

Spelfabet Bingo

various CVCCs



Assembly:

1. Print all pages on coloured paper, single-sided (use a different colour from any other Spelfabet games you have).
2. Laminate at least the last two pages, with the little pictures of scissors on them.
3. Cut up the last two pages with the little pictures of the scissors on them.
4. Store in an A4 ziplock bag, which you can get at stationery or \$2 shops.

How to play:

This is a game for 2-6 players.

Give one bingo 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 face down in the centre of the table where everyone can reach them.

Each player takes a random piece out of the container and tries to make a real word on their card with that piece, by "trying out" the sound/spelling in each of the 12 blank locations on their card:

- 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 or disagreement, 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 four sounds 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 "f" is drawn and you're using Card 1, try the spelling in each word and blend it out loud: "peft, lift" until you create a real word, then say the word in a sentence "I can't lift this", to confirm it. Also allow learners to see you moving spellings around your card and trying out new combinations.

<i>t</i>		
<i>g i</i>	gaps gem	pinch

<i>k</i>		
<i>h u</i>	hand	must

<i>k</i>		
<i>s i</i>	sank	pinch

<i>k</i>		
<i>b u</i>	bolt	must

<i>t</i>		
<i>s i</i>	sank	pinch

<i>ch</i>		
<i>b e</i>	bolt	lunch

<i>t</i>		
<i>l o</i>	sent	rest

<i>t</i>		
<i>l e</i>	lump	rest

<i>t</i>		
<i>p e</i>	sent	rest

<i>t</i>		
<i>l i</i>	lump	rest

<i>p</i>		
<i>r a</i>	pinch	chimp

<i>t</i>		
<i>w a</i>	watch	rest

k		
h u	hint	bunch

	t	
r e	rust	fend

	t	
l i	lend	sift

	t	
w e	wind	fend

	p	
r a	fans gasp	yelp

	t	
p a	fans gasp	kilt

	t	
g i	gunk gist	kilt

	t	
p e	punt	kilt

	t	
b e	fend	kilt

	d	
b a	fans gasp	pond

	t	
t e	fend	kilt

	k	
s u	bunch	risk

<i>t</i>		
<i>r e</i>	rusk	deft

<i>t</i>		
<i>p e</i>	pact	deft

<i>p</i>		
<i>l i</i>		nits

<i>k</i>		milk
<i>b a</i>	damp	want

<i>k</i>		milk
<i>b u</i>	belch	fund

<i>d</i>		fend
<i>b a</i>	belch	damp want

<i>t</i>		colt
<i>w a</i>	wimp	damp want

<i>t</i>		colt
<i>g i</i>	gulf	nits

<i>t</i>		colt
<i>l e</i>	lump	deft

<i>ch</i>		belch
<i>f i</i>	felt	nits

<i>t</i>		colt
<i>l o</i>	lump	gold

<i>k</i>		milk
<i>h u</i>	held	fund

<i>t</i>	melt
<i>p e</i>	bets
<i>p</i>	pips

<i>k</i>	thank
<i>h u</i>	runt
<i>h</i>	hand

<i>k</i>	thank
<i>s u</i>	runt
<i>s</i>	sold

<i>t</i>	melt
<i>w e</i>	bets
<i>w</i>	weld

<i>w i</i>	thump
<i>w</i>	weld
<i>i</i>	pink

<i>t</i>	melt
<i>l i</i>	pink
<i>l</i>	loft

<i>t</i>	melt
<i>b e</i>	bets
<i>b</i>	band

<i>ch</i>	finch
<i>w u</i>	runt
<i>w</i>	mint

<i>t</i>	melt
<i>g i</i>	pink
<i>g</i>	gulf

<i>t</i>	melt
<i>v e</i>	bets
<i>v</i>	ramp

<i>k</i>	thank
<i>r i</i>	pink
<i>r</i>	rapt

<i>k</i>	thank
<i>b u</i>	runt
<i>b</i>	band

t			
l i	left	tint	font

t			
v e	vats	rest	font

t			
w e	width	rest	font

p			
r a	rift	want	help

ch			
m u	moths	tusk	zilch

k			
b u	tusk	dusk	

t			
l o	solve	left	font

t			
b e	bits	rest	font

t			
w a	width	want	font

t			
p e	rest	font	

k			
l i	dusk	tint	

t			
t e	rest	told	font

t		must
b e	bulb	delve

k		dusk
m i	moths	fist

k		dusk
t a	camp	past

k		dusk
b u	bulb	punch

k		dusk
s i	sunk	fist

t		must
r u	risk	punch

t		must
v e	delve	vats

t		must
l i	fist	loft

k		dusk
h u	punch	kilt

t		must
p e	delve	pats

t		must
l e	delve	loft

t		must
w e	delve	wimp

f	f	f	n	n	n	n	n	n
soft	soft	soft	bunch	bunch	bunch	bunch	bunch	bunch
l	l	l	w	w	w	w	w	w
colt	colt	colt	bunch	bunch	bunch	bunch	bunch	bunch
l	l	l	s	s	s	s	s	s
colt								
s								
fist								



f	f	f	f	n	n	n	n	n	n
soft	soft	soft	soft	bunch	bunch	bunch	bunch	bunch	bunch
l	l	l	l	w	w	w	w	w	w
colt	colt	colt	colt	bunch	bunch	bunch	bunch	bunch	bunch
l	l	l	l	s	s	s	s	s	s
colt									
s									
fist									

