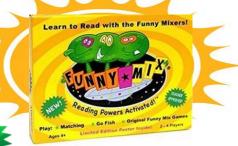
Funny Mix Superhero Phonics Game!



Readventuresgames.com

MEET THE FUNNY MIXERS!



Level 1 - Short Vowels

- 1. Zip—becomes invisible
- 2. Web—catches objects
- 3. Yum—invents candy
- 4. Box—creates presents
- 5. Hat—performs magic



Level 2 - Long Vowels (Silent e)

- 6. Dive—breathes underwater
- 7. Pete—moves fast
- 8. Cube—makes ice
- 9. Joke—tells jokes
- 10. Game—wins games



Level 3 - Long Vowels (Vowel Combined)

- 11. Queen—talks to animals
- 12. Leaf—changes color
- 13. Rain—blasts rain
- 14. Soap—blows bubbles

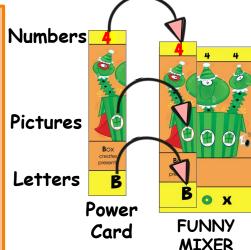
YouTube Channel: @funnymixgames8499 Video Title: "How to Play 3 Funny Mix Superhero Phonics Games + Literacy Centers + Classroom Games!"

Classroom Games & Literacy Centers

FOR ALL GAMES

Display the Funny Mix Poster and introduce each **FUNNY MIXER** and their fun powers. Tell children the **FUNNY MIXERS** need their help to activate these powers!

Easily
Match
3 Power
Cards
On Top
Of A
FUNNY
MIXER
Card To
Activate
Powers!



Card

FUNNY MIXER MATCH

- Place each FUNNY MIXER Card in a pocket chart, on a chalk ledge, or table in number order.
- 2. Pass out **Power Cards** to each child and ask them to say the letter name and/or sound on their card.
- Now the fun part Power Activation! Tell the class it's time to activate powers by finding each FUNNY MIXER'S Cape and Mask!

Example: To help Zip – Ask the children with the letters "z", "i", and "p" (or #1) on their Power Cards to place the cards on top of the matching FUNNY MIXER Card.

"Activated!" and Zip can turn invisible! Now that Zip's powers are activated, you can practice Phonemic Awareness, Phonics and/or Spelling with his name!

FUNNY MIXER MATCH: SCAVENGER HUNT

Instead of passing out cards in Step 2, hide them. Each child finds one **Power Card** at a time and places it on top of the matching **FUNNY MIXER Card**.

FUNNY MIXER MATCH: LITERACY CENTER

Instead of passing out cards in Step 2, 1-4 children can take turns choosing a **Power Card** from a face-down draw pile, say the letter name and/or sound, then place it on top of the matching **FUNNY MIXER Card**.

FUNNY MIXER MYSTERY

- Ask a child to select one FUNNY MIXER Card and not let anyone else see it. The rest of the classmates then become detectives.
- Looking at the Funny Mix Poster, the detectives
 take turns asking questions to figure out the FUNNY
 MIXER MYSTERY. For example, "Does your FUNNY
 MIXER begin with a letter or sound? Is it orange?
 Does it change colors?..."

FUNNY MIXER MIX-UP

Set Up - Shuffle the **Power Cards** and separate into three face-down piles - beginning, middle, and end.

- Divide the students into groups of three and pass out a beginning, middle, and end **Power Card** to each group.
- Ask the groups to combine three different Power
 Cards to create a new FUNNY MIXER with a new name and multiple powers.
- 3. Ask the children to read the new name and say the mixed-up powers they created.

FUNNY MIXER MIX-UP: LITERACY CENTER

Instead of passing out cards in Step 1, 1-4 children can take turns selecting the top card from each pile to create new **FUNNY MIXERS** with new names and multiple powers.

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Each skill has three levels.

Check off each skill mastered as a student levels up!

Give as a certificate!

READING POWERS ACTIVATED!

Student Name

LET'S POWER UP!

SHORT VOWELS

Pronertic Awareness HAT /h/ /ă/ /t/ BOX /b/ /ŏ/ /ks/ ZIP /z/ /ĭ/ /p/ YUM /y/ /ŭ/ /m/ WEB /w/ /ĕ/ /b/

MAGIC 66E99



Vowel Teams

Awareness	•	LEVEL 3	
Phonemic Amoreness	QUEEN	/kw/	/ <mark>/ē</mark> / /n/
000		/١/	/ē/ /f/
	RAIN	/r/	/ā/ /n/
	SOAP	/s/	/ō/ /p/

Date Activated: _____

Date Activated: _____

Date Activated: _____

