





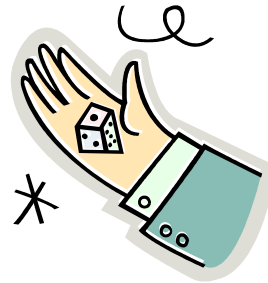


ROLL ~ PICK A LETTER ~ BUILD A WORD

 1	 2	 3	 4	 5	 6
a	f	r	y	h	d
t	u	i	e	l	p
l	n	t	m	g	j
q	s	v	s	o	e
w	b	c	k	x	z



The word games activity card is quite versatile. Use it as an ongoing center activity.

Here are a few ideas for the card's use:

- 1. Make Words:** 2 to 4 players. Players take turns rolling a die 6 times. On the player's turn he/she chooses a letter from the corresponding column. Students write down the letters on paper or use manipulative letters. When all of the players have selected their 6 letters, each begins to write as many words as he/she can from the letters chosen. Players read their words to the group. You really don't need winners, but the child with the most words could be the winner if you wanted the game to result in a winner.
- 2. Spelling or Vocabulary Words:** 2 Players. The teacher makes flashcards of vocabulary or spelling words. Students place the words in a pile. One card is turned over. The object of the game is to be the first to collect all of the letters necessary to spell the word on the flashcard. Taking turns, each player rolls the die and collects a letter, if possible, for the flashcard. The winner of the flashcard is the player who is able to build the word first with the letters collected. Play continues by turning over the next card. The winner is the player who has collected the most flashcards.
- 3. Word Value:** Students work independently or with a partner. The student calculates the value of each spelling or vocabulary word. The number at the top of the card indicates the value to the letter. (A few letters are in more than one column. The kids will figure that out and they can choose either value.) You can let the students use calculators or counters. Encourage the grouping of 10's to reinforce place value. Students record the word and value on paper.