

Spelfabet Race – u...e words

Assembly:

1. There is only one board type for this game (there aren't enough common u...e words for different boards).
2. Print six copies of the next page (board) and two pages of the last page (tiles) on coloured paper, single-sided. Use a different colour from any other Spelfabet games you have.
3. Laminate at least the copies with the little pictures of scissors on them.
4. Cut up the pages with the little pictures of scissors on them into single letter/spelling tiles.
5. 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 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 or 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 "oo" 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 your learners will know, 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.

p pile	u plume mule		e plume mule	f face	u plume mule		e plume mule			u plume mule		e plume mule
t tide	u plume mule		e plume mule	j jeep	u plume mule		e plume mule	p place	r price	u plume mule		e plume mule
d dice	u plume mule		e plume mule	l lime	u plume mule		e plume mule	f face	l flake	u plume mule		e plume mule
m made	u plume mule		e plume mule	h hive	u plume mule		e plume mule		r rice	u plume mule		e plume mule

p	p	b	b	b	b	b	b	t	t	t	t
cape	cape	robe	robe	robe	robe	robe	robe	beat	beat	beat	beat
k	k	k	k	k	k	d	d	d	t	t	t
soak	soak	soak	soak	soak	soak	made	made	made	beat	beat	beat
k	g	g	g	m	m	m	n	n	n	n	n
soak	rage	rage	rage	time	time	time	seen	seen	seen	seen	seen
s	s	s	s	s	c	c	l	l	l	n	n
these	these	these	these	these	rice	rice	sail	sail	sail	seen	seen

