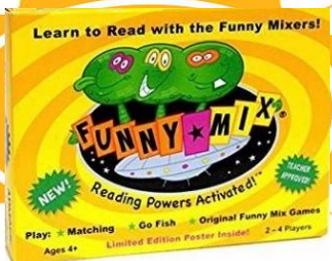


# Funny Mix Superhero Phonics Game!



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## MEET THE FUNNY MIXERS!



### Level 1 - Short Vowels

1. Zip—becomes invisible
2. Web—catches objects
3. Yum—invents candy
4. Box—creates presents
5. Hat—performs magic



### Level 2 - Long Vowels (Silent e)

6. Dive—breathes underwater
7. Pete—moves fast
8. Cube—makes ice
9. Joke—tells jokes
10. Game—wins games



### Level 3 - Long Vowels (Vowel Combined)

11. Queen—talks to animals
12. Leaf—changes color
13. Rain—blasts rain
14. Soap—blows bubbles

YouTube Channel: @funnymixgames8499

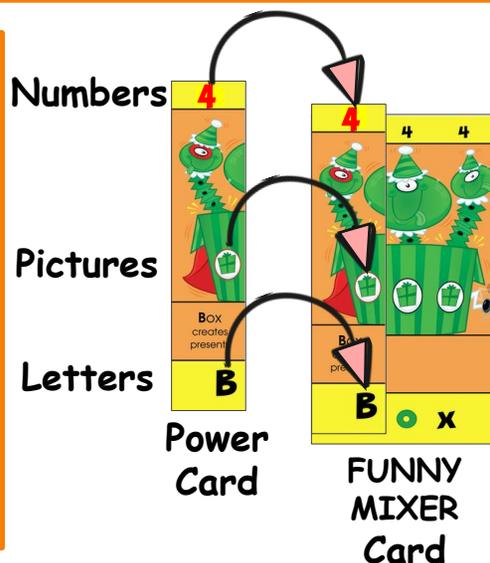
Video Title: "How to Play 3 Funny Mix Superhero Phonics Games + Literacy Centers + Classroom Games!"

# Classroom Games & Literacy Centers

## FOR ALL GAMES

Display the Funny Mix Poster and introduce each **FUNNY MIXER** and their fun powers. Tell children the **FUNNY MIXERS** need their help to activate these powers!

Easily Match 3 Power Cards On Top Of A FUNNY MIXER Card To Activate Powers!



## FUNNY MIXER MATCH

1. Place each **FUNNY MIXER Card** in a pocket chart, on a chalk ledge, or table in number order.
2. Pass out **Power Cards** to each child and ask them to say the letter name and/or sound on their card.
3. Now the fun part – **Power Activation!** Tell the class it's time to activate powers by finding each **FUNNY MIXER'S Cape and Mask!**

**Example:** To help Zip – Ask the children with the letters "z", "i", and "p" (or #1) on their **Power Cards** to place the cards on top of the matching **FUNNY MIXER Card**.

4. Once all three cards are combined, everyone says "Activated!" and Zip can turn invisible! Now that Zip's powers are activated, you can practice **Phonemic Awareness, Phonics and/or Spelling** with his name!

## FUNNY MIXER MATCH: SCAVENGER HUNT

Instead of passing out cards in Step 2, hide them. Each child finds one **Power Card** at a time and places it on top of the matching **FUNNY MIXER Card**.

## FUNNY MIXER MATCH: LITERACY CENTER

Instead of passing out cards in Step 2, 1-4 children can take turns choosing a **Power Card** from a face-down draw pile, say the letter name and/or sound, then place it on top of the matching **FUNNY MIXER Card**.

## FUNNY MIXER MYSTERY

1. Ask a child to select one **FUNNY MIXER Card** and not let anyone else see it. The rest of the classmates then become detectives.
2. Looking at the Funny Mix Poster, the detectives take turns asking questions to figure out the **FUNNY MIXER MYSTERY**. For example, "Does your **FUNNY MIXER** begin with a letter or sound? Is it orange? Does it change colors?..."

## FUNNY MIXER MIX-UP

**Set Up** - Shuffle the **Power Cards** and separate into three face-down piles - beginning, middle, and end.

1. Divide the students into groups of three and pass out a beginning, middle, and end **Power Card** to each group.
2. Ask the groups to combine three different **Power Cards** to create a new **FUNNY MIXER** with a new name and multiple powers.
3. Ask the children to read the new name and say the mixed-up powers they created.

## FUNNY MIXER MIX-UP: LITERACY CENTER

Instead of passing out cards in Step 1, 1-4 children can take turns selecting the top card from each pile to create new **FUNNY MIXERS** with new names and multiple powers.