

# R-Controlled Vowels

lord stork "or" words

A WHO AM I? GAME

porch

worn

fort

scorch



GO

form

# How to Play

- Choose a student to go first.
- Start with the first question.
- Clue automatically appear.
- Click "Who Am I?" for answer.
- Click "Next" to go to the next question.
- Click "Stop" to exit game.
- Click "Finish" when all questions have been answered.

GO

Teacher  
Gameroom

# Terms of Use

By purchasing this license, you agree not to share, resell, or use this product or the games included in any way. This license is nontransferable. You do not own the games. Only the right to use in one (1) classroom. All games, clip art, and other elements are copyrighted by law. This product may not be distributed or displayed digitally for public view. Failure to comply is a copyright infringement and a violation of the Digital Millennium Copyright Act (DMCA). Clipart and elements found in this product are copyrighted and cannot be extracted and used outside of this file without permission or license.

HAPPY  
TEACHINGS

Clip Art and  
Fonts by:



How to play this game? Want more?  
See the photos for more details.



Get a Yearly License and receive every game made this school year!



Get a 1st Grade License and receive every game made for 1st Grade!



Get a Permanent License and receive every game ever made!

**Stop** Question 1 **Finish**

?

?

?

Next


Who am I?

**Stop** Question 1 **Finish**

I am made of wood and fire.

I am a tool.

I am a light to use when it is dark.



**torch**

Next



**Stop** Question 2 **Finish**

?

?

?

Next

What am I?

Question 2 **Finish**

I am an animal.

I live in a stable.

You can ride me.



**horse**

Next

**Stop** Question 3 **Finish**

?

?

?

Next


What are...

**Stop** Question 3 **Finish**

I'm made of steel.

I'm used to fight with.

I am used by Knights.



**sword**

Next



**Stop** Question 4

?

?

?

Next

What am I?

Question 4 **Finish**

...very heavy.

I'm used on ships.

I'm used to stop boats from moving.



**anchor**

Next