

CRAZY WORDS

PHONICS GAMES 2

Multisyllable
Nonsense Words

Crazy Fun
Card Game

SOR
Aligned



WHAT'S INCLUDED

Nonsense Word Card Game

- ▶ Instructions and ideas for multiple uses.
- ▶ 80 Printable multisyllable nonsense word cards.
- ▶ 24 Special cards to add fun to the game.
- ▶ A backside printable template.
- ▶ 1 Sheet of blank cards to customize by hand.
- ▶ An editable PowerPoint file to add your custom list of nonsense words.
- ▶ List of words used in the game.

**Decoding
Practice**

Assessment

**Perfect for
Intervention**



Engaging & Fun



Easy Prep • Print and Cut

Multiple Uses:
Flashcards
Sorting
Matching
Games
Assessment
Tutoring
Classroom

**Decoding
Skills**

short vowels
consonants
digraphs
suffix s
welded
sounds
blends
flsz rule
CVCe
syllable
division rules



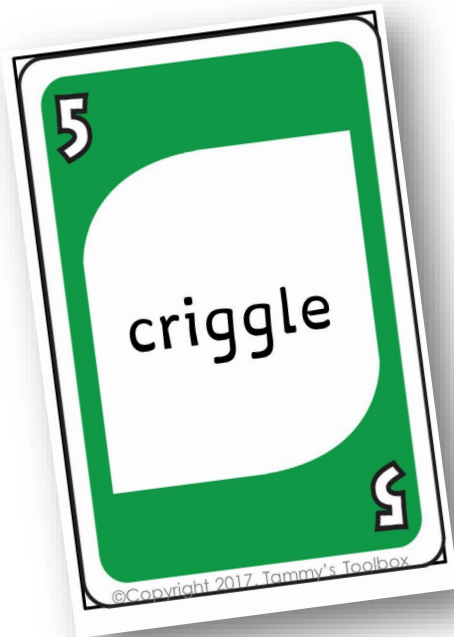
**Add Your
Words**

What Others Say

Practice Made Easy



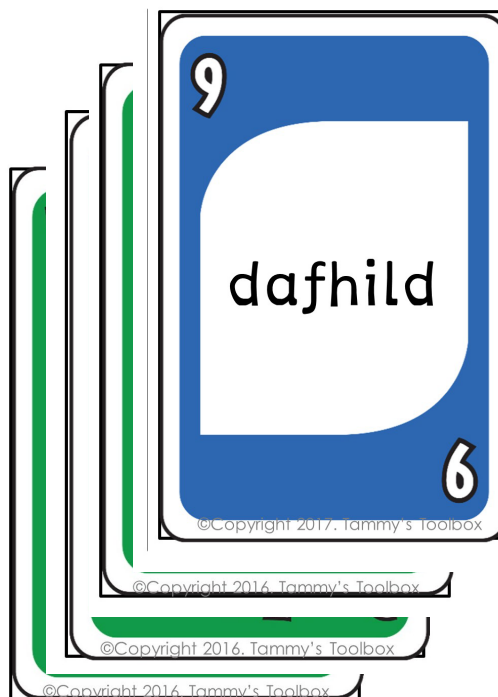
This product was fun for my students. It followed SOR phonics/decoding strategies and skills but in a fun and challenging way!
— Hollie H.



Kids Love It!



PLEASE!, can we play again!
- Adam, 4th grade student



Sample Pages

CRAZY WORDS

How to Assemble

Print 1 sheet of each color nonsense word cards and special cards.

A backside is included on page 17. To make double-sided cards, print page 17 on the back side of each card sheet. For best results, use heavy cardstock. This will make the cards durable and prevent bleed-through.

Cut. If desired, laminate for longer life.

How to Play

► Shuffle cards.

► Deal 7 cards to each player. For two players, you can remove the reverse cards.

► Place the remaining cards face down. Turn over the top card on the pile to start the discard pile. (Note: If the first card turned over is a special card, return it to the pile and start with a letter card)

► The first player looks at their cards and must put down a card that matches the card on top of the discard pile in either color or number. For example, if the top card is a yellow 5, the player may put down any yellow card or any color 5 card. They may also use special cards, see below. The player must correctly read the word in order to discard their card.

► If a player cannot correctly read the word, they must take a card from the pile.

► If a player has no matches, they must take a card from the pile.

► The first player to get rid of all their cards wins.

Play can continue until all players have used their cards.

► Blank cards are included for customization by hand. See the editable PowerPoint file included in the download to create additional cards with your set of nonsense words. You must have PowerPoint to use this file.

► You can also change rules to differentiate for your students. For example, you may have the student say the letter sounds, identify the welded sound, how many sounds are in the word, etc... This game can be used for practice blending and tapping sounds.

Special Cards

Reverse – Changes the direction of play.

Draw 2 – The next player must draw two cards at the beginning of their turn.

Skip – Skips the next player.

Wild – Can be used for any color.

Wild Crazy Card – This card can be used for anything! You can customize the rule for this card or remove it before playing.

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CRAZY WORDS 2

gospen
napfin
casbit
nixib
vamtish
galnic
fetneg
tuplet
pinmus
dothbet
rabcot
shotlet
famjan
shupnest
trendid
shiblent
frentlap
vambith
capsate

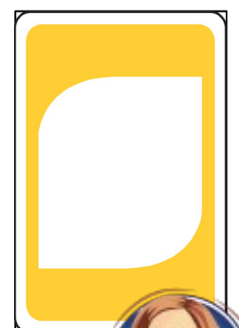
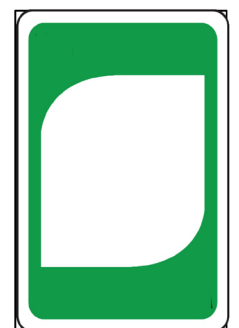
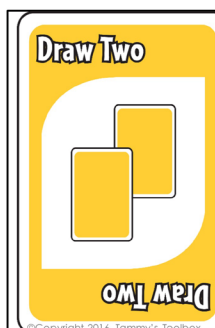
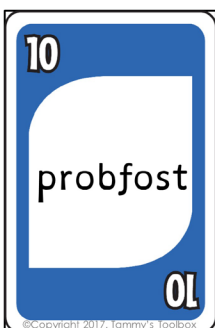
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degflabvoke
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faffing
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champote
trizfree

chustmild
brezing
shomping
requam
prehan

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