

Spelfabet Race – 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 the last two pages, with the little pictures of scissors on them, and perhaps the Race Cards too, if you think the game is going to get a fair bit of wear and tear.
3. Cut up the last two pages with the scissors on them.
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 face down in a bowl, hat or other container, where everyone can reach it.

Each player takes a random piece out of the container (no looking! and no taking more than one piece at a time). They then try 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, 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>n</i>	<i>e</i>		<i>t</i>	<i>s</i>	<i>i</i>		<i>t</i>	<i>g</i>	<i>i</i>		<i>t</i>
pant	sent		rest	sank	pinch kind		rest	gaps gem	pinch kind		rest
<i>l</i>	<i>i</i>		<i>t</i>	<i>b</i>	<i>e</i>		<i>ch</i>	<i>h</i>	<i>u</i>		<i>k</i>
lump	pinch kind		rest	bolt	sent		lunch	hand	must		disk
<i>r</i>	<i>a</i>		<i>p</i>	<i>l</i>	<i>o</i>		<i>t</i>	<i>s</i>	<i>i</i>		<i>k</i>
risk	sand halt last		chimp	lump	pond		rest	sank	pinch kind		disk
<i>w</i>	<i>a</i>		<i>t</i>	<i>l</i>	<i>e</i>		<i>t</i>	<i>b</i>	<i>u</i>		<i>k</i>
wink	sand halt last		rest	lump	sent		rest	bolt	must		disk

b	e		t	r	a		n		h	u		k
bunk	fend		kilt	rust	<small>tans salt</small>	<small>gasp all</small>	yelp		hint	bunch		risk
b	a		d	p	a		t		r	e		t
bunk	<small>tans salt</small>	<small>gasp all</small>		pond	punt	<small>tans salt</small>	<small>gasp all</small>	kilt	rust	fend		kilt
t	e		t	g	i		t		l	i		t
tips	fend		kilt	<small>gunk gist</small>	<small>sift find</small>		kilt		lend	<small>sift find</small>		kilt
s	u		k	p	e		t		w	e		t
send	bunch		risk	punt	fend		kilt		wind	fend		kilt

<i>l</i>	<i>e</i>		<i>t</i>	<i>b</i>	<i>u</i>		<i>k</i>		<i>r</i>	<i>e</i>		<i>t</i>
lump	deft		colt	belch	fund		milk		rusk	deft		colt
<i>f</i>	<i>i</i>		<i>ch</i>	<i>b</i>	<i>a</i>		<i>d</i>		<i>n</i>	<i>e</i>		<i>t</i>
felt	<small>nits child</small>		belch	belch	<small>damp salt</small> <small>past bald</small>		fend		pact	deft		colt
<i>l</i>	<i>o</i>		<i>t</i>	<i>w</i>	<i>a</i>		<i>t</i>		<i>l</i>	<i>i</i>		<i>p</i>
lump	gold		colt	wimp	<small>damp salt</small> <small>past bald</small>		colt		lump	<small>nits child</small>		pulp
<i>h</i>	<i>u</i>		<i>k</i>	<i>g</i>	<i>i</i>		<i>t</i>		<i>b</i>	<i>a</i>		<i>k</i>
held	fund		milk	<small>gulf gem</small>	<small>nits child</small>		colt		belch	<small>damp salt</small> <small>past bald</small>		milk

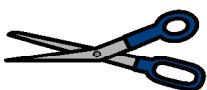
g	i		t	w	i		r		r	e		t
gulf gel	pink find		melt	weld	pink find		thump		pips	bets		melt
v	e		t	l	i		t		h	u		k
vamp	bets		melt	loft	pink find		melt		hand	runt		thank
r	i		k	b	e		t		s	u		k
rapt	pink		thank	band	bets		melt		sold	runt		thank
b	u		k	m	u		ch		w	e		t
band	runt		thank	mint	runt		finch		weld	bets		melt

w	a		t	m	u		ch		l	i		t
width	land cast malt		font	moths	tusk		zilch		left	tint bind		font
p	e		t	b	u		k		v	e		t
pump	rest		font	bits	tusk		dusk		vats	rest		font
m	i		k	l	o		t		w	e		t
moths	tint bind		dusk	left	solve		font		width	rest		font
t	e		t	b	e		t		r	a		p
told	rest		font	bits	rest		font		rift	land cast malt		help

h	u		k	s	i		k	b	e		t
hilt	punch		dusk	sunk	fist pint		dusk	bulb	delve		must
r	e		t	r	u		t	m	i		k
rats	delve		must	risk	punch		must	moths	fist pint		dusk
l	e		t	v	e		t	t	a		k
loft	delve		must	rats	delve		must	tact	camp past wasp		dusk
w	e		t	l	i		t	b	u		k
wimp	delve		must	loft	fist pint		must	bulb	punch		dusk

f	f	f	f	f	n	n	n	n	n	n	n	n	n
soft	soft	soft	soft	soft	bunch								
l	l	l	l	l	n	n	n	n	n	n	n	n	n
colt	colt	colt	colt	bunch									
l	l	l	l	l	l	s	s	s	s	s	s	s	s
colt	colt	colt	colt	colt	colt	fist							
m	m	m	s	s	s	s	s	s	s	s	s	s	s
damp	damp	damp	fist	fist	fist	fist	fist	fist	fist	fist	fist	fist	fist

Laminate this page, then cut along the lines to make letter tiles



f	f	f	f	f	n	n	n	n	n	n	n	n	n
soft	soft	soft	soft	soft	bunch								
l	l	l	l	l	n	n	n	n	n	n	n	n	n
colt	colt	colt	colt	bunch									
l	l	l	l	l	l	s	s	s	s	s	s	s	s
colt	colt	colt	colt	colt	colt	fist							
m	m	m	s	s	s	s	s	s	s	s	s	s	s
damp	damp	damp	fist	fist	fist	fist	fist	fist	fist	fist	fist	fist	fist

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