



# PHARAOH'S PHONICS BOARDGAME

Phonics - Beginner (KS1/2)  
French

**Learning outcomes:** To consolidate knowledge of reading and pronouncing French phonics.

## Instructions



- Print “Pharaoh’s Phonics Boardgame” sheet (page 2).
- Split the class into groups of four to six and give one sheet to each group. Hand out counters and dice.
- One student rolls the dice and moves their counter. If they land on a phonics square, they have to pronounce the sound. If they don’t manage to pronounce it correctly, they move back one square. If they land on a tricky word square, they have to pronounce the word. If they pronounce it correctly, they can move five squares ahead; if not, they have to fall back five squares.
- Mingle to check pupils’ pronunciation and encourage students to peer assess their group to agree if the sound was said correctly.
- Students take turns playing. The first one to arrive on the ‘Arrivée’ square wins.
- Review any common errors together as a class after.

## Materials required:

- “Pharaoh’s Phonics Boardgame” sheet (page 2)
- counters
- dice

### Tip!

Stretch pupils by ruling that they have to find and pronounce a word with the sound they land on and that they can’t say the same word twice.



Created by the FlashAcademy® Education Team

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