A-Row.



BINGO

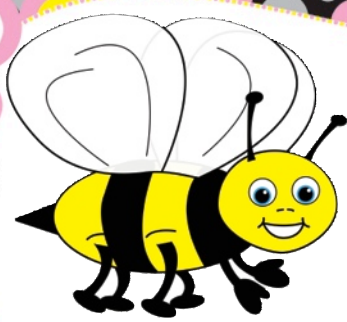


ee/ea/y



feet	candy	sticky	team	city
very	flea	geese	eat	sea
creek	bean	FREE	keep	sheep
pea	baby	bead	sleep	east
bee	sneak	tree	see	green

Make, Take & Teach



BINGO

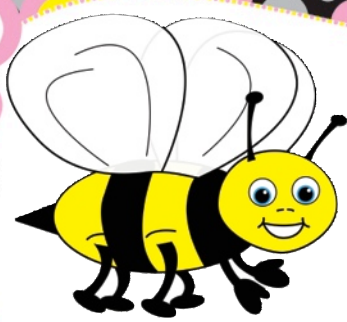


ee/ea/y



beam	peak	funny	sunny	three
neat	deal	meat	seat	jeep
cheese	team	FREE	seek	candy
lucky	see	street	please	tiny
baby	happy	city	heal	leaf

Make, Take & Teach



BINGO

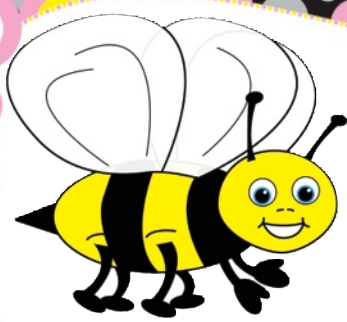


ee/ea/y



feet	bead	funny	seek	sheep
penny	neat	tree	shiny	heal
eat	leak	FREE	green	bee
street	meat	tiny	geese	seat
peak	see	bunny	keep	sticky

Make, Take & Teach



BINGO

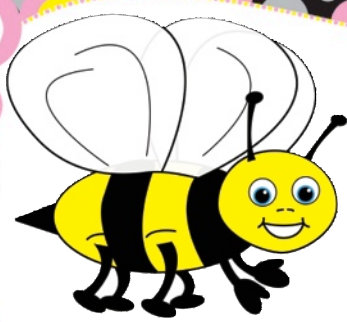


ee/ea/y



see	east	deal	funny	sunny
seek	sleep	keep	three	bee
tree	baby	FREE	meat	dream
sneak	leak	leaf	creek	cheese
jeep	green	feet	heal	lucky

Make, Take & Teach



BINGO

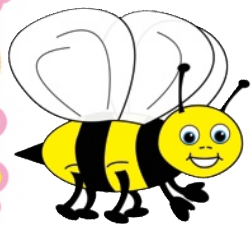


ee/ea/y



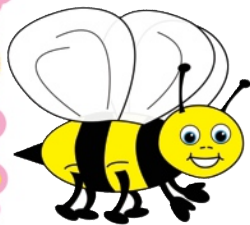
tiny	happy	team	pea	sheep
eat	beam	dream	sneak	candy
cheese	bean	FREE	penny	sea
lucky	seat	jeep	three	keep
sunny	bead	meat	geese	flea

Make, Take & Teach



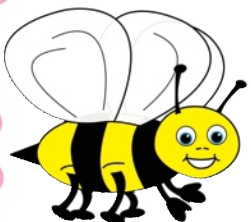
BINGO

Calling
Cards



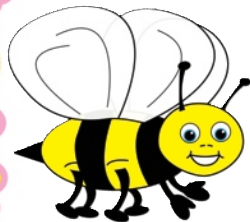
BINGO

Calling
Cards



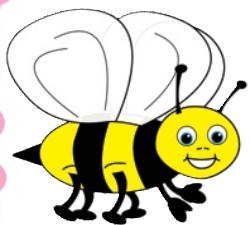
BINGO

Calling
Cards



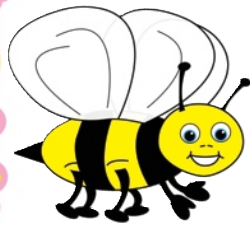
BINGO

Calling
Cards



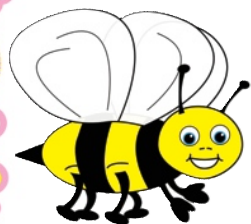
BINGO

Calling
Cards



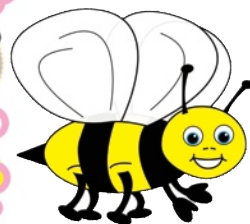
BINGO

Calling
Cards



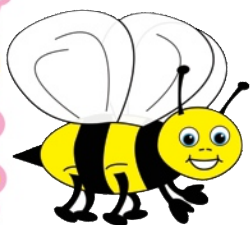
BINGO

Calling
Cards



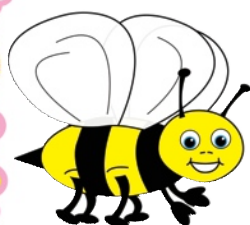
BINGO

Calling
Cards



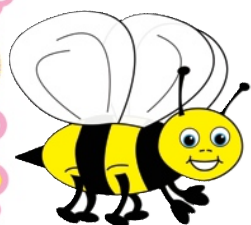
BINGO

Calling
Cards



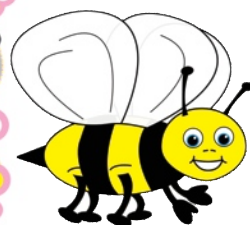
BINGO

Calling
Cards



BINGO

Calling
Cards



BINGO

Calling
Cards

feet

green

jeep

seek

sheep

street

cheese

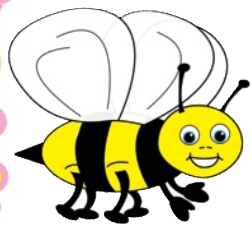
creek

geese

sleep

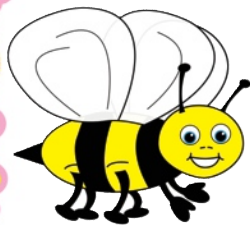
keep

three



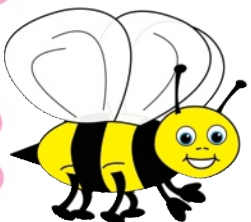
BINGO

Calling
Cards



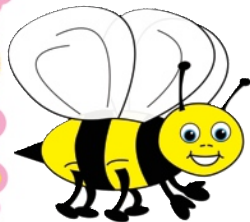
BINGO

Calling
Cards



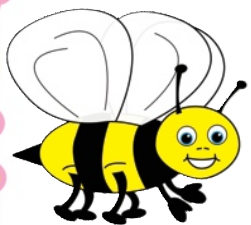
BINGO

Calling
Cards



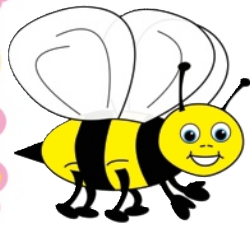
BINGO

Calling
Cards



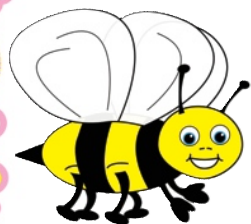
BINGO

Calling
Cards



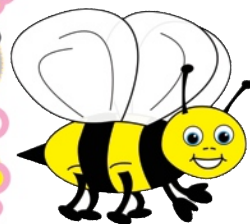
BINGO

Calling
Cards



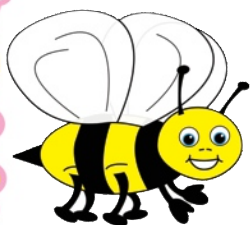
BINGO

Calling
Cards



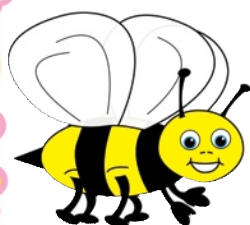
BINGO

Calling
Cards



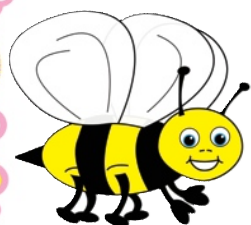
BINGO

Calling
Cards



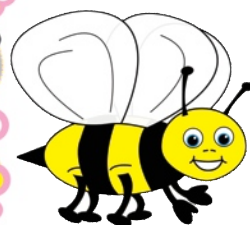
BINGO

Calling
Cards



BINGO

Calling
Cards



BINGO

Calling
Cards

bee

see

tree

eat

beam

bead

bean

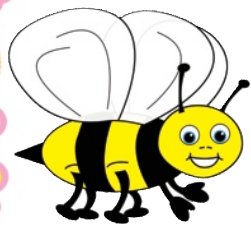
flea

deal

east

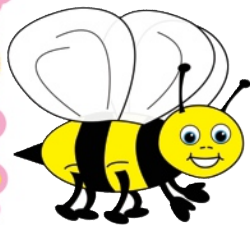
heal

sneak



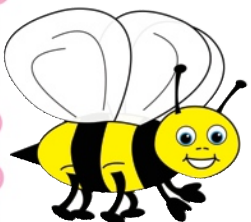
BINGO

Calling
Cards



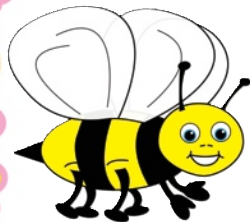
BINGO

Calling
Cards



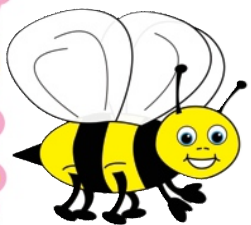
BINGO

Calling
Cards



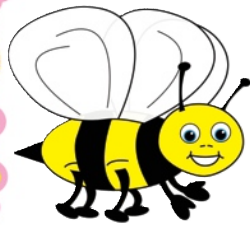
BINGO

Calling
Cards



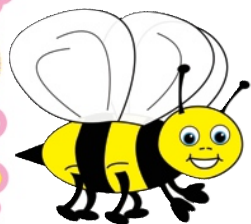
BINGO

Calling
Cards



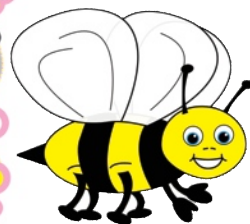
BINGO

Calling
Cards



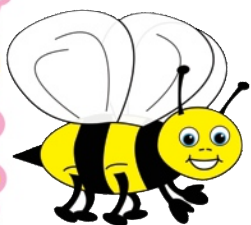
BINGO

Calling
Cards



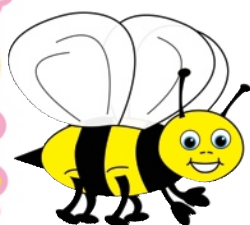
BINGO

Calling
Cards



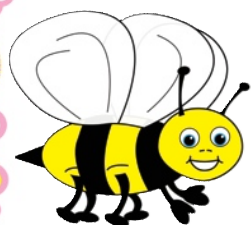
BINGO

Calling
Cards



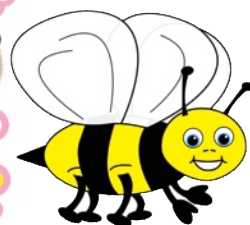
BINGO

Calling
Cards



BINGO

Calling
Cards



BINGO

Calling
Cards

meat

dream

please

team

pea

sea

seat

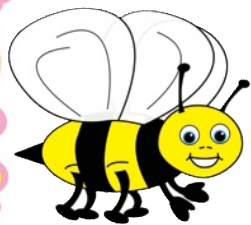
peak

leaf

leak

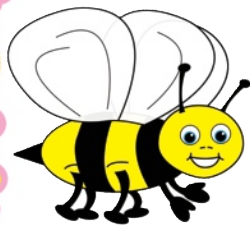
neat

baby



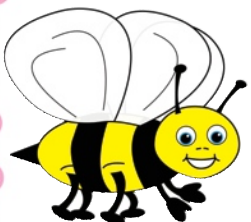
BINGO

Calling
Cards



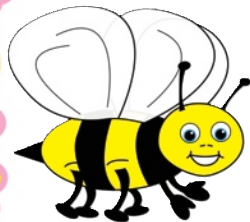
BINGO

Calling
Cards



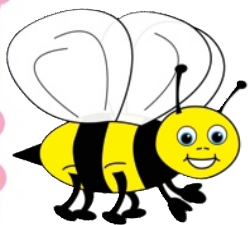
BINGO

Calling
Cards



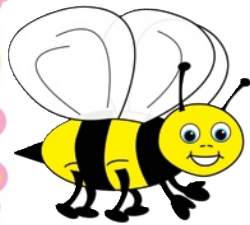
BINGO

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Cards



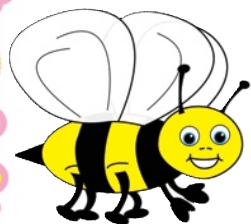
BINGO

Calling
Cards



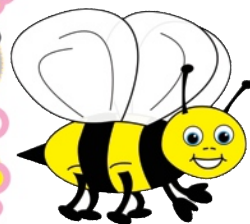
BINGO

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Cards



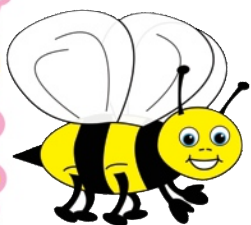
BINGO

Calling
Cards



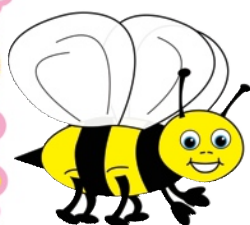
BINGO

Calling
Cards



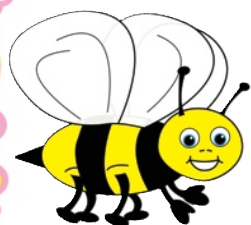
BINGO

Calling
Cards



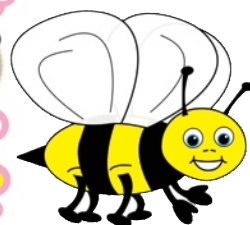
BINGO

Calling
Cards



BINGO

Calling
Cards



BINGO

Calling
Cards

city

sticky

funny

sunny

lucky

candy

bunny

tiny

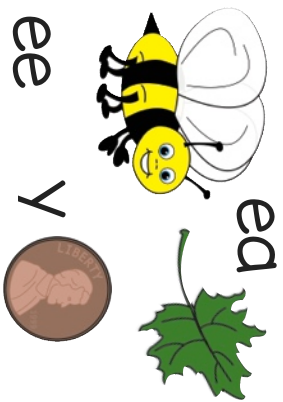
happy

very

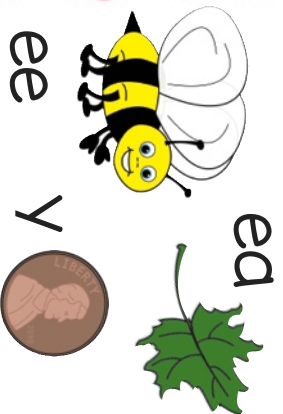
shiny

penny

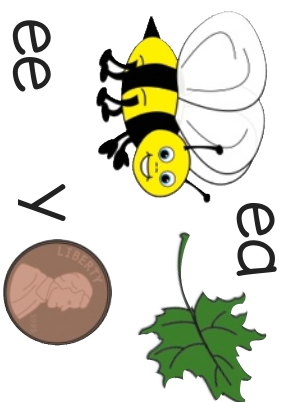
I HAVE
WHO HAS
ee/ea/y



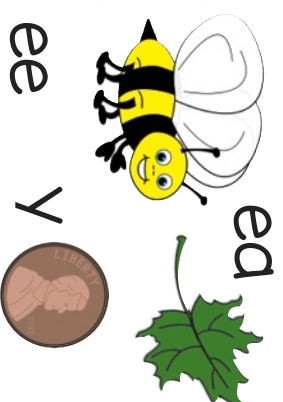
I HAVE
WHO HAS
ee/ea/y



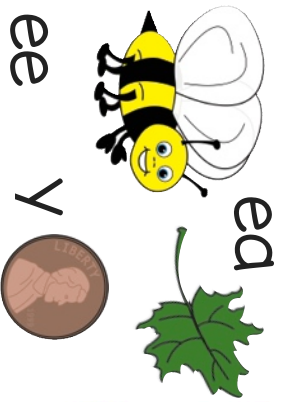
I HAVE
WHO HAS
ee/ea/y



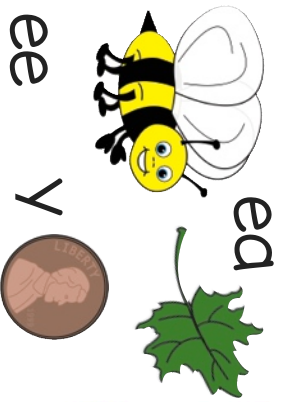
I HAVE
WHO HAS
ee/ea/y



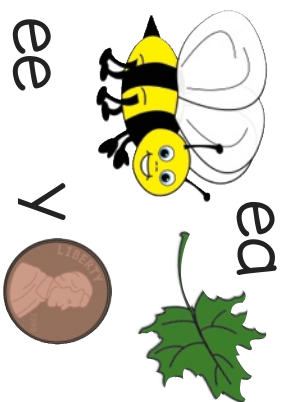
I HAVE
WHO HAS
ee/ea/y



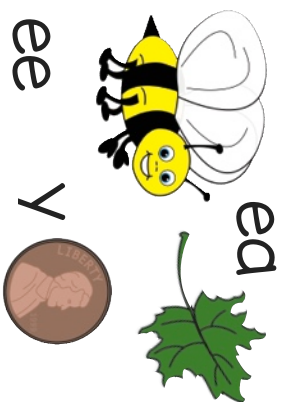
I HAVE
WHO HAS
ee/ea/y



I HAVE
WHO HAS
ee/ea/y



I HAVE
WHO HAS
ee/ea/y



I Have

sleep

I Have

funny

I Have

eat

START

I Have
seek

Who Has

keep

Who Has

ped

Who Has

city

Who Has

freeze

I Have

keep

I Have

ped

I Have

city

I Have

freeze

Who Has

very

Who Has

sleep

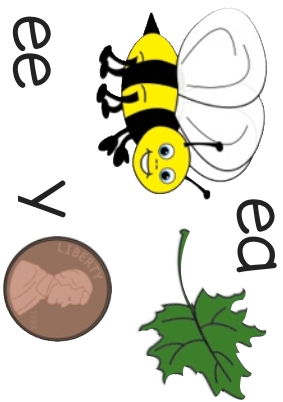
Who Has

funny

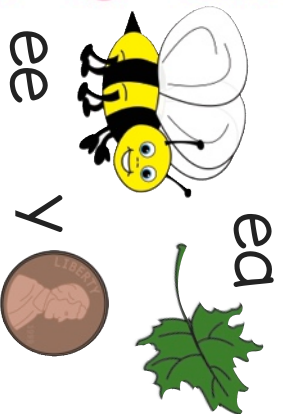
Who Has

eat

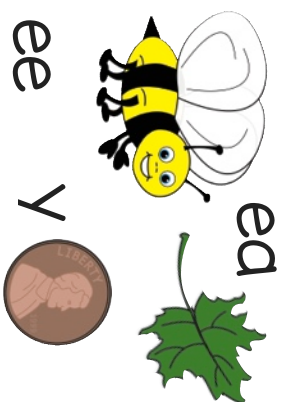
I HAVE
WHO HAS
ee/ea/y



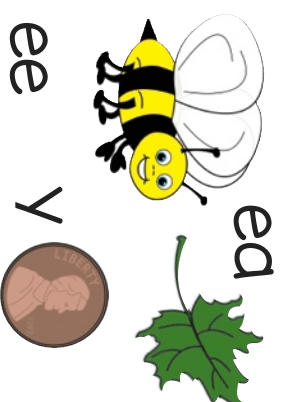
I HAVE
WHO HAS
ee/ea/y



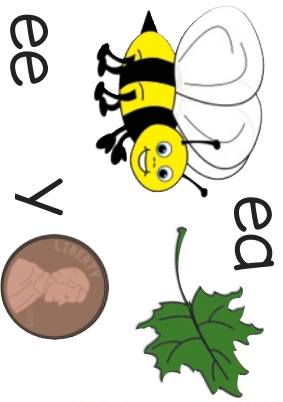
I HAVE
WHO HAS
ee/ea/y



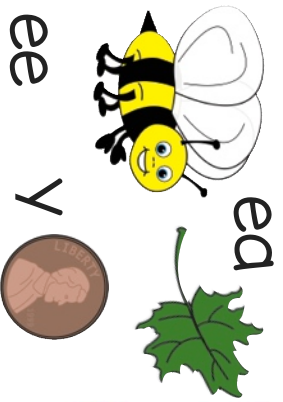
I HAVE
WHO HAS
ee/ea/y



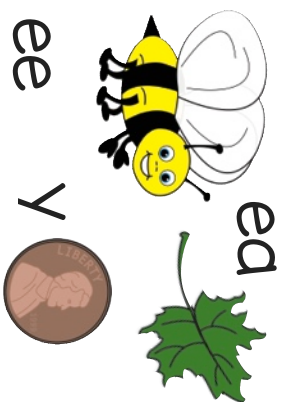
I HAVE
WHO HAS
ee/ea/y



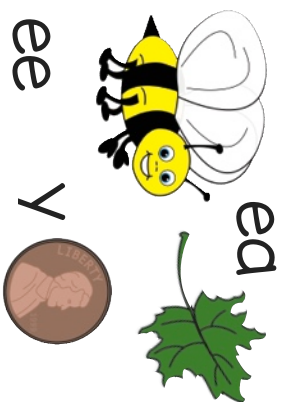
I HAVE
WHO HAS
ee/ea/y



I HAVE
WHO HAS
ee/ea/y



I HAVE
WHO HAS
ee/ea/y



I Have

I Have

I Have

I Have

flea

jeep

tiny

very

Who Has

Who Has

Who Has

Who Has

candy

green

east

happy

I Have

I Have

I Have

I Have

candy

green

east

happy

Who Has

Who Has

Who Has

Who Has

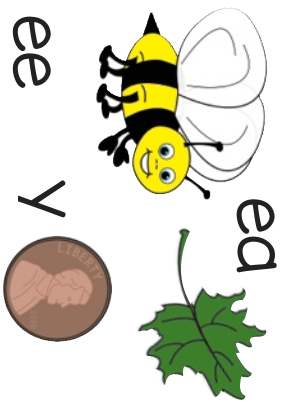
sticky

flea

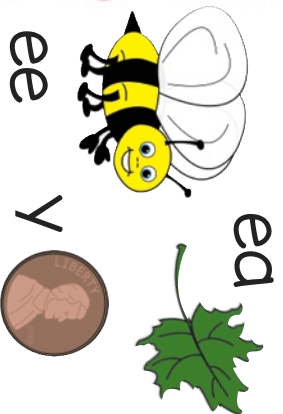
jeep

tiny

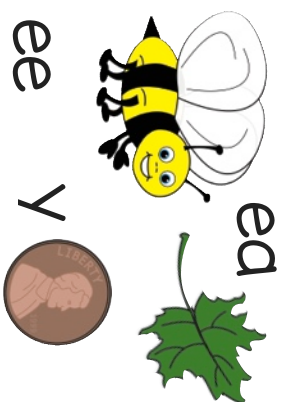
I HAVE
WHO HAS
ee/ea/y



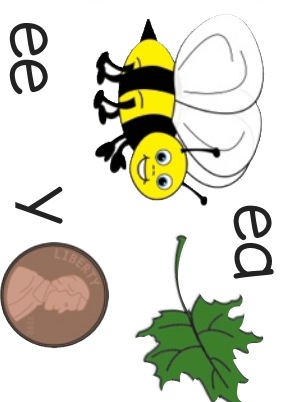
I HAVE
WHO HAS
ee/ea/y



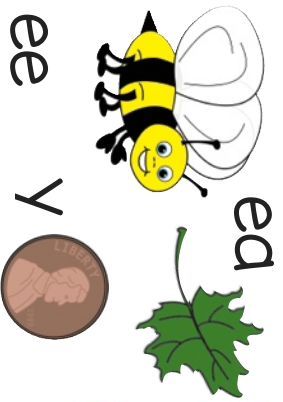
I HAVE
WHO HAS
ee/ea/y



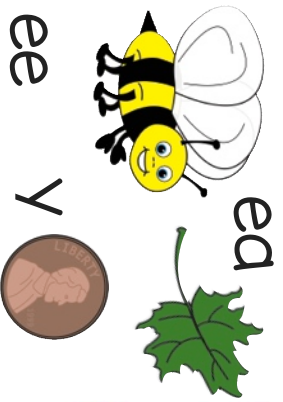
I HAVE
WHO HAS
ee/ea/y



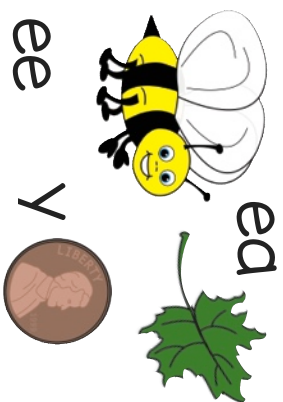
I HAVE
WHO HAS
ee/ea/y



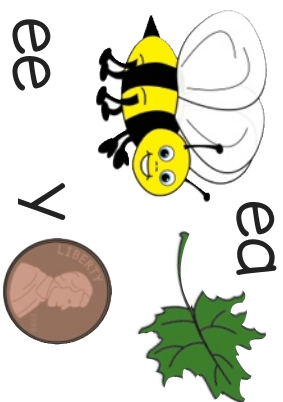
I HAVE
WHO HAS
ee/ea/y



I HAVE
WHO HAS
ee/ea/y



I HAVE
WHO HAS
ee/ea/y



I Have

I Have

I Have

I Have

week

teeth

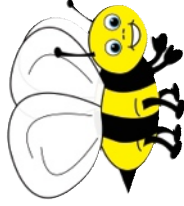
sea

sticky

END

Directions for Playing

I Have, Who Has



You will need 3-5 players for this game. Deal all cards to all players. Have players place cards in front of them on the table, words side up. The player to the right of the dealer reads one card (I have , who has), and then turns over the card. The player with the word, reads the words on the card and turns over his/her card. Play continues. The first player to have all cards flipped over wins the game.

I Have

I Have

I Have

sweep

neat

baby

Who Has

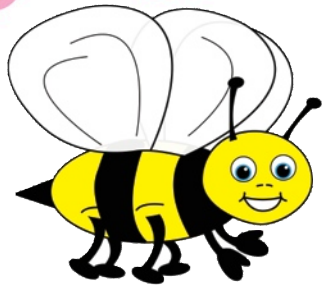
Who Has

Who Has

week

teeth

sea



ee bee

Use “ee” in the middle and sometimes at the end of a word



ea leaf

Use “ea” in the middle and sometimes at the beginning or end of a word



y penny

Use “y” at the end of a word

Directions- Word Sorting



happ__

__st

gr__n

ver__

cr__m

qu__n

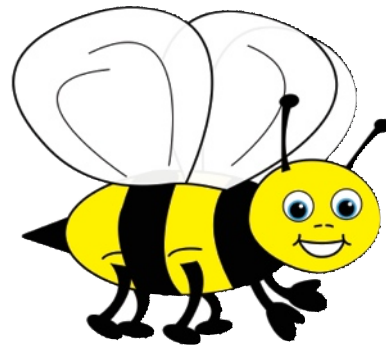
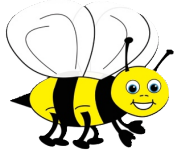
h__p

f__t

L__ve

Place the sorting headers on the table. Have the student decide which column the word should be placed. Students can write the "ee", "ea" or "y" on the card with a dry erase marker. Once the words have been sorted the students can check their answers by turning the cards over.

Word Sorting Cards



ee

bee

ea



leaf



y

penny

f__t

gr__n

j__p

qu__n

green

feet

queen

jeep

s__k

sh__p

sl__ve

sp__ch

str__t

w__k

sh__t

ch__se

sheep

seek

speech

sleeve

week

street

cheese

sheet

cr__k

gr__t

t__th

fr__ze

g__se

w__d

n__d

sl__p

greet

creek

freeze

teeth

weed

geese

sleep

need

s__d

ch__k

d__p

w__p

k__p

f__l

sw__p

thr__

cheek

seed

weep

deep

feel

keep

three

sweep

thr__

b__

s__

tr__

br__ze

sw__t

fr__

agr__

bee

three

tree

see

sweet

breeze

agree

free

__t

b__ch

b__m

__se

ch__t

b__d

b__n

fl__

beach

eat

ease

beam

bead

cheat

flea

bean

d_l

_st

cr_m

h_p

sn_k

ch_p

l_ve

cr_m

east

deal

heap

cream

cheap

sneak

cream

leave

dr__m

b__n

cl__n

m__t

dr__m

t__m

p__

sp__k

bean

dream

meat

clean

team

dream

speak

pea

m__l

s__t

t__se

h__p

p__k

l__f

l__k

n__t

seat

meal

heap

tease

leaf

peak

neat

leak

p__ce

j__ns

f__st

l__ve

__ch

p__ch

r__ch

t__ch

jeans

peace

leave

feast

peach

each

teach

reach

l_d

l_f

b_k

squ_k

d_l

r_l

bab__

cit__

leaf

lead

squeak

beak

real

deal

city

baby

stick__

funn__

sun__

luck__

cand__

stud__

bunn__

tin__

funny

sticky

lucky

sunny

study

candy

tiny

bunny

happ__

ver__

shin__

penn__

angr__

arm__

berr__

bod__

very

happy

penny

shiny

army

angry

body

berry

carr__

cherr__

cop__

dut__

empt__

famil__

lad__

sorr__

cherry

carry

duty

copy

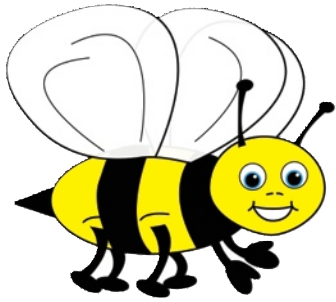
family

empty

sorry

lady

Word Cards



ee

Word Cards

ea



Word Cards



y

feet

green

jeep

queen

screen

seek

sheep

sleeve

speech

street

week

sheet

greed

cheese

creek

fleece

greet

teeth

freeze

geese

weed

need

sleep

keep

feel

sweep

three

bee

see

tree

leek

breeze

seed

bleed

cheek

deep

weep

creep

sweet

squeeze

between

thirteen

free

agree

sleet

eat

beach

beam

ease

cheat

bead

bean

flea

deal

gleam

east

cream

heal

leash

lease

sneak

cheap

leave

meal

meat

dream

please

team

pea

speak

seal

seat

tease

heap

peak

leaf

stream

leak

heat

beaver

tea

each

peach

reach

teach

lead

leaf

beak

weak

deal

heal

real

jeans

feast

leave

sea

mean

squeal

cream

clean

baby

city

sticky

funny

sunny

lucky

candy

study

bunny

tiny

happy

very

shiny

penny

angry

army

berry

body

carry

cherry

copy

duty


empty

family

lady



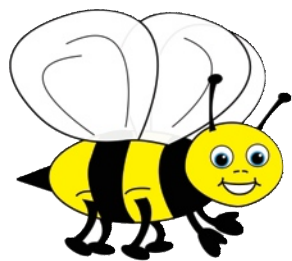
hungry



party



sorry



Dry Erase Phonics

Write "ee" or "ea" to make the word.

gr ___ n

b ___ n

b ___ ch

b ___ k

l ___ ve

sh ___ t

n ___ d

tr ___

f ___ l

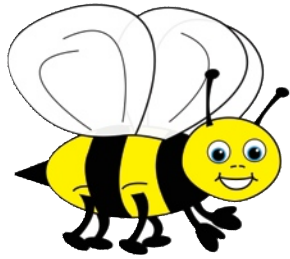
ch ___ se

l ___ k

s ___ t

n ___ t

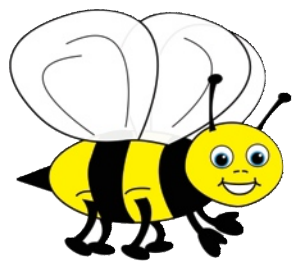
k ___ p



Directions

Dry Erase Phonics

Write either ee or ea to complete the word.
When completed, check your answer with the
answer key.



Dry Erase Phonics

Write "ee" or "y" to make the word.

g ___ se

b ___

luck ___

s ___ d

bunn ___

w ___ k

str ___ t

cit ___

t ___ th

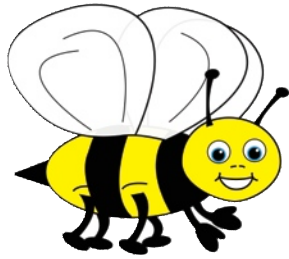
cand ___

ver ___

lad ___

empt ___

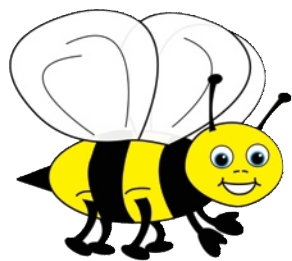
d ___ p



Directions

Dry Erase Phonics

Write either ee or y to complete the word.
When completed, check your answer with the
answer key.



Dry Erase Phonics

Write "ea" or "y" to make the word.

j _____ ns

shin _____

cop _____

p _____ k

cherr _____

r _____ l

sp _____ k

happ _____

h _____ p

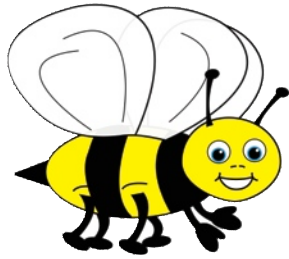
bab _____

m _____ t

angr _____

tin _____

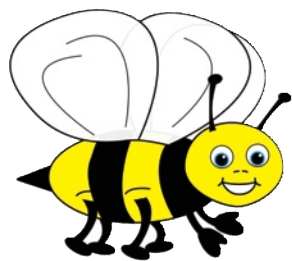
w _____ k



Directions

Dry Erase Phonics

Write either ea or y to complete the word.
When completed, check your answer with the
answer key.



Dry Erase Phonics

Write "ee" or "ea" to make the word.

b ___ ds cr ___ k

p ___ ch n ___ d

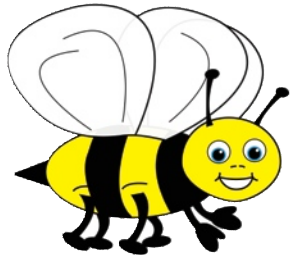
sh ___ p sw ___ p

str ___ t t ___ ch

d ___ l r ___ l

s ___ t gr ___ t

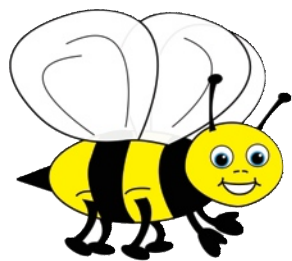
t ___ m s ___



Directions

Dry Erase Phonics

Write either ee or ea to complete the word.
When completed, check your answer with the
answer key.



Dry Erase Phonics

Write "ee" or "ea" to make the word.

s _ _ t cr _ _ m

sp _ _ ch gr _ _ n

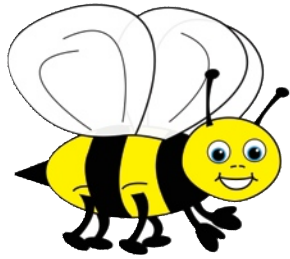
sw _ _ t fr _ _ ze

thr _ _ p _ _ k
top of a mountain

b _ _ n _ _ ch

s _ _ sl _ _ t
body of water

l _ _ d ch _ _ k



Directions

Dry Erase Phonics

Write either ee or ea to complete the word.
When completed, check your answer with the
answer key.

Dry Erase
Phonics

Set 1

green bean
beach beak
leave sheet
need tree
feel cheese
leak seat
neat keep

Dry Erase
Phonics

Set 2

geese bee
lucky seed
bunny week
street city
teeth candy
very lady
empty deep

Dry Erase
Phonics

Set 3

jeans shiny
copy peak
cherry real
speak happy
heap baby
meat angry
tiny weak

Dry Erase
Phonics
Set 4

beads creek
peach need
sheep sweep
street teach
deal read
seat greet
team see

Dry Erase
Phonics
Set 5

seat cream
speech green
sweet freeze
three peak
bean each
sea sleet
lead cheek

BUMP!



6
sheep

2
feet

eat
7

9
funny

10
happy

11
leave

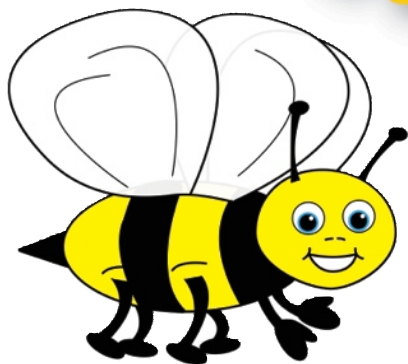
8
neat

4
copy

#1

5
tiny

3
carry



real
12

Directions

Each student will need 8 see-through counters of the same color and two dice. Players take turns rolling the dice, adding the numbers and covering the number with the counter. If their partner is already on that number, the player can bump the partner's counter and take their space. If the player is bumped, they must take back their marker. If the player rolls a number that has been already covered by their counter, another counter is placed on top and the space is locked and cannot be bumped. The first player to use all their counters first is the winner.

BUMP!



3
jeans

8
free

leaf
7

9
weed

4
heal

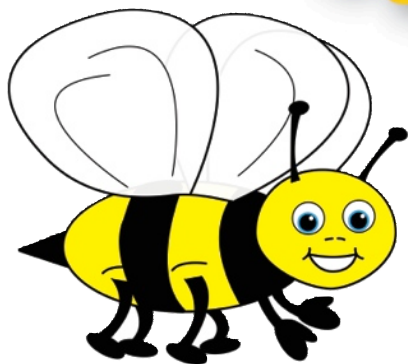
5
sneak

2
baby

10
weak

#2

11
lucky



feast
12

6
bean

Directions

Each student will need 8 see-through counters of the same color and two dice. Players take turns rolling the dice, adding the numbers and covering the number with the counter. If their partner is already on that number, the player can bump the partner's counter and take their space. If the player is bumped, they must take back their marker. If the player rolls a number that has been already covered by their counter, another counter is placed on top and the space is locked and cannot be bumped. The first player to use all their counters first is the winner.

BUMP!



9
flea

neat
6

7
penny

2
gleam

peace

12
berry

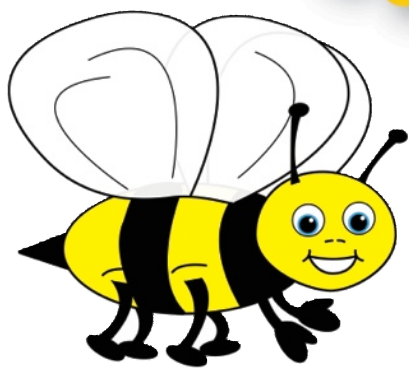
voice⁸

11

4
dream

#3

5
body



mean
10

3
shiny

Directions

Each student will need 8 see-through counters of the same color and two dice. Players take turns rolling the dice, adding the numbers and covering the number with the counter. If their partner is already on that number, the player can bump the partner's counter and take their space. If the player is bumped, they must take back their marker. If the player rolls a number that has been already covered by their counter, another counter is placed on top and the space is locked and cannot be bumped. The first player to use all their counters first is the winner.

BUMP!



6
reach

2
deal

sneak
7

9
lady

10
sea

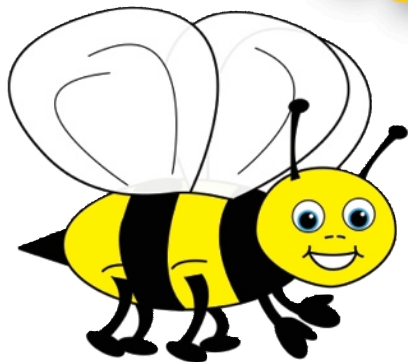
11
steam

8
real

#4

5
city

4
family



weak
12

3
teach

Directions

Each student will need 8 see-through counters of the same color and two dice. Players take turns rolling the dice, adding the numbers and covering the number with the counter. If their partner is already on that number, the player can bump the partner's counter and take their space. If the player is bumped, they must take back their marker. If the player rolls a number that has been already covered by their counter, another counter is placed on top and the space is locked and cannot be bumped. The first player to use all their counters first is the winner.

BUMP!



6
peach

11
sea

candy
7

4
tiny

12
team

2
cheat

5
heal

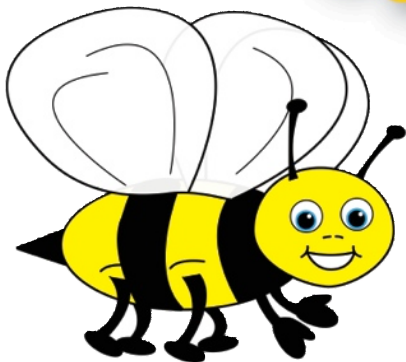
9
cream

#5

8
seed

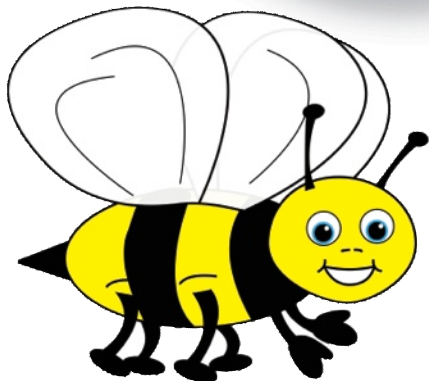
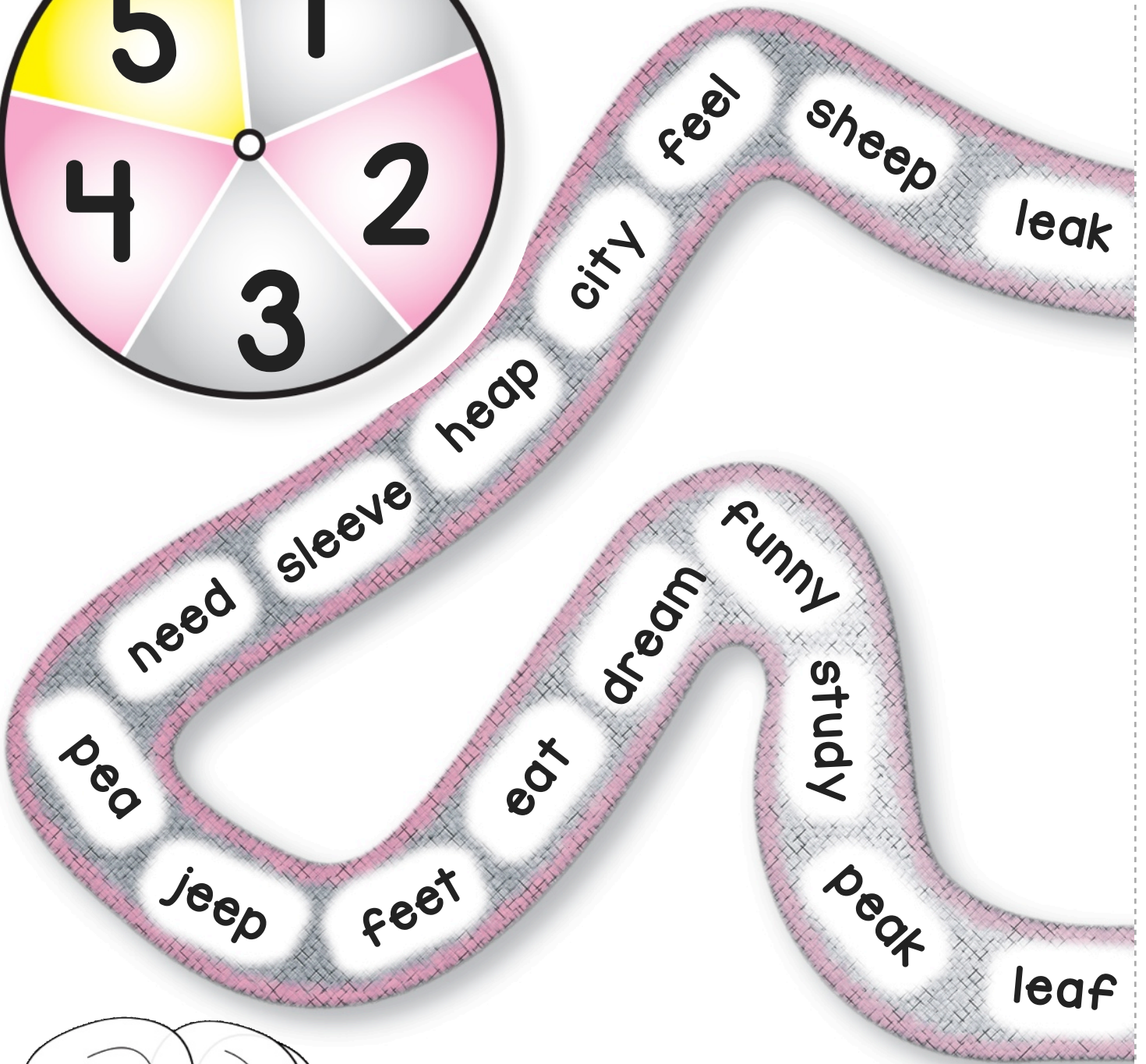
pea
10

3
tree

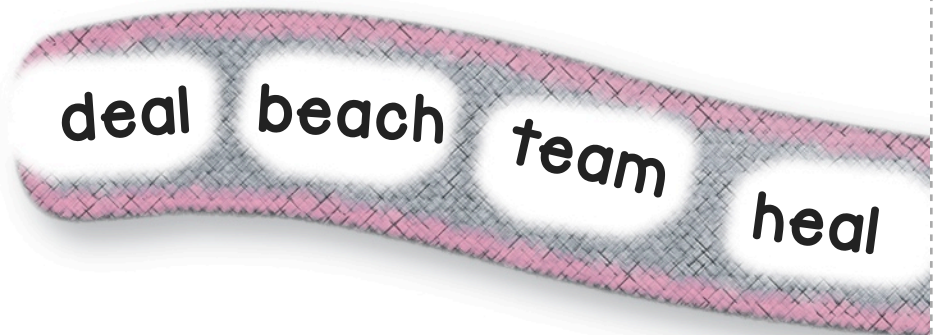


Directions

Each student will need 8 see-through counters of the same color and two dice. Players take turns rolling the dice, adding the numbers and covering the number with the counter. If their partner is already on that number, the player can bump the partner's counter and take their space. If the player is bumped, they must take back their marker. If the player rolls a number that has been already covered by their counter, another counter is placed on top and the space is locked and cannot be bumped. The first player to use all their counters first is the winner.



Start



seat

candy

bunny

sleep

keep

head

speak

geese

weed

happy

week

sheet

#1

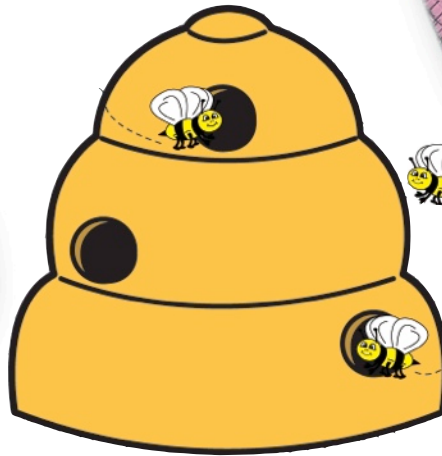
ee/ea/y

Game Board

three

seek

End



bean

tease

baby

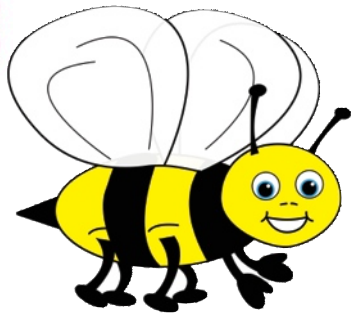
cream



ee/ea/y Game Board #1

ee/ea/y

Game Board #1



bee

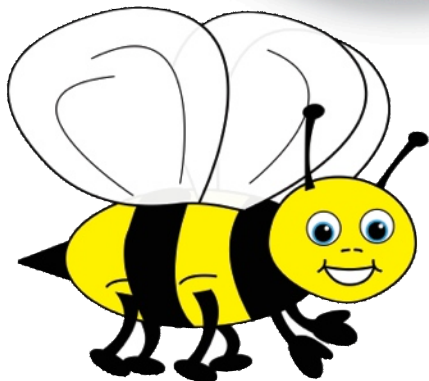
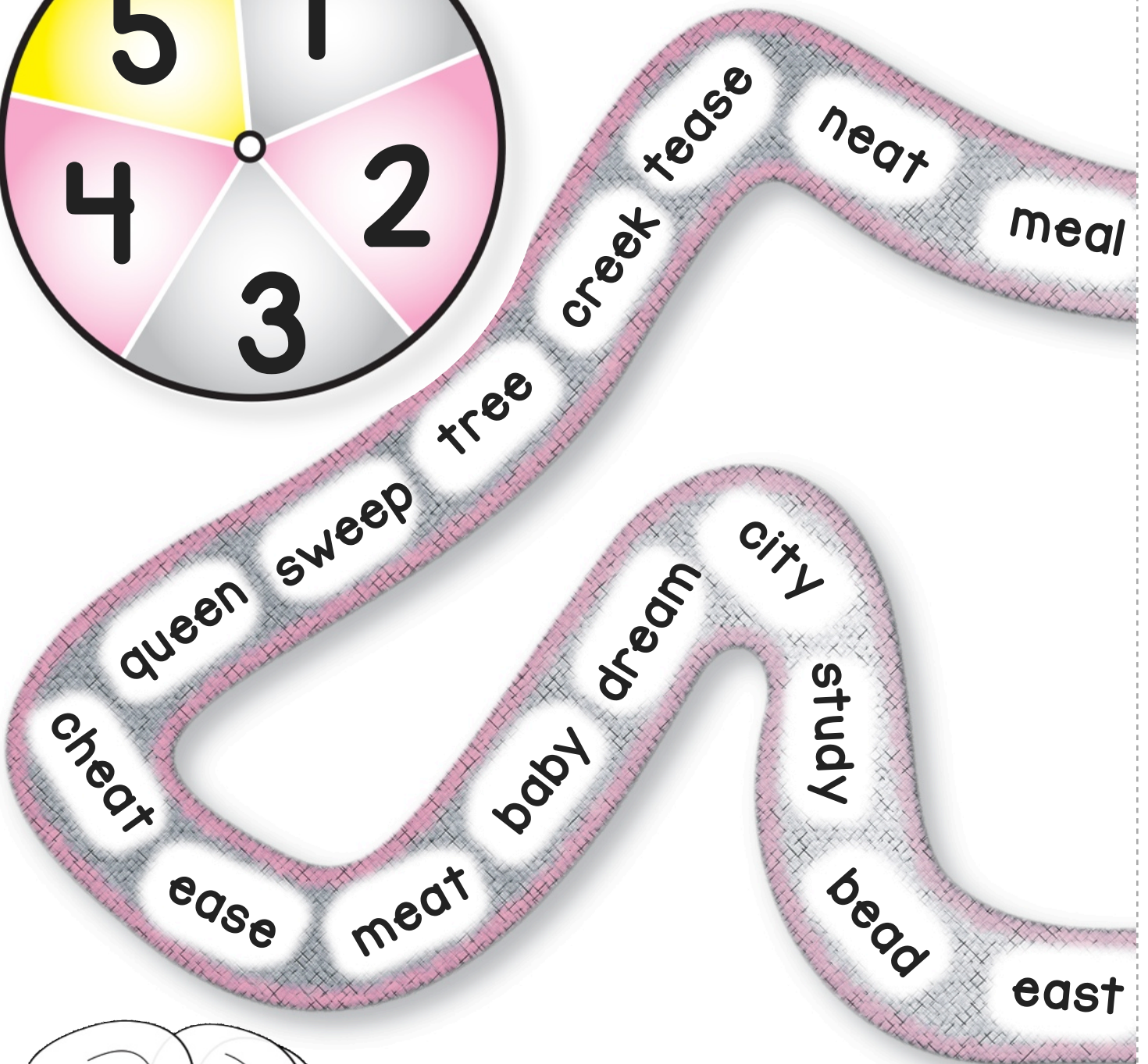


leaf

penny



Make, Take & Teach



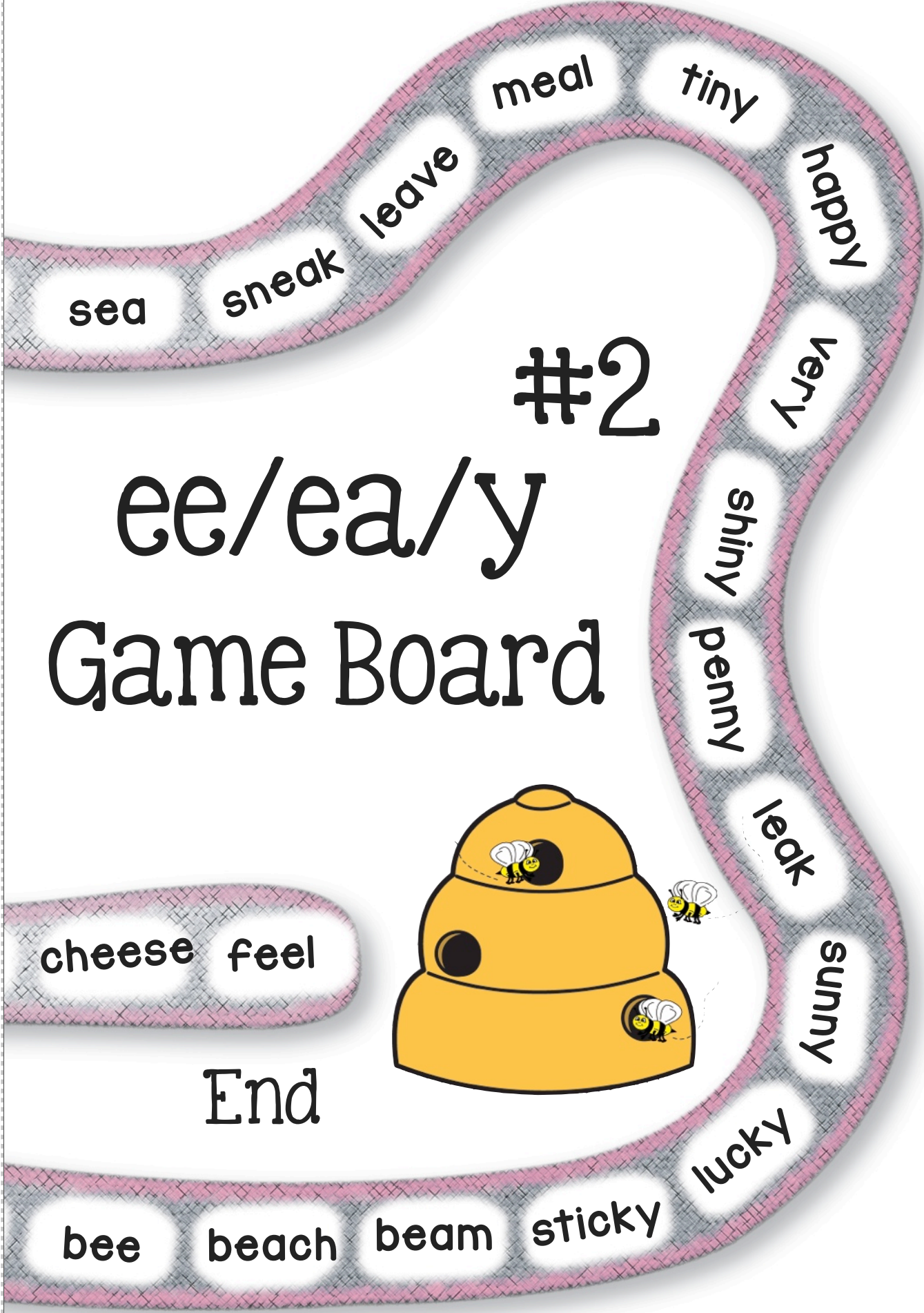
Start



#2

ee/ea/y

Game Board



End

cheese feel

bee beach beam sticky

lucky

sunny

leak

penny

shiny

very

happy

tiny

meal

leave

sneak

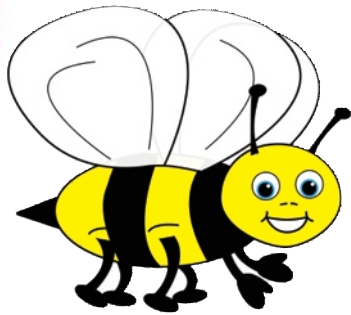
sea



ee/ea/y Game Board #2

ee/ea/y

Game Board #2



bee

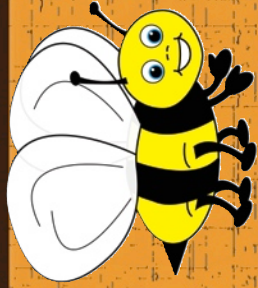


leaf

penny



Make, Take & Teach



Climb & Slide

A 10x10 grid game board with a yellow and white checkerboard pattern. The board contains various words and illustrations. A yellow path starts at the top-left and ends at the bottom-right. A bee is on the path at the intersection of the 5th row and 6th column. Ladders are placed on the path at several points, and arrows indicate the direction of movement.

End	teeth	greet	greed	street	candy
deal	three	sneak	keep	queen	meat
need	screen	cream	leak	fleece	ease
gleam	sheet	leak	creek	sleeve	bean
sunny	cheap	feel	flea	tree	seek
speech	seat	meal	heal	tree	seek

Additional words on the board: **meat**, **queen**, **fleece**, **sleeve**, **tree**, **seek**, **meat**, **queen**, **fleece**, **sleeve**, **tree**, **seek**, **meat**, **queen**, **fleece**, **sleeve**, **tree**, **seek**.

A word search grid with a yellow path and bee characters. The path starts at the bottom center and winds through the grid. The words are:

- Start
- tiny
- leaf
- cheese
- sheep
- peak
- bunny
- neat
- funny
- sticky
- beam
- freeze
- jeep
- week
- green
- geese
- tease
- shiny
- very
- team
- happy
- sleep
- lucky
- east
- see
- baby
- feet
- beach
- scream
- sweep
- cheat

Make, Take & Teach



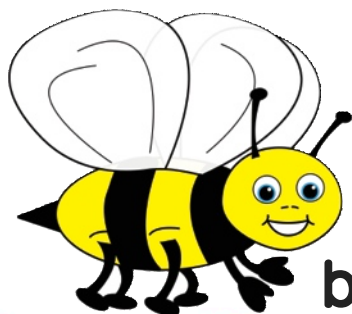
Glimb & Slide #1

Glimb & Slide

ee/ea/y #1



penny



bee

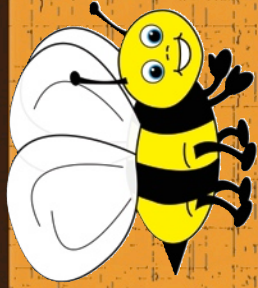


leaf

Make, Take & Teach

Directions

Each player places their game pawn on the "Start" square. The first player rolls the dice and moves that number of spaces and reads the word on the square. If the player lands on a square with a ladder, he/she can climb the ladder to the upper levels. If the player lands on the slide, he/she will slide down to a lower level. The first player to reach the end wins the game.



Climb & Slide

A 10x10 grid game board with alternating yellow and white squares. The board is titled "Climb & Slide" and features a cartoon bee at the top center. The bee is on a yellow square and has a path of yellow honey leading to the "End" square at the bottom left. The path starts at the "city" square, goes down to "need", then left to "eat", then down to "meat", then left to "speech", then down to "speak", then left to "shiny", then down to "leaf", then left to "sea", then down to "seek", then left to "sheep", then down to "bee", then left to "feel", then down to "sunny", then left to "seat", then down to "dream", then left to "heap", then down to "lucky", then left to "green", then down to "city", then left to "leaze", then down to "eat", then left to "breeze", then down to "meat", then left to "speech", then down to "speak", then left to "shiny", then down to "leaf", then left to "sea", then down to "seek", then left to "sheep", then down to "bee", then left to "feel", then down to "sunny", then left to "seat", then down to "dream", then left to "heap", then down to "lucky", then left to "green", then down to "city", then left to "leaze", then down to "eat", then left to "breeze".

End	feet	green	lucky	heap	leaze	breeze
freeze	sleep	screen	city	dream	meat	eat
penney	cream	sunny	ease	need	speech	bead
deal	bean	feel	keep	street	speak	shiny
candy	study	bee	sheep	seek	sea	leaf

A 10x10 word search grid with a yellow path and various illustrations like ladders and bees. The path starts at 'Start' and ends at 'jeep'. The words are: leak, beach, flea, queen, sticky, sleeve, happy, funny, greet, beaver, week, team, three, please, gleam, heal, baby, weed, glee, tease, funny, happy, see, sheet, sticky, sleeve, heal, happy, funny, see, sheet, leave, beam, east, breeze, pea, tree, leak, beach, flea, queen, sticky, sleeve, happy, funny, greet, beaver, week, team, three, please, gleam, heal, baby, weed, glee, tease, funny, happy, see, sheet, sticky, sleeve, heal, happy, funny, see, sheet, leave, beam, east, breeze, pea, tree.

Make, Take & Teach

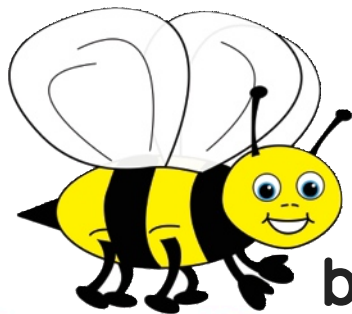


Climb & Slide ee/ea/y

#2



penny



bee

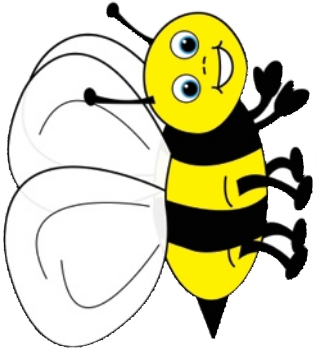


leaf

Make, Take & Teach

Directions

Each player places their game pawn on the "Start" square. The first player rolls the dice and moves that number of spaces and reads the word on the square. If the player lands on a square with a ladder, he/she can climb the ladder to the upper levels. If the player lands on the slide, he/she will slide down to a lower level. The first player to reach the end wins the game.



ee/ea/y



Phonics BOX

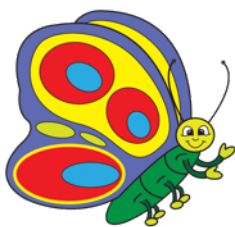
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Julie