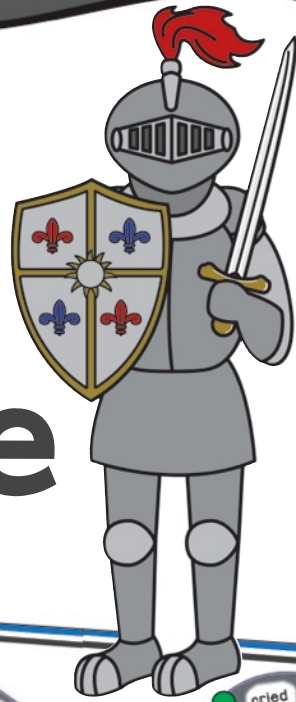


ie/igh/y Phonics Bundle



Word Cards
ie
igh
y

Word Cards
y

Word Cards
y

START
I Have high
I Have lie
I Have dry
Who Has lie
Who Has dry
Who Has night

ie **pie**
my
rely
spy

ie pie
Four words use "ie" at the end. Some words use "ie" by adding a suffix.

knight igh
Some words use "igh"- the "gh" has no sound.

fly y
Use "y" at mostly the end of the word.

Climb & Slide
End
delight right fright lie flight sigh
thigh dried fry by cried bright fly
tried light fight high die tied tight
might night my tied light July reply
plight tie fried why shy pie
rely tonight right sigh light lie
sight sly spy fight apply
dried sight spy tight bright cry
July deny cycle tight by
knight fry dry my light fight
high right thigh pie
Start

4-in-A-Row

right	right	supply	plight
reply	Fly	Fried	lie
light	tonight	thigh	July
ried	spy	Fight	
high	rhyme	cried	shy
cycle	light	pie	high

ie/igh/y Race to the Top

rhyme	tie	tight	fright	apply
defy	Fried	sigh	might	fight
Fry	night	by	tried	delight
tie	light	shy	defy	Fly
high	cry	sly	July	

BINGO
ie, igh, y

light	tie	supply	fly	sight
sly	cried	tonight	fight	pie
dry	defy	Fried	might	
die	thigh	my	tried	July
tight	bright	lie	Fry	mighty

BINGO Calling Cards

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
- Colored bingo chips
- (3)1” loose leaf rings (word cards)
- 2 colored file folders(I used red to coordinate with the graphics)
- dry erase markers
- dice
- (1) 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 66-77 single-sided to double-sided on cardstock
- Print pages 78- 84 single-sided on cardstock
- Print pages 85-94 single-sided to double-sided on cardstock
- Print pages 95-96 single-sided on cardstock
- Print pages 97-106 single-sided to double-sided on cardstock
- Print pages 107-118 single-sided on office paper
- Optional: print page 119 on a full size Avery label



Assembly Directions:

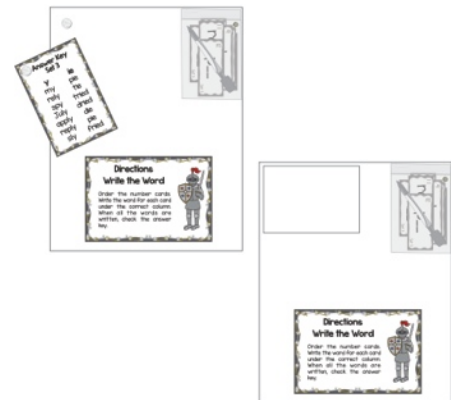
Anchor Chart/Word List

- Laminate if desired



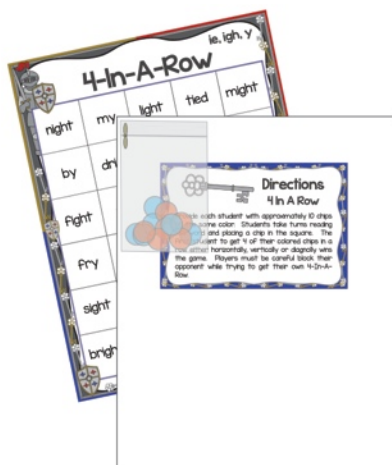
Write the Word

- 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

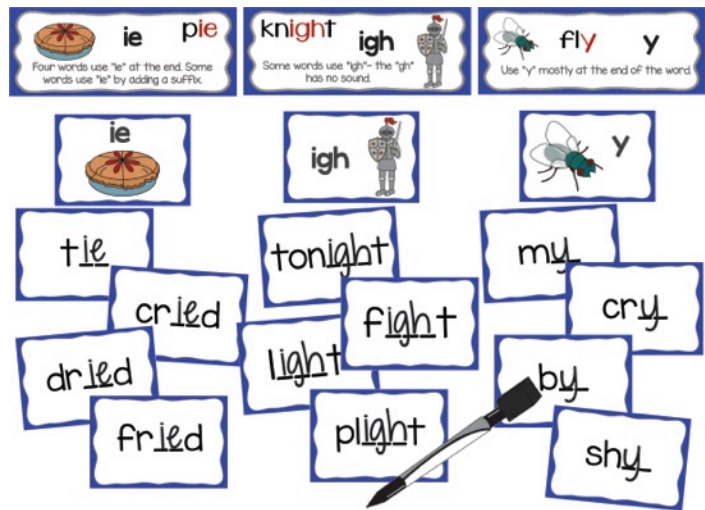


I Have Who Has

- 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



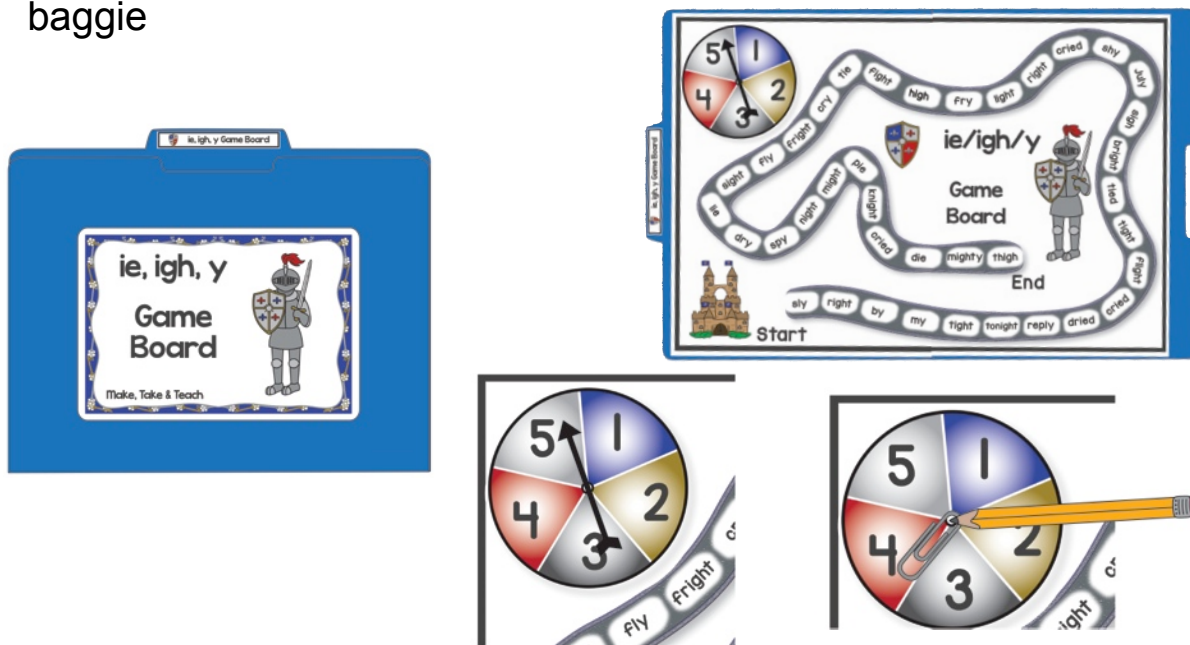
Dry Erase Phonics

- 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



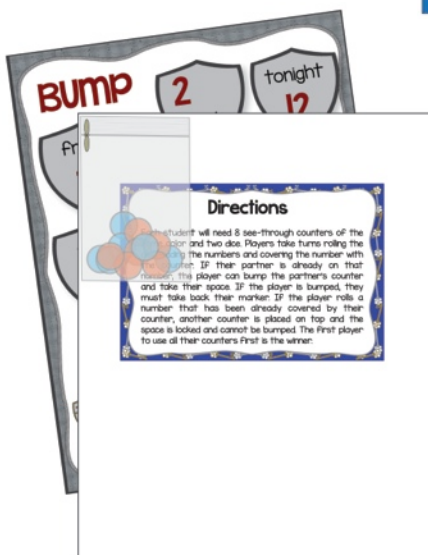
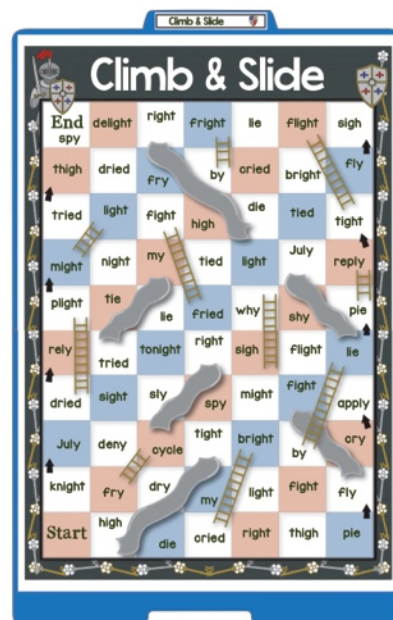
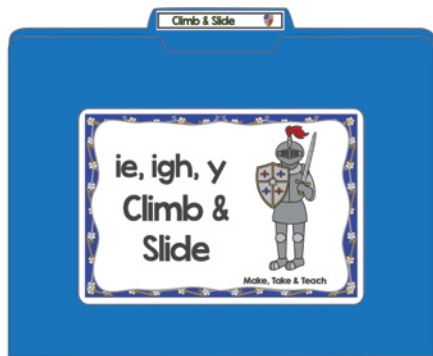
Game Board

- 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- ie, igh, y

igh

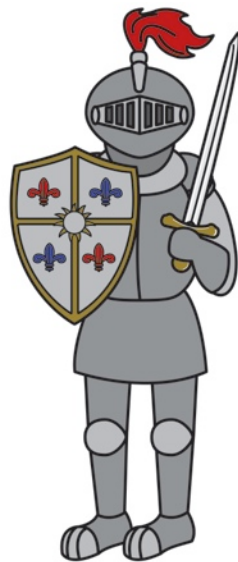
high thigh
sigh fright
fight tonight
light lightening
might plight
night mighty
right midnight
sight highway
tight
bright
flight
knight
delight

ie

die
lie
pie
tie
cried
tried
dried
fried

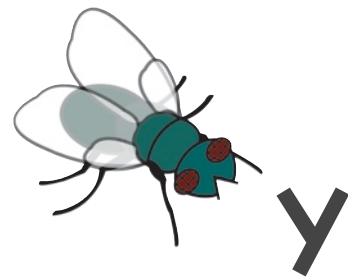
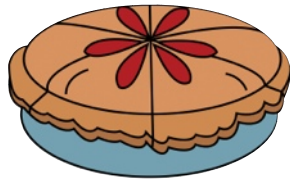
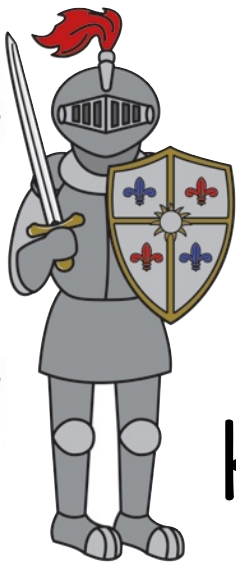
y

by supply
my rely
cry reply
dry July
fry rhyme
fly cycle
sly imply
spy defy
shy deny
why magnify
ply
apply
comply



“ie”, “igh” and “y” make the long i sound

Use “y” at mostly the end of the word. Some words use “igh”- the “gh” has no sound. Four words use “ie” at the end. Some words use “ie” by adding a suffix.



igh

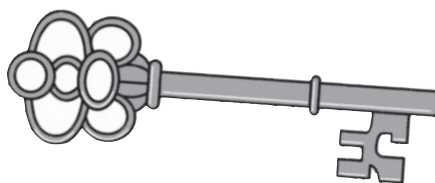
knight
high
fight
right
bright

ie

pie
die
lie
tie
cried
fried

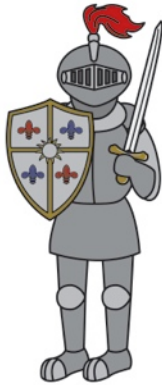
y

fly
by
my
dry
July
shy
why

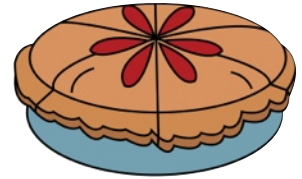


Write the words under the correct column.

igh



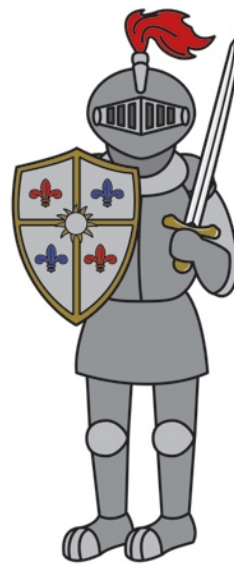
ie



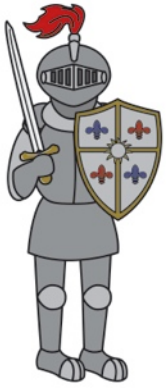
Directions

Write the Word

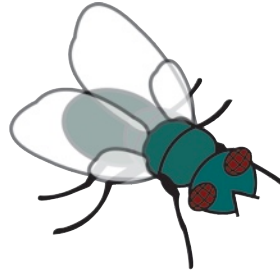
Order the number cards.
Write the word for each card
under the correct column.
When all the words are
written, check the answer
key.



Write the words under the correct column.



igh

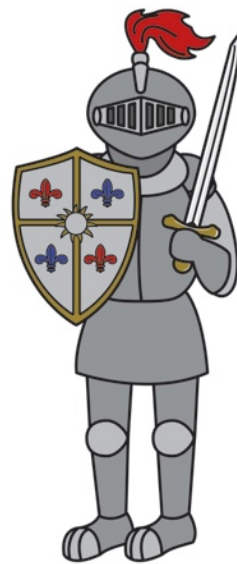


y

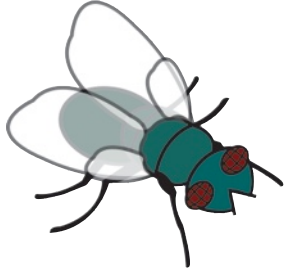
Directions

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.

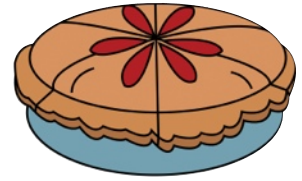


Write the words under the correct column.



y

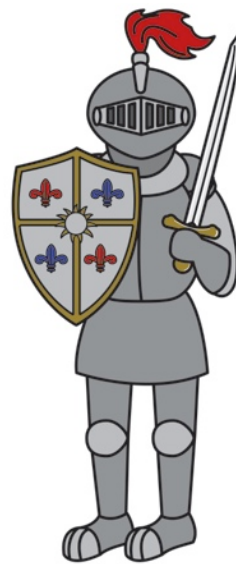
ie



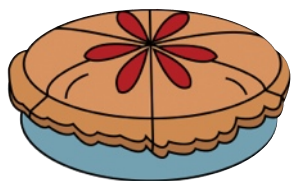
Directions

Write the Word

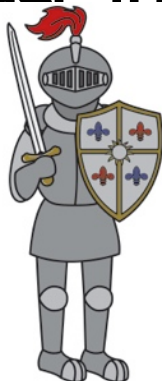
Order the number cards.
Write the word for each card
under the correct column.
When all the words are
written, check the answer
key.



Write the words under the correct column.



ie

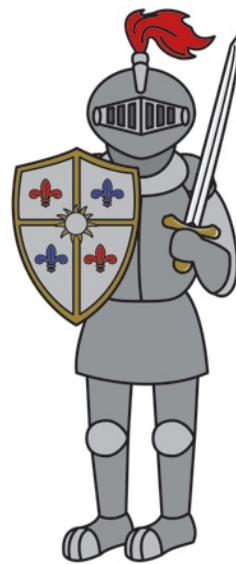


igh

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

h _ _

Set 1

2

l _ _

Set 1

3

p _ _

Set 1

4

t _ _

Set 1

5

f _ _ t

Set 1

6

m _ _ t

Set 1

7

cr _ _ d

Set 1

8

n _ _ t

Set 1

9

dr _ _ d

Set 1

10

s _ _ t

Set 1

11

th _ _

Set 1

12

tr _ _ d

Set 1

13

a _

Set 1

14

f _ t

Set 1

Answer Key

Set 1

igh

ie

high

lie

fight

pie

might

tie

night

cried

sight

dried

thigh

tried

fright

die

1
kn _ _ t
Set 2

2
r _ _ t
Set 2

3
fr _ _
Set 2

4
sh _ _
Set 2

5
Jul _ _
Set 2

6
t _ _ t
Set 2

7
br _ _ t
Set 2

8
wh _ _
Set 2

9
b _ _
Set 2

10
del _ _ t
Set 2

11
m _ _ t
Set 2

12
fl _ _ t
Set 2

13

fl

Set 2

14

fy

Set 2

Answer Key

Set 2

igh

knight

right

tight

bright

delight

might

flight

y

fry

shy

July

why

by

fly

cry

1

m _ _

Set 3

2

rel _ _

Set 3

3

sp _ _

Set 3

4

p _ _

Set 3

5

t _ _

Set 3

6

tr _ _ d

Set 3

7

dr _ _ d

Set 3

8

Jul _ _

Set 3

9

d _ _

Set 3

10

appl _ _

Set 3

11

repl _ _

Set 3

12

l _ _

Set 3

13

fr _ d

Set 3

14

s _

Set 3

Answer Key

Set 3

y

ie

my

pie

rely

tie

spy

tried

July

dried

apply

die

reply

lie

sly

fried

1

t _ _

Set 4

2

cr _ _ d

Set 4

3

s _ _

Set 4

4

m _ _ t

Set 4

5

l _ _

Set 4

6

br _ _ t

Set 4

7

d _ _

Set 4

8

tr _ _ d

Set 4

9

l _ _ t

Set 4

10

kn _ _ t

Set 4

11

r _ _ t

Set 4

12

n _ _ t

Set 4

13

p _

Set 4

14

fr _ d

Set 4

Answer Key

Set 4

ie **igh**

tie sigh

cried might

lie bright

die light

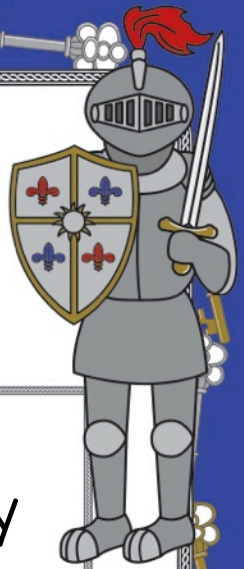
tied knight

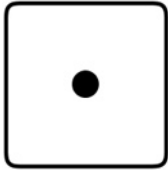
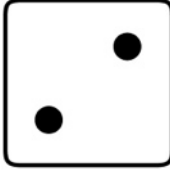




pie right

fried night

ie/igh/y

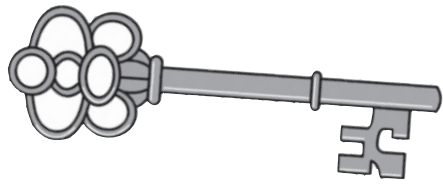
Race to the Top



rhyme	tie	tight	fright	apply	sly
defy	fried	sigh	might	fight	pie
fry	night	by	tried	delight	bright
tie	light	shy	defy	fly	fright
high	cry	sly	July	lie	why
					

Make, Take & Teach





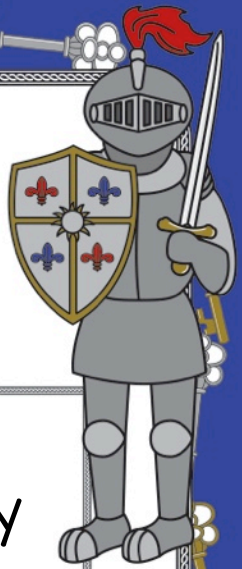
Directions

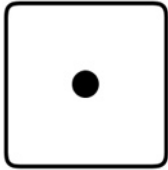
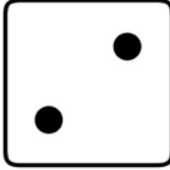




Race to the Top

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.

ie/igh/y

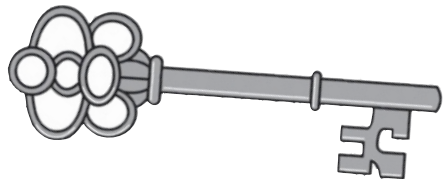
Race to the Top



cried	tight	by	light	fight	my
tied	sight	cry	fried	dry	die
right	tie	lie	sigh	fry	night
fly	bright	sly	spy	shy	why
apply	ply	high	July	pie	might
					

Make, Take & Teach





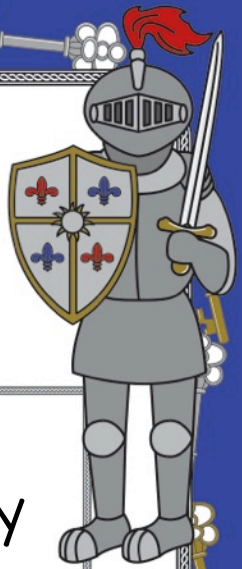
Directions

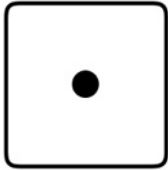
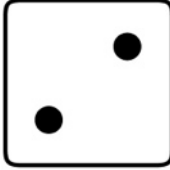




Race to the Top

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.

ie/igh/y

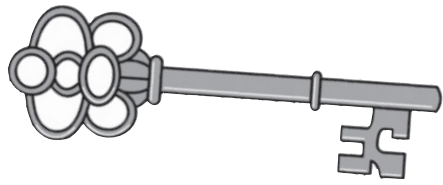
Race to the Top



sight	dried	fright	supply	pie	cry
why	defy	tie	high	shy	fight
July	dry	thigh	spy	die	apply
cycle	light	plight	tight	sigh	flight
night	my	right	delight	bright	fried
					

Make, Take & Teach





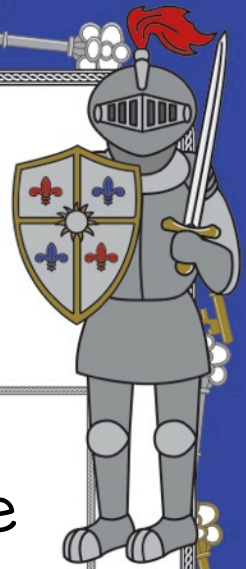
Directions

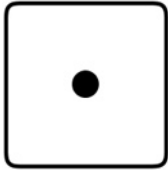
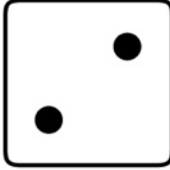




Race to the Top

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.

ie/igh/y

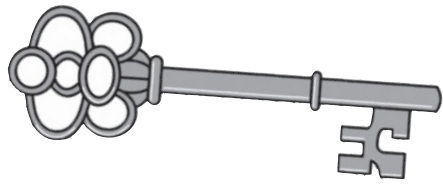
Race to the Top



fried	high	by	sly	sigh	tie
fight	dried	rely	light	deny	cry
fry	fly	die	pie	lie	might
shy	flight	cried	knight	tried	thigh
bright	tight	night	cycle	right	comply
					

Make, Take & Teach





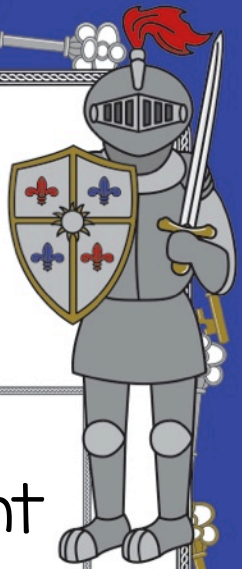
Directions

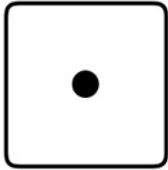
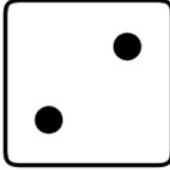




Race to the Top

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.

ie/igh/y

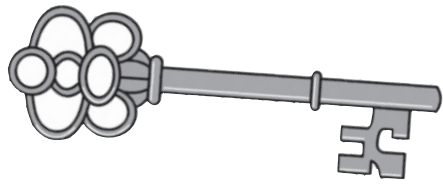
Race to the Top



lie	sigh	rely	why	shy	right
flight	my	plight	light	fight	dry
July	cry	high	reply	fried	cycle
thigh	die	knight	tie	fry	sight
pie	bright	by	dried	night	cried
					

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.

ie, igh, y

4-In-A-Row

night

my

light

tied

might

by

dried

cry

tight

right

fight

pie

knight

thigh

dry

fry

lie

fly

sigh

flight

sight

die

tried

right

tie

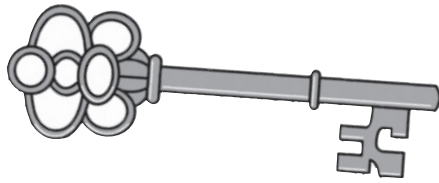
bright

sly

spy

high

cried



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.

ie, igh, y

4-In-A-Row

fright

right

supply

plight

why

reply

fly

fried

lie

tied

knight

tonight

thigh

July

fry

sly

dried

spy

flight

tie

bright

high

rhyme

cried

shy

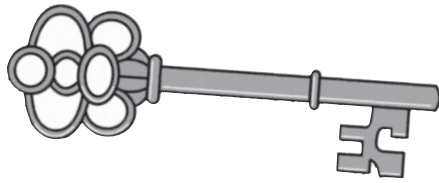
night

cycle

light

pie

high



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.

ie, igh, y

4-In-A-Row

bright

thigh

spy

light

dry

July

why

pie

by

fried

mighty

right

high

apply

tight

lie

tried

night

fight

tie

reply

fly

fright

my

ply

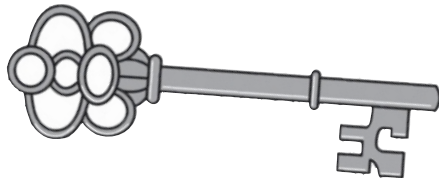
rhyme

flight

defy

deny

die



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.

ie, igh, y

4-In-A-Row

might

die

right

by

tight

my

lie

high

fried

plight

pie

thigh

spy

July

flight

shy

fright

why

sight

fry

sigh

apply

bright

cried

rely

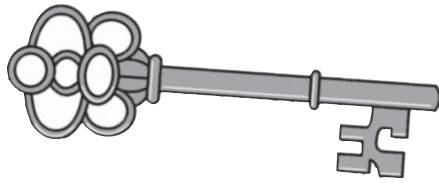
cycle

knight

deny

sly

tied



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.

ie, igh, y

4-In-A-Row

light

sigh

die

plight

sight

cried

fight

dried

rhyme

delight

spy

lie

right

by

pie

my

thigh

why

knight

fly

supply

fright

ply

dry

tie

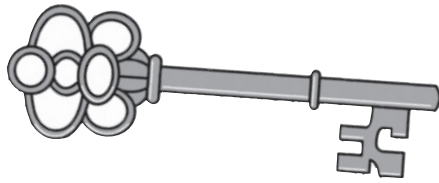
tight

reply

cry

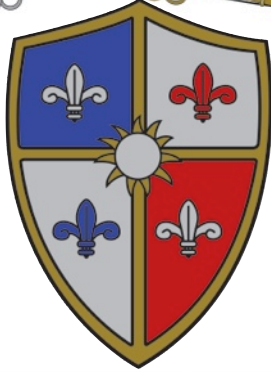
high

defy



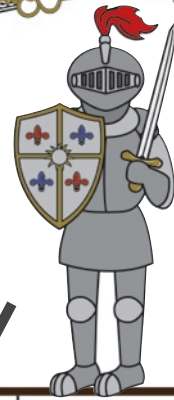
Directions 4 In A Row

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.

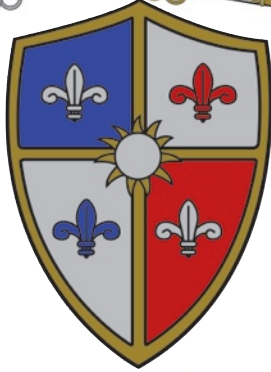


BINGO

ie, igh, y

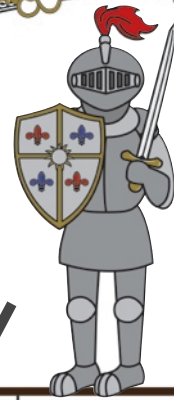


light	tie	supply	fly	sight
sly	cried	tonight	fight	pie
dry	defy	FREE	fried	might
die	thigh	my	tried	July
tight	bright	lie	fry	mighty

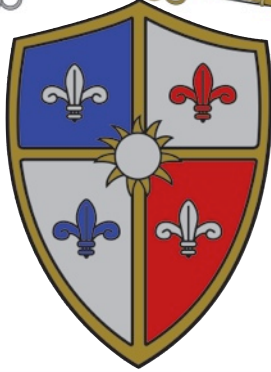


BINGO

ie, igh, y

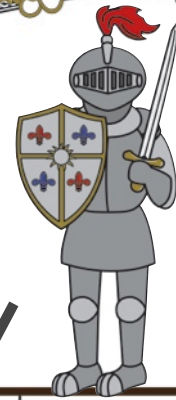


dried	fried	spy	shy	reply
July	deny	ply	midnight	right
cry	tie	FREE	why	die
sigh	night	fright	apply	rely
by	high	light	knight	delight

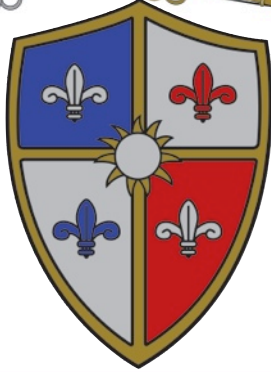


BINGO

ie, igh, y

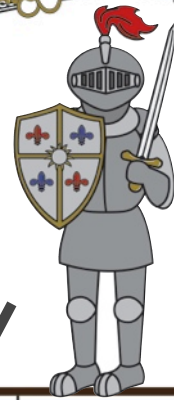


mighty	thigh	high	by	lie
night	right	sigh	July	rely
why	dry	FREE	ply	cry
fight	bright	tight	deny	defy
light	sight	delight	die	spy

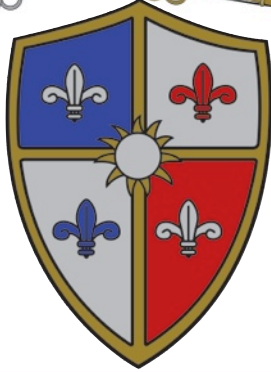


BINGO

ie, igh, y

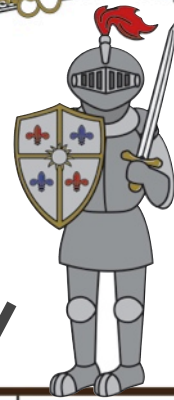


my	light	high	lie	tie
lightening	thigh	right	fright	dried
by	cry	FREE	fry	shy
tight	pie	reply	July	spy
night	die	might	sigh	why



BINGO

ie, igh, y



night	cry	tight	dried	die
reply	high	fry	fright	pie
by	why	FREE	July	shy
light	might	my	tie	lie
sigh	thigh	spy	lightening	right

high

thigh

sigh

fright

fight

light

might

night

right

sight

tight

bright

flight

knight

die

lie

pie

tie

cried

tried

dried

by

my

cry

dry

fry

fly

sly

spy

shy

why

ply

rely

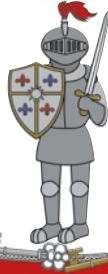
reply

July

deny

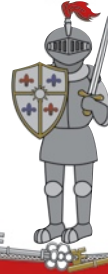
BINGO

Calling Cards



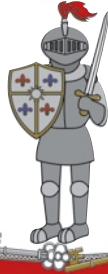
BINGO

Calling Cards



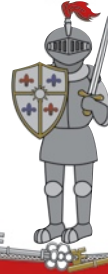
BINGO

Calling Cards



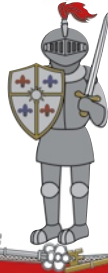
BINGO

Calling Cards



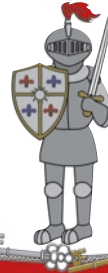
BINGO

Calling Cards



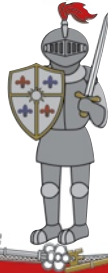
BINGO

Calling Cards



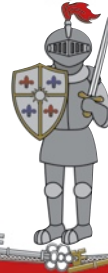
BINGO

Calling Cards



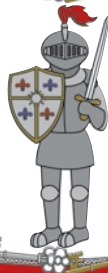
BINGO

Calling Cards



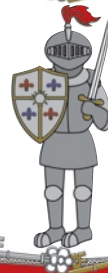
BINGO

Calling Cards



BINGO

Calling Cards



tonight

delight

fried

apply

supply

defy

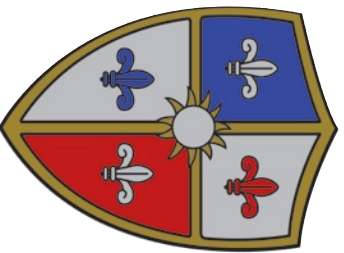
deny

lightening

mighty

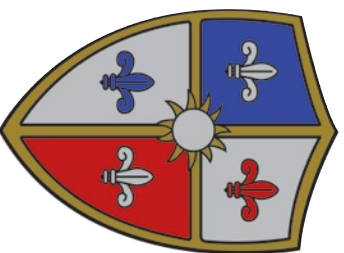
midnight

**I Have
Who Has**



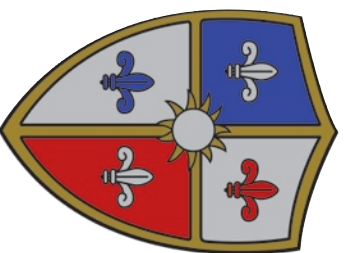
ie/igh/y

**I Have
Who Has**



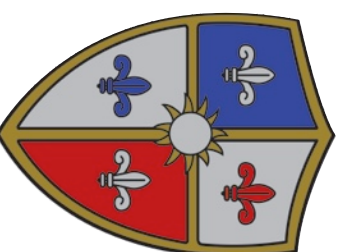
ie/igh/y

**I Have
Who Has**



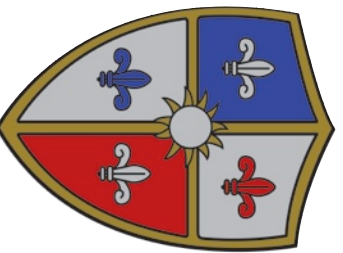
ie/igh/y

**I Have
Who Has**



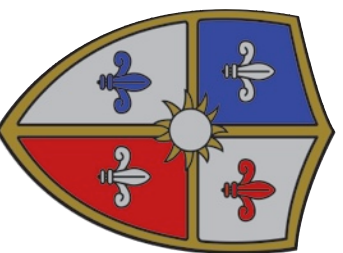
ie/igh/y

**I Have
Who Has**



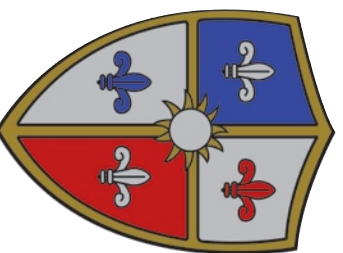
ie/igh/y

**I Have
Who Has**



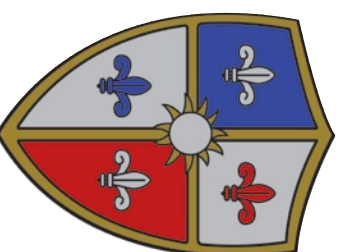
ie/igh/y

**I Have
Who Has**



ie/igh/y

**I Have
Who Has**



ie/igh/y

I Have

cried

I Have

night

I Have

by

START

I Have
high

Who Has

fight

Who Has

spy

Who Has

dry

Who Has

lie

I Have

fight

I Have

spy

I Have

dry

I Have

lie

Who Has

pie

Who Has

cried

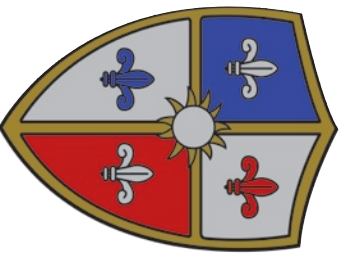
Who Has

night

Who Has

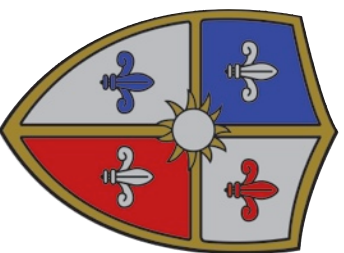
by

**I Have
Who Has**



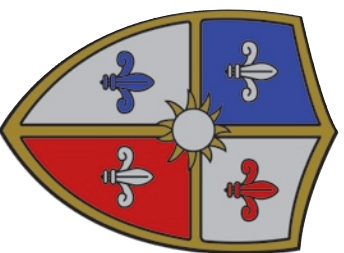
ie/igh/y

**I Have
Who Has**



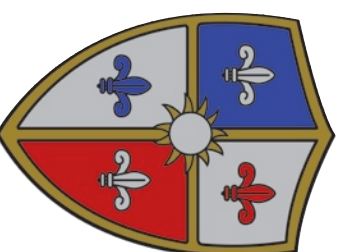
ie/igh/y

**I Have
Who Has**



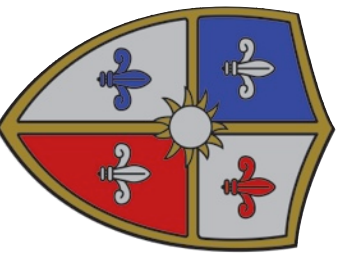
ie/igh/y

**I Have
Who Has**



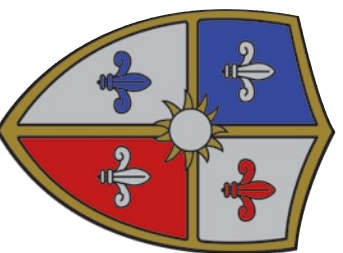
ie/igh/y

**I Have
Who Has**



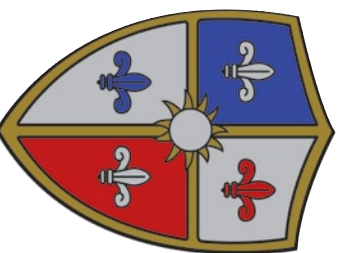
ie/igh/y

**I Have
Who Has**



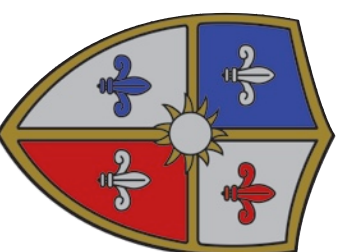
ie/igh/y

**I Have
Who Has**



ie/igh/y

**I Have
Who Has**



ie/igh/y

I Have

tie

I Have

flight

I Have

fry

I Have

pie

Who Has

fright

Who Has

knight

Who Has

sight

Who Has

thigh

I Have

fright

I Have

knight

I Have

sight

I Have

thigh

Who Has

my

Who Has

tie

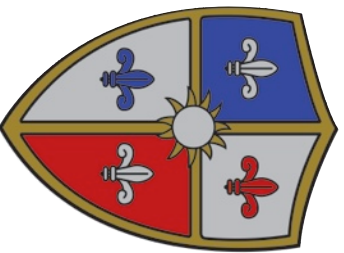
Who Has

flight

Who Has

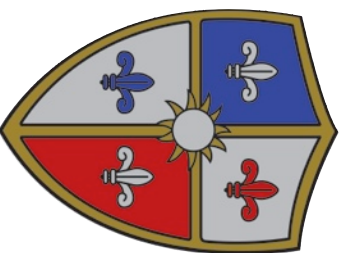
fry

**I Have
Who Has**



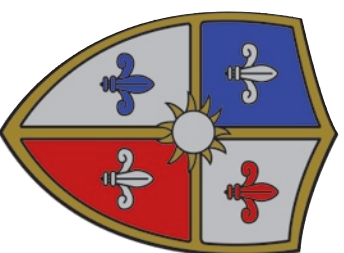
ie/igh/y

**I Have
Who Has**



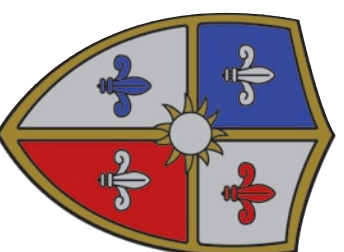
ie/igh/y

**I Have
Who Has**



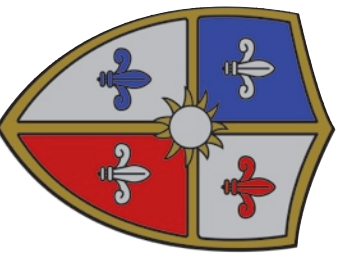
ie/igh/y

**I Have
Who Has**



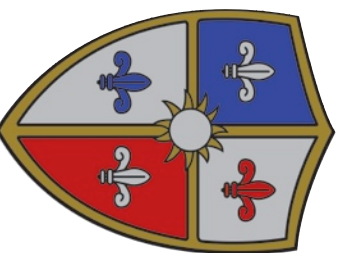
ie/igh/y

**I Have
Who Has**



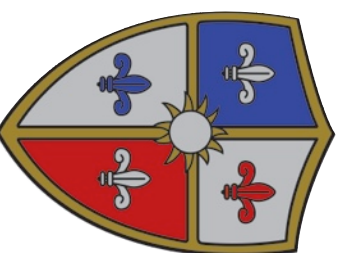
ie/igh/y

**I Have
Who Has**



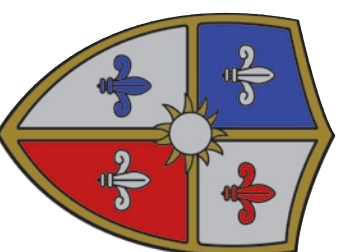
ie/igh/y

**I Have
Who Has**



ie/igh/y

**I Have
Who Has**



ie/igh/y

I Have

tight

I Have

right

I Have

might

I Have

my

END

Who Has

fly

Who Has

light

Who Has

cry

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.



Who Has

tight

Who Has

right

Who Has

might

I Have

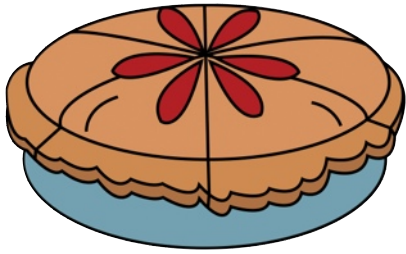
fly

I Have

light

I Have

cry

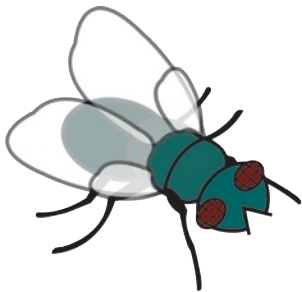
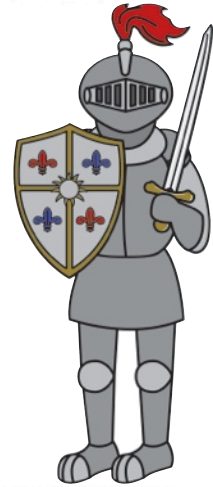


ie pie

Four words use "ie" at the end. Some words use "ie" by adding a suffix.

knight igh

Some words use "igh" - the "gh" has no sound.



fly y

Use "y" mostly at the end of the word.

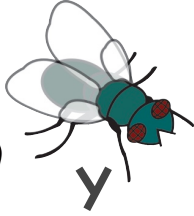
Directions- Word Sorting

Place the sorting headers on the table. Have the student decide which column the word should be placed. Students can write the "ie", "igh" 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.

 ie pie <small>Four words use "ie" at the end. Some words use "ie" by adding a suffix.</small>	knight igh <small>Some words use "igh". The "igh" has no sound.</small>	 fly y <small>Use "y" mostly at the end of the word.</small>
 ie	 igh	 y
tie	cried	tonight
fight	my	cry
drip	fried	light
plight	by	shy

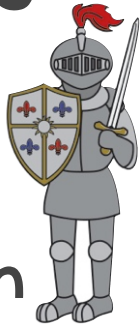
Word Sorting Cards

ie

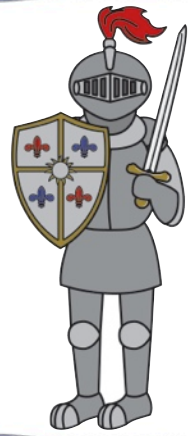


y

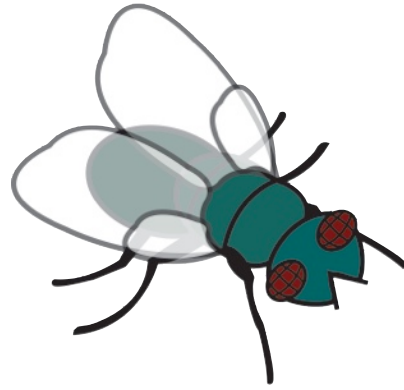
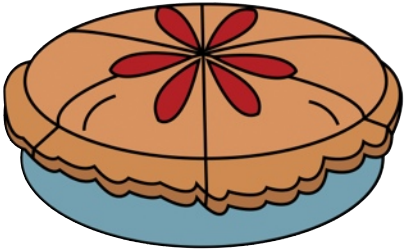
igh



igh



ie



y

h _ _ _

s _ _ _

f _ _ t

l _ _ t

sigh

high

light

fight

m _ _ t

n _ _ t

r _ _ t

s _ _ t

t _ _ t

br _ _ t

fl _ _ t

kn _ _ t

night

might

sight

right

bright

tight

knight

flight

del__t

th__

fr__t

ton__t

pl__t

d__

l__

p__

thigh

delight

tonight

fright

die

plight

pie

lie

t__

cr__d

tr__d

dr__d

fr__d

cr _

b _

m _

cried

tie

dried

tried

cry

fried

my

by

dr _

fr _

fl _

sl _

sp _

sh _

wh _

pl _

fry

dry

sly

fly

shy

spy

ply

why

appl _

suppl _

rel _

repl _

Jul _

def _

den _

impl _

supply

apply

reply

rely

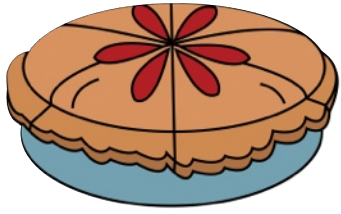
defy

July

imply

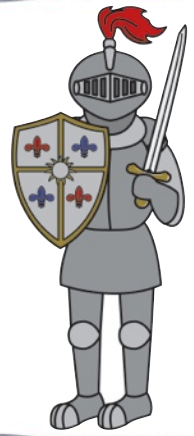
deny

Word Cards



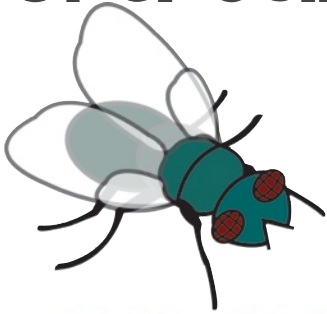
ie

Word
Cards



igh

Word Cards



y

high

sigh

fight

light

might

night

right

sight

tight

bright

flight

knight

delight

thigh

fright

tonight

lightening

plight

mighty

midnight

highway

die

lie

pie

tie

cried

tried

dried

fried

tried

by

my

cry

dry

fry

fly

sly

spy

shy

why

ply

apply

comply

supply

rely

reply

July

rhyme

cycle

imply

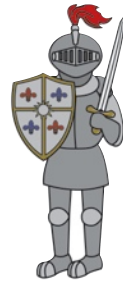
defy

deny

magnify

Dry Erase Phonics

Write "ie", "igh" or "y" to make the word.



b _____

s _____

f _____ t

m _____

dr _____

t _____ t

kn _____ t

m _____ t

p _____

l _____

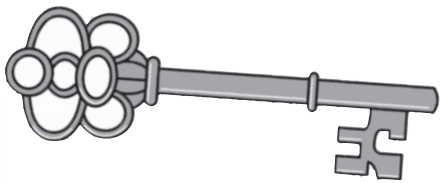
fl _____

sl _____

cr _____ d

tr _____ d

Set 1



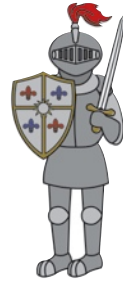
Directions

Dry Erase Phonics

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

Dry Erase Phonics

Write "ie", "igh" or "y" to make the word.



dr ___ d

t ___

s ___ t

b ___

wh ___

br ___ t

l ___

sp ___

n ___ t

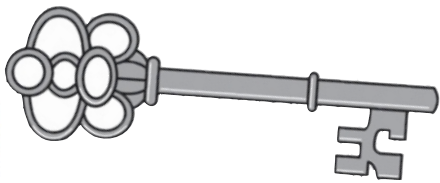
fr ___ d

cr ___ d

appl ___

fr ___

l ___ t



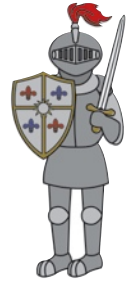
Directions

Dry Erase Phonics

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

Dry Erase Phonics

Write "ie", "igh" or "y" to make the word.



fl _____ t

cr _____

sl _____

m _____ t

fr _____ t

dr _____

sp _____

den _____

del _____ t

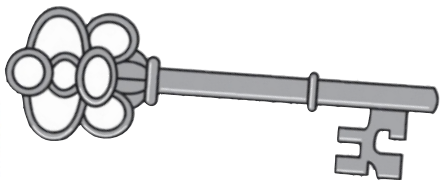
b _____

th _____

l _____ t

repl _____

h _____



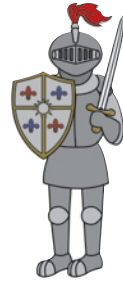
Directions

Dry Erase Phonics

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

Dry Erase Phonics

Write "ie", "igh" or "y" to make the word.



r _____ t

cr _____

s _____ t

rel _____

Jul _____

fr _____

kn _____ t

f _____ t

cr _____ d

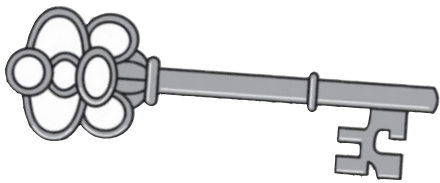
wh _____

b _____

p _____

th _____

l _____



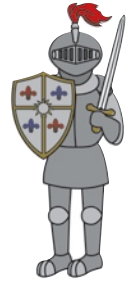
Directions

Dry Erase Phonics

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

Dry Erase Phonics

Write "ie", "igh" or "y" to make the word.



ton _____ t p _____

sp _____ f _____ t

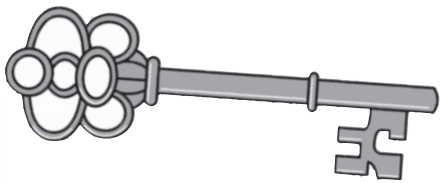
fl _____ t l _____

br _____ t d _____

den _____ b _____

th _____ m _____ t

tr _____ d fl _____



Directions

Dry Erase Phonics

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

**Dry Erase
Phonics**

Set 1

by sigh
fight my
dry tight
knight might
pie lie
fly sly
cried tried

**Dry Erase
Phonics**

Set 2

dried tie
sight by
why bright
lie spy
night fried
cried apply
Fry light

**Dry Erase
Phonics**

Set 3

flight cry
sly might
fright dry
spy deny
delight by
thigh light
reply high

**Dry Erase
Phonics**

Set 4

right cry
sight rely
July Fry
knight fight
cried why
by pie
thigh lie

**Dry Erase
Phonics**

Set 5

tonight pie
spy fight
flight lie
bright die
deny by
thigh might
tried fly

Bump

2
high

lie
12

my
7

11
cry

3
July

pie
10

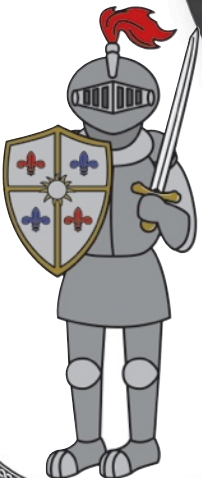
4
try

spy
5

6
by

9
fight

8
sigh



#|

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

2
light

tonight
12

fried
7

11
might

3
fight

why
10

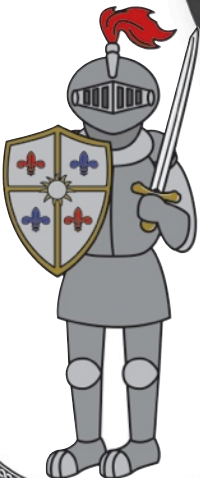
4
cried

lie
5

6
right

9
sly

8
fly



#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.

Bump

2
tried

tight
12

cry
7

11
dried

3
fly

bright
10

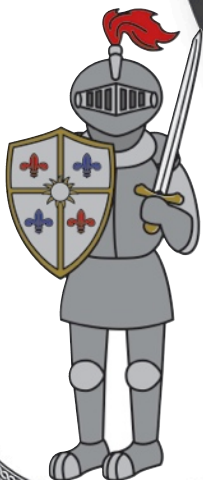
4
knight

pie
5

6
my

9
lie

8
flight



#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.

Bump

highway
7

2
mighty

tie
12

11
tried

3
delight

cry
10

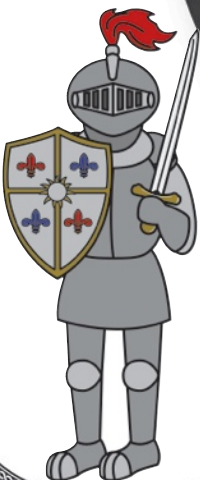
4
dry

spy
5

6
fried

9
shy

8
sight



#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.

BUMP

2
fried

fry
12

tonight
7

11
July

3
cycle

shy
10

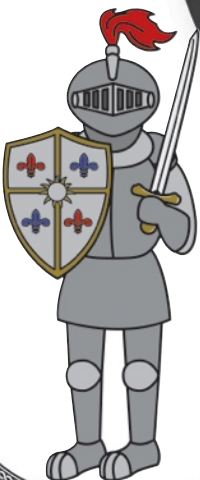
4
apply

night
5

6
imply

9
sight

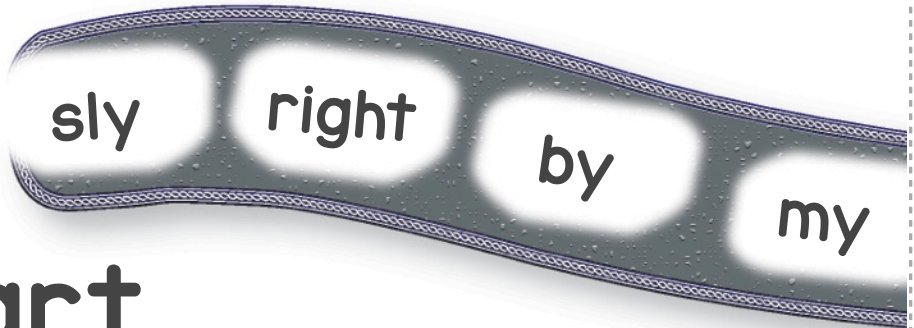
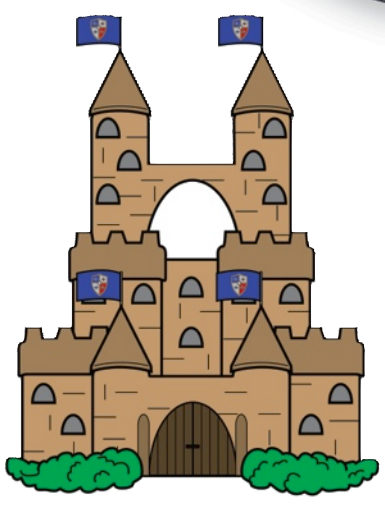
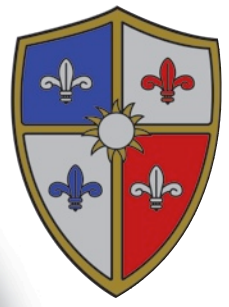
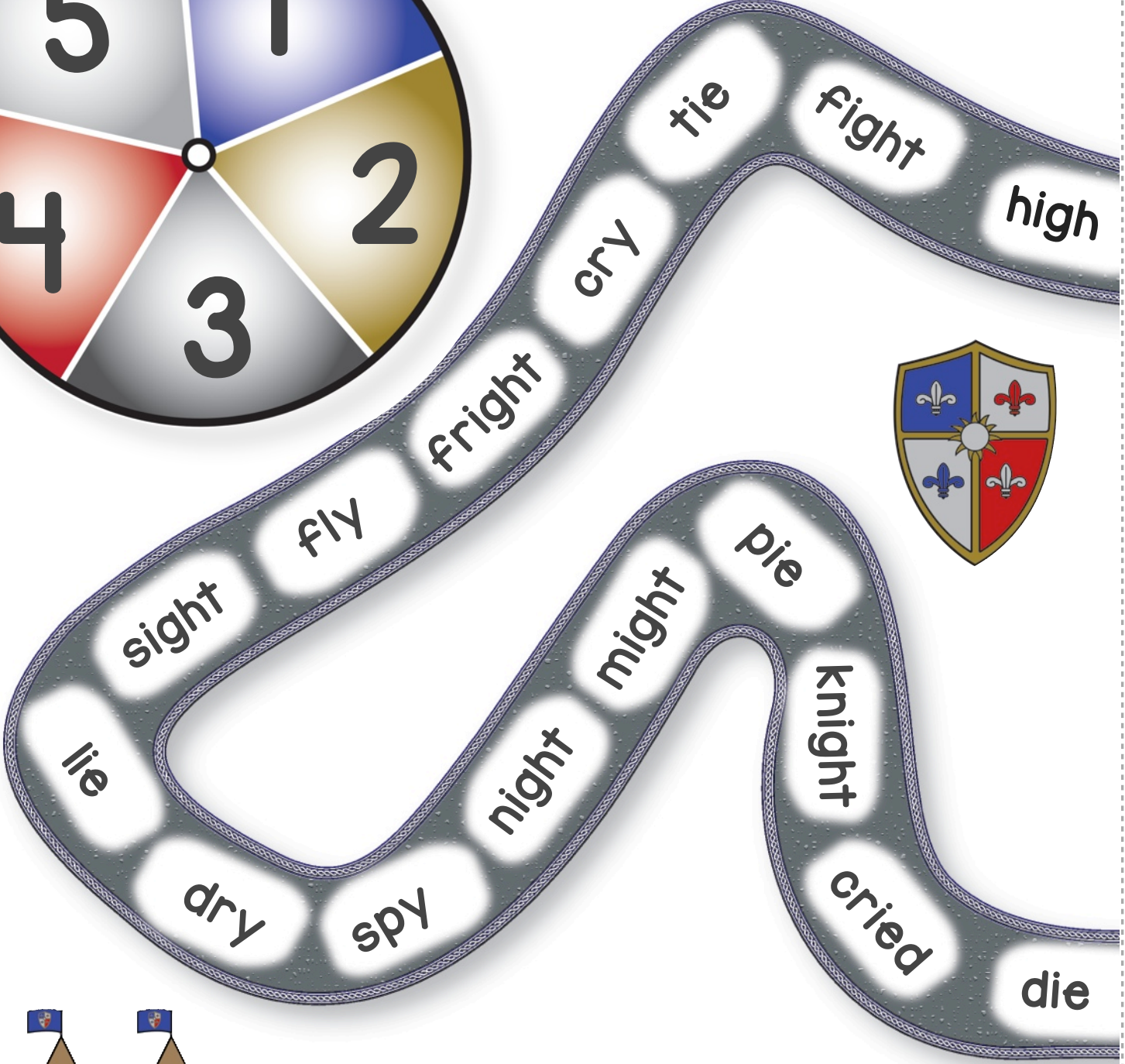
8
tried



#5

Directions

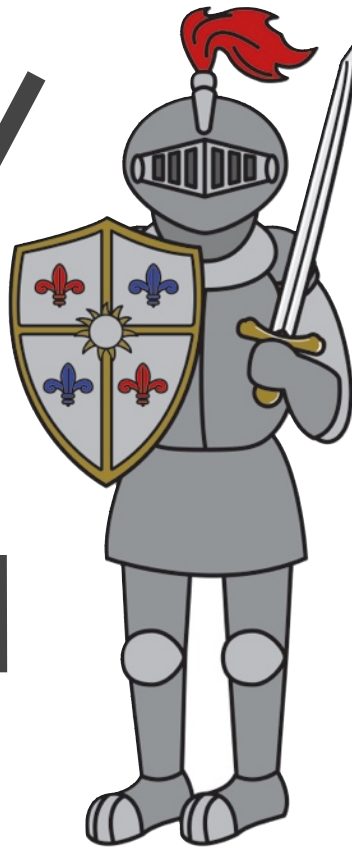
Each student will need 8 see-through counters of the same color and two dice. Players take turns rolling the dice, adding the numbers and covering the number with the counter. If their partner is already on that number, the player can bump the partner's counter and take their space. If the player is 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.



Start

ie/igh/y

Game Board



End

fry

light

right

cried

shy

July

sigh

bright

tied

tight

flight

cried

dried

reply

tonight

tight

mighty

thigh

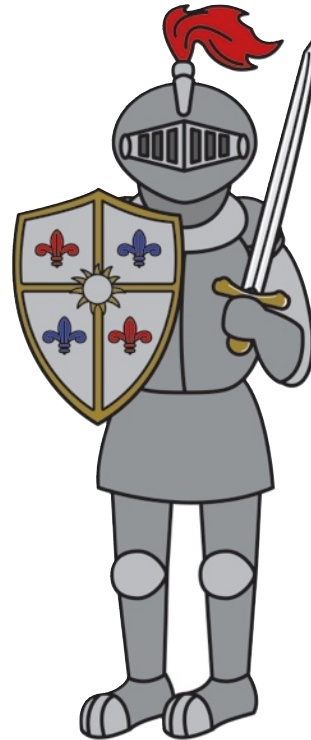


ie, igh, y Game Board #1

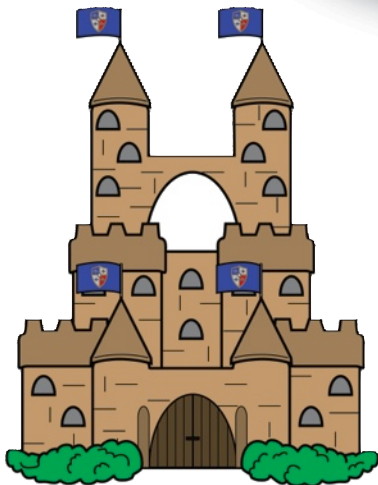
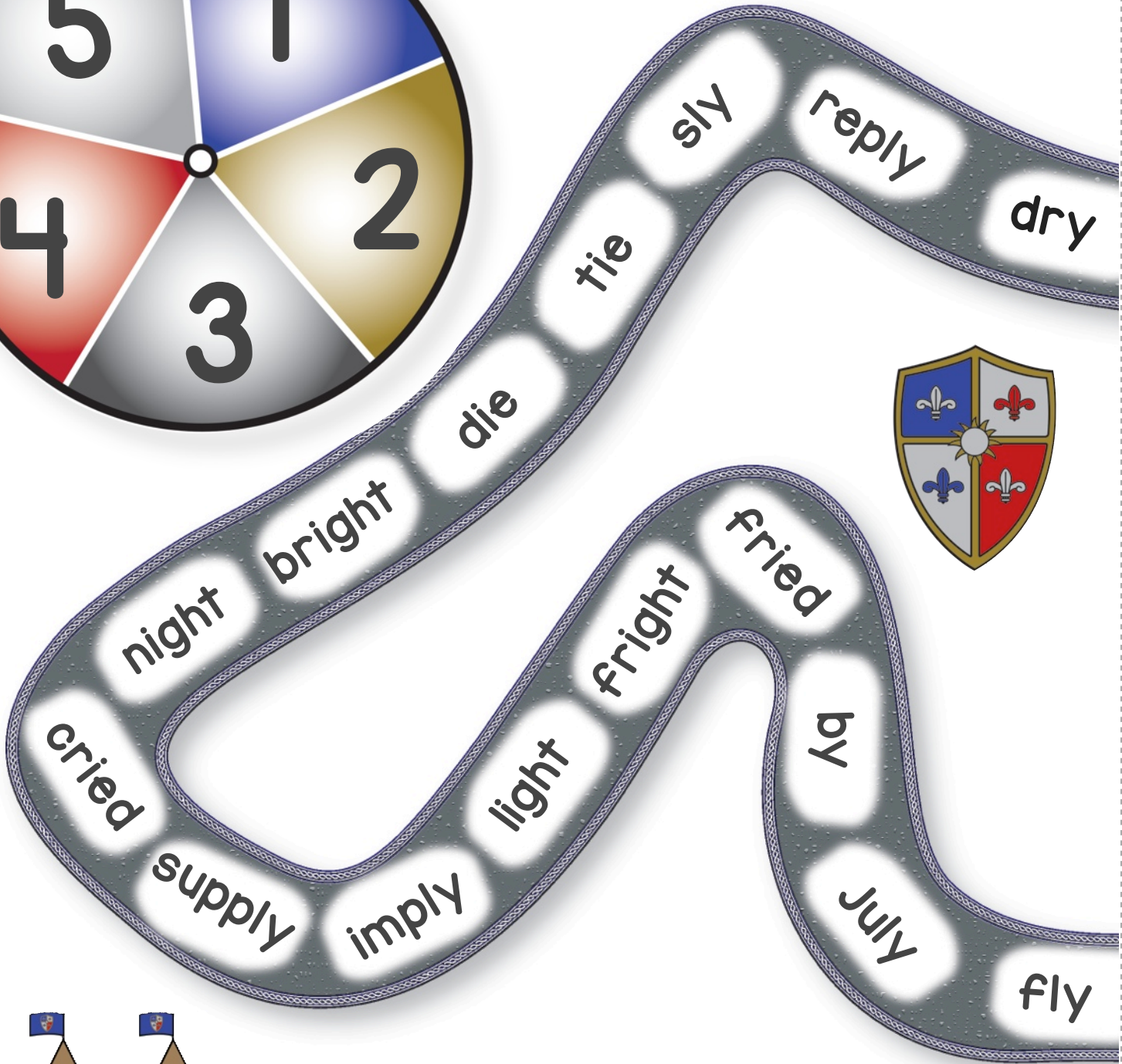
ie, igh, y

Game
Board

#1



Make, Take & Teach

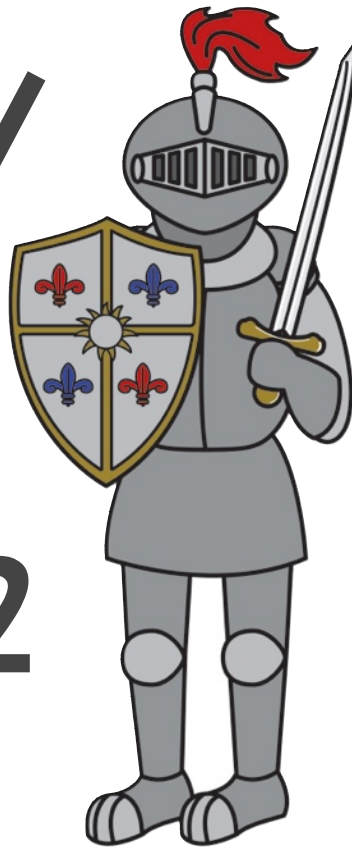


Start



ie/igh/y

Game Board #2



spy

dried

sight

sigh

fight

tight

rhyme

deny

apply

fly

tried

right

high

knight

tonight

comply

pie

rely

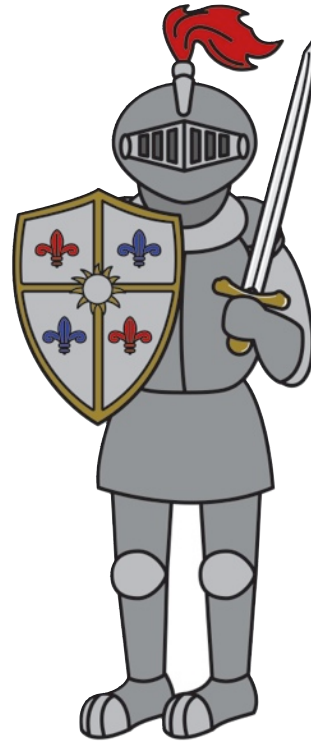
End



ie, igh, y Game Board #2

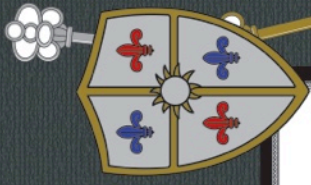
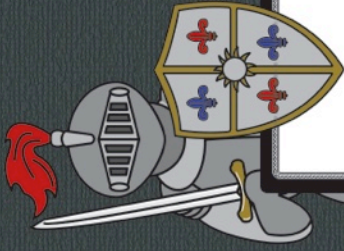
ie, igh, y

Game Board #2



Make, Take & Teach

Climb & Slide



End
spy

thigh

tried

might

plight

delight

dried

light

night

tie

right

fry

fight

my

lie

fright

by

high

tied

fried

lie

cried

die

light

why

flight

bright

tied

July

shy

sigh

fly

tight

reply

pie

End

thigh

tried

might

plight

delight

dried

light

night

tie

right

fry

fight

my

lie

fright

by

high

tied

fried

lie

cried

die

light

why

flight

bright

tied

July

shy

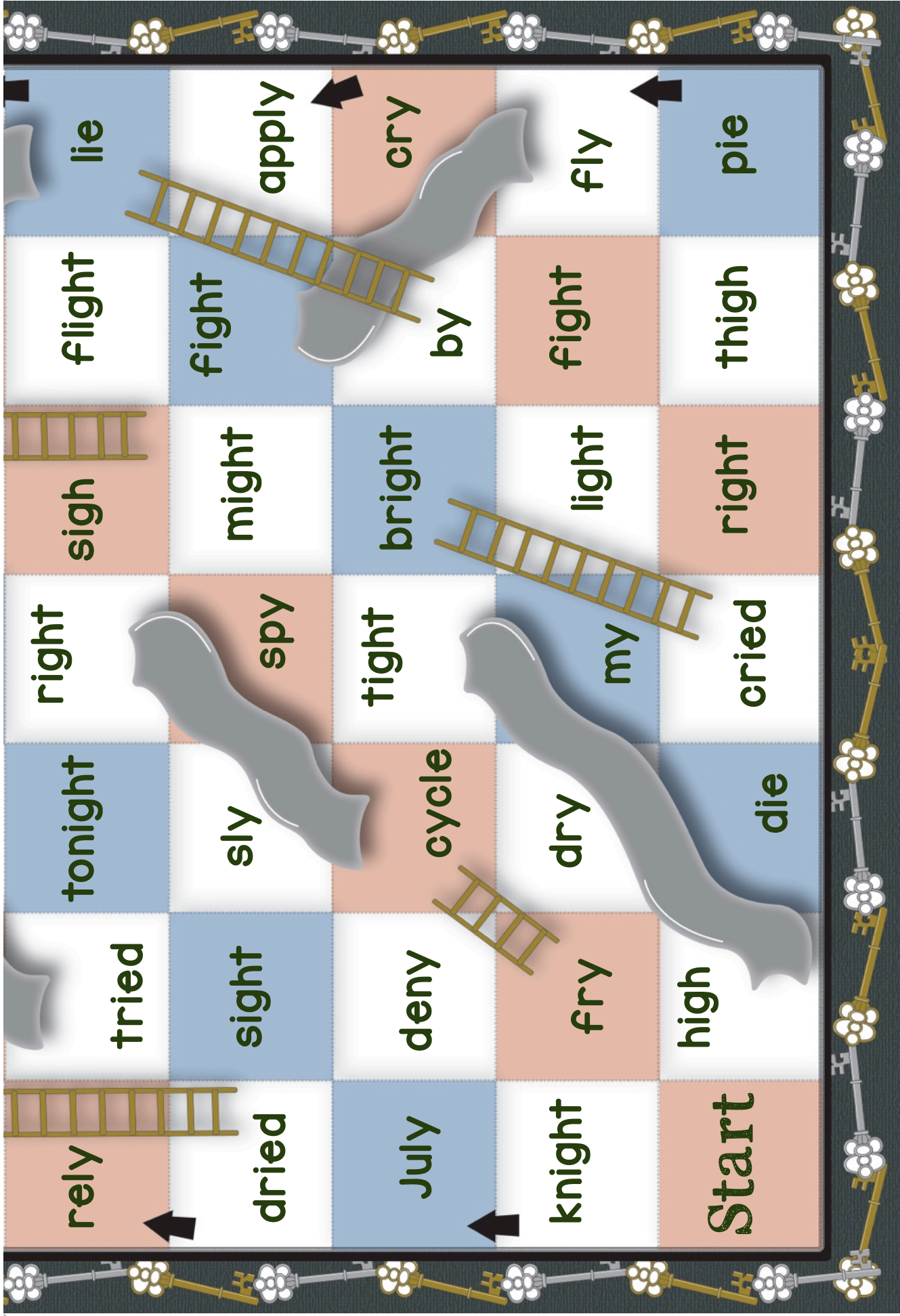
sigh

fly

tight

reply

pie



rely

dried

July

knight

Start

tried

sight

deny

fry

high

tonight

sly

tight

cycle

dry

die

right

spy

bright

my

cried

sigh

might

bright

light

right

flight

fight

bright

fight

thigh

lie

apply

cry

fly

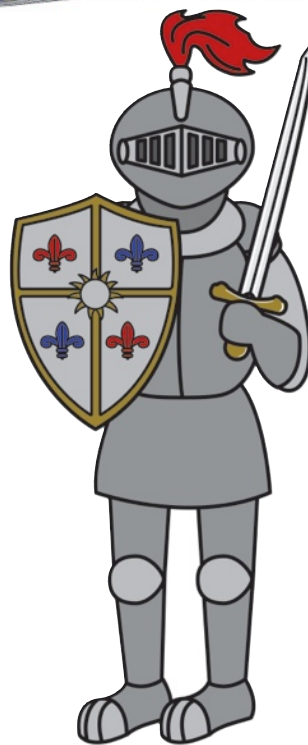
pie

by

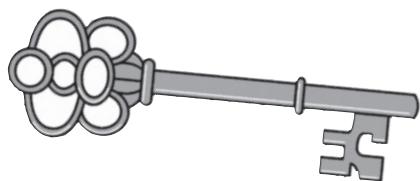
Climb & Slide #1



ie, igh, y
**Climb &
Slide #1**



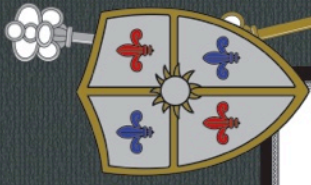
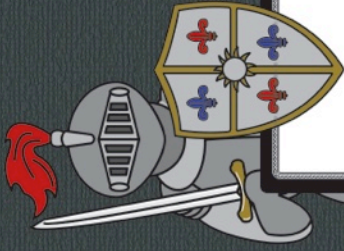
Make, Take & Teach



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

cry

sight

bright

might

die

imply

July

cry

tight

light

pie

fried

cycle

right

high

defy

ply

spy

delight

comply

tonight

by

knight

high

lie

cry

shy

why

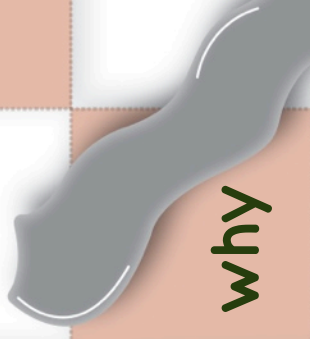
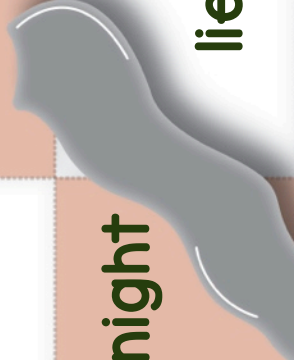
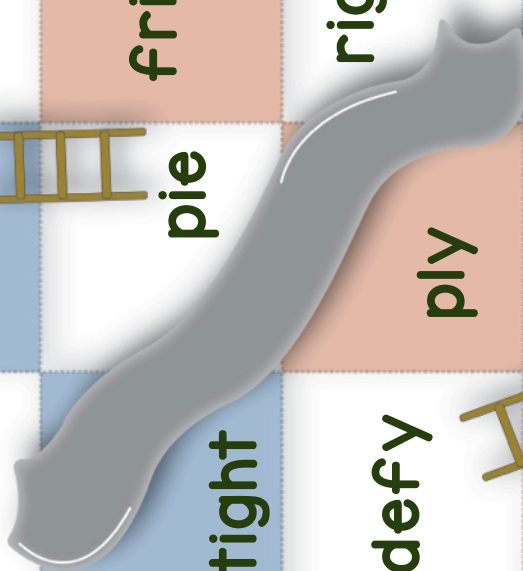
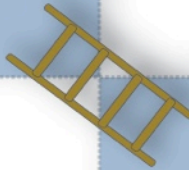
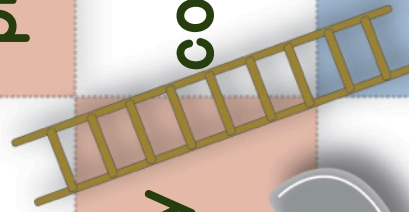
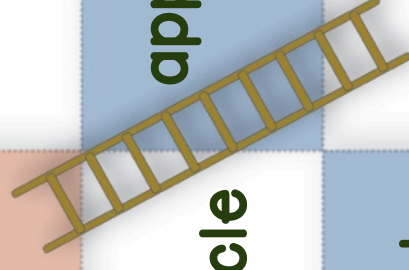
midnight

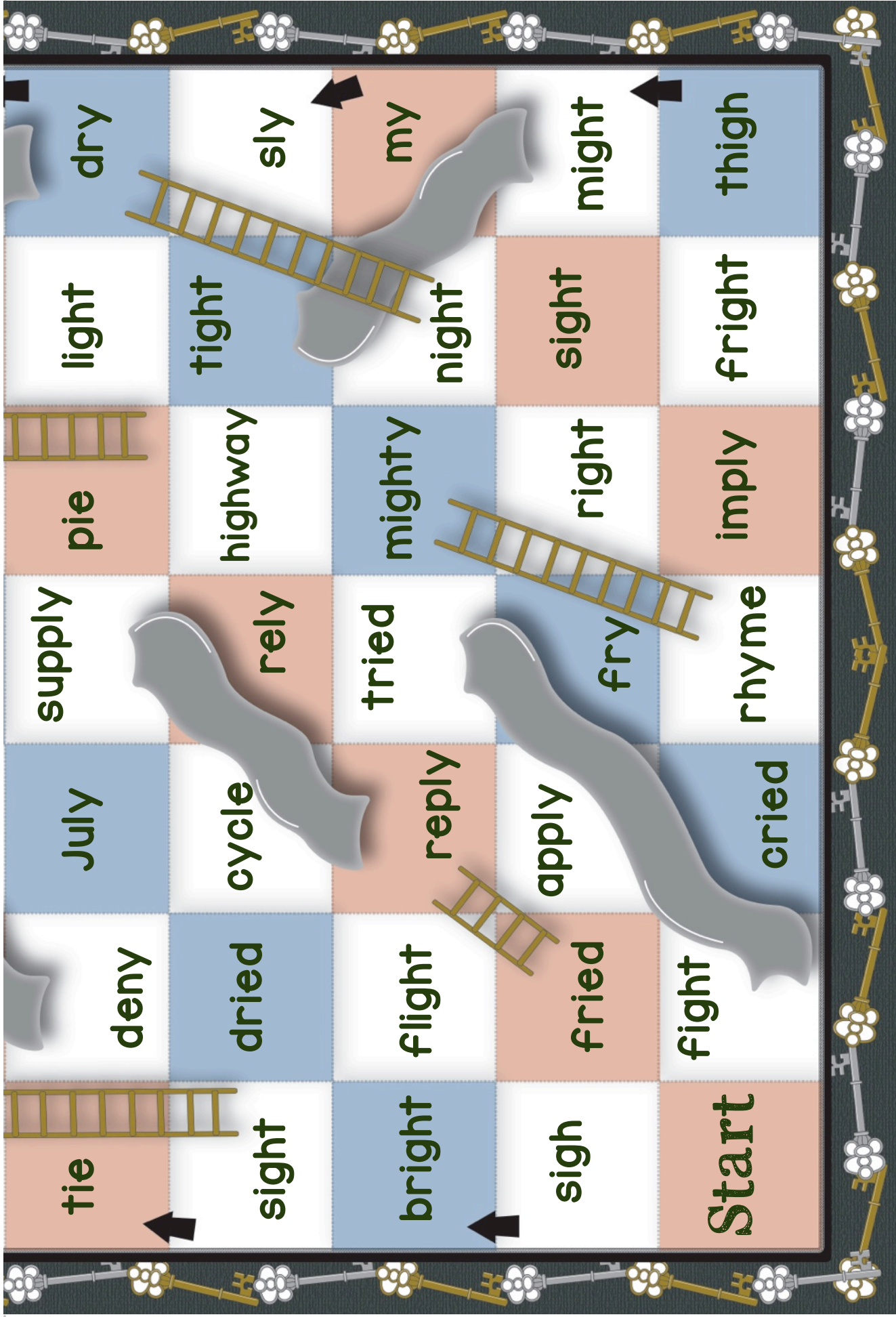
lie

shy

why

fly





tie

sight

bright

sigh

Start

deny

dried

flight

fried

fight

July

cycle

reply

apply

cried

supply

rely

tried

fry

rhyme

pie

highway

mighty

right

imply

light

tight

night

sight

fright

dry

sly

my

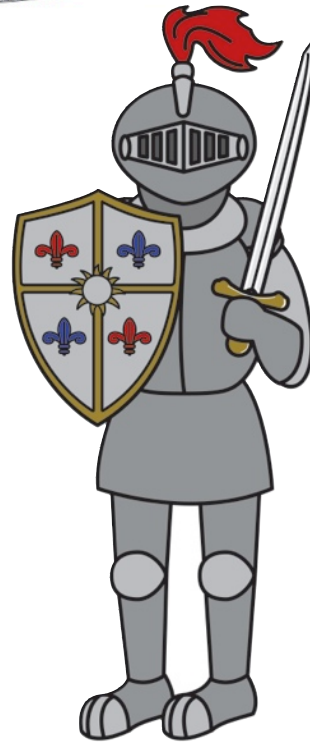
might

thigh

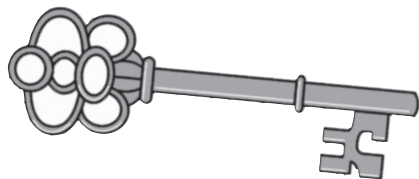
Climb & Slide #2



ie, igh, y Climb & Slide #2

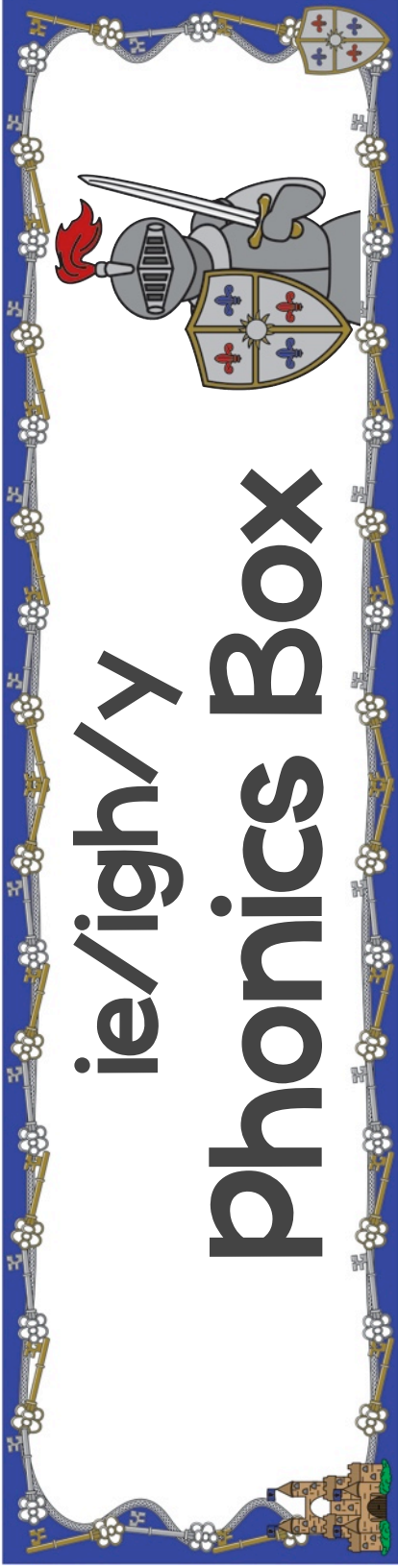


Make, Take & Teach



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.



ie/igh/y

Phonics Box

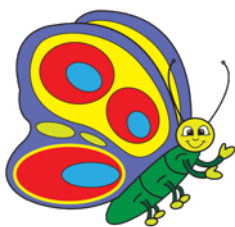
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Julie