

Game: Oh No!

Skill: Initial /l/

Players: 2-4

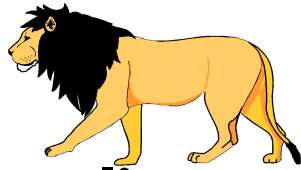
Object: to have the most cards at the end of the game

How to play:

1. Review cards with the students (optional)
2. Mix up the cards and spread them randomly in front of all players, picture side down.
3. The first player picks a card and says the target word (3x, in a sentence, etc)
4. First player continues to draw and say target words until an "OH NO!" card is drawn, at which point the second player can begin his/her turn. (NOTE: if "OH NO!" is the first card drawn, play immediately moves to the next player.
5. Continue until all cards are gone.
6. Count cards, including "OH NO!" cards to determine the winner.

This game, as far as I know, was invented by my friend Lisa Gastelle, creative genius.

I'll try to post versions with /s/, /f/ and /s-blends/ in the future, but feel free to make your own!

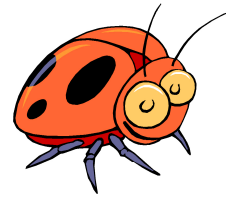


lion

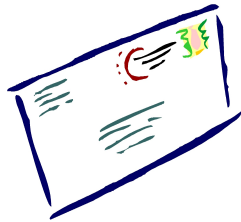
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lips



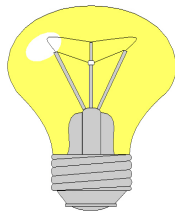
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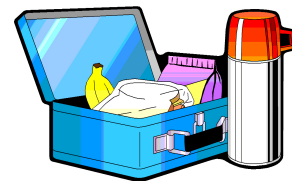
letter



lemon



light



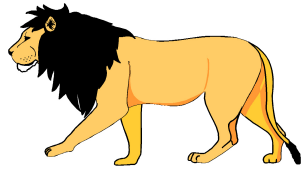
lunch



leaf



leaf

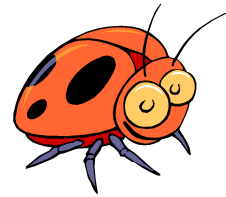


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lips



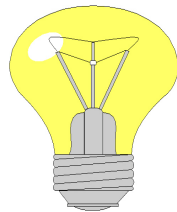
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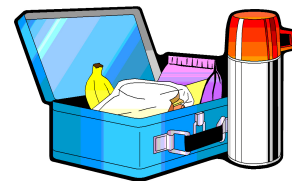
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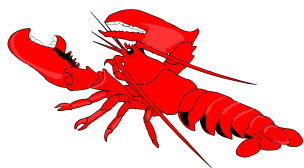
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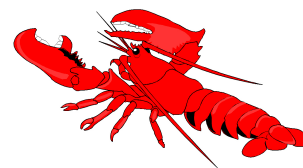
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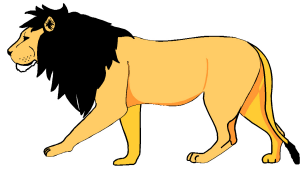
lunch



lobster



lobster

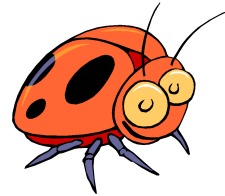


lion

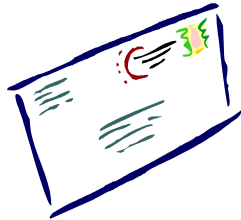
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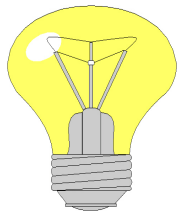
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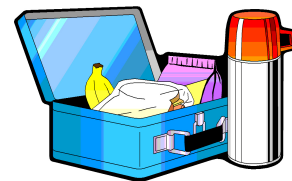
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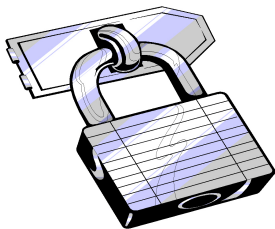
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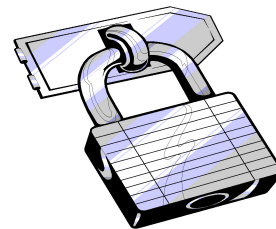
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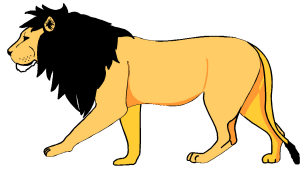
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lock

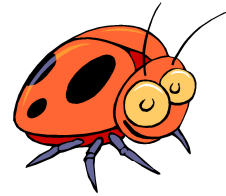


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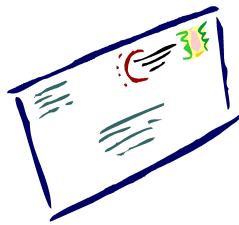
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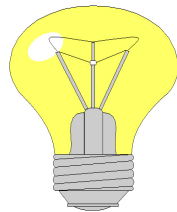
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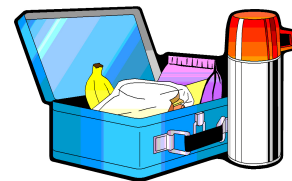
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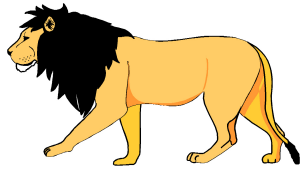
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leaf



leaf

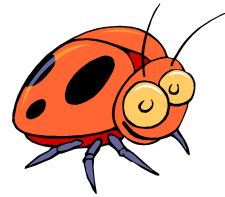


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