<table>
<thead>
<tr>
<th>Title: Word Chain Game</th>
<th>Grade: 2nd Grade</th>
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<tbody>
<tr>
<td>Content: English Language Arts/Phonemic Awareness/Phonics</td>
<td>Duration: 5-10 minutes, repeated multiple days</td>
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**Standard:**
- RF.2.3: Know and apply grade-level phonics and word analysis skills in decoding words.

**Objective:**
Students will name a category and identify ending sounds and beginning sounds of words to create the longest word chain possible.

**Resources Needed:**
- Paper & pencil *optional
- Partner or team of family members or caretakers

**Introduction/Description:**
In this game, you will work together to create the longest word chain possible. You will choose a category for word play. Then each word added must follow the sound rule. When no more words can be added, the game ends.

**Example:**
Category: FOOD
Word Chain: **carrot - turnip - pickle - lettuce - soup - peanut - tangerine - noodle**

**Rules:**
- The next word in the chain MUST always start with the same SOUND as the previous word ended with. See examples above.

**Steps:**
- Choose a word category for the game.
  - Examples: food, animals, colors, places, nature, toys, names, etc.
- Tally or record the words in the chain to keep your team score.
- Choose who will begin the game. This person says the first word in the chain.
- From here on- continue thinking of words as a team.
- When you cannot think of any more words to fit in your chain. You are done.
- Tally up your team score. How many words could you get into the chain?
- Play again another time with a new category or new starting word. See if you can beat your previous score each time.
- Celebrate the team effort in listening carefully to the words and adding more.
  - Share a treat, talk a walk, high fives, dance party, text grandma, etc.

**Finished Product:**
You can record the word train that your team created on paper and share it with your teacher.

**Adaptations:**
Set a goal for how many words you want to reach. Instead of brainstorming words as a team, take turns and make it a competition. Then the game ends when someone cannot come up with the next word that fits the category and follows the rules.