





# Syllable Division Practice

With any simple game you can find...

Dividing words into syllables naturally and quickly is one of the best tools for pain free reading. The rules aren't 100% fool-proof, but they're reliable enough to at least get started. After a few rounds of a syllable division game, students will recognise the patters that usually lead to long vowels one way and short vowels the other way! (All the practice words in the game follow the rules. They also do not include any words with complicating factors from digraphs or blends in the middle. When students meet rule-breaking words in their reading, they can make a joke out of putting them in jail, but also learn strategy of flexibility. When one pronunciation does not make sense, try another.) Players may also enjoy a dictionary search for their own words to add to the game. They might like to keep score, noticing how many of the words they choose follow the rules.

## First review the syllable division rules:

<p>If there's only <b>one</b> consonant between two vowels, Divide and stop <b>before</b> So you kick away the door. That first vowel, it can roar, Say it's name, forever more.</p>	<p>If there are two consonants between two vowels Divide and stop between So the door can still be seen That first vowel's not so keen All closed in and feeling mean All closed in and sounding short Can't use names inside the fort.</p>
 ra/çer di/ver 	 bat/ter swim/mer 

**First vowel is open and says its name or its long sound**

**First vowel is closed in and says its short sound**

**Directions:** In turn each player draws a word and determines how to divide it into syllables. Next the player reads the word and can take a turn in whatever game you have, preferably something simple that does not require too much concentration just for itself. Chinese Checkers or any simple trail game would be perfect. Another generic-game option is to include the luck of a bet. In this version, one player bets on open syllables first, and the other player bets on closed syllables first. When a word is drawn, the player who bet on its type of syllable division is the one to move, whether or not it was his turn to draw a word.