Jolly Phonics Tricky Words Group 4

Fishing Game

How to use this resource:

- Print and laminate each fish.
- Attach a paper-clip to each one.
- Use a magnetic fishing rod.
- Pupils take turns to catch a fish – If they can read the tricky word they get to keep it. If they cannot, they throw it back into the pond.
- Play continues until all fish are caught. The pupil who gets the most fish is the winner.

Variations:

- If a child cannot read a word, the child whose turn is next can have a go to win a bonus fish.
- Include the boot cut-out – if it is caught, all their words get thrown back in.
- Include the treasure cut-out – if it is caught, the pupil who caught it can get a bonus turn.

only

old

little

down

what

when

why

where

who

which