

# Card Chaos Phonics Phase 5 Matching Card Game- Game Rules



## Preparing to Play

You will need 2 to 6 players.

- Cut out and laminate the Card Chaos cards.
- Collect paper and a pencil if you would like to keep a record of the score.

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Please note that only a selection of Phase 5 sounds are covered in this game in order to keep the length of the game appropriate.

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## Playing the Game

1. Deal seven cards to each player.
2. Stack the rest of the cards and place them face down in the centre of the table. These cards become a draw pile that players will take from throughout the game.
3. Turn over the top card from the draw pile to begin the game and place it next to the stack.
4. The first player tries to match the sound, colour or symbol on the drawn card using one of their own cards. If they have a match, they place it on top of the drawn card; this becomes the discard pile. The player must say the sound on the card that they are laying down.
5. The players continue to lay down cards following the same rules. If a player cannot lay a card, they must take a card from the draw pile instead.
6. A wild card can be played at any time. The player lays the wild card onto the discard pile and chooses the next colour to be played.
7. A reverse card changes the direction of play.
8. If a skip card is played, the next player misses their turn.
9. Draw 2 and Draw 4 cards cause the next player to draw 2 or 4 cards from the draw pile and to miss their turn.
10. The winner is the player that gets rid of all of their cards first.

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If you would like to keep score, total the points on the remaining cards in each player's hand at the end of the game. The aim is to score as few points as possible. The game is over if a player gets to 500 points.

To challenge the players, ask them to say a word containing the sound on their card. They must not repeat the same word during the game.

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