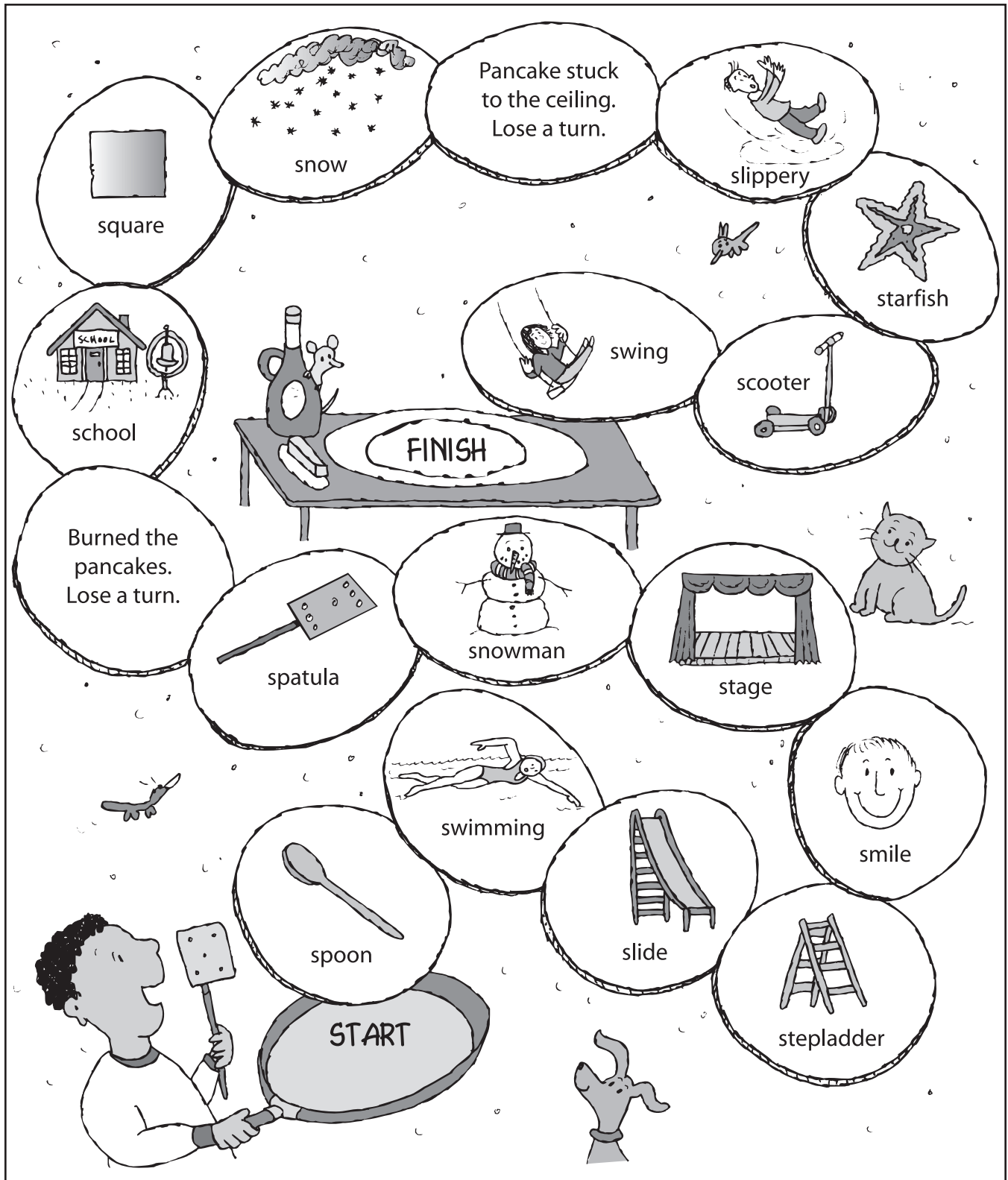


# Flippin' Pancakes

Help Spencer flip pancakes. Remember to say your /s/ sound correctly.





# Play or Pay

**Number of Players:** three to five

**Materials:** four color-coded copies of any sound grid sheet, 20 counters (e.g., poker chips, pennies) per player

**Object of the Game:** to be the first player to get rid of all of your cards  
to have the most counters after a set number of hands (or to reach a predetermined number of counters first)

## Articulation Practice

- Have players practice the words on the cards in their hands before playing the game.
- Have the player say the word on the card or use the word on the card in a sentence each time she plays one in a sequence.
- When a person finishes a sequence, have her practice all of the words on the cards in that sequence.
- At the end of each game, have the “losers” practice the words on the cards they hold in their hands.

**Preparation:** Give each player 20 counters. Deal all the cards facedown to the players. The deal may not come out evenly.

**To Play:** The player to the left of the dealer chooses a card from her hand and puts it faceup in the center of the playing area. The person to her left puts down the next card in the sequence (e.g., blue 4, blue 5). If that player does not have the next card in the sequence, he “pays” one of his counters into the middle of the playing area. The player to his left then takes a turn.

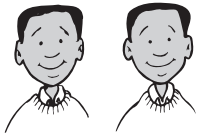
If the first player doesn't start with an ace, and the sequence gets to a king, the next card in the sequence is the ace, then the two (2), etc. When a whole sequence is finished, the person who plays the last card in the sequence puts down a new card in the middle to begin a new sequence.

Players continue to play or “pay” until one player runs out of cards. The player who runs out of cards first wins all the counters in the middle as well as a counter for each card each opponent holds (e.g., A player with three cards left pays the winner three counters). The winner is the player who has the most counters after a set number of hands or who reaches a predetermined number first (e.g., 50 counters).

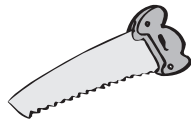
**A**

sad

Cut apart these cards to use with the card games suggested on pages 57 – 79. You can also use this page as is for articulation practice.

**K**

same

**Q**

saw

**J**

sew

**10**

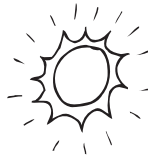
sink

**9**

soap

**8**

suit

**7**

sun

**6****Z**

z

**5**

Zach

**4**

zone

**3**

zoo

**2**

zoom