W-I-N-G-O Game Variations

Super W-I-N-G-O

Here's a fun, fast-paced variation of the standard W·I·N·G·O game.

- 1. Players each choose a card.
- 2. Spread the word dominoes out face up in the middle of the playing surface.
- 3. One player says, "Go."
- 4. Players quickly try to fill their cards with words, matching the color of the tile with the matching colored space on the card just as in standard W·I·N·G·O.

The player who covers all the colored spaces and makes 12 real words on his or her card first wins.

W·I·N·G·O Blackout

This ultimate word-making W·I·N·G·O challenge is played the same way as Super W·I·N·G·O, but players must cover all the spaces on their cards. Any color dominoes may go in the white spaces, so long as they make real words with adjacent dominoes.



W-I-N-G-O Word Train

Your students will also have fun using the W·I·N·G·O word dominoes without the cards. Encourage them to make as long a chain of words as possible from one or more colors of the word dominoes placed next to one another.



Look for more W•I•N•G•O phonics games.

El-2931 Long Vowels

EI-2932 Blends and Digraphs

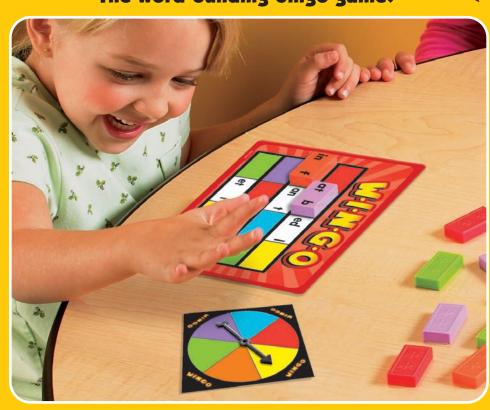
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SHORT VOWELS The word-building bingo game!



Contents

- •84 plastic word dominoes (14 each: red, blue, yellow, green, orange, purple)
- 6 double-sided game cards (12 games)
- Game spinner

- Cloth storage bag
- W·I·N·G·O Word List
- Guide



CHOKING HAZARD—Small parts. Not for children under three (3) years.





The excitement of bingo, the fun and feel of dominoes...put them together, and you've got W-I-N-G-O, a great new way to practice beginning reading skills!

Object of the Game

To be the first person to fill a horizontal row on your card with words.

Getting Ready to Play

- Turn all word dominoes face down on the table.
- Each player takes a game card.
- Players decide who will go first.

Playing W-I-N-G-O



Player 1 spins the spinner and lands on a color.





Player 1 turns over any word domino of that color from the pile, reads it*, and shows it to the other players.

*Reading a Word Domino

A player can read the word on any word domino by mentally flipping the consonant in front of the word ending. For example, this word domino says *sun*.





Player 1 tries to fit the word domino on any matching color spot on his or her card, trying to make a word.

• If the player makes a word, he or she reads it to the other players.

 If the player cannot make a word, the word domino is put back in the pile.

If the other players do not agree that a real word has been formed, they can check the W·I·N·G·O Word List.





Play continues clockwise. A domino can be placed next to a printed white space or next to dominoes already on the board.

NOTE: If you spin a color that you have already filled on your card, you must pass until your next turn. You MAY NOT spin again.



The first player to fill a horizontal row with words calls out "WINGO!" That player must then read aloud the row of words (pin, tub, tip).

Player Pointers

Try to remember where in the pile players place dominoes that they draw but do not use. You may spy one that you can use on another turn!



If you can place a domino in either of two places on your card, it is better to place it in the row in which you have already placed another domino. This way you have to place fewer dominoes to win.



If you can place a domino in either of two places on your card, it may be better to place it between a printed white space and an empty space. This opens up the other empty space to game play.