

Fantasy Phonics

A Reading and Spelling Game

Game Design by Ann Sullivan

Phonics for Pupils with Special Educational Needs

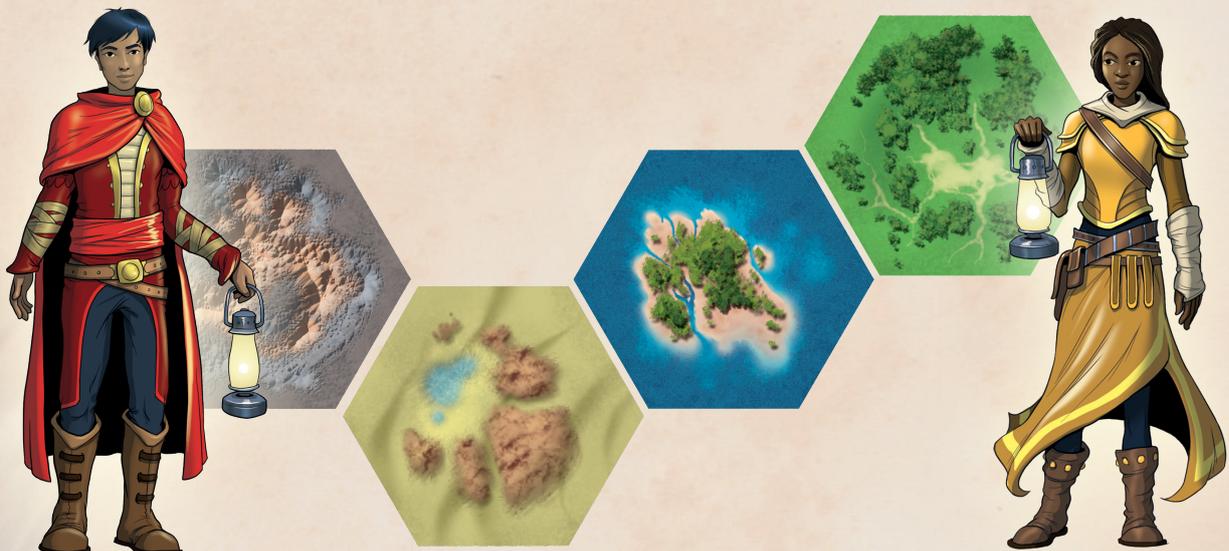
Illustrations and Graphic Design by Drew Wilson

Phonic Books Ltd

Fantasy Phonics is a paper-based game inspired by the principles of fantasy video and board games. You will find all the elements of gaming that everyone loves ... player character challenges, maps, levels, health stats, trades, cooking meals, restoring health and boss fights!

The game can be:

- played by the game master plus one or more players,
- played at any stage in a phonics programme. Players read and spell words and sentences appropriate to the level at which they are working.
- adapted so play can be as simple or as complex as players wish, and
- gives the opportunity for further advanced game play.



Instructions



Initial Preparation

Print out the following on paper or card:

- The Avatar (character) sheets – cut into individual cards
- Health (hearts) sheet – laminate (optional) and cut into strips of five hearts to make individual Health Charts
- World map sheets (hexagon pathways) – one for each player (at the required level)
- Hexagon Word Cards (blank) – cut out (you will need lots of these)
- One set of Action Cards – print on card, laminate (optional) and cut out
- Granny Annie's Recipes sheet

You will also need:

- 5 counters per player
- whiteboard / paper and pen

Starting Up

- Each player chooses an **Avatar** (which character they want to play as). There are eight to choose from. Players may choose the same Avatar.
- Each player decides on their **PC name** (Player Character). This is their in-game name which does not have to be their own name. Let them choose anything they want - this is part of gaming culture! They write their name on the Avatar card, with support if required.
- Each player receives an **Adventure Log** to record their game progress. They write their name on the Adventure Log, with support if required.
- Each player receives a **Health Chart** (a strip of 5 **hearts** in a row, which represents the player's health) and 5 counters.
- Each player is given a level 1 **World Map** to begin their journey.

Routine Advance Preparation

- On each blank hexagon **Word Card**, write a word.
- The word should be at an appropriate level for the pupil's to be able to read and spell and will match what they are being taught in phonics lessons.
- The game can be played at any stage in the pupils, reading instruction.
- You may wish to separate cards into personalised piles for each pupil. In this way you can match exactly the words to the pupil.

Setting Up

- Each player has access to a whiteboard / paper and pen.
- The **Action Cards** are shuffled and placed face down on the table in front of the players.
- The Word Cards are shuffled and placed face down on the table in front of the players.
- Each player has their Avatar, World Map and Adventure Log to hand.



Game Play – one turn

1. You are no longer a teacher/parent. You are the **Game Master** and you control the game. If you are not familiar with gaming and gaming terminology (highlighted in red the first time it appears in these instructions), now is the time to learn! Understanding the game and using the right terminology will enhance the players' experience.
2. A player picks: Picks up an Action Card from the top of the pile and this determines how their turn proceeds.



The Action Cards

- **Read It!** – the Game Master picks up a Word Card and the player has to read the word.



- **Spell It!** – the Game Master picks up a Word Card and the player has to spell the word by writing it on the whiteboard/paper. If the player has difficulties with writing and letter formation, then they could type on a tablet.



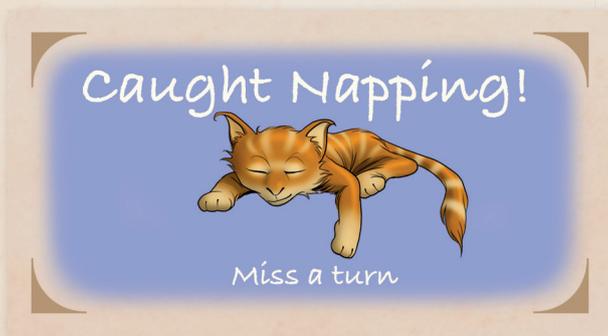
- **Swap It!** – player passes the turn to another player of their choice. The Game Master picks up a Word Card and the chosen player has to read it. If the chosen player reads it incorrectly then the first player is allowed to keep the Word Card and stick it on their map. If the chosen player reads it correctly then the Word Card is returned to the bottom of the Word Card pile. Remove these cards.



- **Double Up!** – the Game Master picks up 2 Word Cards and the player has to read one word and spell one word.



- **Caught Napping!** – the player misses a turn so doesn't have an opportunity to advance their play. Remove these cards.



- **Boss Fight!** – fighting a **Boss** (a monster with a harder challenge) is an important part of gaming. The Game Master writes a sentence on a whiteboard/paper and the player has to read it. The sentence should be appropriate to the stage of reading instruction.



- **Health Potion** – this can be used when hearts are low. The number on the bottle indicates how many hearts are restored. If a **Health Potion Card** is selected in game play, then the player can save it for when needed. Health Potion Cards are placed face up on the table, visible to all. The player then goes on to select another Action Card.



- **Meals** – players can collect **Ingredients Cards** to make a health - restoring meal. If an Ingredients Card is selected in game play, then the player can save it for when needed. Ingredients Cards are placed face up on the table, visible to all. The player then goes on to select another Action Card. Check Granny Annie's **Recipes** for the meals.

3. If the player successfully completes their turn (reads or spells the word/s accurately), they can stick the Word Card on their Map over the first hexagon space in the landscape. If they are unsuccessful then they cannot stick the Word Card on their map and they lose health (cover one heart with a counter). As the Game Master, you are able to make a decision about how you will view successful completion of the task. You may decide to routinely offer a lot of support to player or none, or anything in between. Once you have decided on this, you need to be consistent. Be aware that because of the way the game is structured it is not such a bad thing that players experience some unsuccessful turns. This impacts on their health and then gives them an opportunity to use potions and meals, which is all part of the fun!



Game Play – overall

Levels

Each map represents a **level** that the player has to navigate by accurately reading or spelling words. When the player has completed the level (has stuck on the correct number of Word Cards) then they can **level up** and get the next level map. Players work through the levels in order. Note that they get increasingly complex.

Health

If a player has a Health Potion or ingredients to cook a meal, then they can **restore their health**. They can play the Health Potion card or the combined Ingredients Cards either before or after their turn. They trade in their Health Potion Card or all Ingredients Cards (place them at the bottom of the Action Cards stack) and can then remove the corresponding number of counters from the hearts on their Health Chart.

Ingredients

There are four Ingredients Cards: apple, carrot, potato and egg. These can be cooked to make four meals that restore the player's health by the value shown on Granny Annie's Recipes sheet.

Trade

Players may **trade** Ingredients Cards: a player can offer to take another player's turn in exchange for an Ingredients Card. At the start of a player's turn another pupil may interrupt and request a trade. The second player offers to carry out the first player's turn if the first player gives them a specific Ingredients Card. If successful, then the first player can stick the Word Card on their map and the second player gets the Ingredients Card.

Game Over

If the player loses all their hearts, then it is **Game Over**. In this situation they have to restart the level they are working on from scratch. In reality, this is not likely to happen as the Game Master can, by careful selection of words, stack the game to support the player to find success rather than set them up to fail.

End of Play – Adventure Log

When the Game Master wants to **end game play** then the players record their progress on the Adventure Log. This is a simple record of the date, the level the player has reached and the number of hearts they have on their Health Chart. The Adventure Log can be used to set up the game next time.

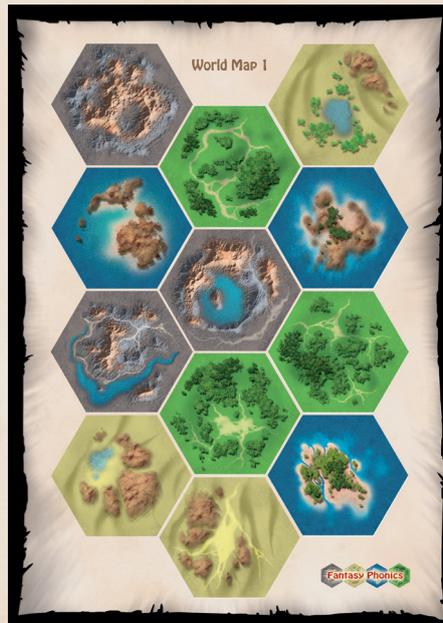


The form is titled "Adventure Log" and features the "Fantasy Phonics" logo at the top. It includes a field for "Player name:" followed by a horizontal line. Below this is a table with three columns: "Date:", "Level:", and "Health:". The table has ten rows for recording data. At the bottom of the form, there is a small copyright notice: "© Ann Sullivan 2020 Phonics for Pupils with SEN".

Date:	Level:	Health:

Adaptations

Game play can be simplified for those players who would find the standard rules too complicated. Simply remove sub-sets of the Action Cards to remove that aspect from game play. At its very simplest you could play only with the Read It! cards or the Read It! and Spell It! cards with no other actions.



Advanced Game Play

You (or the players) may also want to make things even more exciting by inventing some rules of your own.

The World Maps have illustrations that hint at different environments:

- forest (green),
- sea (blue),
- mountains (purple) and
- desert (yellow).

Perhaps the players could invent rules relating to each of these areas?

Perhaps Avatars could have extra powers if working on a level that matches their costume colour?

The possibilities are endless!



Granny Annie's Recipes

Meal

Ingredients

Hearts

Granny Mash

potato + carrot



Granny Spuds

potato + 2 eggs



Granny Custard

apple + 3 eggs



Granny Eggs

apple + carrot + egg

