<table>
<thead>
<tr>
<th><strong>Title:</strong> Word Chain Game</th>
<th><strong>Grade:</strong> Kindergarten</th>
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<tbody>
<tr>
<td><strong>Content:</strong> English Language Arts/Phonemic Awareness/Phonics</td>
<td><strong>Duration:</strong> 5-10 minutes/multiple days</td>
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**Standard:**
- **RF.K.2:** Demonstrate understanding of spoken words and sounds

**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: Animals
Word Chain: cat - toad - dog - goat - tiger - rhinoceros - salamander - rabbit = 8 points

**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, or just any words that you can follow the rule with.
- 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.
- Then the game ends when someone cannot come up with the next word that fits the category and follows the rules.