

# 1-2-3 FLIP IT!

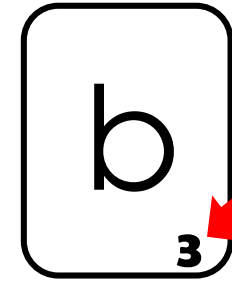
for 2 players

## To Prep:

- Print off one game board (pg. 2) for players to share.
- Print off cards, cut out and laminate.

## To Play:

- Deal each player 20 cards.
- Players place their 20 cards face down in a pile. Extra cards are not used.
- Decide who goes first.
- Player one starts the game by flipping over his top card. He looks at the number on the bottom of the card and places it in that space on the game board. The player reads the new CVC word created (real or silly) aloud. *\*With younger learners, use the hard sounds for c and g only. For example, cit or gen would be pronounced with hard sounds.*
- Player two then flips over his top card, looks at the number on the bottom, places it on the game board, and reads the new CVC word aloud.
- Play is over when both players have used all 20 cards.
- Shuffle and play again.



This card goes in the 3<sup>rd</sup> space on the game board.

## Variations:

- Depending on the age of the player(s), try using more or less cards.
- Players can receive points for every word read correctly.
- Players can receive points for every REAL word created on their turn.
- If you want to play with more than two players, copy the letter cards {pgs. 3-11} more than once.

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# 1-2-3 FLIP IT!

**c**

**1**

**a**

**2**

**t**

**3**

a

2

b

3

c

1

d

3

e

2

f

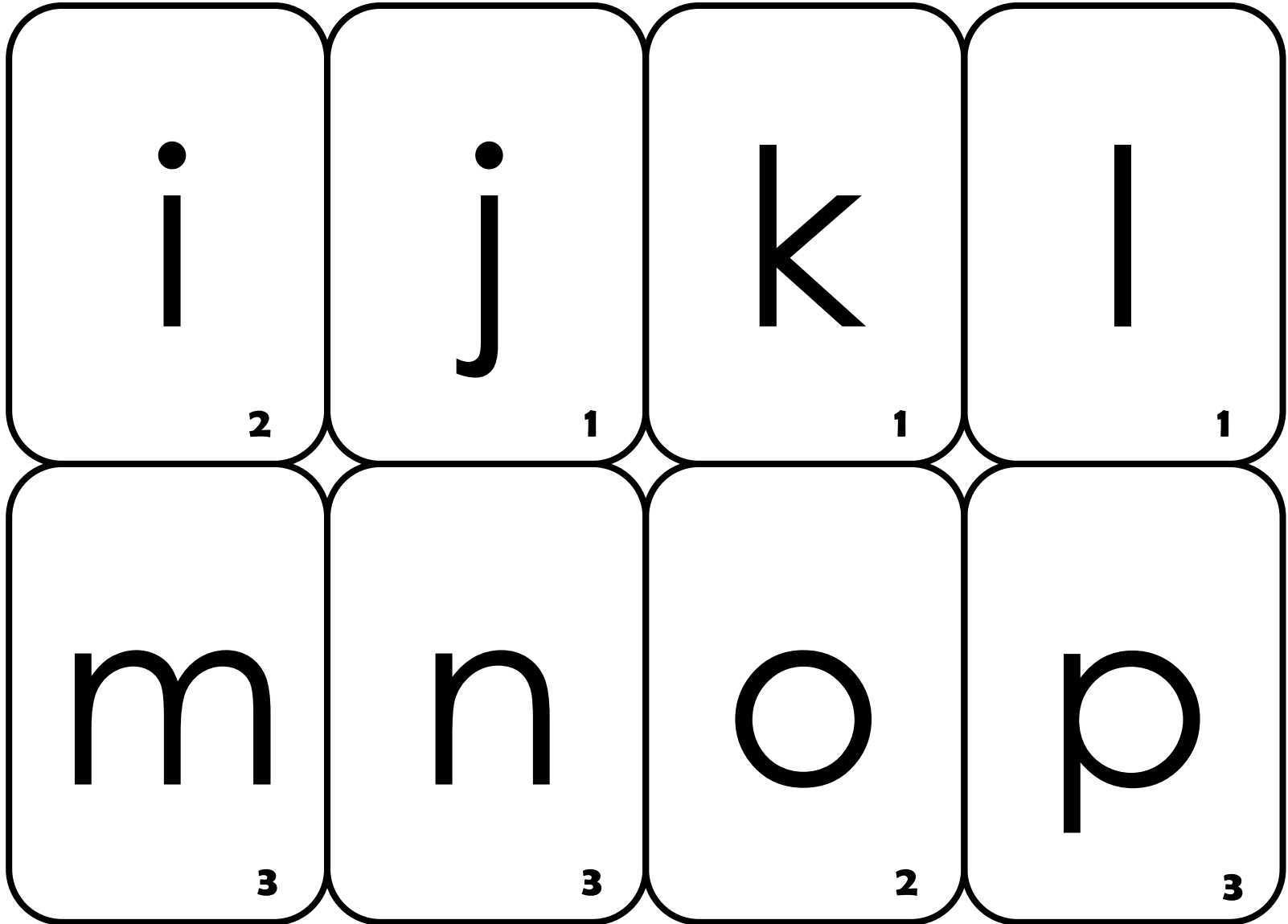
3

g

3

h

1



n

3

r

1

s

3

t

3

u

2

v

1

w

1

x

3

y

1

z

1

d

2

d

2

d

2

e

2

e

2

e

2

d

3

i

2

i

2

i

2

o

2

o

2

o

2

u

2

u

2

u

2

b

3

c

1

d

3

f

3

g

3

h

1



j

1

k

1

l

1

m

1

n

1

p

3

m

3

r

1

S

1

t

3

v

1

w

1

x

3

g

1

z

1

t

3

s

3

p

1

n

1

g

3

x

3

j

1

h

1

t

1