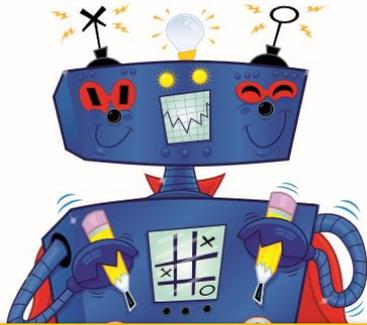




Phonics F-U-N with the FUNNY MIXER Super Heroes



- Teaches: ★ All 26 Letters ★ Short Vowels ★ Long Vowels
- Digital Download to create 2 card games
- Card deck with 14 Phonics themed Super Heroes
- Challenges young readers to "Activate Reading Powers"
 - Phonemic Awareness
 - Phonics
 - Spelling

2 FUN Games!

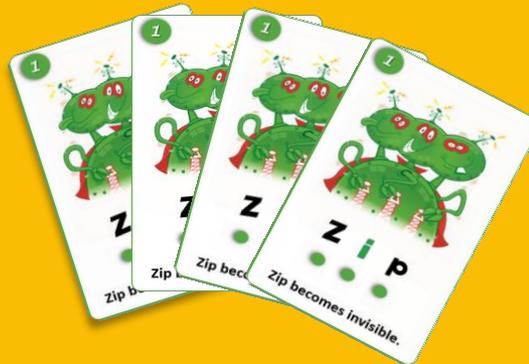
Memory Mixer

A fun matching game perfect for beginning readers. 2-4 Players.



Go Mix!

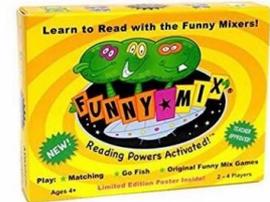
A twist on the classic "Go Fish" - players practice their phonics skills while trying to make the most matches. 2-4 Players.



**ENDLESS
POSSIBILITIES!**

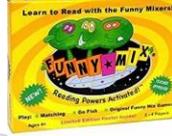
**FUN FOR ALL
READING LEVELS!**

**KID TESTED &
APPROVED!**



Based on the Patented Phonics Card Game
FUNNY MIX®

The **Funny Mixers** are **Ready to Play!**

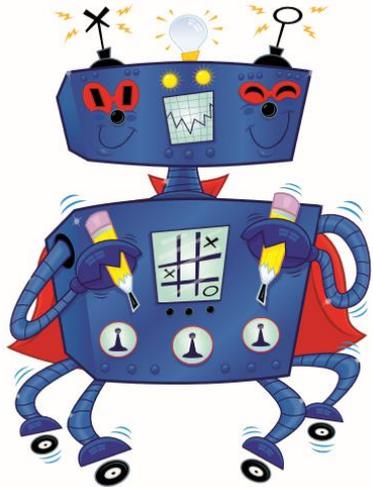


Hi! I'm Game.

After spending lightyears studying the alphabet during our long journey from the Phonics Galaxy, my crew and I have lost our **Reading Super Powers**. Play some fun games with us so we can get our ...

READING POWERS

ACTIVATED!



Funny Mix Game Pack includes:

Memory Mixer

A fun matching game perfect for beginning readers. 2-4 Players.

Go Mix!

A twist on the classic "Go Fish" - players practice their phonics skills while trying to make the most matches.

ACTIVATING READING POWERS TAKES PRACTICE!

Use all your senses to practice reading! During each game, use these tips to read the Mixer's name and activate their powers!

1 Touch & Say

Touch each dot while saying the letter's name or sound. Slide your finger along the word to activate!

W **e** **b**
● ● ●

2 Say & Trace

Trace each letter of the Mixer's name in the air (take your pointer finger and make BIG movements) while saying the letter's name or sound.

W **e** **b**

Funny Mixer Game Directions

Memory Mixer

GOAL:

Find the Matching Funny Mixer!



Collect the most matches to WIN!

SET UP:

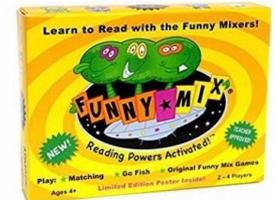
1. Play with one level (green, blue, orange) or all 56 cards. 2 to 4 Players.
2. Shuffle the cards.
3. Spread the cards face down on the table.

PLAY:

1. The first player turns over two cards. If they match, the player takes both cards and lays them face up in front of them. If they don't match, the player turns them back over.
2. The next player tries their luck and turns over two more cards to find a match.
3. Play continues with all players taking turns and trying to collect matches.
4. When all cards are matched, players count their matches. The player with the most matched pairs wins!

Variation 1 – Add it Up! Add the numbers at the top of each card for each match. The player with the most points wins.

Variation 2 – Match FOUR! Continue turning over two cards at a time. The first player to collect a match of four cards wins (all cards might not be turned over).



Based on the Patented Phonics Card Game

FUNNY MIX®

Funny Mixer Game Directions

Go Mix!

GOAL:

Match four Funny Mixer cards!

The player who collects the most matches of four cards WINS!



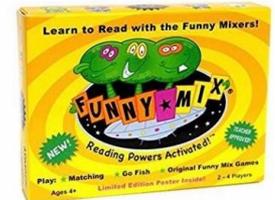
SET UP:

1. Play with one level (green, blue, orange) or all 56 cards. 2-4 Players.
2. Shuffle the cards.
3. Deal 5 cards face down to each player. Remaining cards become the draw pile.
4. Each player then looks at their cards without showing them to the other players.

(**Hint:** Use the numbers on each card to group similar cards together).

PLAY:

1. The first player looks to see which Funny Mixer card(s) they need to make a match of four cards. They ask the player to their right - "Do you have any (insert FUNNY MIXER's name or number)?"
2. If the other player has the requested card, they give all the matching cards to the requesting player.
3. If the other player does not have any matching cards, they say "Go Mix" and the first player must select the top card from the draw pile and add it to their hand.
4. Play continues to the next player.
5. Whenever a player collects all four matching cards, they are placed face up in front of them.
6. The player who collects the most matches of four cards – WINS!



Based on the Patented Phonics Card Game

FUNNY MIX®

1

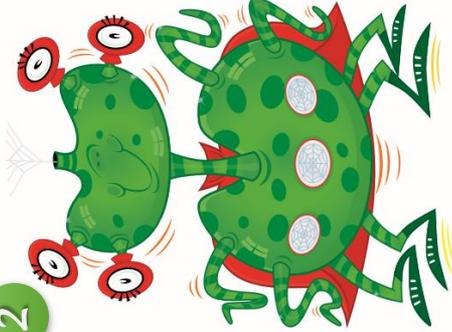


Z i p



Zip becomes invisible.

2

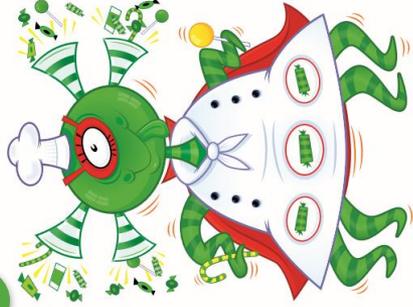


W e b



Web catches objects.

3



Y u m



Yum invents candy.

4



B o x



Box creates presents.

5



H a t



Hat performs magic.

Funny Mixers - GREEN LEVEL CARDS

Green letters will always be short vowels.

Zip - becomes invisible

Box - creates presents

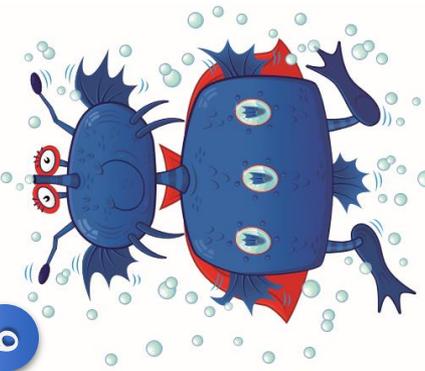
Web - catches objects

Hat - performs magic

Yum - invents candy



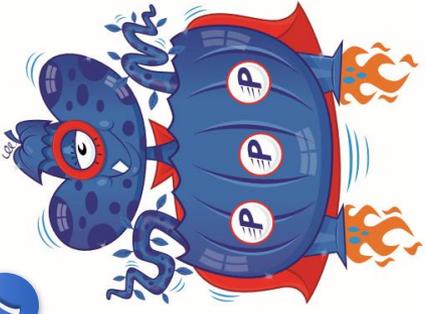
To create a full FUNNY MIX Deck for this level,
print 4 Copies of this page.

6  **D i v**  ● ● ● ● ●

Dive breathes underwater.

8  **C u b**  ● ● ● ● ●

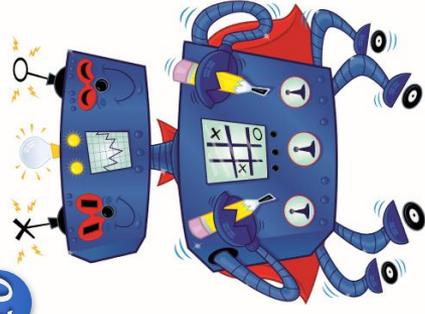
Cube makes ice.

7  **P e t**  ● ● ● ● ●

Pete moves fast.

9  **J o k**  ● ● ● ● ●

Joke tells jokes.

10  **G a m**  ● ● ● ● ●

Game wins games.

Funny Mixers - BLUE LEVEL CARDS

BLUE letters will always be long vowels.

Dive – breathes underwater

Joke – tells jokes

Pete – moves fast

Game – wins games

Cube – makes ice



Remember – Letters underwater will always be silent since you can't hear underwater!



To create a full FUNNY MIX Deck for this level,
print 4 Copies of this page.

Funny Mixers - ORANGE LEVEL CARDS

Blue letters will always be long vowels.

Queen – talks to animals

Rain – blasts rain

Leaf – changes color

Soap – blows bubbles



Remember – Letters underwater will always be silent since you can't hear underwater!

11



Q **u** **e** **e** **n**



Queen talks to animals.

12



L **e** **a** **f**



Leaf changes color.

13



R **a** **i** **n**



Rain blasts rain.

14



S **o** **a** **p**



Soap blows bubbles.



To create a full FUNNY MIX Deck for this level, print 4 Copies of this page.

1



Z i p



Zip becomes invisible.

1



Z i p



Zip becomes invisible.

1



Z i p



Zip becomes invisible.

1

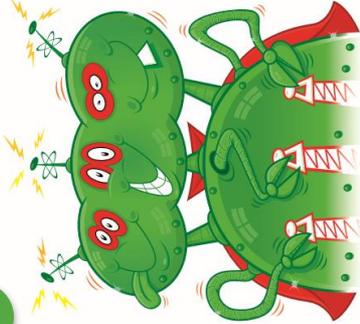


Z i p



Zip becomes invisible.

1

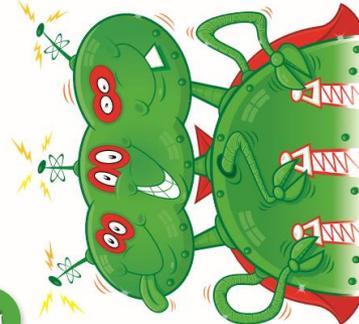


Z i p



Zip becomes invisible.

1

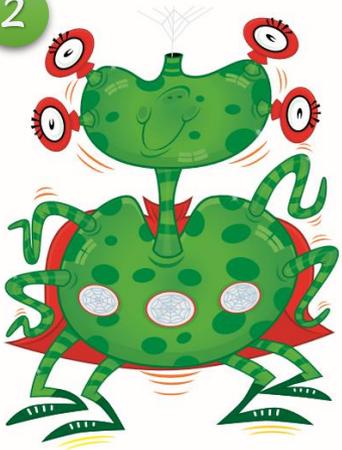


Z i p



Zip becomes invisible.

2

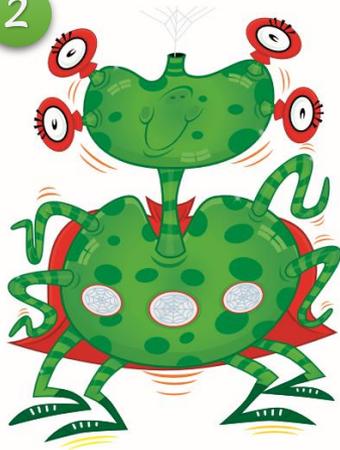


W e b



Web catches objects.

2

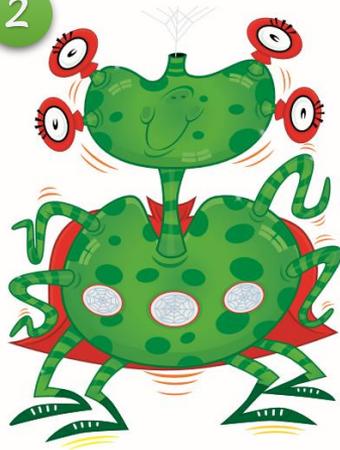


W e b



Web catches objects.

2

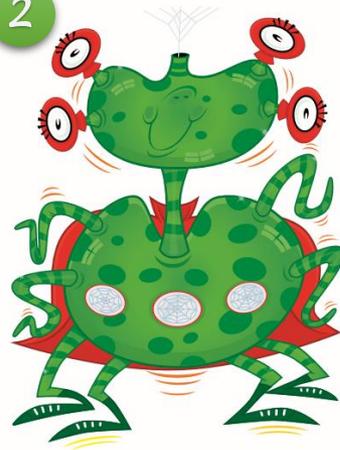


W e b



Web catches objects.

2

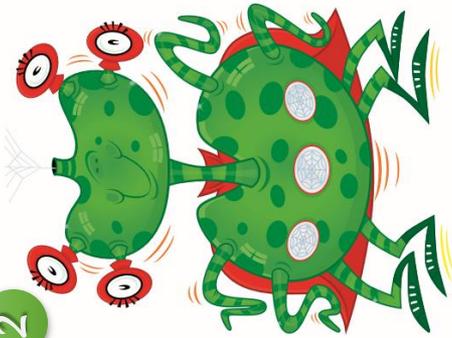


W e b



Web catches objects.

2

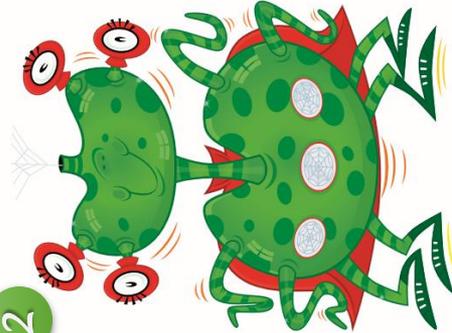


W e b



Web catches objects.

2



W e b



Web catches objects.

3



Y U m
● ● ●

Yum invents candy.

3



Y U m
● ● ●

Yum invents candy.

3



Y U m
● ● ●

Yum invents candy.

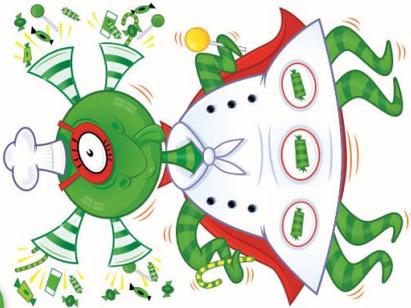
3



Y U m
● ● ●

Yum invents candy.

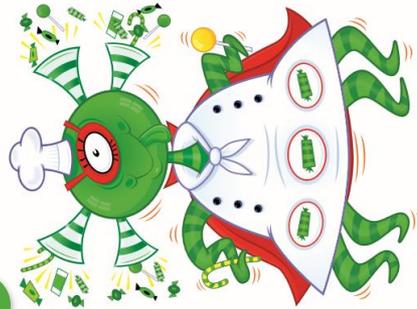
3



Y U m
● ● ●

Yum invents candy.

3



Y U m
● ● ●

Yum invents candy.

4



B ○ **x**



Box creates presents.

4



B ○ **x**



Box creates presents.

4



B ○ **x**



Box creates presents.

4



B ○ **x**



Box creates presents.

4



B ○ **x**



Box creates presents.

4



B ○ **x**



Box creates presents.

5



H a t



Hat performs magic.

5



H a t



Hat performs magic.

5



H a t



Hat performs magic.

5

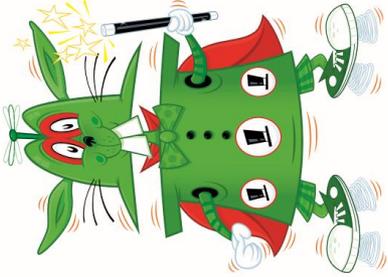


H a t



Hat performs magic.

5



H a t



Hat performs magic.

5



H a t



Hat performs magic.

6

D **i** **v** 

● ● ●

Dive breathes underwater.

6

D **i** **v** 

● ● ●

Dive breathes underwater.

6

D **i** **v** 

● ● ●

Dive breathes underwater.

6

D **i** **v** 

● ● ●

Dive breathes underwater.

6

D **i** **v** 

● ● ●

Dive breathes underwater.

6

D **i** **v** 

● ● ●

Dive breathes underwater.

8



C u b 

Cube makes ice.

8



C u b 

Cube makes ice.

8



C u b 

Cube makes ice.

8



C u b 

Cube makes ice.

8



C u b 

Cube makes ice.

8



C u b 

Cube makes ice.

7

P e t

Pete moves fast.

9



J  k 



Joke tells jokes.

9



J  k 



Joke tells jokes.

9



J  k 



Joke tells jokes.

9



J  k 



Joke tells jokes.

9



J  k 



Joke tells jokes.

9

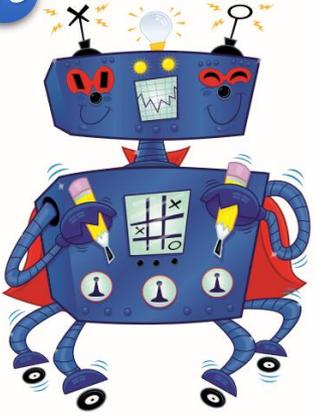


J  k 



Joke tells jokes.

10

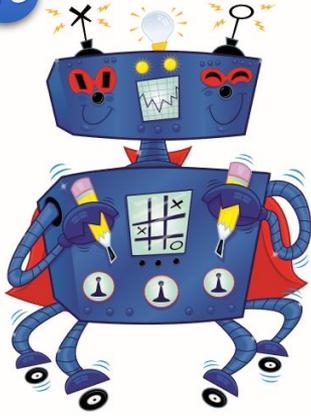


G a m



Game wins games.

10

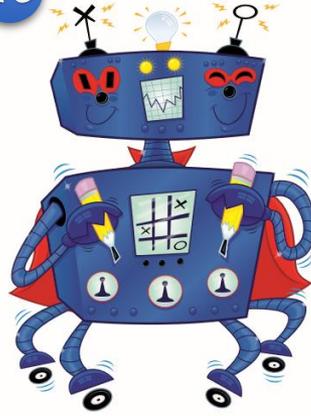


G a m



Game wins games.

10

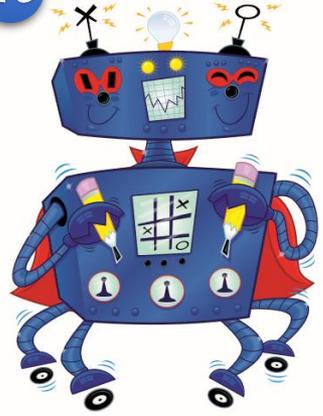


G a m



Game wins games.

10

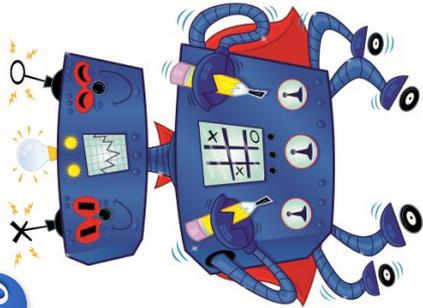


G a m



Game wins games.

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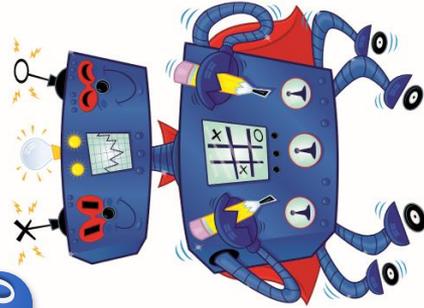


G a m



Game wins games.

10



G a m



Game wins games.

11



Queen

Queen talks to animals.

11



Queen

Queen talks to animals.

11



Queen

Queen talks to animals.

11



Queen

Queen talks to animals.

11



Queen

Queen talks to animals.

11



Queen

Queen talks to animals.

12



L eaf f

Leaf changes color.

12



L eaf f

Leaf changes color.

12



L eaf f

Leaf changes color.

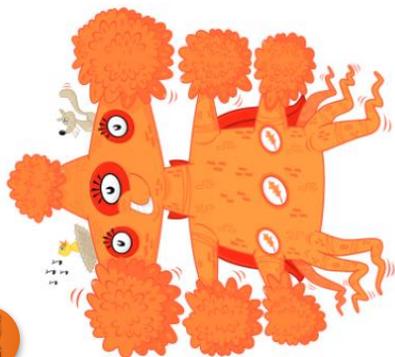
12



L eaf f

Leaf changes color.

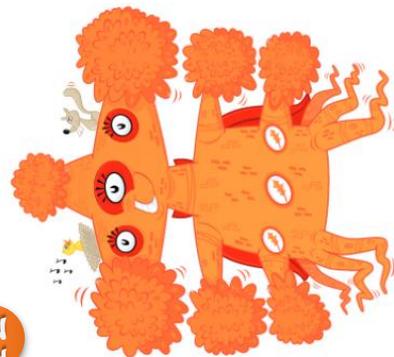
12



L eaf f

Leaf changes color.

12



L eaf f

Leaf changes color.

13



R  **a**  **n**



Rain blasts rain.

13



R  **a**  **n**



Rain blasts rain.

13



R  **a**  **n**



Rain blasts rain.

13

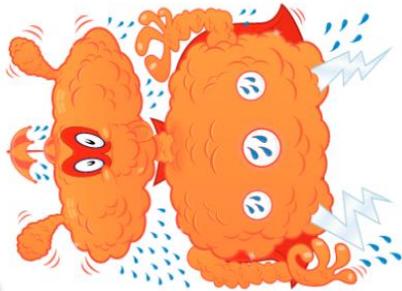


R  **a**  **n**



Rain blasts rain.

13

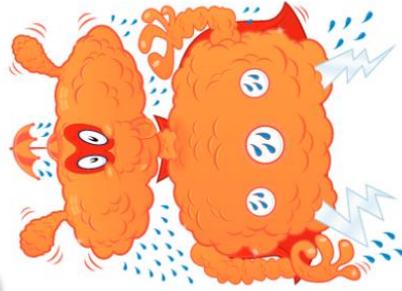


R  **a**  **n**



Rain blasts rain.

13



R  **a**  **n**



Rain blasts rain.

14



Soap blows bubbles.

14



Soap blows bubbles.

14



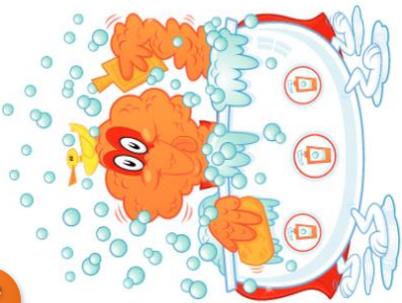
Soap blows bubbles.

14



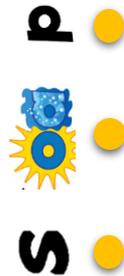
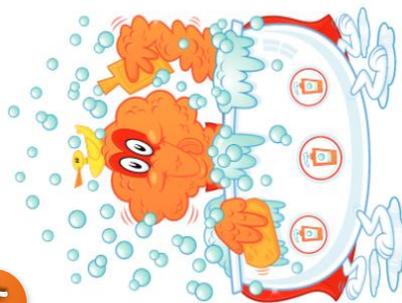
Soap blows bubbles.

14



Soap blows bubbles.

14



Soap blows bubbles.