

Spelfabet Race – u...e words

Assembly:

1. All players use a copy of the same board for this game (there aren't enough suitable u...e words to make more). If playing with four to six players, print the whole pdf on coloured paper, single-sided. Print only half the boards and tiles if you have only two or three players. Use a different colour from any other Spelfabet games you have.
2. Laminate the tiles page(s) with the little pictures of scissors on them, and perhaps the other pages too, if the game will get a fair bit of wear and tear.
3. Cut up the tiles page(s) with the scissors on it/them into single letter/spelling tiles.
4. Store in an A4 ziplock bag, which you can get at stationery or \$2 shops.
5. Use a bowl, hat, small box or other container to hold the pieces during the game.



How to play:

This is a game for 2-6 players. Give one race card to each player. Decide as a group whether people's names, slang and other non-dictionary words that players know and use are acceptable or not, before commencing play.

Put the pieces in a bowl other container, where everyone can reach it.

Each player takes one random piece out of the container. They then try to make a real word on their card with that piece, by "trying out" the sound/spelling in any of the 12 blank locations on their card, and blending with the other letters/sounds in that location.

- If they can make a word, they leave the piece on their card and draw another piece.
- If they can't, they put that piece back before drawing another piece.
- Players may move pieces around their cards, if they can think of better ways to combine them during the game.

The winner is the first person to complete all 12 words on their card, but must read their words out to confirm this, and if there is any uncertainty,

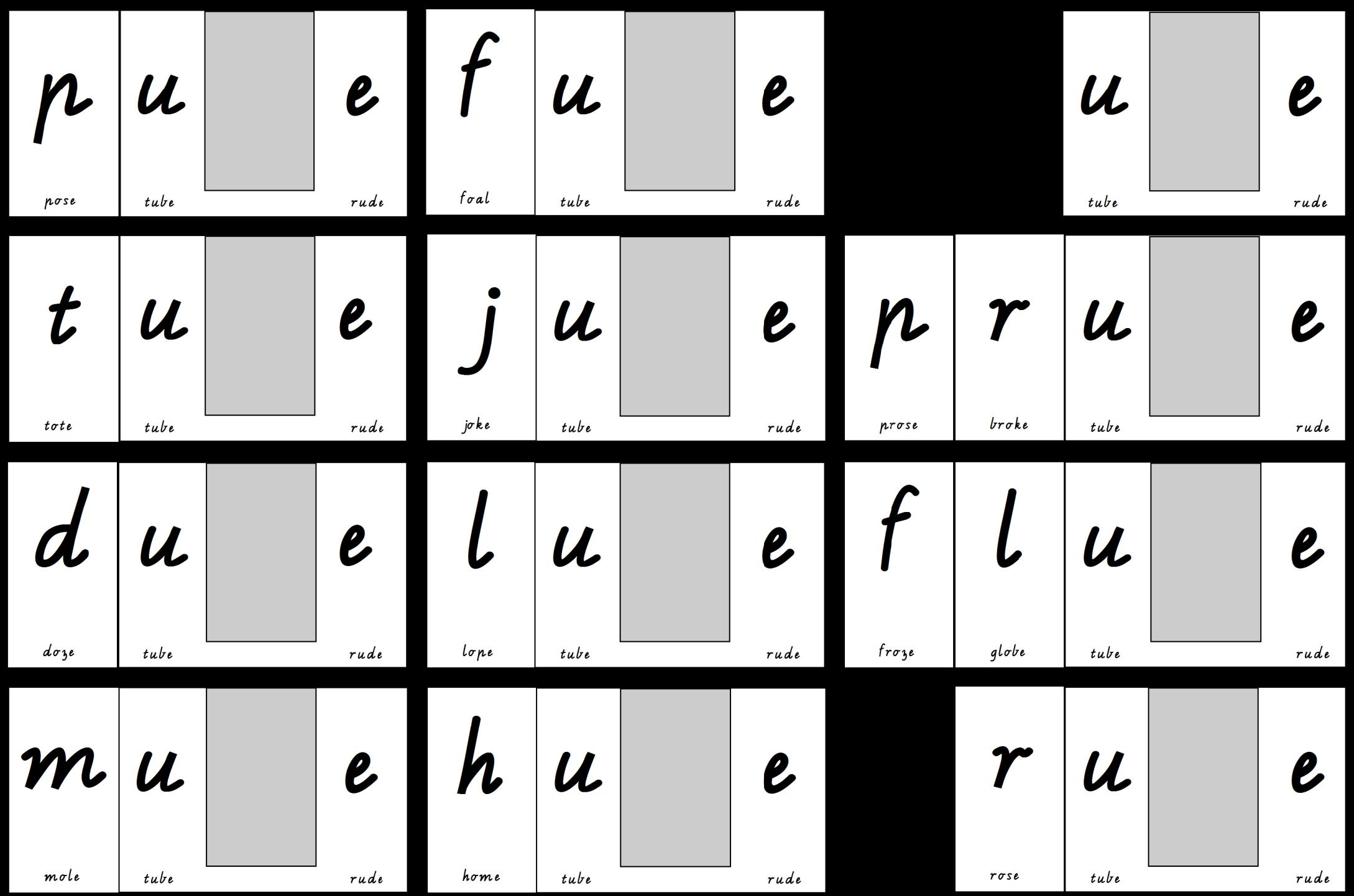
put any doubtful words into a sentence which the other players agree makes sense.

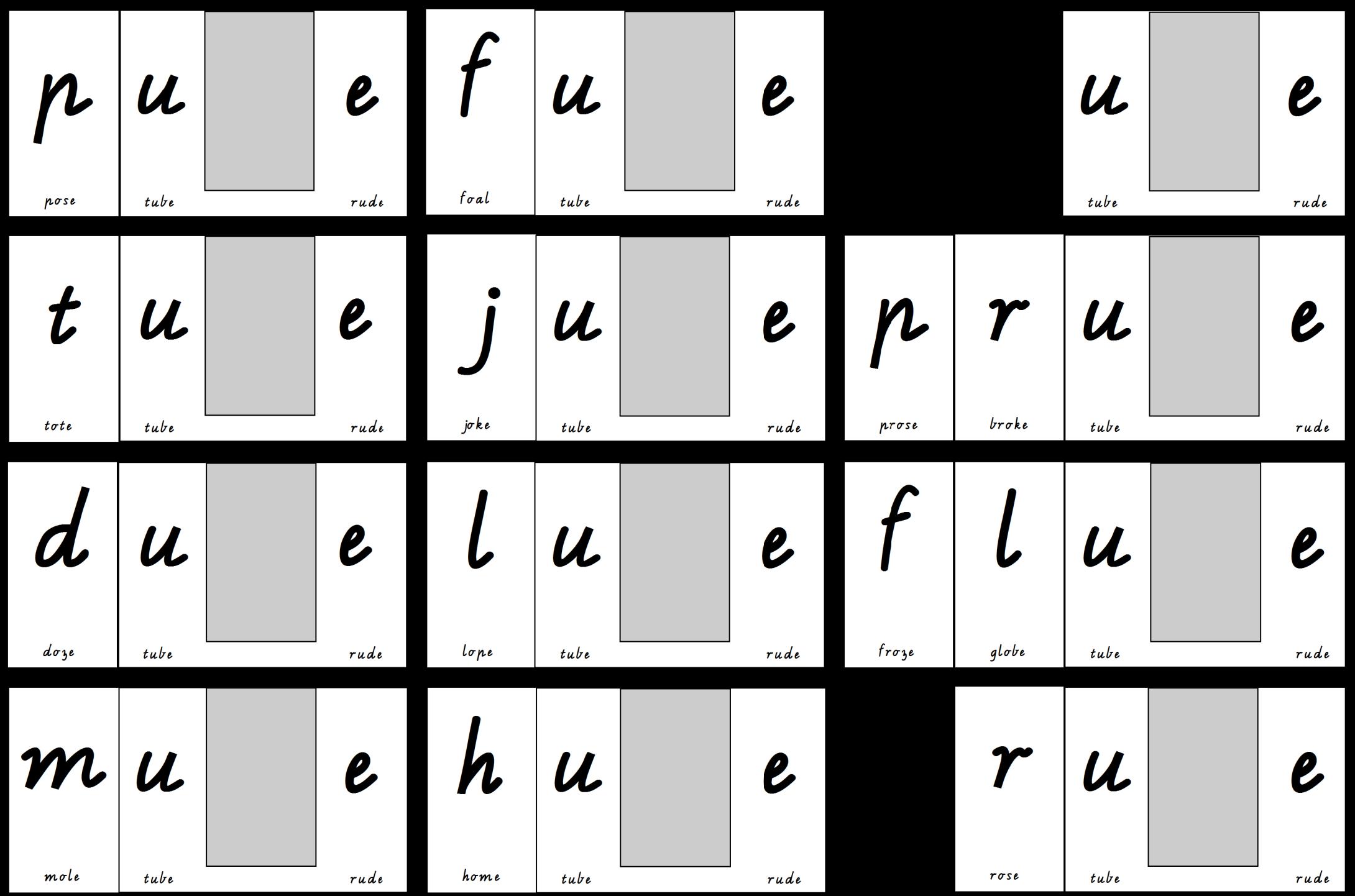
Players should use a different card for each round of the game.

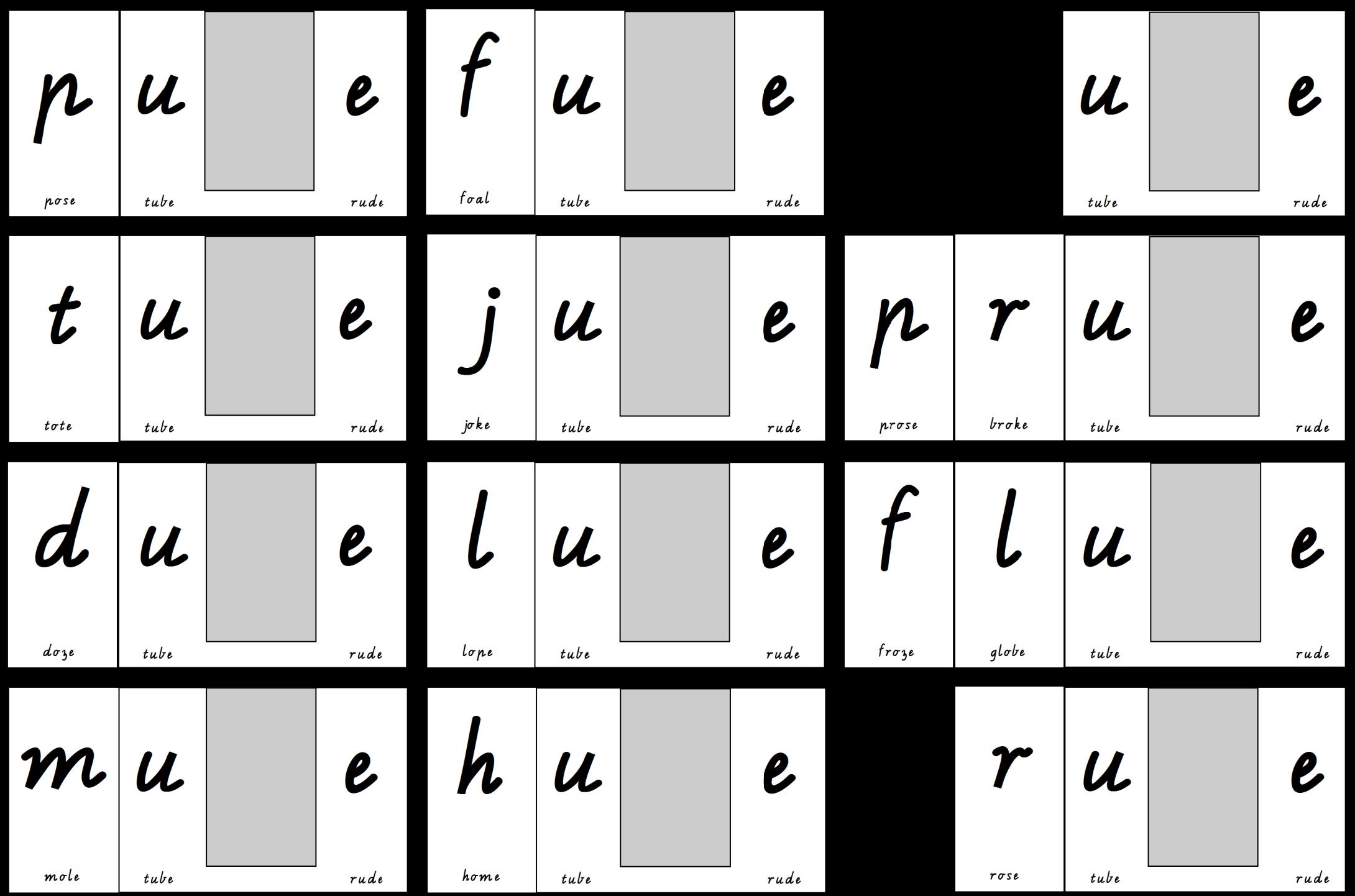
Note for adults:

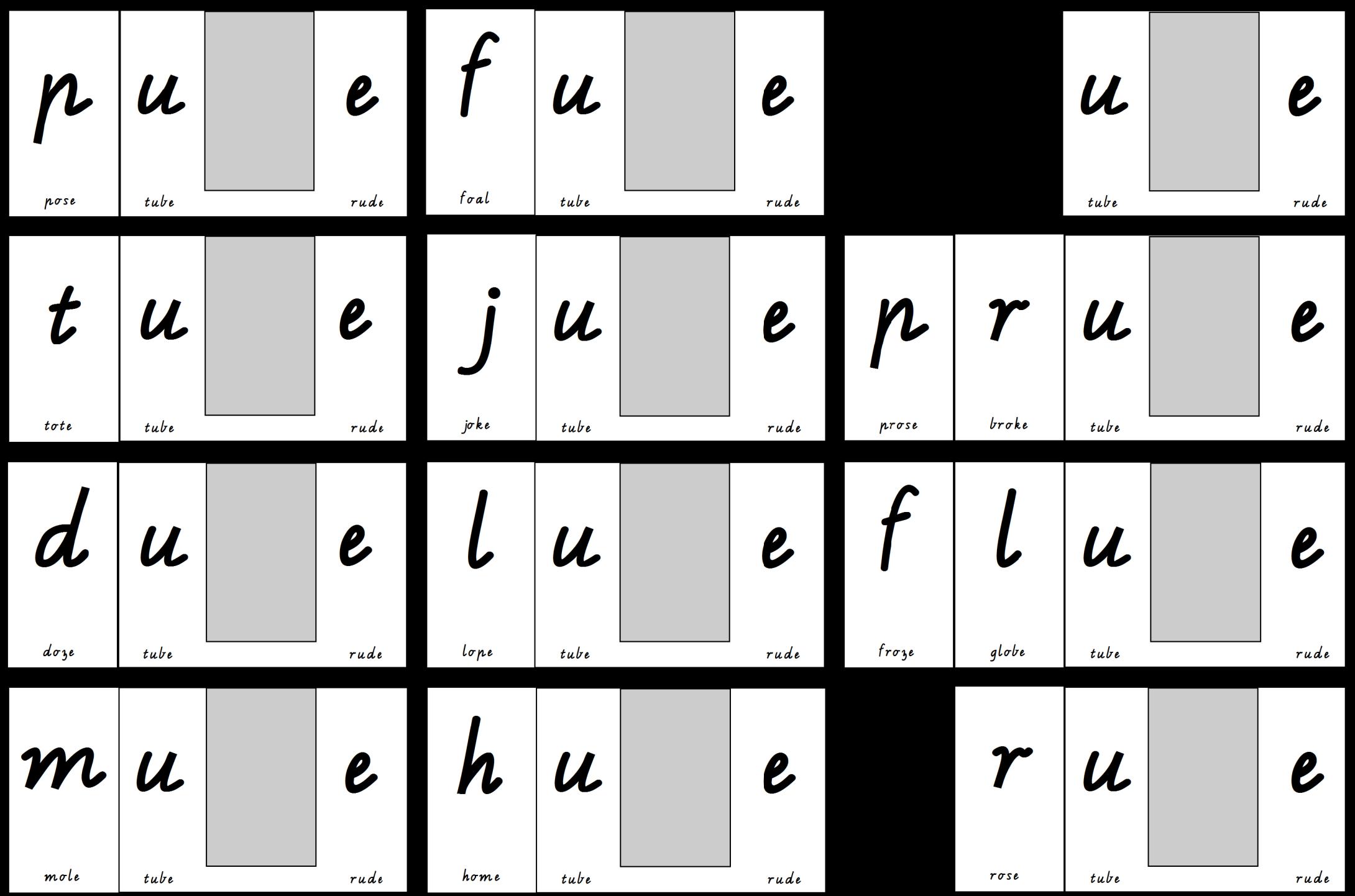
This game gives literacy-learners practice at blending the "long" vowel sounds "ooh" and "you" into words, so it's important that adults playing this game model the desired behaviour during the game, by:

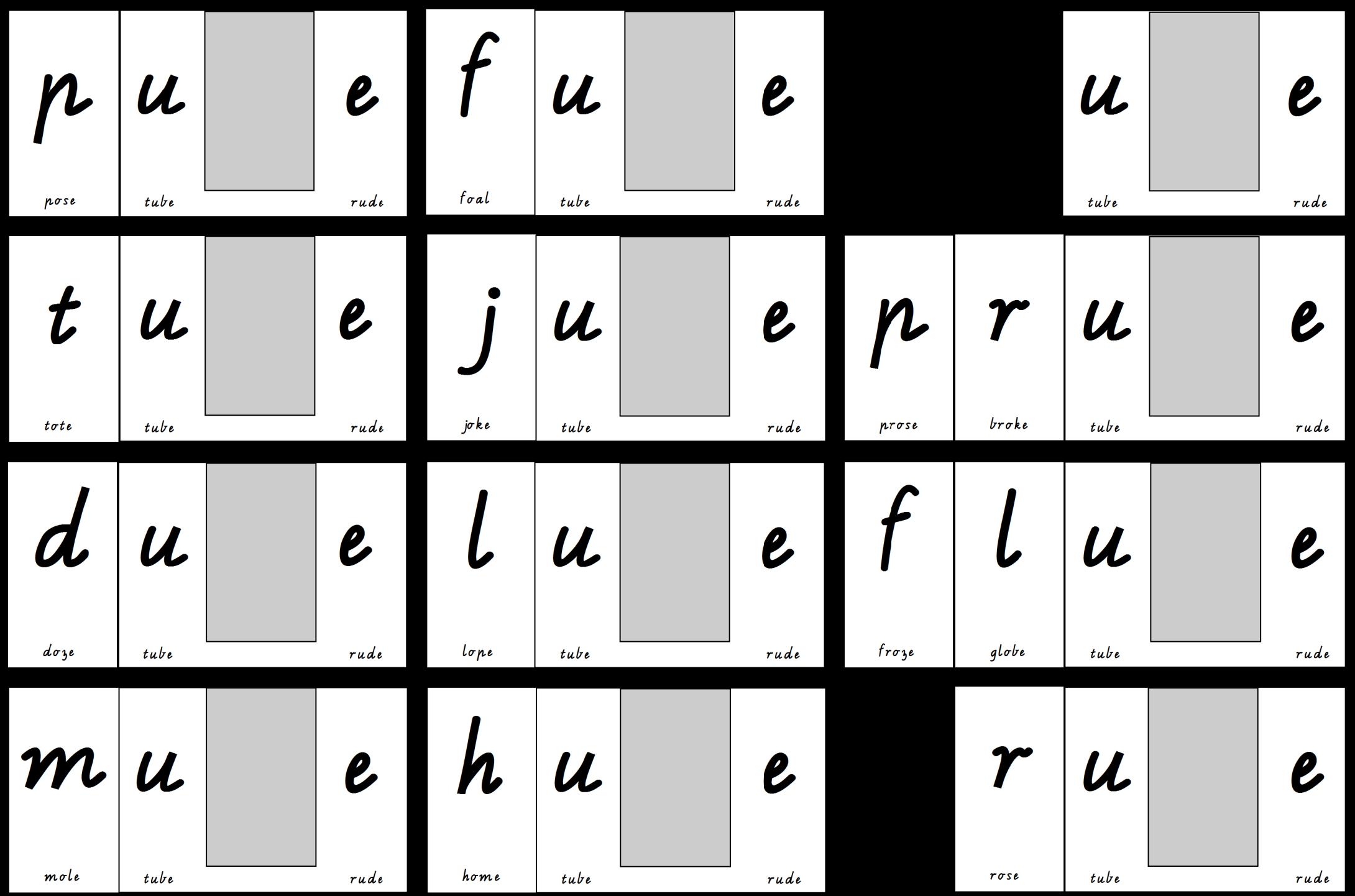
1. Saying each letter/spelling's sound (or sounds) when drawing it, and
2. "trying out" that sound in the words on their card, e.g. if the spelling "l" is drawn, try the spelling in each word and blend it out loud: "pule, tule, dule, mule" until you create a real word, then say the word in a sentence e.g. "a mule is a cross between a horse and a donkey" to confirm it. Also demonstrate to learners how you can move spellings around your card and try out new combinations.

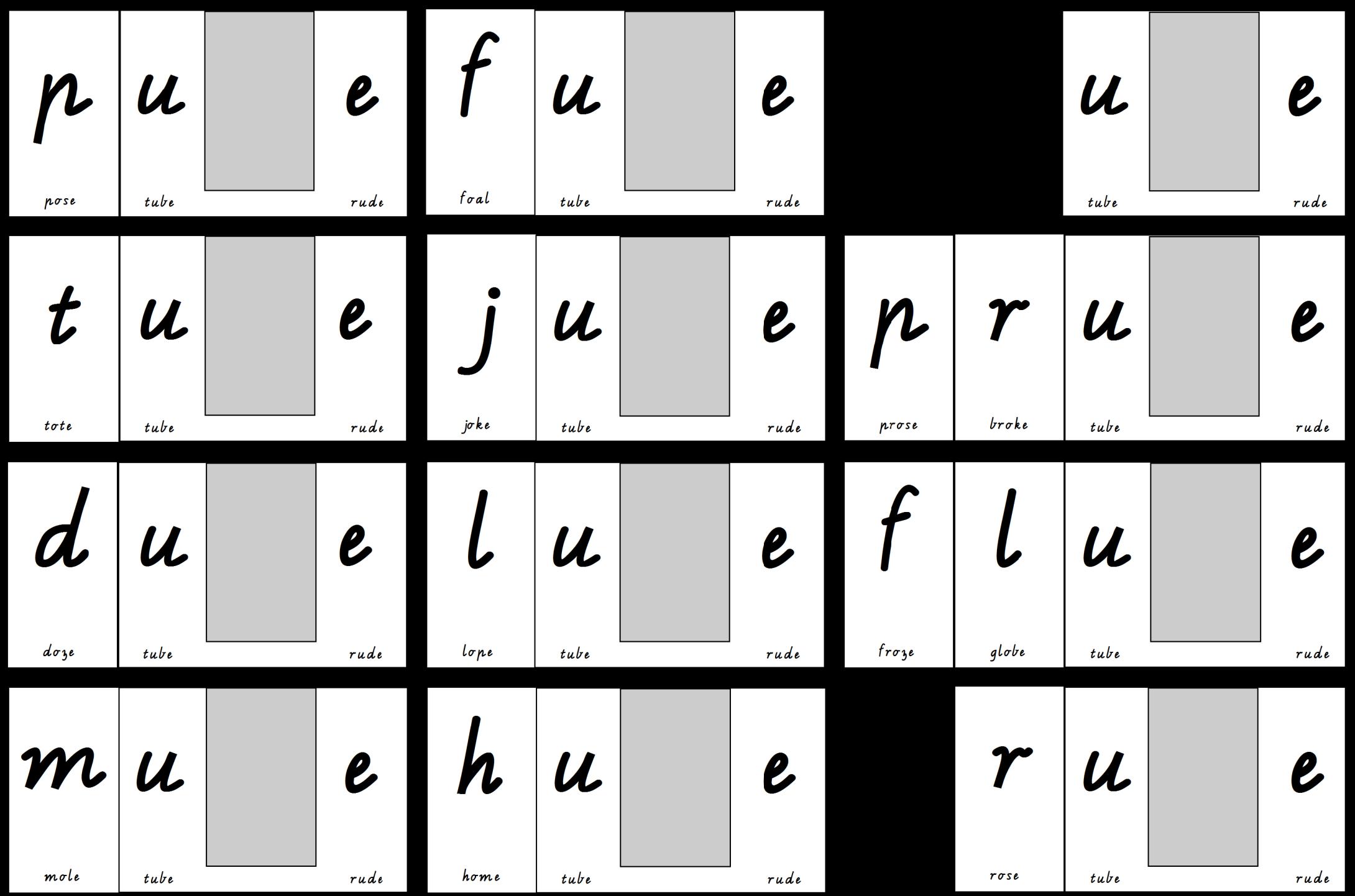












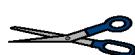
<i>n</i>	<i>n</i>	<i>b</i>	<i>t</i>	<i>t</i>							
hope	hope	robe	note	note							

<i>d</i>	<i>d</i>	<i>d</i>	<i>d</i>	<i>t</i>							
rode	rode	rode	rode	note							

<i>k</i>	<i>g</i>	<i>g</i>									
spoke	rage	rage									

<i>n</i>	<i>m</i>	<i>m</i>	<i>m</i>	<i>m</i>	<i>g</i>						
lone	home	home	home	home	rage						

<i>n</i>	<i>s</i>	<i>l</i>	<i>l</i>	<i>c</i>	<i>c</i>						
lone	close	close	close	close	close	close	role	role	role	face	face



Laminate this page, then cut up into single letter tiles



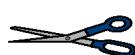
<i>n</i>	<i>n</i>	<i>b</i>	<i>t</i>	<i>t</i>							
hope	hope	robe	note	note							

<i>d</i>	<i>d</i>	<i>d</i>	<i>d</i>	<i>t</i>							
rode	rode	rode	rode	note							

<i>k</i>	<i>g</i>	<i>g</i>									
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<i>n</i>	<i>m</i>	<i>m</i>	<i>m</i>	<i>m</i>	<i>g</i>						
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lone	close	close	close	close	close	close	role	role	role	face	face



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