

Go 4 It!

Word Families

This Really Good Stuff®

product includes:

- 96 Color-coded Learning Deck Cards (two short-vowel and two long-vowel decks, each with 12 word families)
- This Really Good Stuff® Teaching Guide

All teaching guides can be found online.

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Congratulations on your purchase of the Really Good Stuff® **Go 4 It! Word Families**, a fun card game for learning how rimes work. Repeated play helps students become familiar with common word families, which leads to more fluent reading.

Meeting Common Core State Standards

The Really Good Stuff® **Go 4 It! Word Families** aligns with the following English Language Arts Standard:

Phonics & Word Recognition

RF.K.3.b. Associate the long and short sounds with common spellings (graphemes) for the five major vowels.

- d. Distinguish between similarly spelled words by identifying the sounds of the letters that differ.

Card games are excellent motivation for students learning phonics skills. *Go 4 It!* provides a fun format in which three to five students practice Wylie & Durrell word families—the most frequently occurring rimes in their reading. Repeated play reinforces the “If I can read *bat*, then I can read *hat*” strategy, which builds reading fluency.

Managing *Go 4 It!*

- You may choose to separate and rubber band the four different colored decks so they are ready for play. Three to five students may play with each deck.
- Visit our Web site at www.reallygoodstuff.com to download Really Good Stuff® Teaching Guides.

Introducing *Go 4 It! Word Families*

This three-to-five-person game is similar to *Authors* or an advanced version of *Go Fish*, wherein players try to collect the most books, or sets, of four like cards. When a player collects a book of four cards of the same word family, the player must show the book, read the cards aloud, and stack them in front of him or her. The game continues until only one person has cards left in his or her hand or the *Go 4 It!* pile runs out. The winner is the player with the most books, even if he or she ran out of cards earlier and was out.

Running Out of Cards

When a player has played all of his or her cards, he or she is out of the game until a winner is later determined. The other players continue to play as long as they have cards remaining.

Winning

When all players are out of cards, the player who collected the most books wins the game. Players who were out may still be winners. Ties are possible.

Set-Up and Play

Choose one deck for play. Determine who deals (whomever has the next birthday, the shortest name, shirt of a certain color). Shuffle the deck. Deal six cards to each player. Place the remaining cards face down in a center *Go 4 It!* pile. Players should look at their cards and arrange them by matching roof-top word family for easy reference.

The player to the left of the dealer goes first. He or she looks at the cards in hand and decides which word family cards are needed to make a book (a complete set of four like cards). For example, if the player is holding an *-at* card (the player must hold at least one target card in order to ask), he or she asks one specific player for one of the needed cards (three words on the door): "Jack, do you have *hat*?"



If a player is asked and has the requested card, the asked player must give the card to the asker. The asker then gets another turn by requesting another same or different word family card from any player. If the asked player does not have the requested card, he or she says, "Go 4 It!" The asker then draws a card from the *Go 4 It!* pile. If the requested card is drawn, he or she must show it and take another turn by asking for another card from any player. If the asker does not draw the requested card, play continues to the player to the left.

Tip: Listen Up!

Advise players to pay close attention to what cards others are requesting, because another player may be trying to build the same book that you are. Use this to your advantage. When it is your turn, ask that player for one of the cards from the book that both of you are trying to collect.

Related Really Good Stuff® Products

Word Family Pocket Chart (#154182)

Word Family Star Puzzles: Short Vowels (#305756)

Word Family Star Puzzles: Long Vowels (#305749)

Shazam! CVC Word Family Cards (#305732)

Word Family Caterpillar Poster Set (#158266)