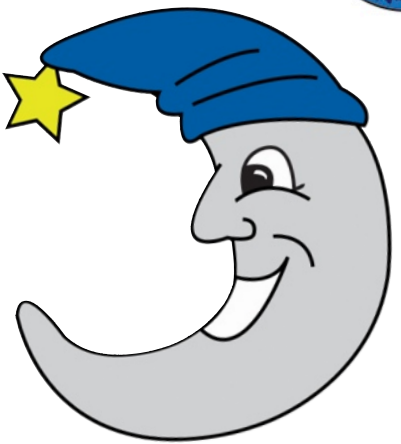


ew/oo/ue/ui Phonics Bundle



Word Cards ue

Word Cards oo

Word Cards ew

Word Cards ui

I Have Who Has ew, oo, ue, ui

START I Have stew Who Has pool

I Have glue Who Has fruit

Game Board ew, oo, ue, ui

Climb & Slide

End	clue	tooth	blew	stew	spook	smooth
suit						few
school	loose	blue	Sue	crew	new	
noodle	loose	broom	food	cool	proof	scoop
goose	gloomy	glue	fruit	knew	grew	threw
root	hoot	due	tooth	food	crew	too
dew	stew	chew	suit	pool	threw	
drew	cool	cue	bruise	boot	Sue	
juice	spook	room	moon	bloom	few	
loop	hoop	suit	blew	screw	sewer	
Start	clue	soon	flew	cruise	mood	

4-In-A-Row

juice	too	glue	blue
pot	suit	bruise	drew
pop	bloom	blew	few
top	tooth	stew	new
pop	goose	broom	pool
pop	cool	juice	due

Race to the Top ew, oo, ue, ui

gloomy	boot	jewel	scoop	glue	few
too	broom	hoop	view	bloom	s
cue	screw	hue	Sue	loop	st
knew	suit	cool	proof	sewer	
grew	news	threw	root	root	
•	•	•	•	•	•

BINGO ew, oo, ue, ui

clue	clue	noodle	soon	crew
bruise	cool	grew	Jewel	room
too	tooth	FREE	blue	boot
scoop	flew	new	fruit	hoop
view	mood	loose	due	moon

Word Cards ui fruit

Make a Word Use "oo" mostly at the end of words.

Make a Word Use "ew" mostly at the beginning of words.

Make a Word Use "ue" mostly at the end of words.

Make a Word Use "ui" mostly in the middle of words.

Activities for Small Group Intervention



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
- Colored bingo chips
- (4)1” loose leaf rings (word cards)
- 4 colored file folders(I used yellow to coordinate with the graphics)
- dry erase markers
- dice
- (2) 3” plastic game board spinner (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:

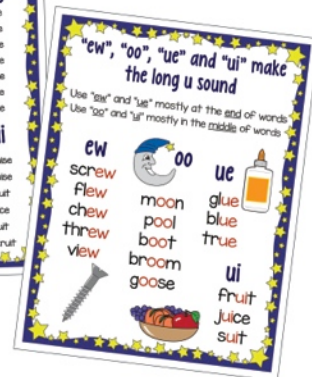
- Print pages 7-8 single-sided on cardstock
- Print pages 9-16 single-sided to double-sided on cardstock
- Print pages 17-24 single-sided on cardstock
- Print pages 25-44 single-sided to double-sided on cardstock
- Print pages 45-49 single-sided on cardstock
- Print pages 50-63 single-sided to double-sided on cardstock
- Print pages 64-65 single-sided on cardstock
- Print pages 66-81 single-sided to double-sided on cardstock
- Print pages 82- 89 single-sided on cardstock
- Print pages 90-99 single-sided to double-sided on cardstock
- Print pages 100-101 single-sided on cardstock
- Print pages 102-111 single-sided to double-sided on cardstock
- Print pages 112-123 single-sided on office paper
- Optional: print page 124 on a full size 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

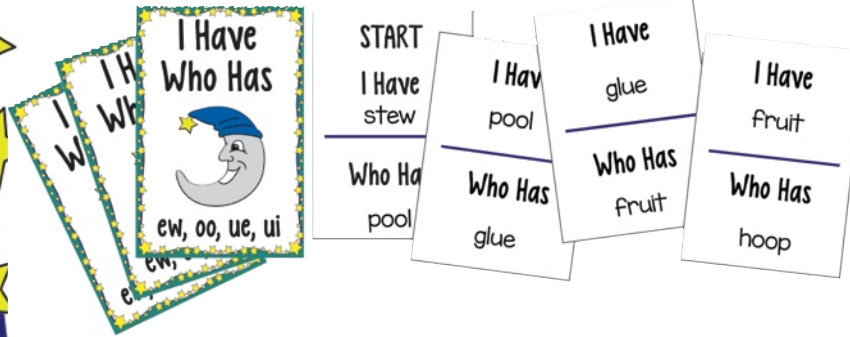
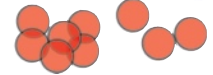
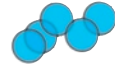


4 In A Row

- 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

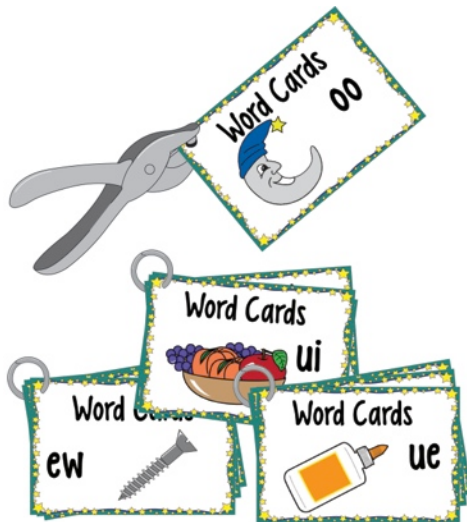
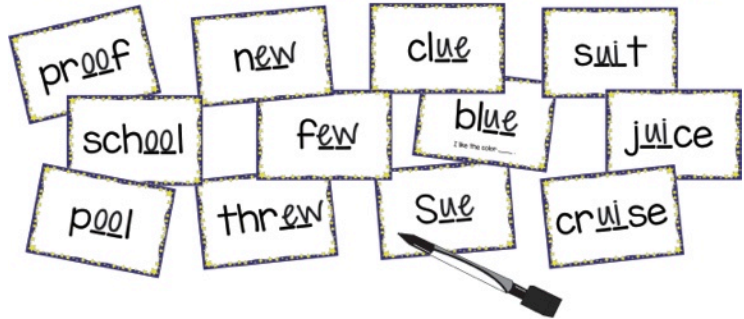


I Have Who Has

- 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

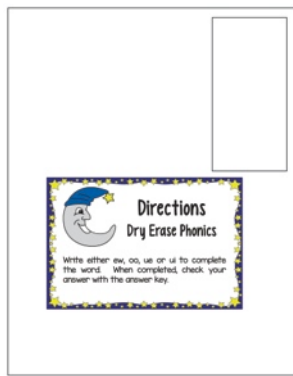


Word Cards

- 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

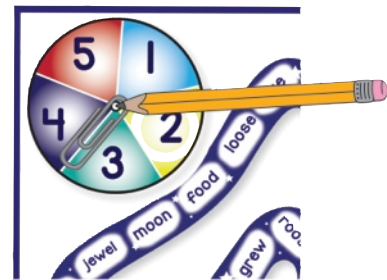
Dry Erase Phonics

- 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



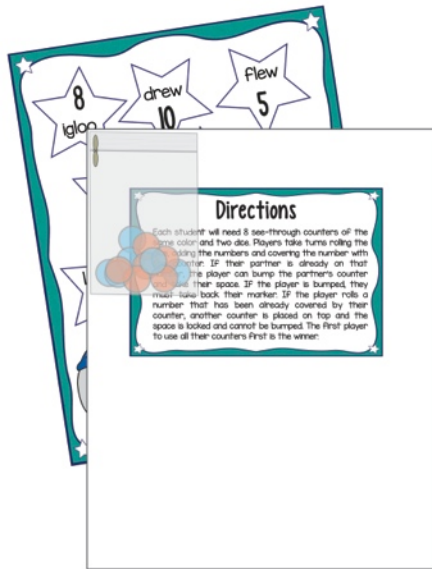
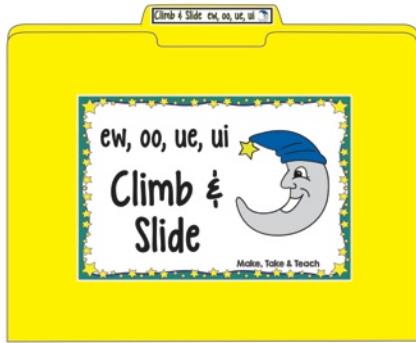
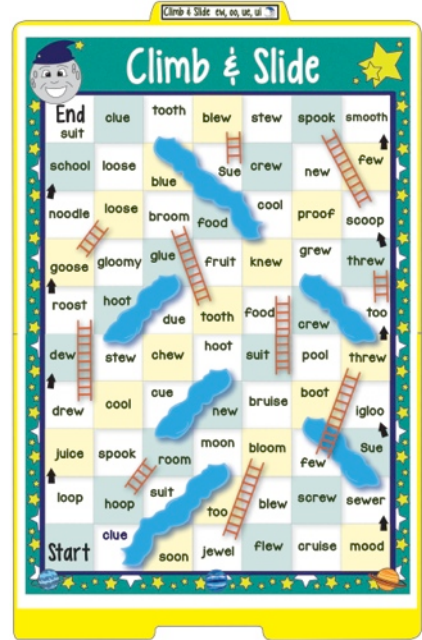
Game Board

- 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 (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
- place the game board pieces (one die and 2-3 game pawns) in the baggie



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

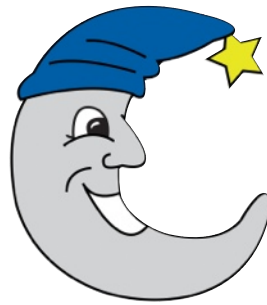
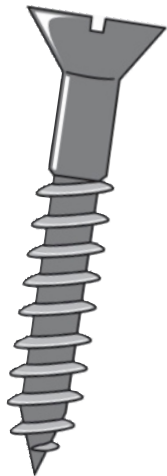
Label

- adhere the label to the container

Word List- ew, oo, ue, ui

ew

dew stew
few screw
mew threw
new jewel
blew view
brew cashew
chew sewer
crew
drew
flew
grew
knew
news



oo

too tooth
pool igloo
room gloomy
moon goose
soon noodle
food loose
mood spook
roost broom
proof boot
scoop cool
bloom hoop
school hoot
smooth loop

ue

due
Sue
glue
clue
blue
cue
hue

ui

bruise
cruise
fruit
juice
suit
recruit

“ew”, “oo”, “ue” and “ui” make the long u sound

Use “ew” and “ue” mostly at the end of words

Use “oo” and “ui” mostly in the middle of words

ew

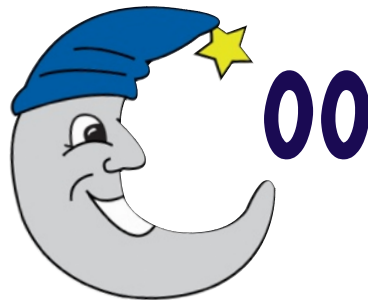
screw

flew

chew

threw

view



oo

moon

pool

boot

broom

goose



ue

glue

blue

true



ui

fruit

juice

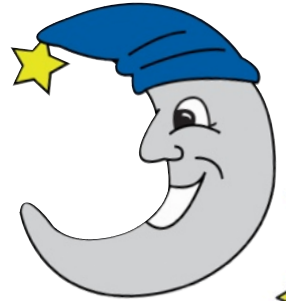
suit

Write the words under the correct column.

ew



oo



Directions

Write the Word



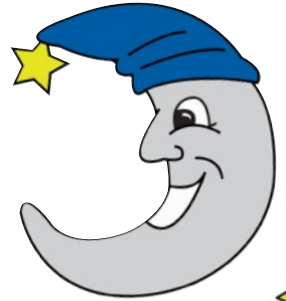
Order the number cards. Write the word for each card under the correct column. When all the words are written, check the answer key.

Write the words under the correct column.

ue



oo



Directions

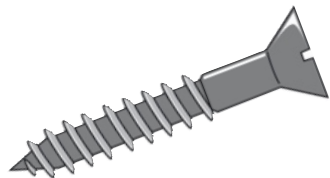
Write the Word



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.

ew



ui



Directions

Write the Word



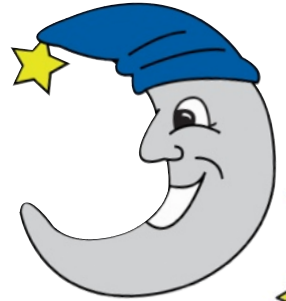
Order the number cards. Write the word for each card under the correct column. When all the words are written, check the answer key.

Write the words under the correct column.

ew



oo



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

d _ _

Set 1

2

j _ _ el

Set 1

3

p _ _ l

Set 1

4

f _ _ d

Set 1

5

m _ _ n

Set 1

6

dr _ _

Set 1

7

b _ _ t

Set 1

8

fl _ _

Set 1

9

sc _ _ p

Set 1

10

sp _ _ k

Set 1

11

vi _ _

Set 1

12

h _ _ t

Set 1

13

gr _

Set 1

14

kn _

Set 1

Answer Key

Set 1

ew

oo

dew

pool

jewel

food

drew

moon

flew

boot

view

scoop

grew

spook

knew

hoot

1

t _ th

Set 2

2

g _ se

Set 2

3

d _

Set 2

4

gl _

Set 2

5

cl _

Set 2

6

b _ t

Set 2

7

bl _ m

Set 2

8

l _ p

Set 2

9

s _

Set 2

10

c _

Set 2

11

bl _

Set 2

12

sch _ l

Set 2

13

h _

Set 2

14

r _ m

Set 2

Answer Key

Set 2

ue

oo

due

tooth

glue

goose

clue

boot

Sue

bloom

cue

loop

blue

school

hue

room

1

n _ _

Set 3

2

br _ _ se

Set 3

3

thr _ _

Set 3

4

cr _ _

Set 3

5

cr _ _ se

Set 3

6

fr _ _ t

Set 3

7

st _ _

Set 3

8

bl _ _

past tesnse of blow

Set 3

9

j _ _ ce

Set 3

10

s _ _ t

Set 3

11

f _ _

Set 3

12

vi _ _

Set 3

13

recr _ t

Set 3

14

kn _

Set 3

Answer Key

Set 3

ew

ui

new

threw

bruise

crew

cruise

stew

fruit

blew

juice

few

suit

view

recruit

knew

1

d _ _

Set 4

2

r _ _ m

Set 4

3

s _ _ n

Set 4

4

sc _ _ p

Set 4

5

br _ _

Set 4

6

fl _ _

Set 4

7

bl _ _ m

Set 4

8

h _ _ p

Set 4

9

kn _ _

Set 4

10

c _ _ l

Set 4

11

gr _ _

Set 4

12

vi _ _

Set 4

13

j _ e _

Set 4

14

m _ d

Set 4

Answer Key

Set 4

ew

ui

dew

room

brew

soon

flew

scoop

knew

bloom

grew

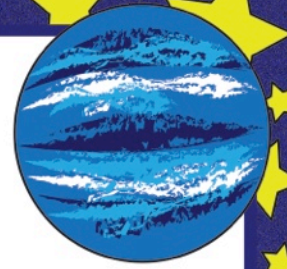
hoop

view

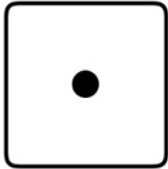
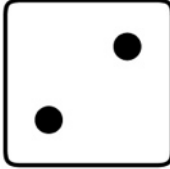

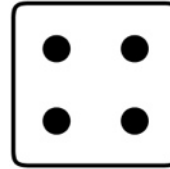
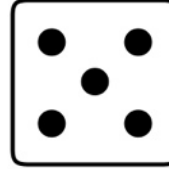
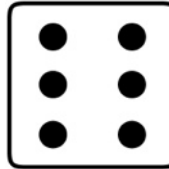
cool

jewel

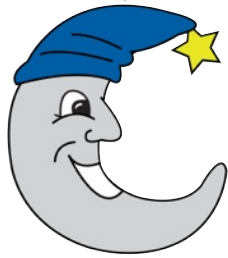
mood



ew, oo, ue, ui
Race to the Top

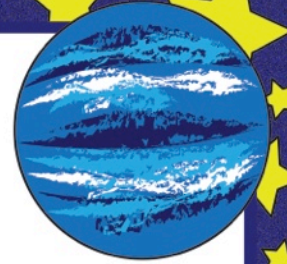
igloo	blew	chew	moon	cruise	juice
few	bruise	fruit	stew	drew	pool
due	goose	loose	soon	spook	flew
tooth	new	brew	crew	clue	blue
dew	glue	noodle	food	room	mood
					





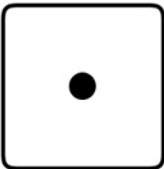
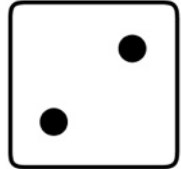




Directions Race to the Top

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.

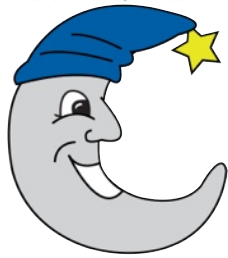


ew, oo, ue, ui

Race to the Top

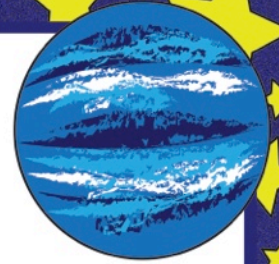
gloomy	boot	jewel	scoop	glue	few
too	broom	hoop	view	bloom	stew
cue	screw	hue	Sue	loop	smooth
knew	suit	cool	proof	sewer	fruit
grew	news	threw	roost	hoot	school
					



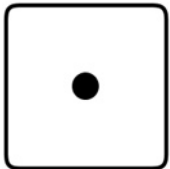
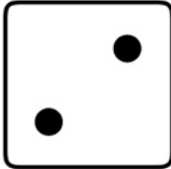

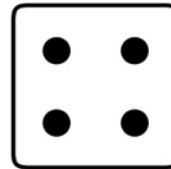
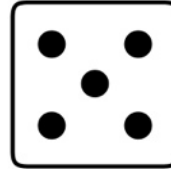



Directions Race to the Top

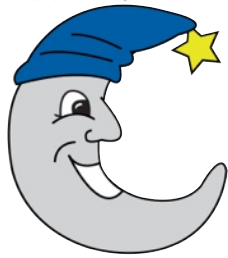
Provide each student with a game board, bingo chips and a die. Players take turns rolling the die, reading the word above the number rolled and then placing a chip on the square. The first player to complete a column wins the game.



ew, oo, ue, ui
Race to the Top

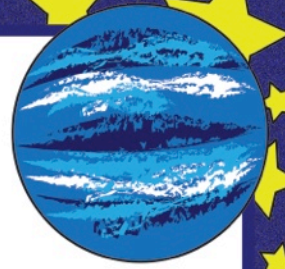
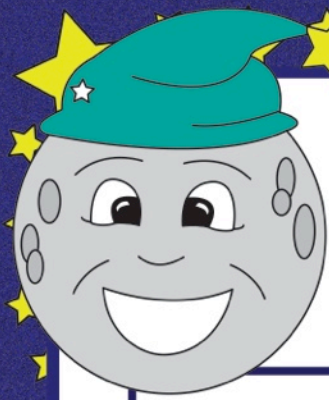
goose	scoop	boot	due	too	sewer
crew	hoop	grew	jewel	blew	igloo
blue	juice	view	moon	news	hoot
food	clue	screw	room	school	loose
drew	new	tooth	bruise	suit	cue
					



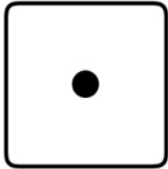
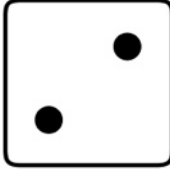

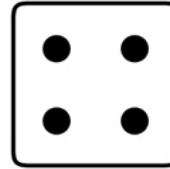
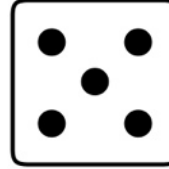
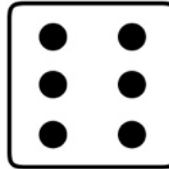


Directions Race to the Top

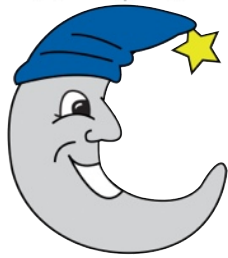
Provide each student with a game board, bingo chips and a die. Players take turns rolling the die, reading the word above the number rolled and then placing a chip on the square. The first player to complete a column wins the game.



ew, oo, ue, ui
Race to the Top

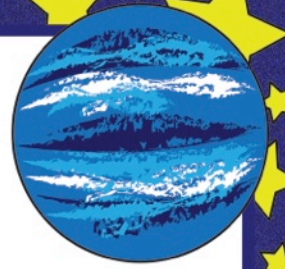
cruise	noodle	mood	crew	loop	food
roost	hue	pool	smooth	juice	few
proof	brew	threw	spook	broom	view
knew	chew	soon	too	screw	news
flew	cool	gloomy	due	bloom	Sue
					





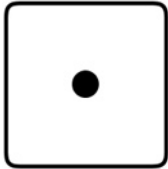
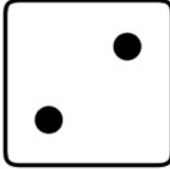

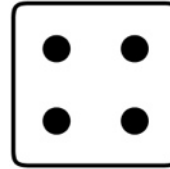
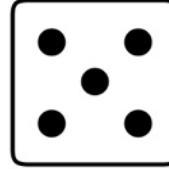
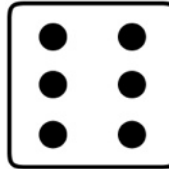
Directions Race to the Top

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.

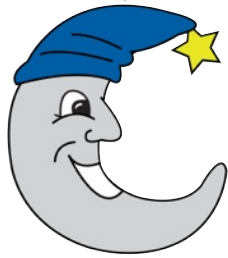


ew, oo, ue, ui

Race to the Top

igloo	drew	blew	mood	hoop	bloom
jewel	fruit	too	sewer	bruise	brew
soon	moon	clue	scoop	dew	pool
loose	boot	grew	suit	glue	flew
new	stew	spook	school	chew	cool
					





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.

ew, oo, ue, ui

4-In-A-Row



chew	food	jewel	goose	due
mood	scoop	grew	school	juice
Sue	blue	boot	hoot	knew
stew	room	tooth	crew	spook
broom	clue	too	loop	suit
noodle	glue	flew	news	few



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.

ew, oo, ue, ui

4-In-A-Row



dew	drew	screw	roost	pool
moon	clue	igloo	loose	bloom
cool	fruit	bruise	room	new
blew	threw	soon	gloomy	smooth
hoop	hoot	view	juice	tooth
Sue	blue	too	stew	school



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.

ew, oo, ue, ui

4-In-A-Row



crew	jewel	too	glue	blue
school	hoot	suit	bruise	drew
grew	scoop	bloom	blew	few
noodle	igloo	tooth	stew	new
proof	boot	goose	broom	pool
food	roost	cool	juice	due



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.

ew, oo, ue, ui

4-In-A-Row



blew	stew	room	too	tooth
mood	scoop	fruit	juice	boot
pool	chew	broom	loose	few
spook	knew	loop	jewel	goose
glue	cue	proof	view	flew
noodle	cruise	suit	moon	soon



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.

ew, oo, ue, ui

4-In-A-Row



boot	smooth	loose	few	stew
view	spook	threw	pool	juice
clue	tooth	grew	fruit	hoot
Sue	chew	too	cool	blue
mood	goose	food	bloom	new
blew	bruise	suit	loop	moon



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

ew, oo, ue, ui



dew	clue	noodle	soon	crew
bruise	cool	grew	jewel	room
too	tooth	FREE	blue	boot
scoop	flew	new	fruit	hoop
view	mood	loose	due	moon

BINGO

ew, oo, ue, ui



food	pool	chew	cruise	school
scoop	stew	few	goose	mood
screw	threw	FREE	fruit	bloom
moon	boot	glue	juice	suit
loop	broom	blew	new	Sue

BINGO

ew, oo, ue, ui



dew	food	mood	glue	fruit
hoop	smooth	drew	stew	goose
noodle	blue	FREE	cool	broom
flew	jewel	boot	clue	too
bloom	juice	suit	soon	view

BINGO

ew, oo, ue, ui



view	too	pool	cue	juice
tooth	due	food	mood	crew
jewel	blew	FREE	new	drew
bruise	loop	broom	boot	glue
fruit	flew	grew	knew	room

BINGO

ew, oo, ue, ui



view	room	pool	Sue	clue
loose	boot	hoop	cruise	juice
knew	grew	FREE	chew	few
jewel	soon	tooth	noodle	blue
suit	loop	smooth	moon	threw

BINGO

Calling Cards



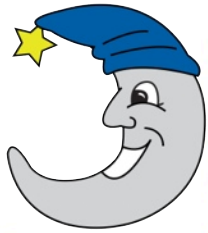
BINGO

Calling Cards



BINGO

Calling Cards



BINGO

Calling Cards



BINGO

Calling Cards



BINGO

Calling Cards



BINGO

Calling Cards



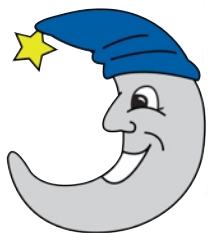
BINGO

Calling Cards



BINGO

Calling Cards



BINGO

Calling Cards



BINGO

Calling Cards



BINGO

Calling Cards



dew

few

new

blew

chew

crew

drew

flew

grew

knew

stew

screw

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



threw

jewel

view

too

pool

room

moon

soon

food

mood

scoop

bloom

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



school

smooth

tooth

goose

noodle

loose

broom

boot

cool

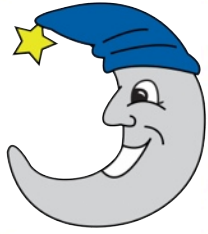
hoop

loop

due

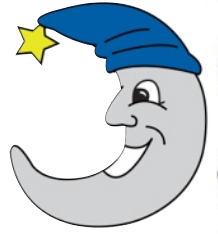
BINGO

Calling Cards



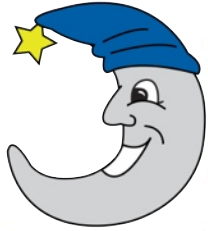
BINGO

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



Sue

glue

clue

blue

cue

bruise

cruise

fruit

juice

suit

I Have
Who Has



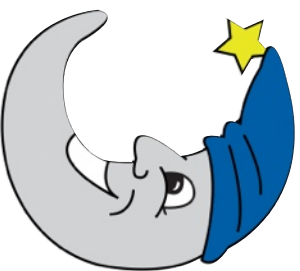
ew, oo, ue, ui

I Have
Who Has



ew, oo, ue, ui

I Have
Who Has



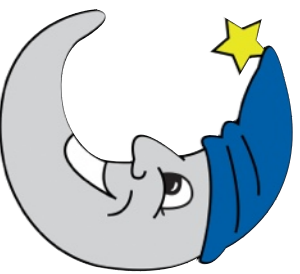
ew, oo, ue, ui

I Have
Who Has



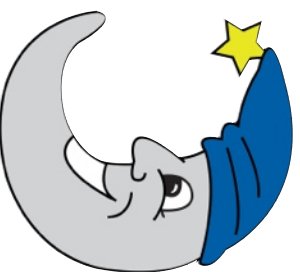
ew, oo, ue, ui

I Have
Who Has



ew, oo, ue, ui

I Have
Who Has



ew, oo, ue, ui

I Have
Who Has



ew, oo, ue, ui

I Have
Who Has



ew, oo, ue, ui

I Have

grew

I Have

hoop

I Have

glue

START

I Have
stew

Who Has

flew

Who Has

knew

Who Has

fruit

Who Has

pool

I Have

flew

I Have

knew

I Have

fruit

I Have

pool

Who Has

scoop

Who Has

grew

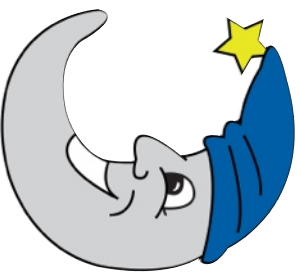
Who Has

hoop

Who Has

glue

**I Have
Who Has**



ew, oo, ue, ui

**I Have
Who Has**



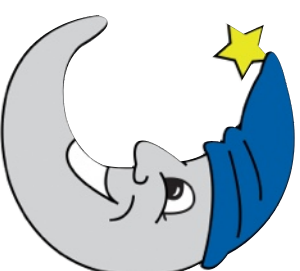
ew, oo, ue, ui

**I Have
Who Has**



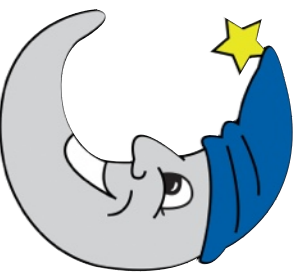
ew, oo, ue, ui

**I Have
Who Has**



ew, oo, ue, ui

**I Have
Who Has**



ew, oo, ue, ui

**I Have
Who Has**



ew, oo, ue, ui

**I Have
Who Has**



ew, oo, ue, ui

**I Have
Who Has**



ew, oo, ue, ui

I Have

juice

I Have

spook

I Have

food

I Have

scoop

Who Has

school

Who Has

boot

Who Has

room

Who Has

noodle

I Have

school

I Have

boot

I Have

room

I Have

noodle

Who Has

drew

Who Has

juice

Who Has

spook

Who Has

food

I Have
Who Has



ew, oo, ue, ui

I Have
Who Has



ew, oo, ue, ui

I Have
Who Has



ew, oo, ue, ui

I Have
Who Has



ew, oo, ue, ui

I Have
Who Has



ew, oo, ue, ui

I Have
Who Has



ew, oo, ue, ui

I Have
Who Has



ew, oo, ue, ui

I Have
Who Has



ew, oo, ue, ui

I Have

cool

I Have

jewel

I Have

tooth

I Have

drew

END

Who Has

soon

Who Has

broom

Who Has

moon

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

soon

I Have

broom

I Have

moon

Who Has

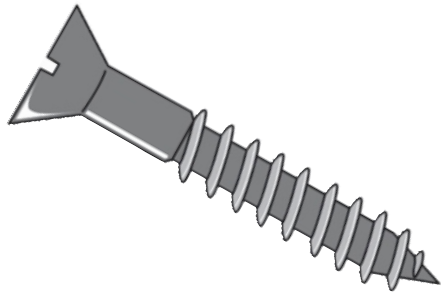
cool

Who Has

jewel

Who Has

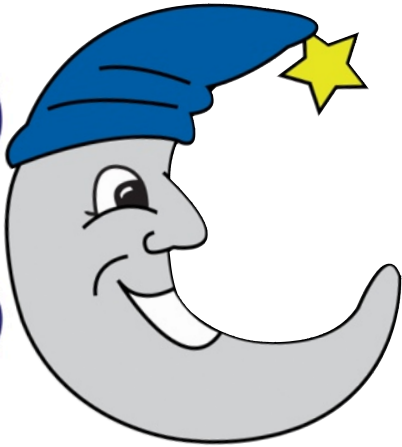
tooth



ew

screw

Use "ew" mostly at the end of words



oo

moon

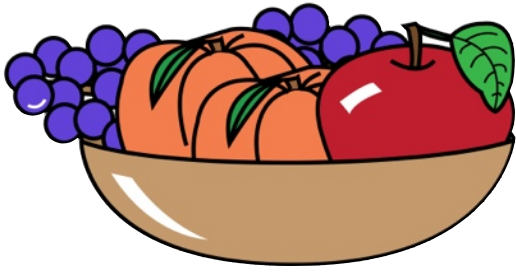
Use "oo" mostly in the middle of words

glue

ue

Use "ue" mostly at the end of words



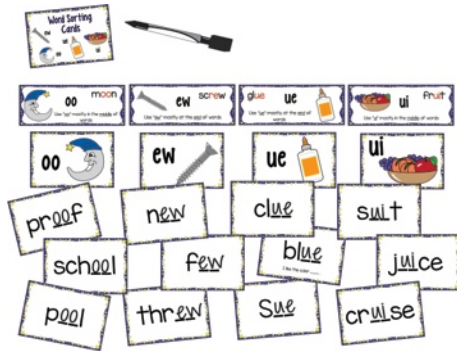


ui

fruit

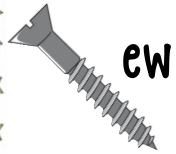
Use “ui” mostly in the middle of words

Directions- Word Sorting

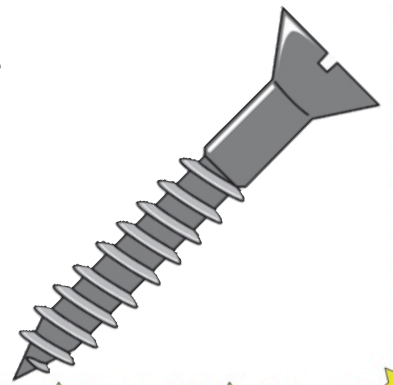


Place the sorting headers on the table. Have the student decide which column the word should be placed. Students can write the “ew”, “oo”, “ue” or “ui” on the card with a dry erase marker. Once the words have been sorted the students can check their answers by turning the cards over.

Word Sorting Cards



ew



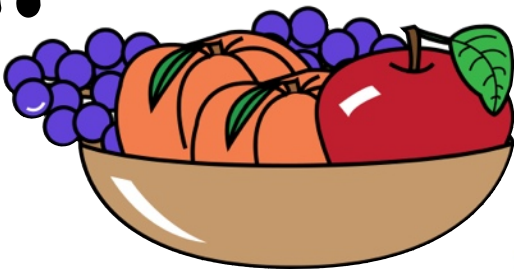
oo



ue



ui



d_ _

droplets of water

f_ _

n_ _

dew

new

few

bl__

She _____ a bubble.

br__

ch__

cr__

dr__

fl__

gr__

kn__

I _____ it was hers.

brew

blew

crew

chew

flew

drew

knew

grew

n__s

st__

scr__

thr__

j__el

vi__

cash__

s__er

stew

news

threw

screw

view

jewel

sewer

cashew

t__

p__l

r__m

m__n

s__n

f__d

m__d

r__st

pool

too

moon

room

food

soon

roost

mood

pr__f

sc__p

bl__m

sch__l

sm__th

t__th

igl__

gl__m

scoop

proof

school

bloom

tooth

smooth

gloom

igloo

g__se

n__dle

l__se

sp__k

br__m

b__t

c__l

h__p

noodle

goose

spook

loose

boot

broom

hoop

cool

h _ _ t

l _ _ p

d _ _

My book is _____ .

s _ _

g l _ _

c l _ _

b l _ _

I like the color _____ .

c _ _

loop

hoot

Sue

due

clue

glue

cue

blue

h__

br__se

cr__se

fr__t

j__ce

s__t

bruise

hue

cruise

fruit

suit

juice

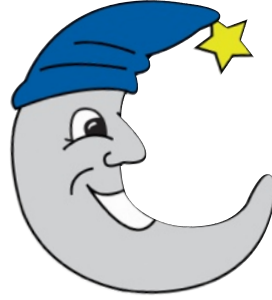
Word Cards

ew



Word Cards

oo



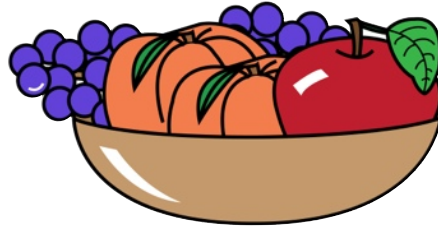
Word Cards

ue



Word Cards

ui



dew

few

new

blew

brew

chew

crew

drew

flew

grew

knew

news

stew

screw

threw

jewel

view

cashew

sewer

too

pool

room

moon

soon

food

mood

roost

proof

scoop

bloom

school

smooth

tooth

igloo

gloomy

goose

noodle

loose

spook

broom

boot

cool

hoop

loop

due

Sue

glue

clue

blue

cue

hue

bruise



cruise

fruit

juice

suit

Dry Erase Phonics

Write "ew", "oo", "ue" or "ui" to make the word.

t _____ th

j _____ ce

m _____ n

c _____ l

br _____ se

b _____ t

bl _____

I love the color _____.

f _____

br _____ m

gl _____

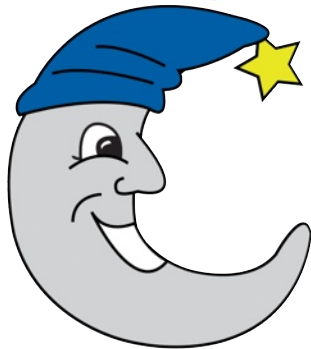
dr _____

p _____ l

m _____ d

n _____ dle

Set 1



Directions

Dry Erase Phonics

Write either ew, oo, ue or ui to complete the word. When completed, check your answer with the answer key.

Dry Erase Phonics

Write "ew", "oo", "ue" or "ui" to make the word.

igl _____

f _____ d

g _____ se

bl _____ m

sp _____ k

cr _____ se

fl _____

cl _____

s _____ t

scr _____

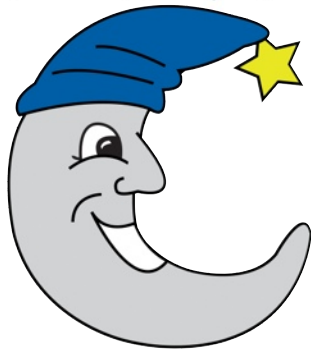
l _____ se

t _____

ch _____

st _____

Set 2



Directions

Dry Erase Phonics

Write either ew, oo, ue or ui to complete the word. When completed, check your answer with the answer key.

Dry Erase Phonics

Write "ew", "oo", "ue" or "ui" to make the word.

gl _____ my S _____

h _____ t n _____ dle

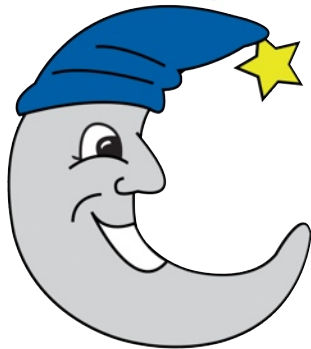
fr _____ t kn _____

h _____ p st _____

s _____ t g _____ se

j _____ el vi _____

r _____ m thr _____



Directions

Dry Erase Phonics

Write either ew, oo, ue or ui to complete the word. When completed, check your answer with the answer key.

Dry Erase Phonics

Write "ew", "oo", "ue" or "ui" to make the word.

cl _____

t _____ th

fr _____ t

cr _____

ch _____

gr _____

st _____

br _____ m

s _____ n

h _____ p

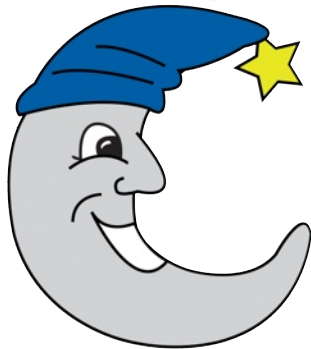
sp _____ k

kn _____

s _____ t

l _____ p

Set 4



Directions

Dry Erase Phonics

Write either ew, oo, ue or ui to complete the word. When completed, check your answer with the answer key.

Dry Erase Phonics

Write "ew", "oo", "ue" or "ui" to make the word.

t _____

dr _____

r _____ m

thr _____

s _____ t

br _____ se

g _____ se

fl _____

ch _____

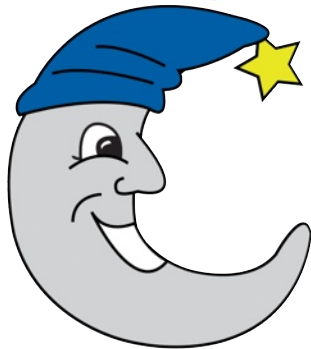
p _____ l

l _____ se

j _____ el

h _____ t

m _____ n



Directions

Dry Erase Phonics

Write either ew, oo, ue or ui to complete the word. When completed, check your answer with the answer key.

Dry Erase Phonics

Set 1

tooth	juice
moon	cool
bruise	boot
blue	few
broom	glue
drew	pool
mood	noodle

Dry Erase Phonics

Set 2

igloo	food
goose	bloom
spook	cruise
flew	clue
suit	screw
loose	too
chew	stew

Dry Erase Phonics

Set 3

gloomy	Sue
hoot	noodle
fruit	knew
hoop	stew
suit	goose
jewel	view
room	threw

Dry Erase Phonics

Set 4

clue	tooth
fruit	crew
chew	grew
stew	broom
soon	hoop
spook	knew
suit	loop

Dry Erase Phonics

Set 5

too	drew
room	threw
suit	bruise
goose	flew
chew	pool
loose	jewel
hoot	moon



9
dew

7
tooth

blue
11

goose
4

5
soon

view
2

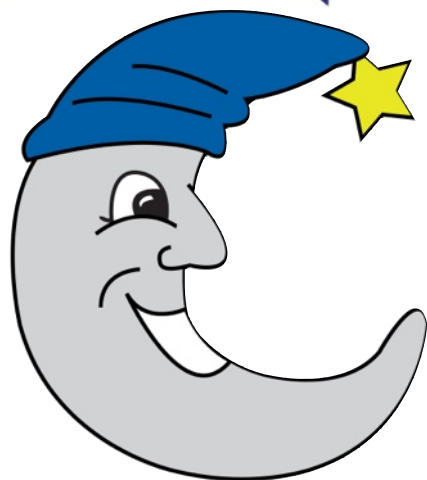
blew
8

suit
12

clue
3

10
moon

6
too



BUMP #1



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.

4
mood

glue
7

too
3

threw
11

5
pool

bruise
2

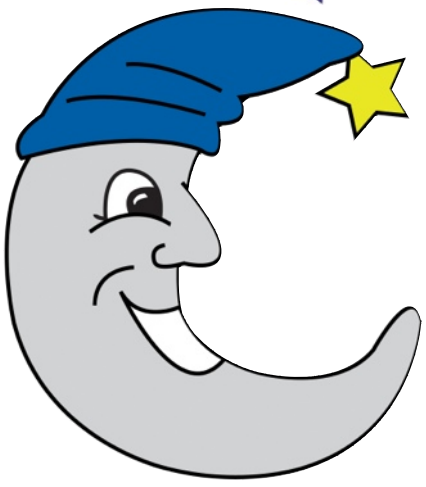
few
6

hoop
12

bloom
10

9
fruit

8
school



BUMP #2

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.



9
food

room
8

cool
7

noodle
10

11
chew

juice
2

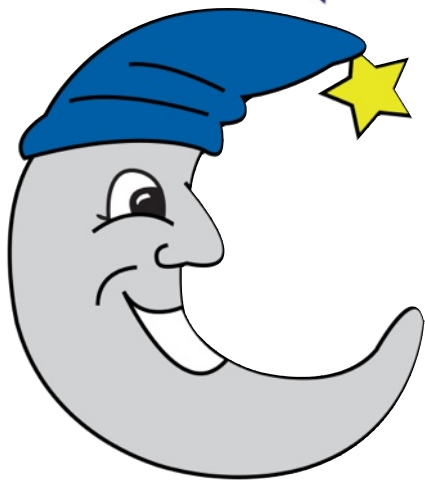
stew
6

threw
5

boot
4

3
new

12
mood



BUMP #3



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.

8

igloo

drew

10

flew

5

grew

9

11

spook

hoot

6

loop

4

knew

2

jewel

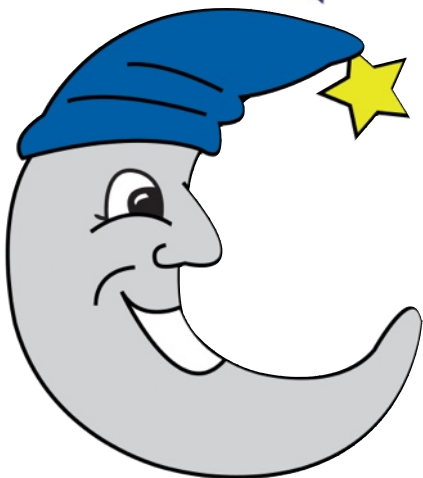
7

12

scoop

3

screw



BUMP #4

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.

6
few

stew
12

tooth
5

boot
9

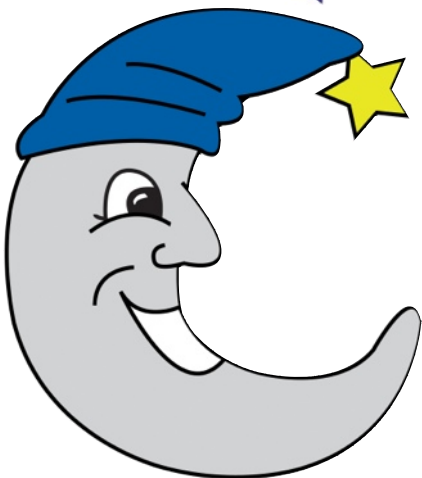
11
blue

fruit
8

hoop
4

moon
7

proof
2



10
view

3
new

BUMP #5

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.



chew dew cue few

clue

hoop

juice

grew

blue

goose

too

drew

jewel

moon

food

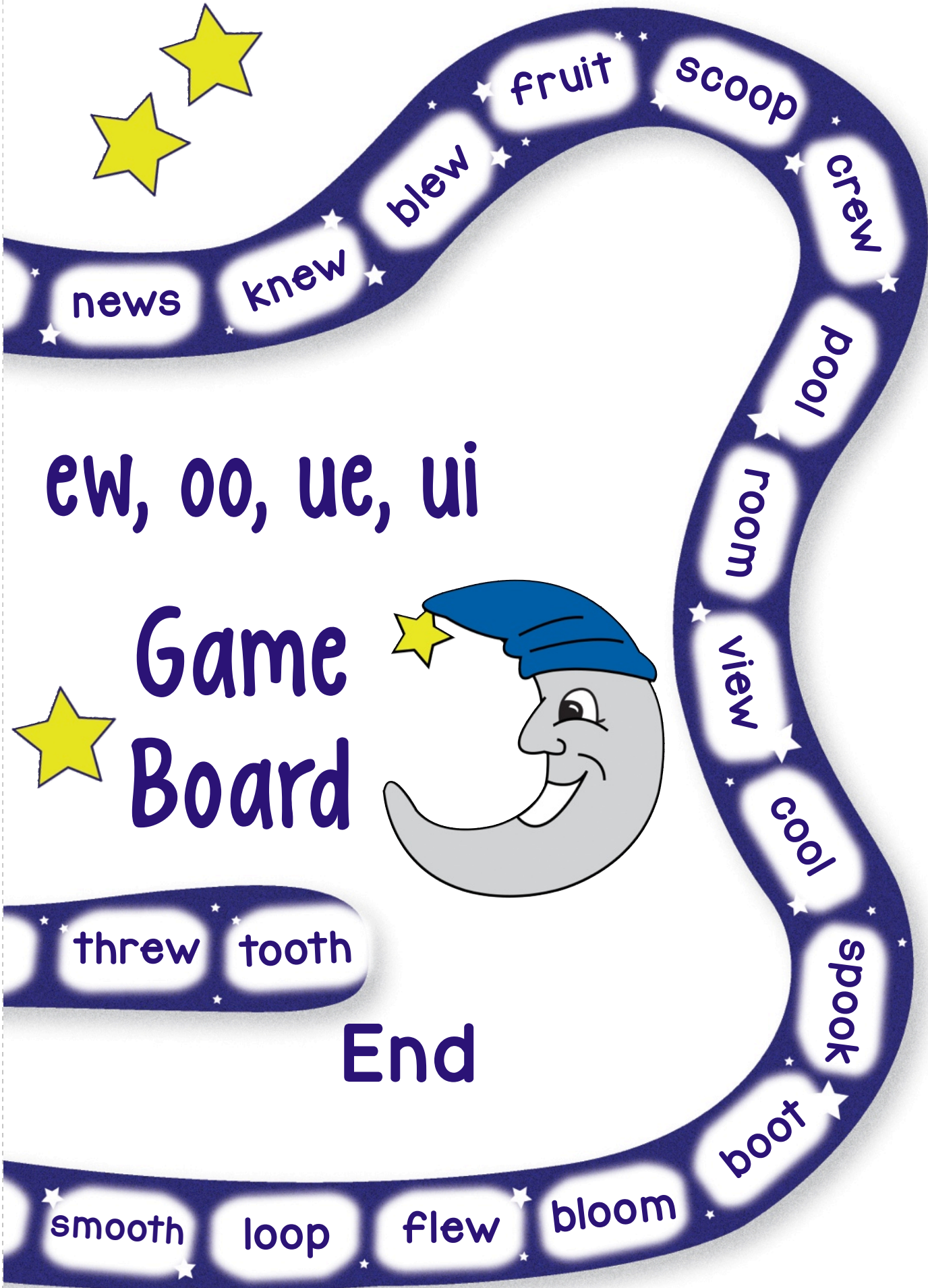
loose

glue

igloo

hoot





ew, oo, ue, ui



Game Board



threw tooth

End

smooth

loop

flew

bloom

boot

spook

cool

view

room

pool

crew

scoop

fruit

blew

knew

news



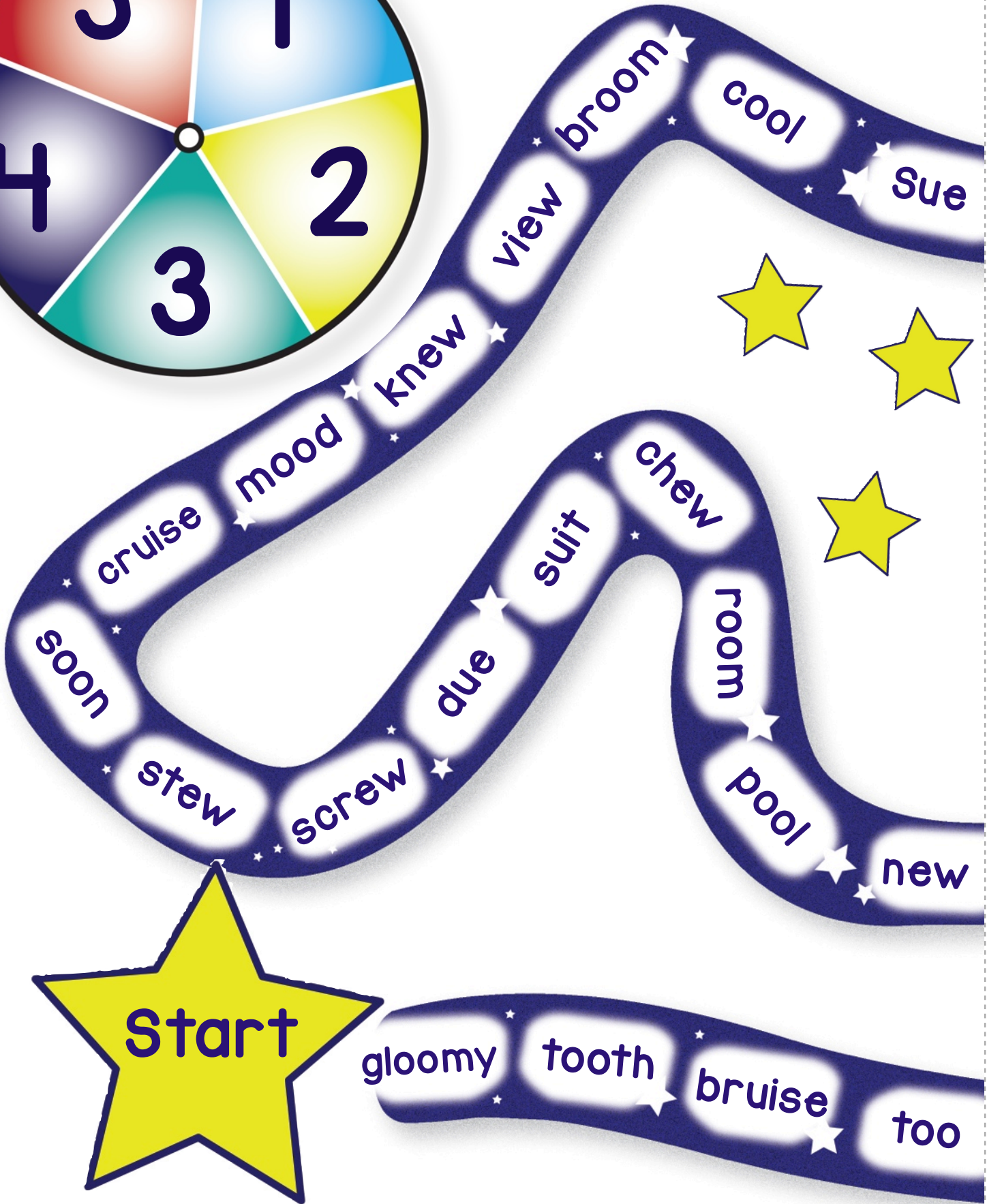
ew, oo, ue, ui Game Board

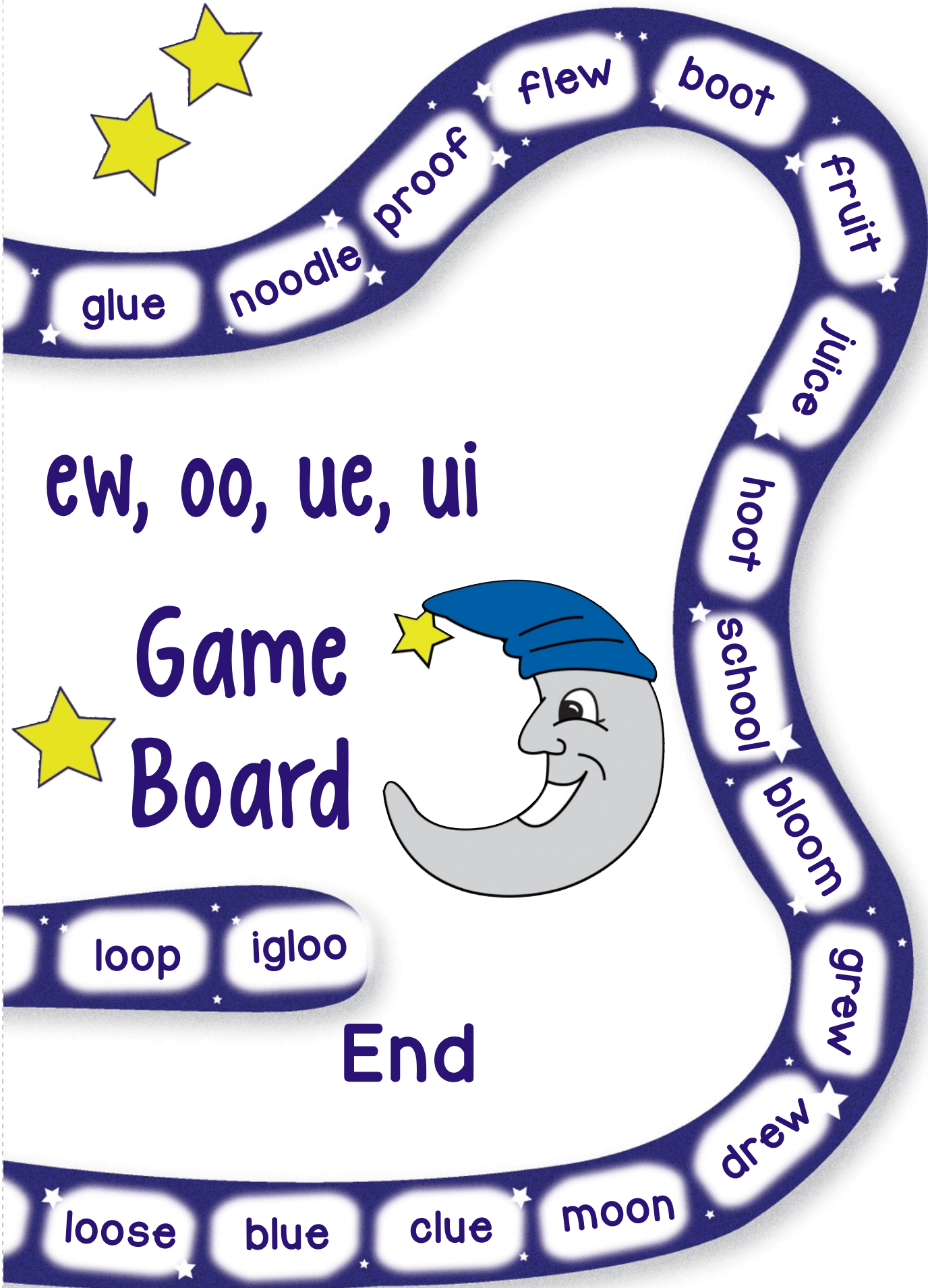
ew, oo, ue, ui

Game Board



Make, Take & Teach





ew, oo, ue, ui



Game Board



End

loop

igloo

loose

blue

clue

moon

drew

grew

bloom

school

hoot

juice

fruit

boot

flew

proof

noodle

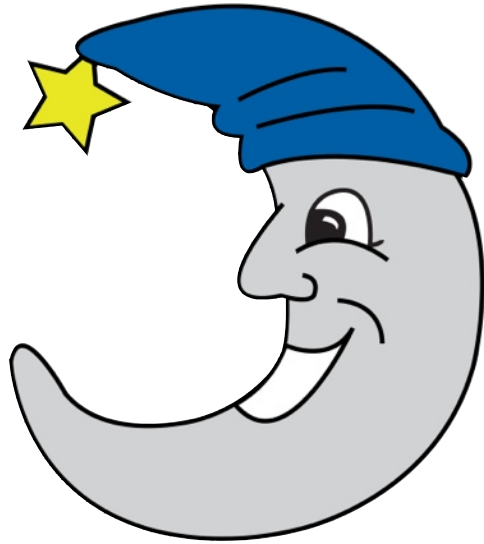
glue



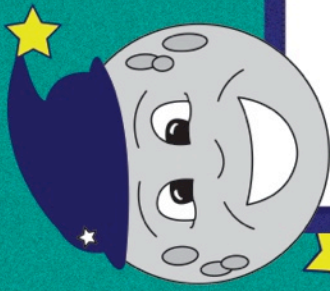
ew, oo, ue, ui Game Board

ew, oo, ue, ui

Game Board



Make, Take & Teach



Climb & Slide

End

suit

school

loose

noodle

loose

goose

gloomy

roost

hoot

tooth

blue

broom

glue

due

blew

Sue

food

fruit

tooth

stew

crew

cool

knew

food

spook

new

proof

grew

crew

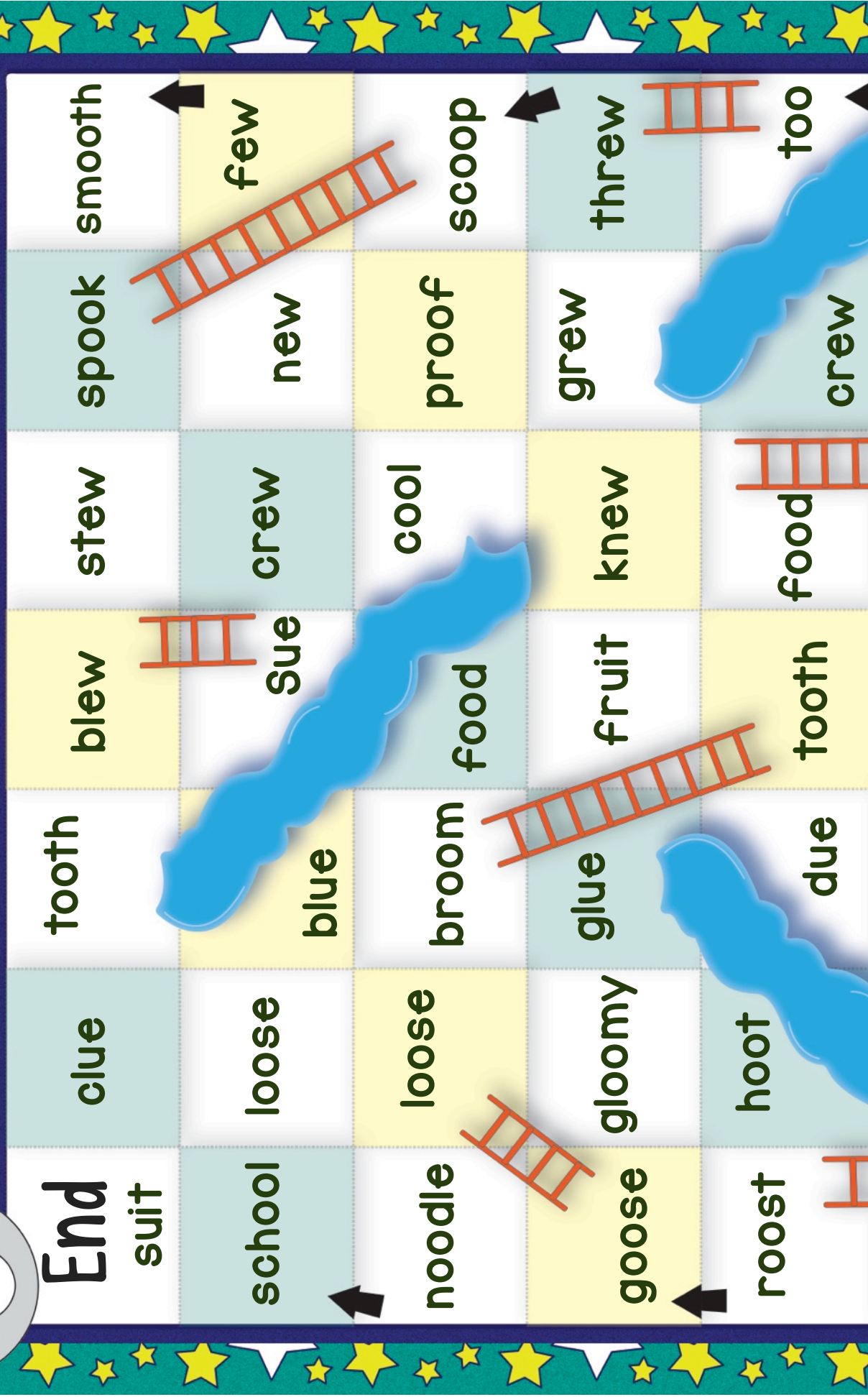
smooth

few

scoop

threw

too





dew

drew

juice

loop

stew

cool

spook

hoop

chew

cue

room

suit

hoot

new

moon

too

jewel

suit

bruise

bloom

blew

flew

pool

boot

few

screw

cruise

threw

igloo

Sue

sewer

mood

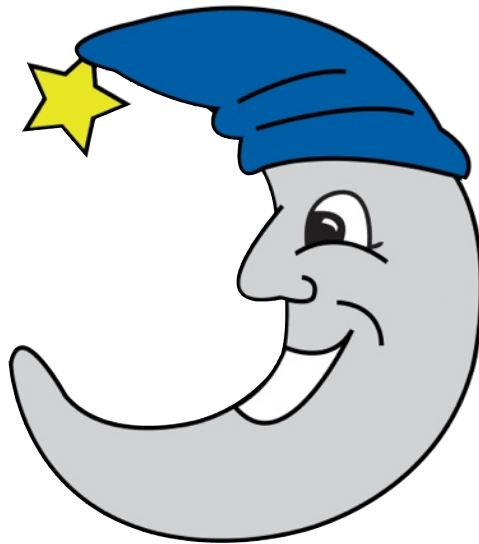
Start

clue

Climb & Slide ew, oo, ue, ui 

ew, oo, ue, ui

Climb &
Slide

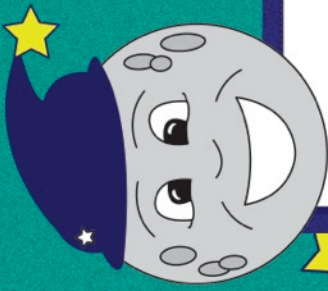


Make, Take & Teach



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

End

new

smooth
school

smooth

screw

proof

room

few

loop

goose

too

hoot

loose

drew

stew

noodle

blue

tooth

loop

suit

mood

hoop

too

broom

boot

goose

cool

pool

noodle

stew

glue

view

news

flew

H



new

knew

spook

screw

Start

scoop

grew

room

chew

blew

bloom

flew

moon

hoop

igloo

school

crew

soon

too

roost

dew

threw

drew

juice

proof

blue

jewel

flew

fruit

cruise

gloomy

tooth

suit

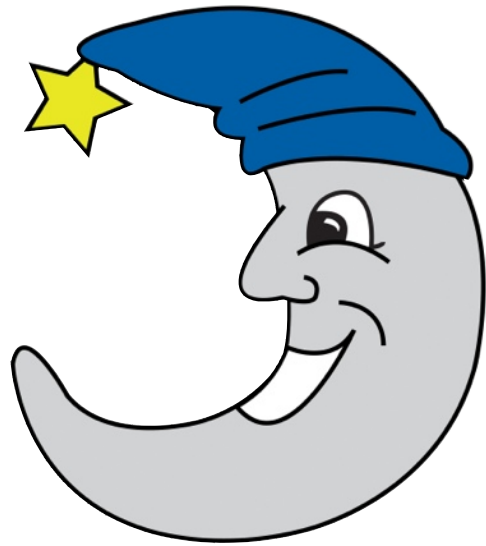
mood

boot

Climb & Slide ew, oo, ue, ui 

ew, oo, ue, ui

Climb &
Slide



Make, Take & Teach

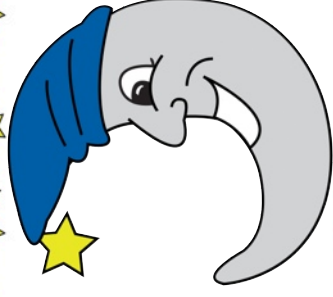


Directions

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.

ew/oo/ue/ui

Phonics Box



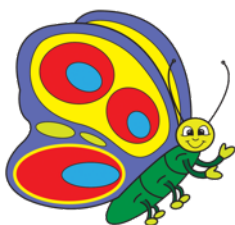
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Julie