

Decodify™ Troubleshooting Common Behaviors During Gameplay

This guide supports teachers, substitutes, and support staff in responding to common classroom behaviors during Decodify gameplay while protecting fidelity and instructional flow.

Student rushes and guesses:

- Say: “Slow down. Say it slowly.”
- If guessing continues, the teacher reads the word and moves on to the next student.

Student refuses to read:

- Say: “It’s okay. Let’s try it together.”
- If still refusing: Teacher reads it, student repeats once, teacher moves on to the next student.

Student keeps choosing cards outside their level:

- Say: “We are practicing with this deck for now.”
- Give them the correct deck.

Student becomes upset or anxious:

- Read the word for them.
- Have them repeat.
- Let them skip the next turn, if needed.
- Write the word down for the teacher to follow-up and practice with the student.

Student tries to “teach” another student at the wrong time:

- Say: “Let’s just read the word and keep going.”
- No rule-teaching from students, unless it’s part of the error correcting practice(see Rules), and an adult is there to facilitate.

Students argue about accuracy:

- Use the disagreement script from the first guide.

Student reads correctly but doesn’t know the meaning:

- Say: “Use it in a sentence.”
- If stuck, provide a sentence and move on.

Student tries to explain phonics rules:

- Say: “Great thinking — but let’s just read the word.”
- The teacher will cover patterns later.

Student dominates the game:

- Say: “You read this one, and she’ll go next.”
- Keep turn-taking controlled.

Student disengages/loses focus:

- Say: “Your turn — read this one.”
- Rotate players if needed.

Students argue or disagree about game rules or Key Cards:

- Say: “Let’s take out the Game Rules Pamphlet and check the rules together.”
- Read ONLY the relevant rule.
- Apply the rule immediately.
- Continue gameplay.
- Note it for the teacher if confusion continues.