

Pirates vs Monsters

Educational aim

Identify and match initial letter-sounds for objects beginning with chosen graphemes.

Story

The monsters and the pirates have discovered some treasure! Unfortunately, they've both discovered the same treasure at the same time. Oh dear! To decide who gets the treasure, they have agreed that, instead of attacking each other with swords or eating each other, they will play a game. Work together to help the monsters get more treasure than the pirates. Whoever gets the most cards in this game, wins the title 'Best Monster Helper'!

Resources provided

- Game Board
- 12 grapheme cards: 6 graphemes (2 of each)
- 12 image cards (2 of each image)

Players

2-6 players

Playing time

Approx. 15 minutes



What do you have to do to set up?

- Print the board and cards.
- Make two decks of 6 image cards (one of each image), one for the pirates and one for the monsters.
- Shuffle each deck.
- Put one deck face down on the monster at the top of the board.
- Put the other deck face down on the pirate at the top of the board.
- Put the 12 grapheme cards individually face down on the 12 card spots in the middle of the board.

Aim of the game

Players work as a team to match all of the monster's image cards with grapheme cards from the centre before all the pirate's image cards are matched up.

How do you play?

1 To start the game, the top card of the pirate deck and the top card of the monster deck are both turned over and placed on the square below.

2 The players want to find a grapheme card that matches the monster image card. They can flip over one card from the cards in the middle of the board. They have to say the phoneme on the card when they flip it.

3 If the card does not match, then they flip it back and it is the next player's turn to flip a card.

4 If the flipped card matches the monster's image card, the player can take the pair off the board and place it in front of them. They then turn over a new image card from the top of the monster deck. It's then the next player's turn.

5 If they flip over a card and it matches the pirate's image card, the pirates claim the pair! Place the pair in the pirate stash box on the board.

6 Play continues round the circle until either the monsters or the pirates have all the cards they want.

7 When an image deck runs out, the game stops and all the pairs are counted up. If the pirates have more pairs than all the monsters put together, then the pirates win.

When the game ends, count up who collected the most pairs. The team with most pairs in front of them wins the title 'Best Monster Helper'!

Note: You could play a version of this where the children play as a team of pirates against a team on monsters. In a head-to-head version, the two teams take turns to flip a card in the centre. If the grapheme card does not match that team's image card but does match the opposing team's image card, then it is ignored and the player flips it back over. There is nothing to stop the next player on the opposing team flipping it over the next turn though, so keep a sharp lookout!



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