



Dear Parent/Guardian,

Enclosed is a set of game cards that you may cut out and use with your child to practice the rime patterns learned in RAVE-O this year. The cards contain two words with each rime pattern (for instance, "ram" and "jam" for the rime pattern "am") as well as a set of multi-syllable words ("fatrats") that contain the same patterns (i.e. "catnip" contains "at" and "ip"). There is also alternative decks that include "Ender Benders", which are suffixes the students have learned in RAVE-O (-s, -ing, -er, and -ed). Use this deck for a more challenging game. Below are a few ideas for games you may play with your child. Instructions are given for the full deck of one-syllable words or a full deck of words with Ender Benders. Modifications for inclusion of fatrats will be made for each game.

Please reach out if you have any questions.

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RAVE-O GAME INSTRUCTIONS

Rime Pattern Go Fish

Deal each player five cards and place the remaining cards facedown in a draw pile. The object is to get the most pairs of words with the same rime pattern. The first player asks a specific player "I have 'can', do you have a word with the rime 'an'?" If yes, the player gives the card to the first player and the first player keeps the pair by putting it down in front of them. If not, the player says, "go fish" and the first player picks a card from the draw pile. The game continues until all cards have been used. The player with the most pairs wins. Having your child read all of their pairs at the end of the game will help to reinforce these patterns. To make the game more challenging, you may replace some one-syllable word cards with a fatrat word that contains that pattern. For instance, instead of including "bat" and "flat", you can replace "bat" with "catfish," a fatrat word that contains the rime "at". This word could also serve as an alternate pair for the "ish" rime pattern.

Rime Pattern Memory

Place ten to twenty word cards face down in rows. (Make sure that there is a pair of words for each rime pattern.) The first player flips over and reads two cards. If these cards are in the same rime pattern the player takes them and keeps the match. If they do not, the player flips them back over. Players take turns until all of the pairs are gone. The player with the most pairs wins. To make the game more challenging, you may replace some one-syllable word cards with a fatrat word that contains the same pattern. (See example above.)

Rime Pattern Slapjack

Deal all cards evenly between two players and leave each pile facedown. The dealer decides which rime pattern will be the "slap" pattern. Both players flip over the card on the top of their pile simultaneously so each player can see both cards. If a card has the chosen rime pattern, the person who slaps the pattern first wins all of the cards that are underneath the pile that was slapped. The player must read the word on top of the pile accurately before claiming the cards. You may modify this game by choosing a particular vowel as the "slap" patterns (i.e. all a-rime words). Alternatively, you can change the "slap" rime several times throughout the game. The player to get all of the cards first wins the game. To make the game more challenging, include all fatrat cards.