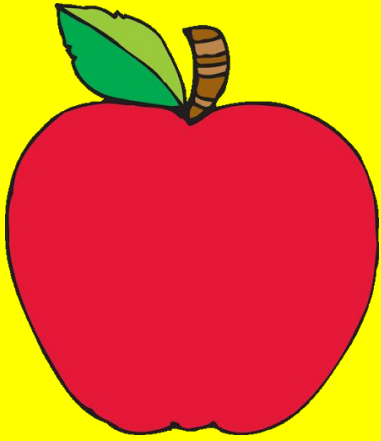


# Reading CVC Words (consonant-vowel-consonant) to Automaticity is the #1 Most Critical First Grade Skill

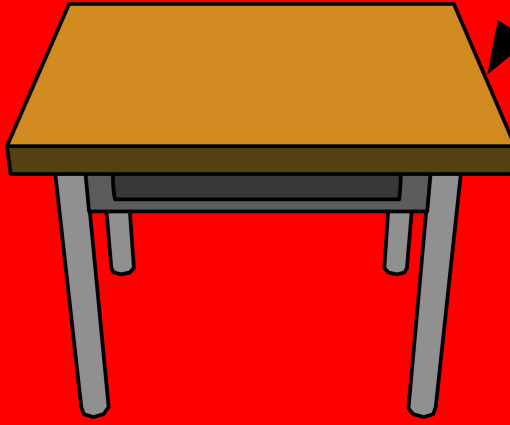
Our first graders need many, many opportunities to read CVC words (simple 3 letter words such as: cat, dog, pig, etc.) until **blending** these simple short vowel words as whole words become effortless and **automatic**.

Writing CVC words will help reinforce matching letters to their sounds until they become effortless and **automatic**. Students will need to break a word sound by sound and write down each corresponding letter. Then they can **blend** it again to check if it is spelled correctly.





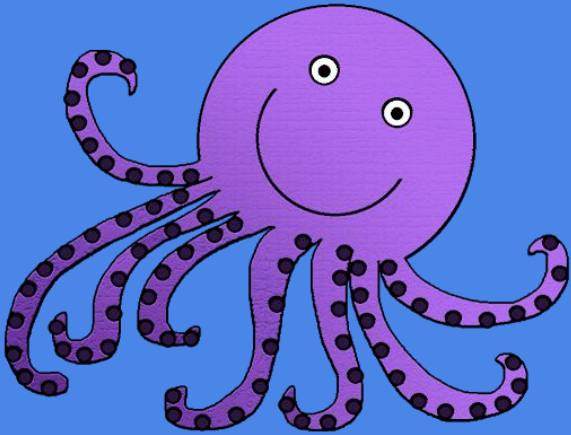
a



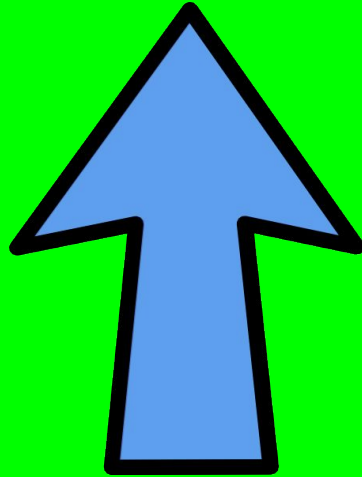
e



i



o



u

# Gradual Stages of Blending to Automaticity



1. **Voiced Rehearsal** (no pauses between sounds) and then **Perform** the whole word out loud. (2-steps)
2. **Mouthed Rehearsal** (no voice) and then **Perform** the whole word out loud. (2-steps)
3. **Eyes-Only, Lips-Zipped Rehearsal** (no voice, no mouthing) and then **Perform** the whole word out loud. (2-steps)
4. **Automaticity**, Eyes-Only, **Perform** the whole word out loud with no rehearsal needed. (1-step)

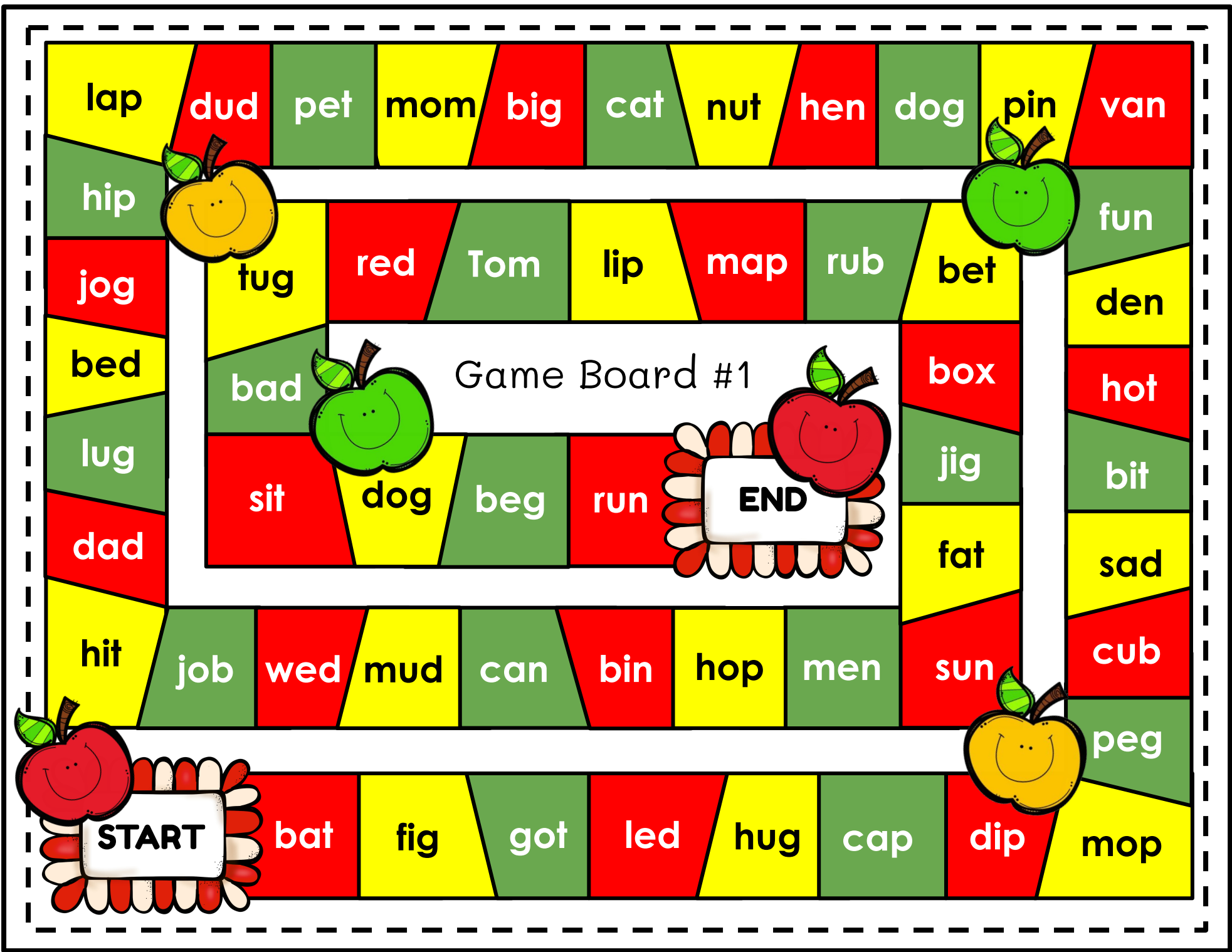
# Apple Short Vowel CVC Automaticity Game

Move through the Gradual Stages  
of Blending until your child is at  
the Automaticity Stage.

## Directions:

- Players each place a marker (plastic chip) on the START position.
- Players take turns.
- On a turn, a player rolls a dice, moves their marker (plastic chip) that number of spaces, and reads the CVC word in that space.
- If the CVC word is read correctly, the player stays in the new space and it is the next player's turn.
- If the CVC word is read incorrectly, their partner tells them the correct word and the player jumps backward one space and reads the word in that space. This repeats until the player reads a word correctly and then their turn is over.
- The player that arrives at the FINISH position first wins the game.
- There are 3 different game boards.





lap

dud

pet

mom

big

cat

nut

hen

dog

pin

van

hip



tug

red

Tom

lip

map

rub

bet

fun



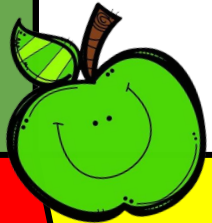
jog

den

bed

bad

Game Board #1



box

hot

lug

sit

dog

beg

run



jig

bit

dad

fat

sad

hit

job

wed

mud

can

bin

hop

men

sun

cub



START

bat

fig

got

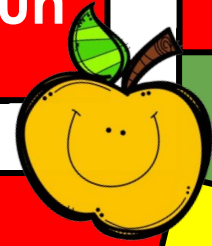
led

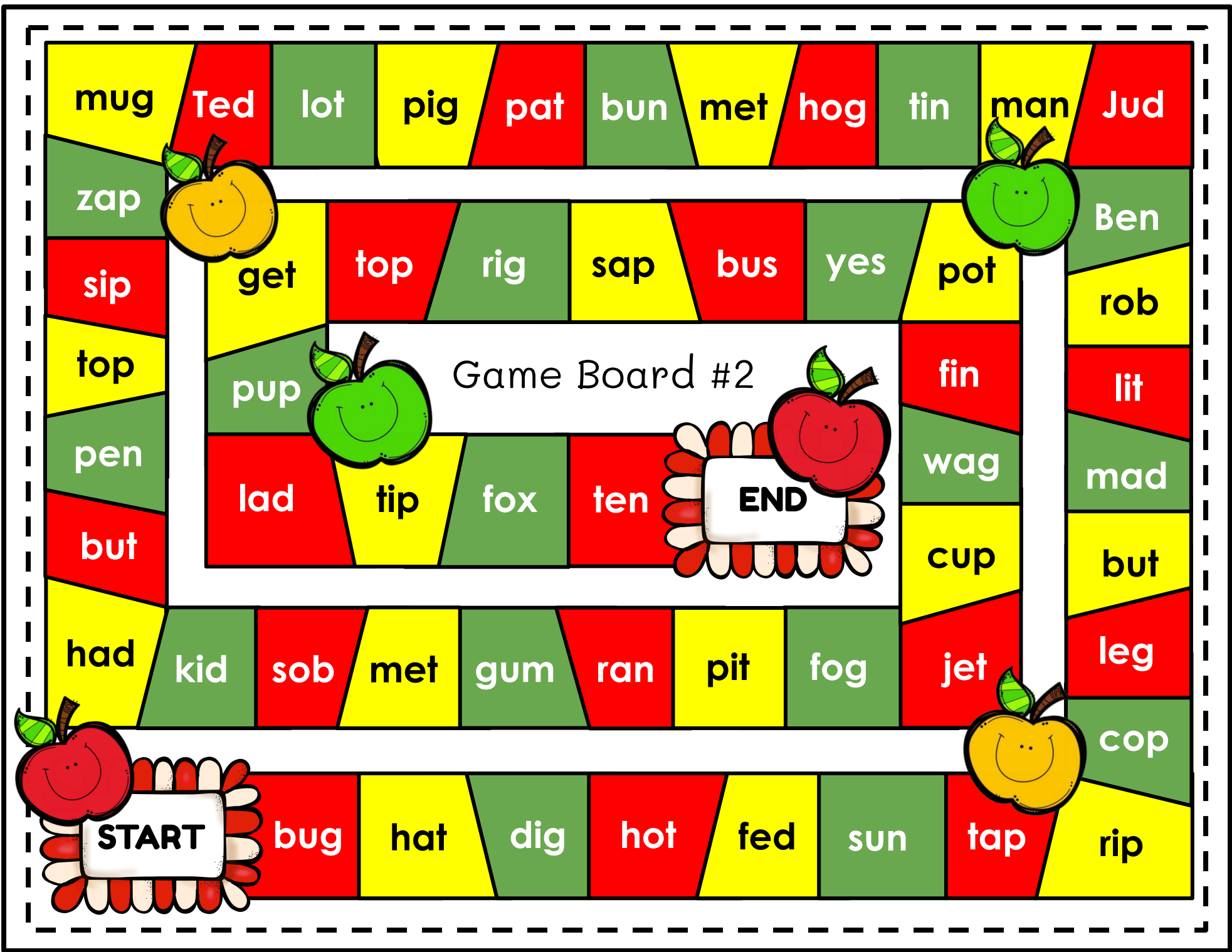
hug

cap

dip

mop





mug

Ted

lot

pig

pat

bun

met

hog

tin

man

Jud

zap



get

top

rig

sap

bus

yes

pot



Ben

sip

rob

top

pup

Game Board #2



fin

lit

pen

lad

tip

fox

ten



wag

mad

but

cup

but

had

kid

sob

met

gum

ran

pit

fog

jet

leg



START

bug

hat

dig

hot

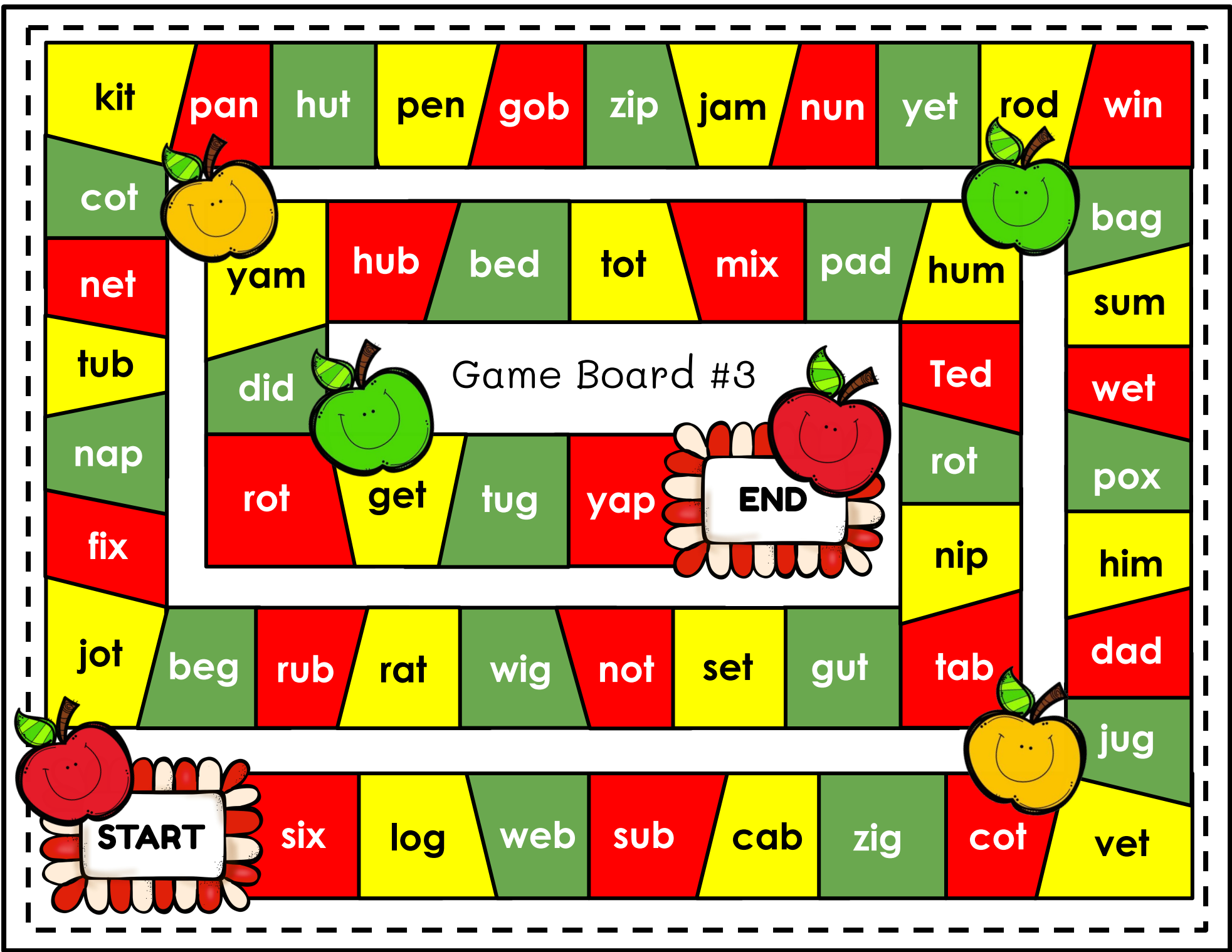
fed

sun

tap

rip





kit

pan

hut

pen

gob

zip

jam

nun

yet

rod

win

cot



yam

hub

bed

tot

mix

pad

hum

bag



net

sum

tub

did

Game Board #3

Ted

wet

nap



rot

get

tug

yap

END

rot

pox

fix

nip

him

jot

beg

rub

rat

wig

not

set

gut

tab

dad



START

six

log

web

sub

cab

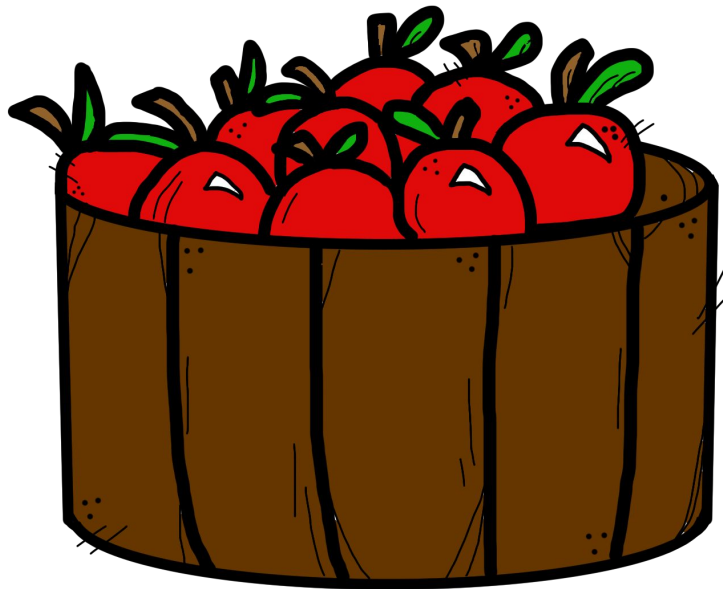
zig

cot

vet



# Alternate Short Vowel CVC Oral Language Game

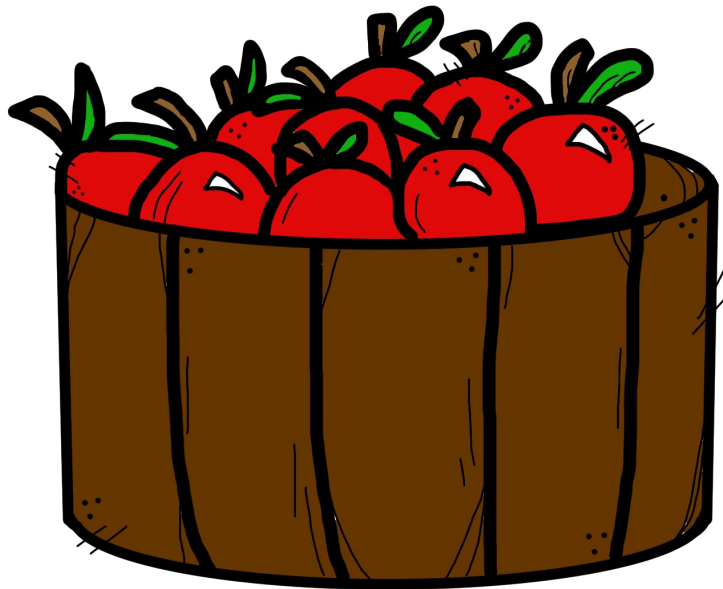


## Directions:

- Players each place a marker (plastic chip) on the START position.
- Players take turns.
- On a turn, a player rolls the dice, moves their marker (plastic chip) that number of spaces, reads the CVC word in that space, **and uses the word correctly in a sentence.**
- If the CVC word is read correctly **and used correctly in a sentence** the player stays in the new space.
- If the CVC word is read incorrectly **or used incorrectly in a sentence** their partner tells them the correct word **and uses the word correctly in a sentence** and the player jumps backward one space and reads the next word. This repeats until the player reads a word and **uses the word in a sentence correctly.** Then their turn is over.
- The player that arrives at the FINISH position first wins.
- There are 3 different game boards.



# Alternate Short Vowel CVC Writing Game



## Directions:

- Players each place a marker (plastic chip) on the START position.
- Players take turns.
- On a turn, a player rolls the dice, moves their marker that number of spaces, reads the CVC word in that space, and covers the word with the marker.
- **The player then writes the word on their white board without looking at the word.**
- **The player then uncovers the word and checks it with the word on their white board.**
- If the CVC word is **spelled** correctly, the player stays in the new space.
- If the CVC word is **spelled** incorrectly, the player jumps backward one space and reads **and writes** the word. This repeats until the player reads and writes a word correctly. Then their turn is over.
- The player that arrives at the FINISH position first wins.
- There are 3 different game boards.