

The Ice-cream Game

By Sussie Weyl, Sue Wald and Lynn Secemski

I SCREAM, YOU SCREAM, WE ALL SCREAM FOR ICE CREAM" GAME



This game reviews the sounds made by the letters learned in lessons one and two of the Hickey Method. When the teacher picks up and says the words from the cards provided, the students will have to identify the letter that represents the beginning sound of the word. They then build up their ice cream cone, placing a scoop on their cone if they have the first letter of the word on one of their scoops.

Goal: to strengthen phonological awareness and the letter-sound connection.

Preparation Instructions:

- The game may be laminated for re-use in future lessons; in that case, students can use erasable markers to write the letters.
- Each student receives a page with an ice cream cone, 7 scoops of ice cream and a cherry, and an envelope to store the pieces in for next time. They each need scissors and an erasable marker.
- The teacher writes on the board the letters the students have learned so far. For example for lesson 2 the teacher writes: n, p, t, s, long i, short i, long a and short a.
- The students cut out the cone, cherry and scoops and choose 5 scoops they like. On these scoops, each student chooses letters they have learned up to lesson 2 and writes 1 on each scoop. They can write the same letter on more than one scoop. They must also write a consonant letter on the cherry.
- Teacher cuts out the words from the word list and keeps them in a bag.

Play Instructions:

- When all the class is ready, the students place their cone at the bottom of the desk and the class chants together "I scream, you scream, we all scream for ice cream".
- The teacher picks a word from the bag of word cards and reads it aloud. Each word starts with a letter the children have learned. The teacher may also show pictures of the words as they are read aloud. (Keep track of the order in

which the words are called, to check that the winning student had the right answers.)

- The children have to recognise the letter that the word starts with and check if they have a scoop with that letter on it.
- If they do have the letter they put the scoop with the letter on their cone.
- The teacher continues reading from the pile of cards and the students check if any of their scoops have the letter the word starts with, thereby building up their ice cream cone.
- When a student has placed five scoops on their ice cream, that student now has to put a cherry on top to be the winner.
- To put the cherry on top and thereby win the game, the student has to have the last letter of the word called by the teacher on their cherry. It may take a number of cards being called for their cherry letter to be called out, giving other students the chance to build their cone then also wait to put on a cherry, thereby building up excitement too.
- When the winning cherry is placed on the ice cream cone with the 5 scoops the student has to scream "I scream, you scream..." and then say all the letters they have placed on their cone.

The game can be played after any lesson, at any stage during instruction by the Hickey Method. The teacher would make word cards starting with the relevant letters and give the students those letters to choose from to put on their scoops. Note that in this game, you can use both clue words (from the Hickey lesson order and white cards through the current lesson) and words the students can read and write (from the Hickey Word List through the current lesson), since students only have to hear and identify the *sound* of the beginning (end) of the word.

Enjoy and good luck!

Word cards to cut out and read aloud for the Ice Cream Game – after Lesson 2

tip	sit	Nan
ant	ice cream	an
apple	popcorn	alien
pan	in	naps
tan	tin	tins
spin	pit	I
tips	instant	pin
snap	tint	Ann
nap	taps	naps
past	spins	taps
igloo	nip	ABC
telephone	sat	pip
a	pizza	
as	snake	

ICE CREAM GAME

