

**Picking Pumpkins\*** (black line master--pumpkin and caller cards)

(black line master--farmer)

(identifying beginning sounds/associating sounds to letters:

g,h,j,k,l,m,n,p,q,r,s,t)

This game can be played with an emphasis on phonemic awareness (hearing sounds) or phonics (matching sounds to letters). Print one set of pumpkin cards, one set of caller cards (same file as pumpkin cards), and one farmer. To play, distribute the pumpkin cards evenly among players. Place the farmer in the middle of the table and tell children that the farmer is looking for words that begin with \_\_\_ (fill in with letter or sound). Place the matching caller card on the farmer. Children check their cards and give you their cards that begin with the target sound. Continue playing until someone gets rid of all of his or her cards. This is the winner.