





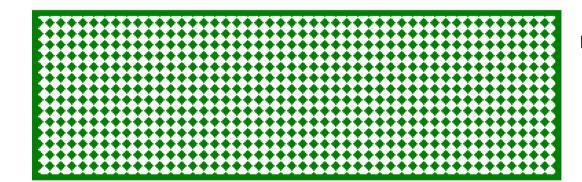
Choose a partner to play with.



Place all the cards face down and mix them up. Then put them in a neat pile still face down.

Decide on the time each player will have to find the odd one out on each card (2 minutes, 3 minutes, etc., your parent/teacher might help you choose a fair time limit)

You Need 16 cards 1 timer Some counters

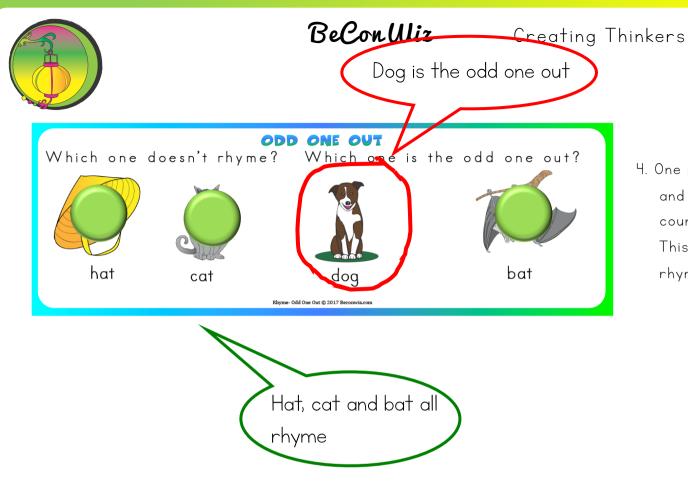


I. Shuffle cards and place them face down in a pile.





- 2. Turn one card over and look at the pictures on it.
- 3. Start the timer as soon as the card is turned over



4. One player needs to say the words on the card and cover the pictures that rhyme with counters.

This player must find the picture that doesn't rhyme before the timer runs out.

5. Each player's turn stops after they have found the odd one out. Players get one point if they find the odd one out before the timer runs out.

6. When one player has finished a turn, the other player has a go.



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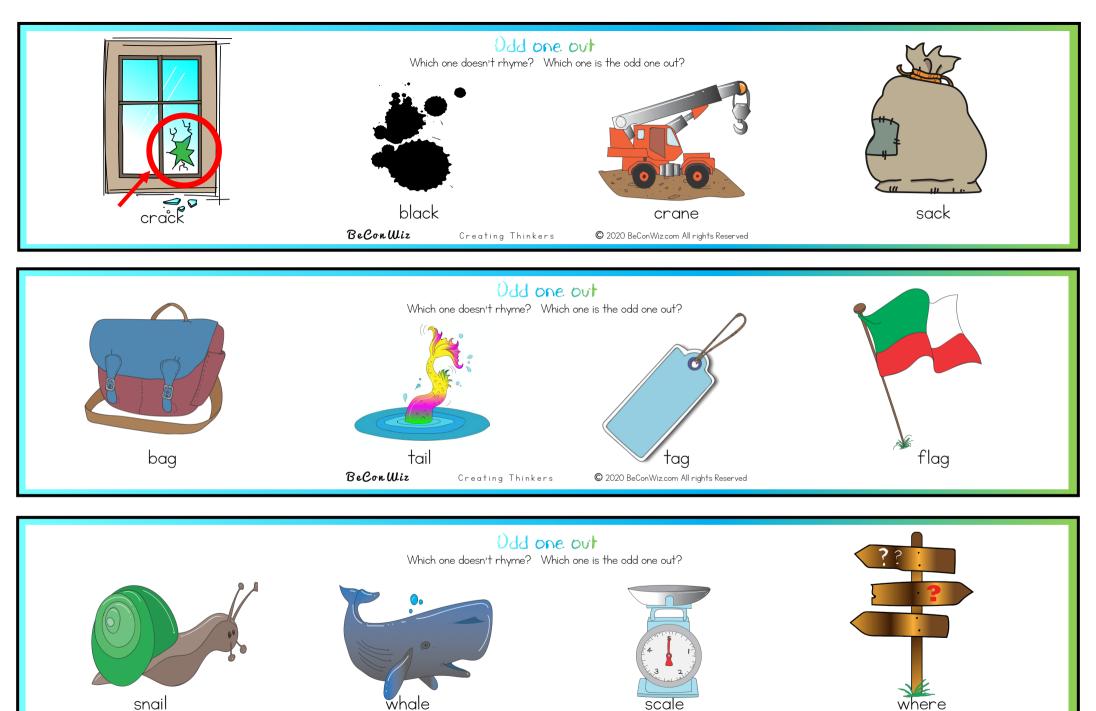
To make the game more challenging, let the players complete and turn over as many cards as they can in the time that they have. Players get one point for each card they complete before the timer runs out.

There is a set of picture cards that can be used by your child(ren) to create their own set of cards that include an odd one out. The new sets made by your child(ren) may include more than the four images.

The game can be modified in the following ways

- Sort cards by beginning sounds
- •Sort cards by places the different things might be found
- •Sort into living and non-living
- •Own ideas

The only thing that remains constant in all games is that one image will not fit the set.



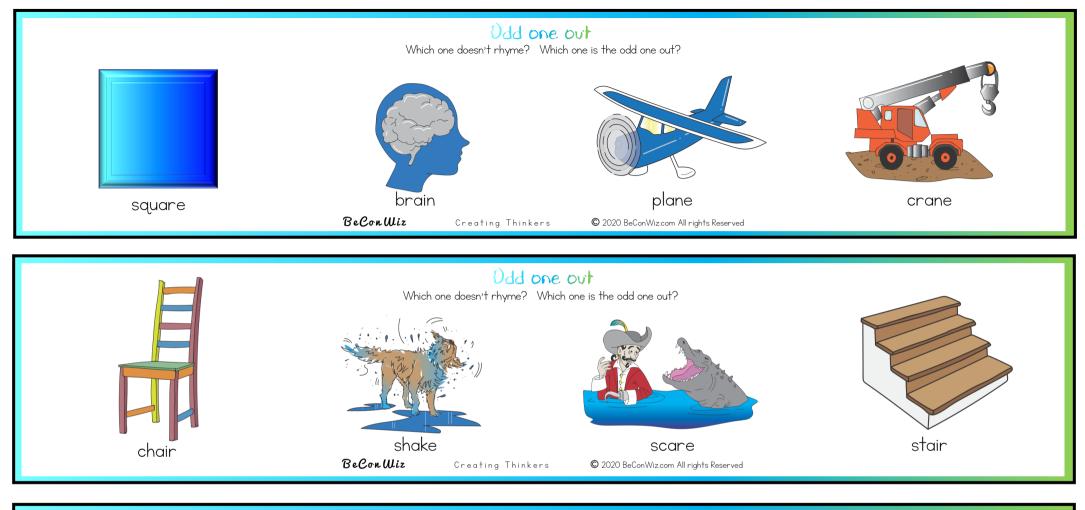
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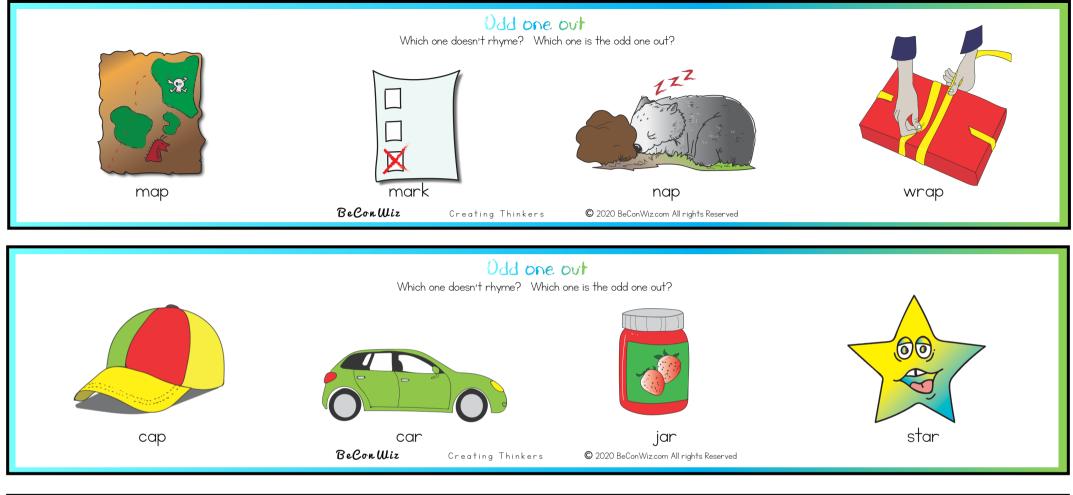
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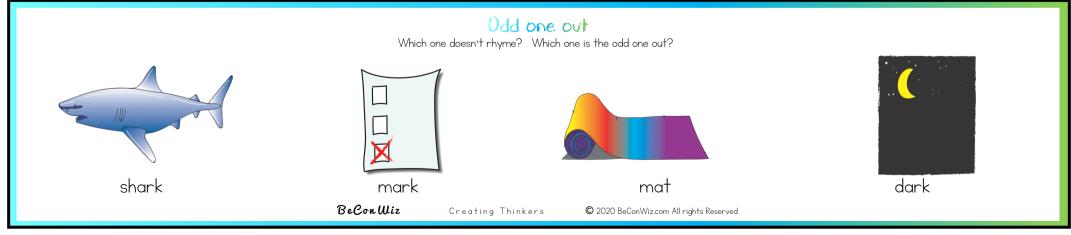
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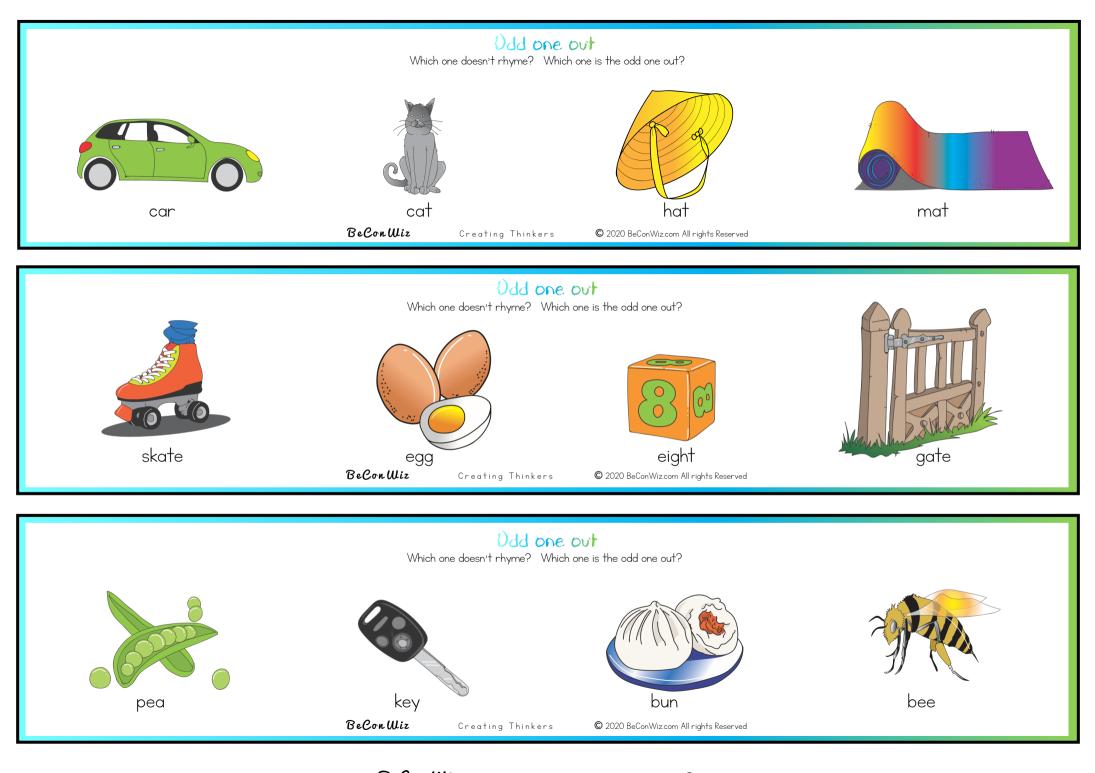


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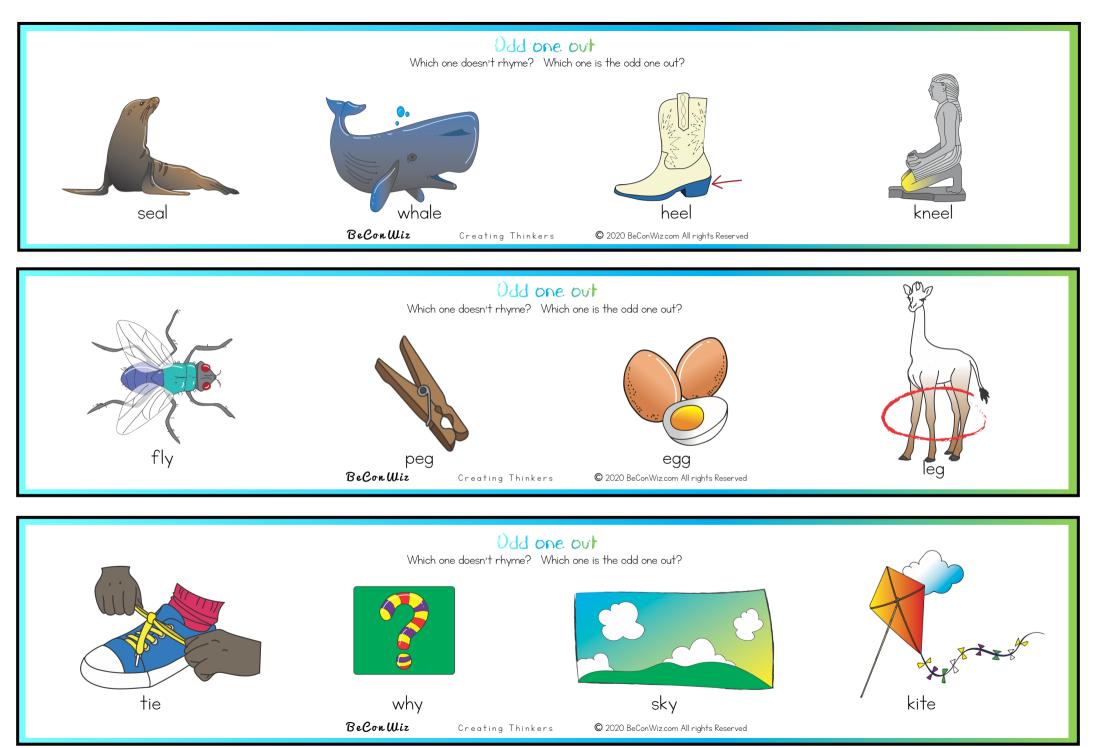




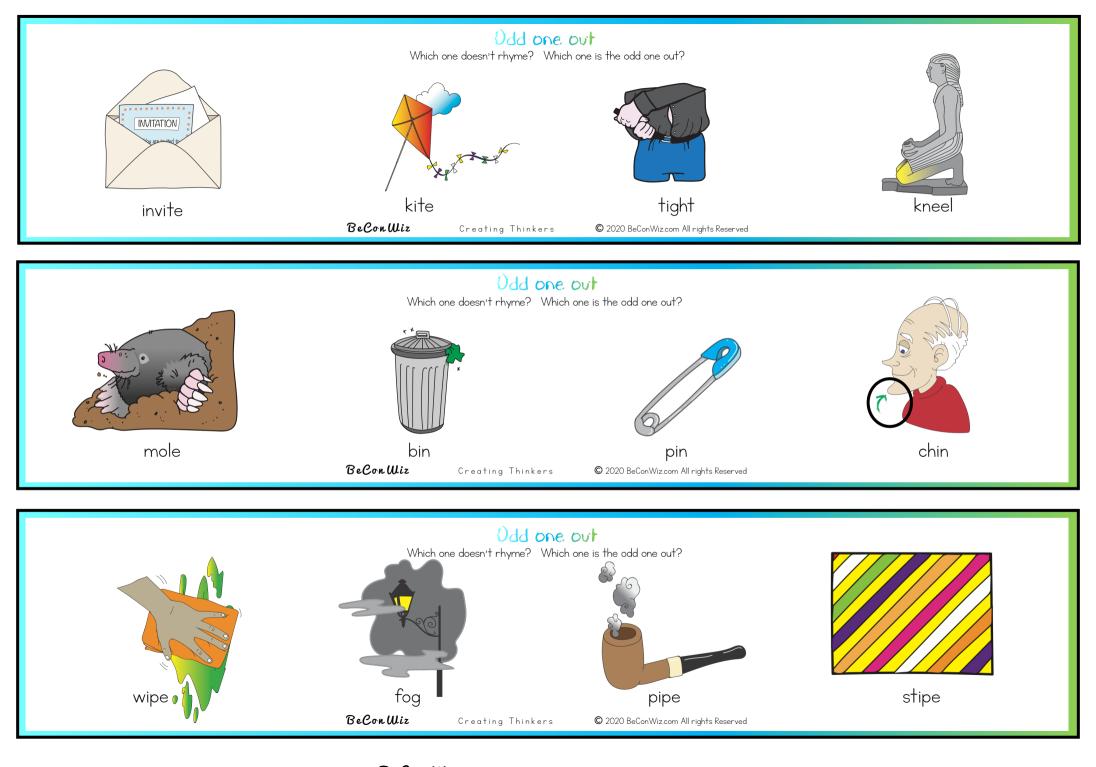
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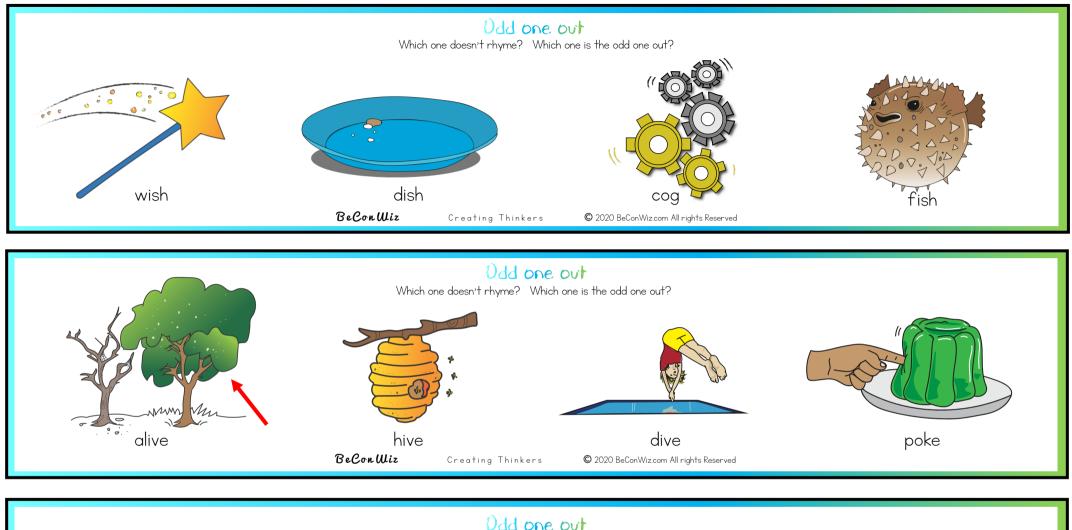
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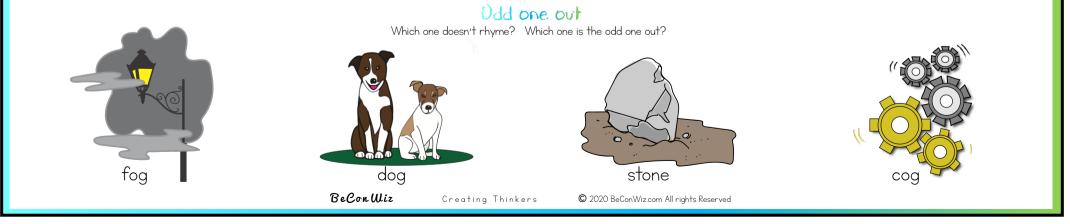


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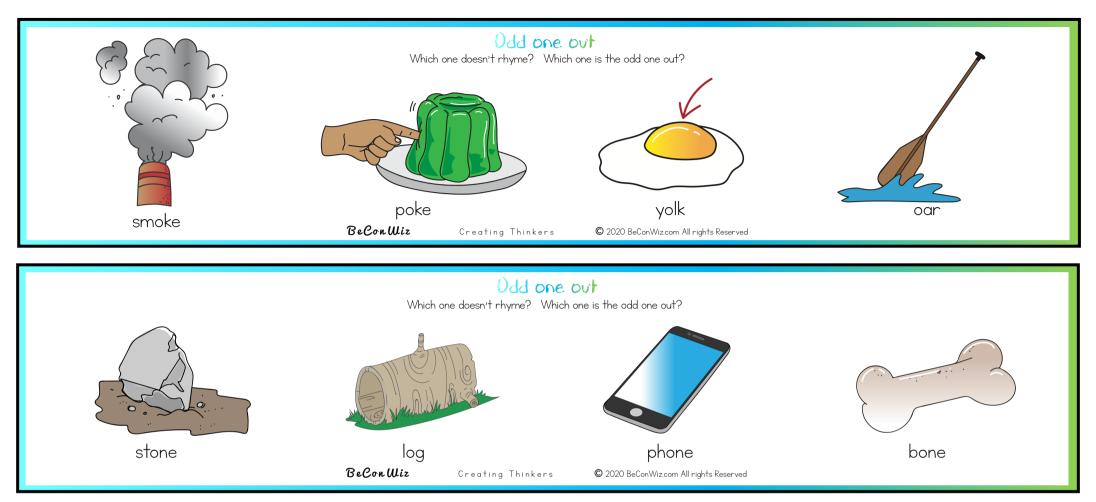


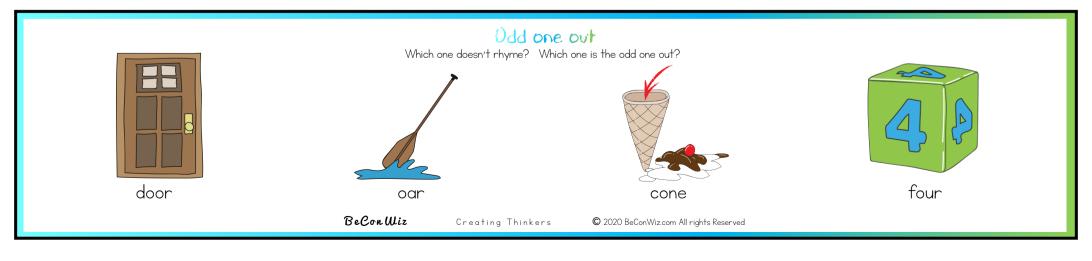
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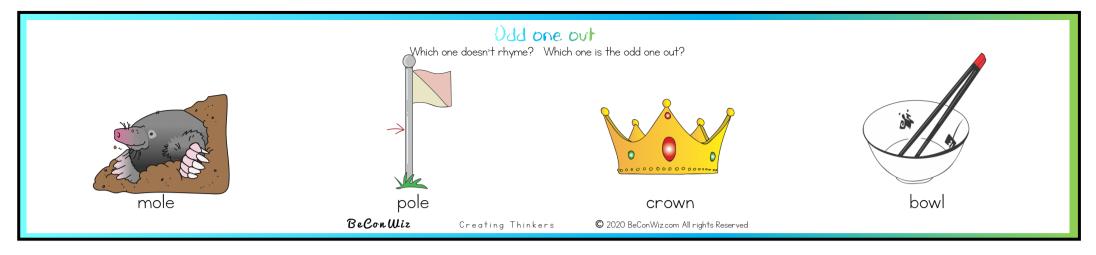


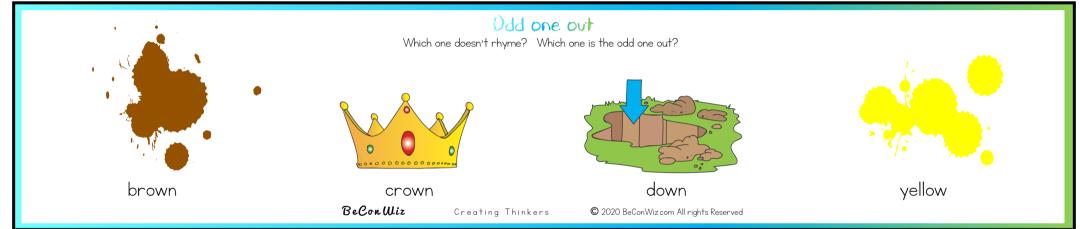
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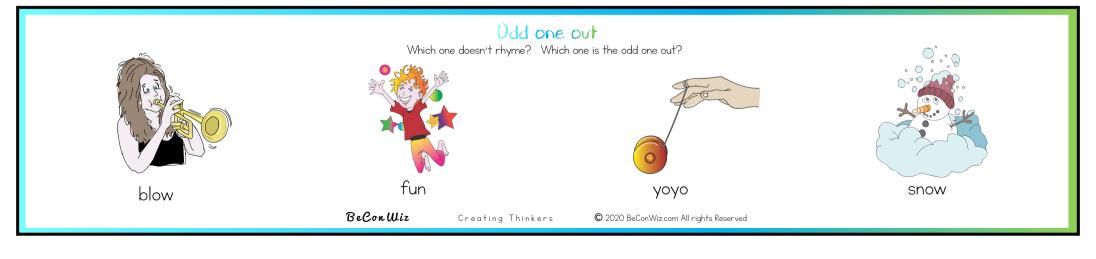




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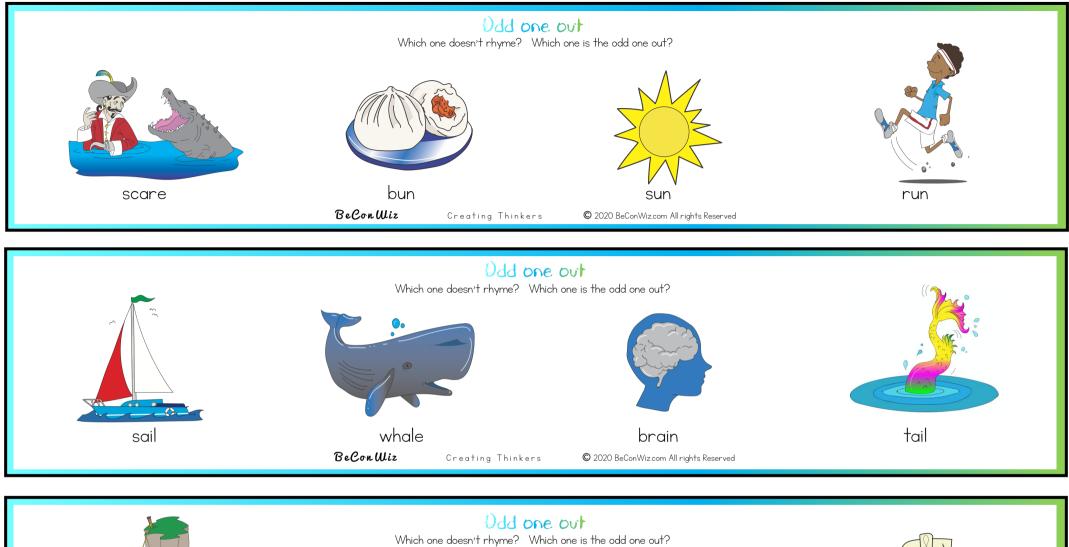


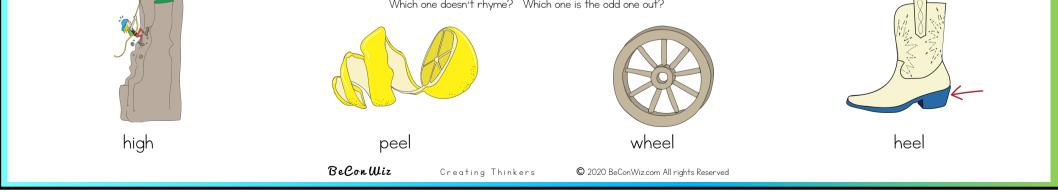




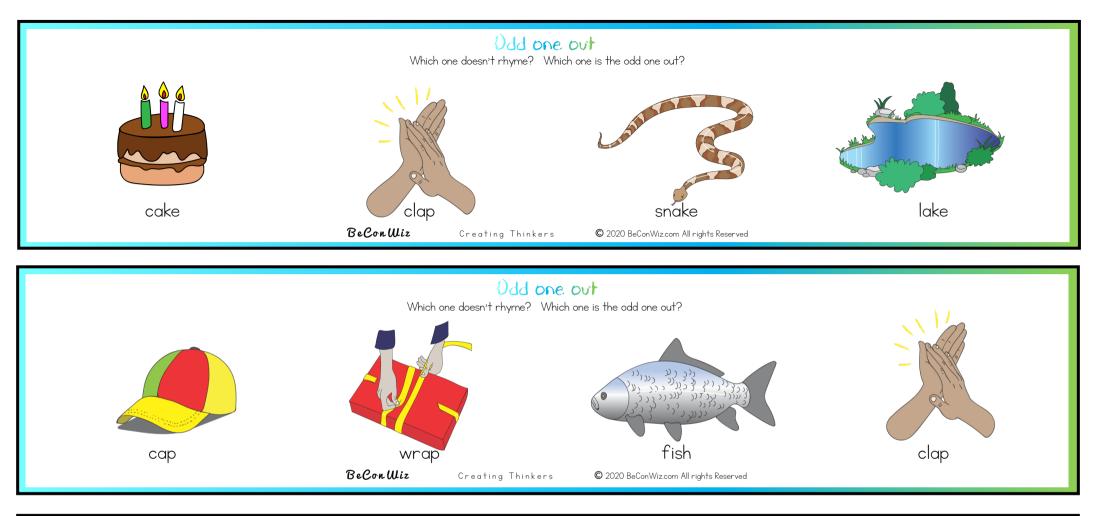
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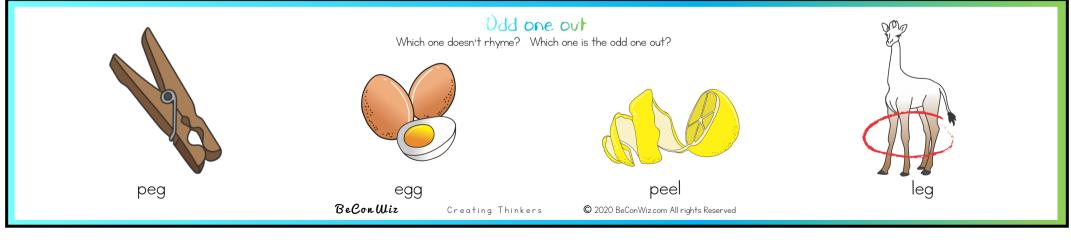
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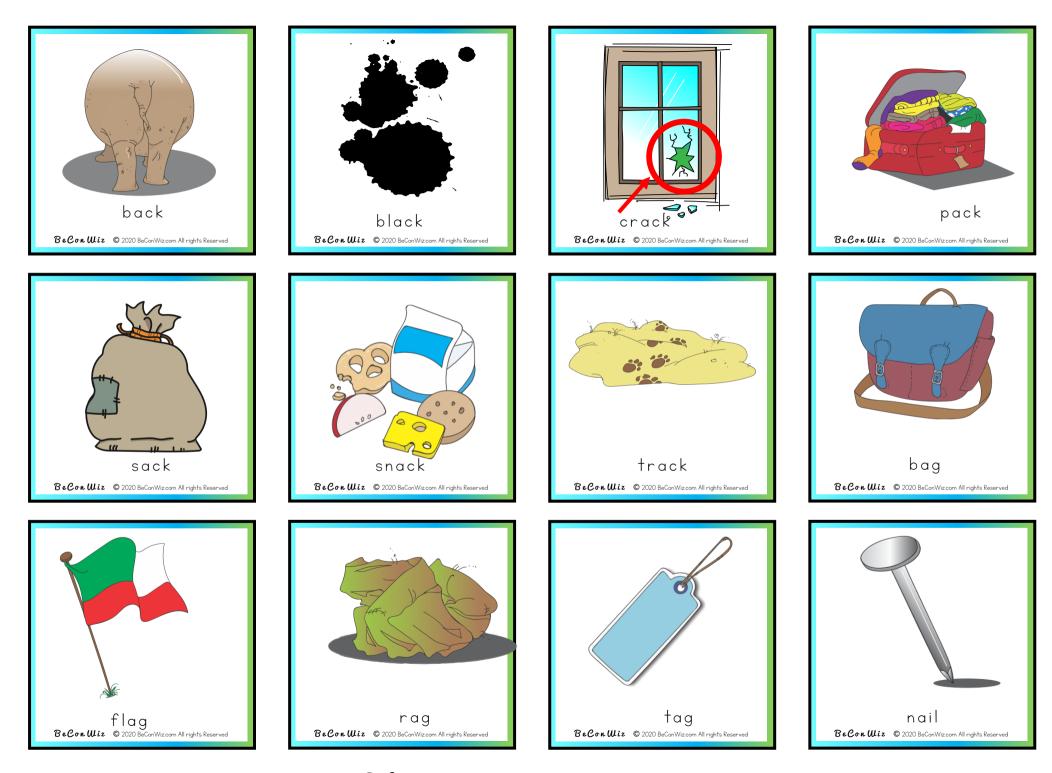
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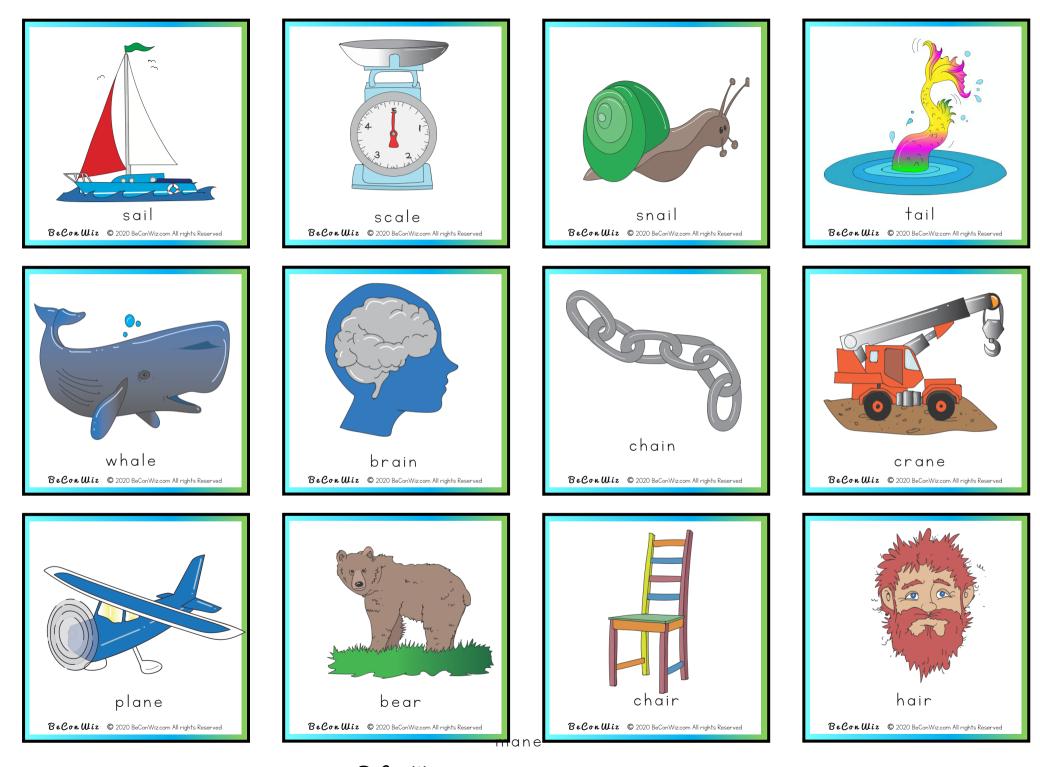
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Odd one out? Which one doesn't rhyme? Which one is the odd one out?
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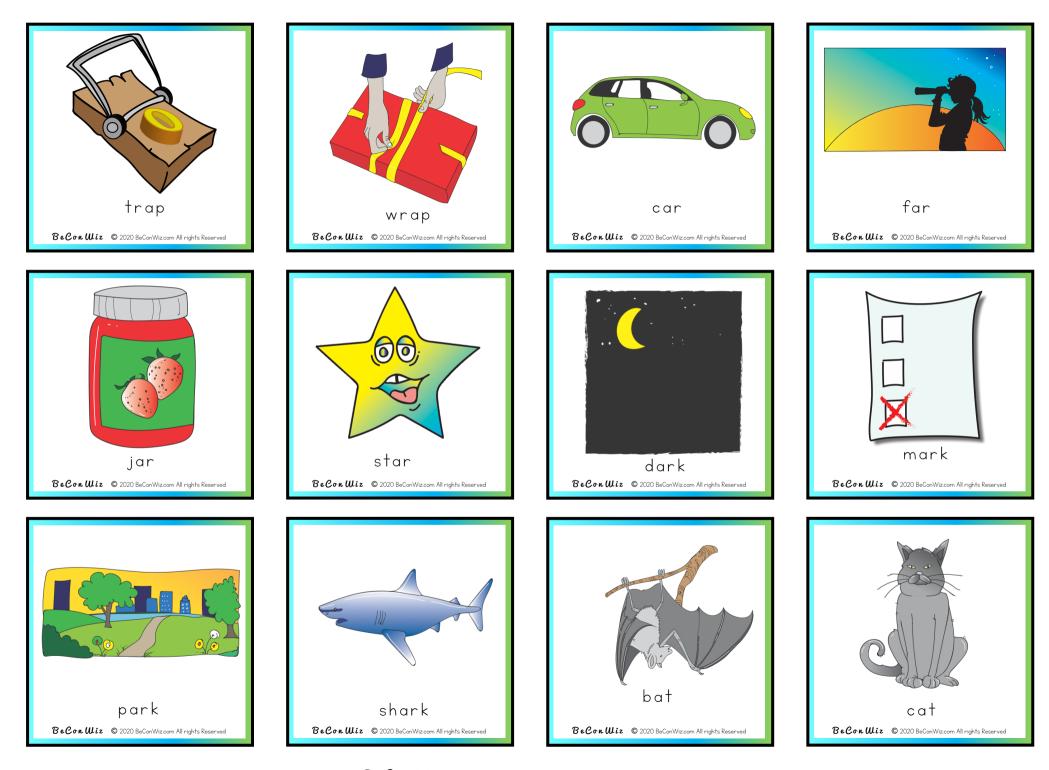
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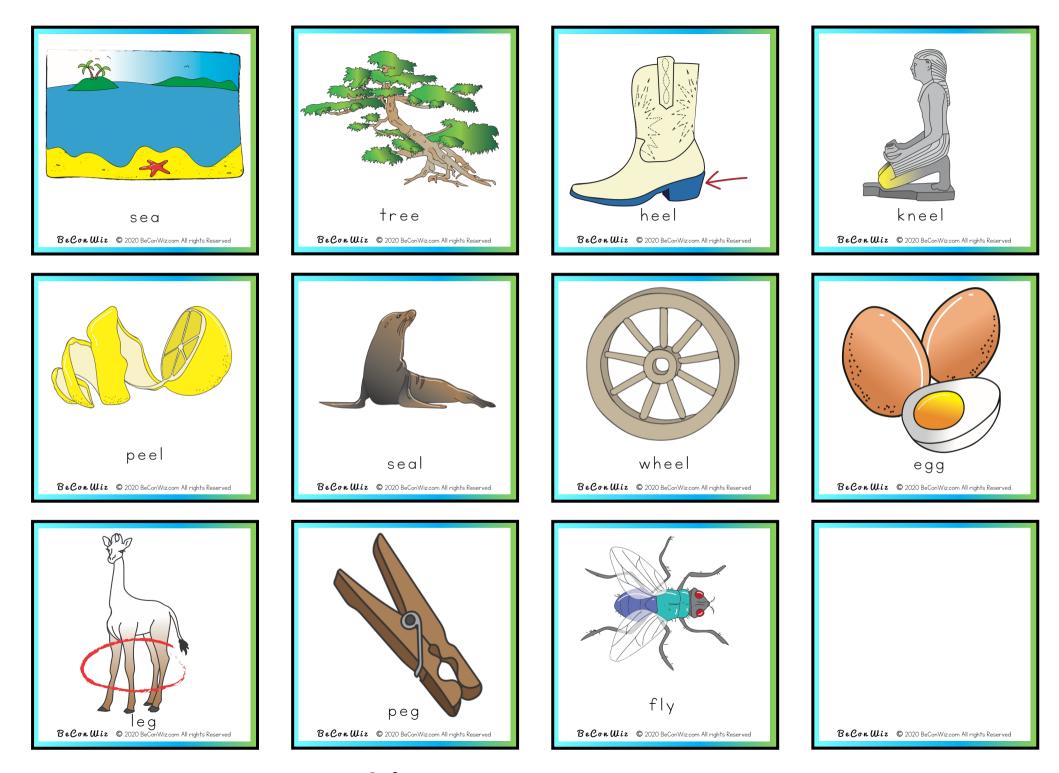
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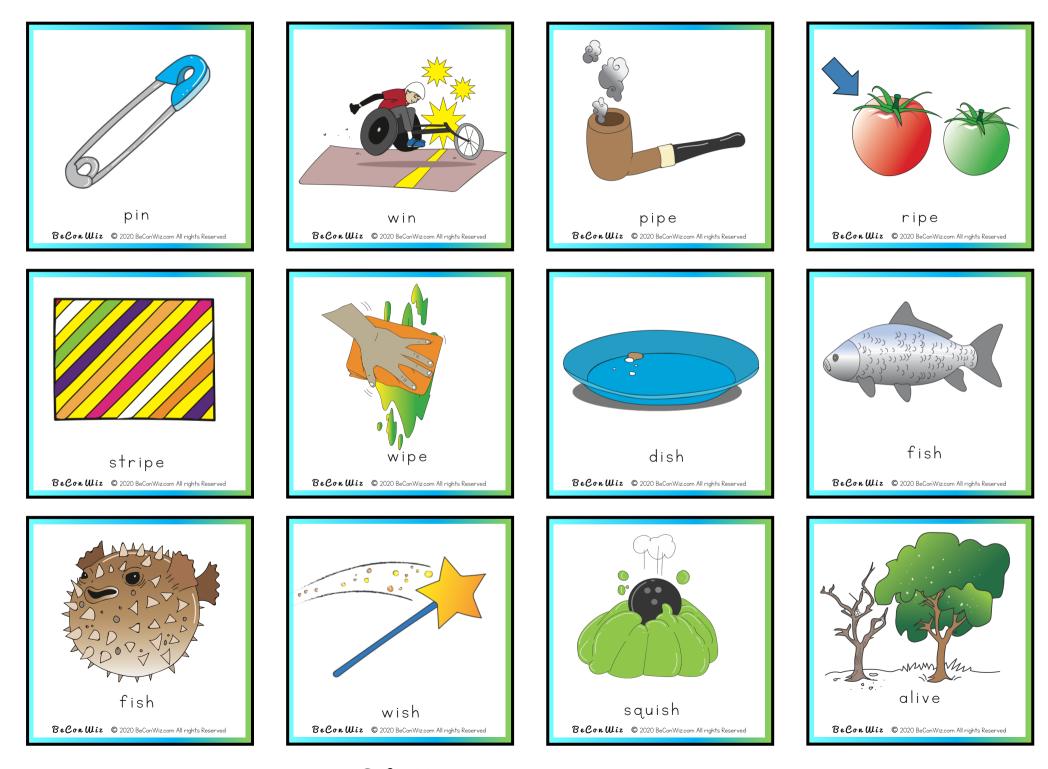
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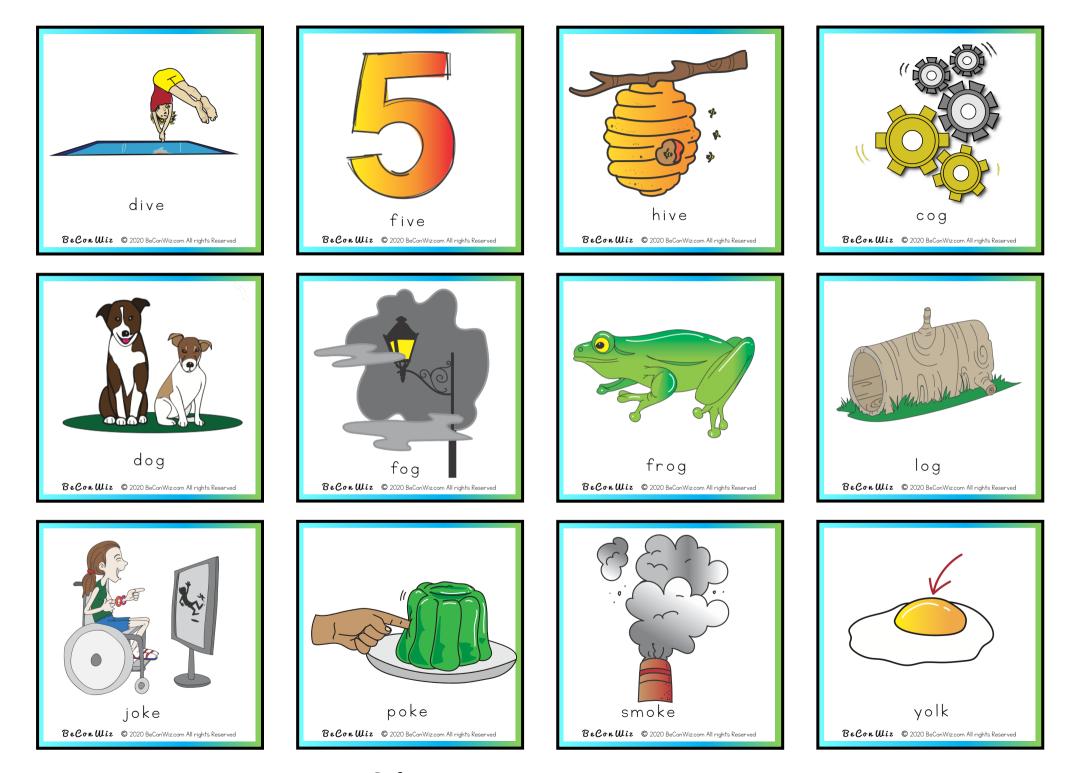
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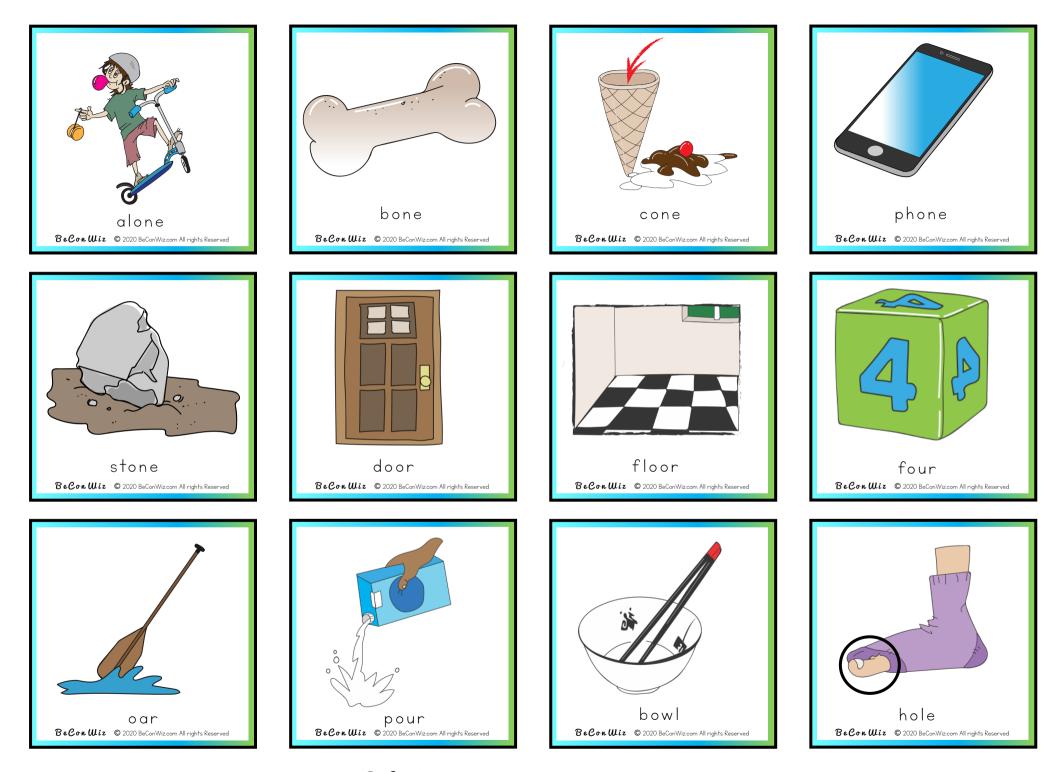
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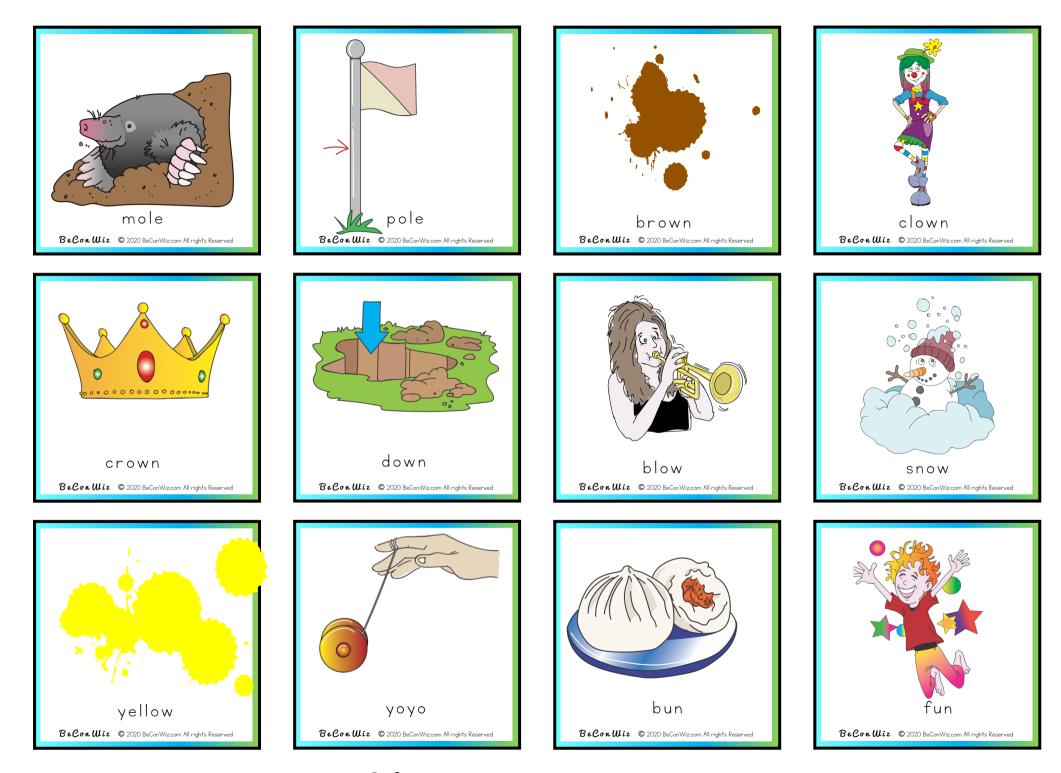


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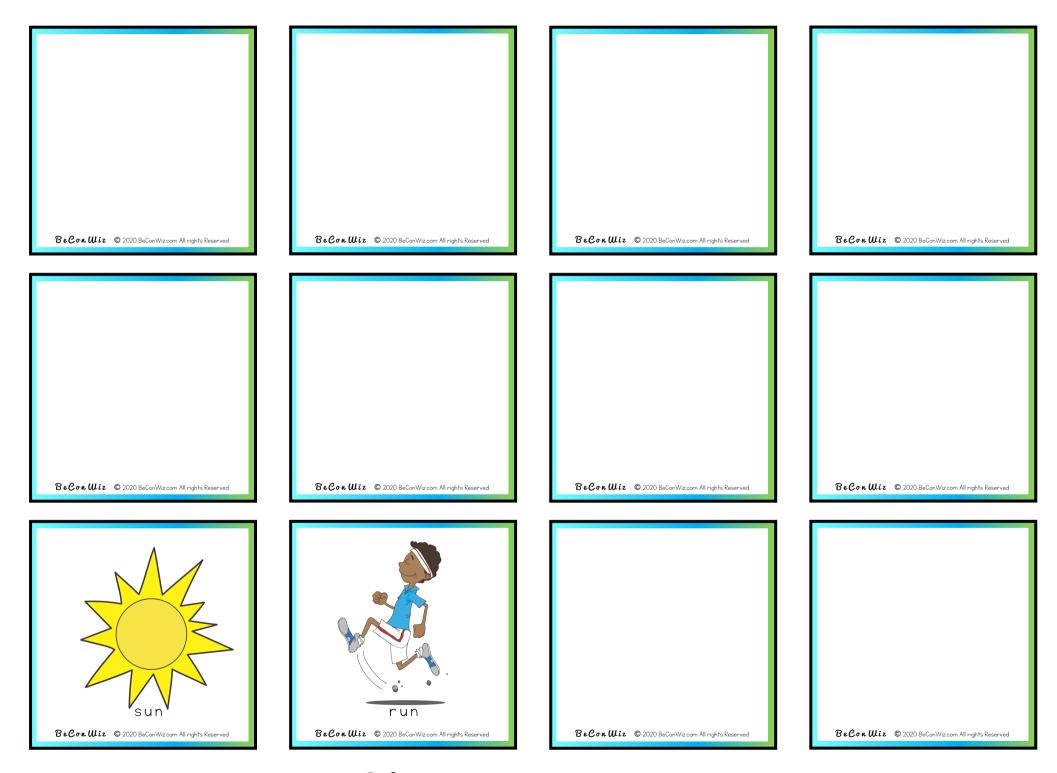


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## These texts that are good for exploring and listening to rhyme.

- A dragon in a wagon (Lynley Dodd)
- Hairy Maclary Series (Lynley Dodd)
- A frog in a bog (Karma Wilson & Joan Rankin)
- The Magic Hat (Mem Fox)
- How big is a pig? (Clare Beaton)
- Oi Frog (Kes Gray & Jim Field)
- Oi Cat (Kes Gray & Jim Field)

## Texts that are good for listening to rhyme and exploring its connection to rimes.

Usborne Phonics Readers (Fun books with engaging texts and great illustrations- not your run of the mill reader)

- Kangaroo at the zoo
- Fat cat on a mat
- Llamas in pyjamas
- Sam sheep can't sleep
- Mole in a hole
- Hen's pens
- Toad makes a road
- Big Pig on a dig
- Fox on a box
- Frog on a log
- Goose on the loose
- Ted in a red bed
- Mouse moves house

