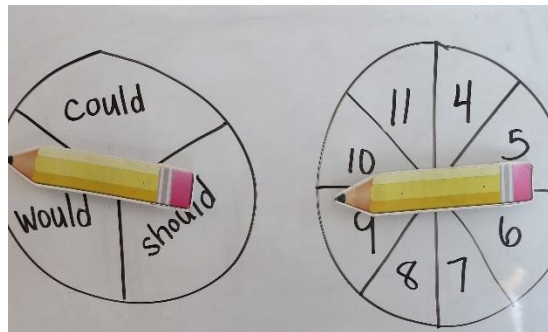




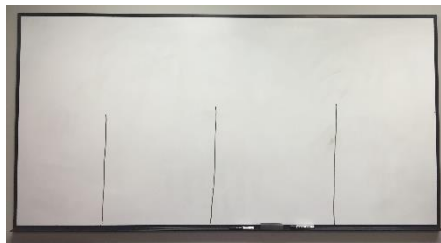
SPELLING/VOCABULARY--4-11 WORDS

Setting up the game:

1. You'll need two magnetic spinners.
2. Decide which spelling pattern or vocabulary you want to focus on.
3. Decide how many of those words you want to use.
4. Draw two circles on the whiteboard or chalkboard.
5. Divide the first circle into 2, 3, 4, or 8 sections (according to the number of words you want the students to practice)
6. Fill that circle with the focused words:
(sight words, irregular past verbs, contractions, names of countries etc.)
7. Fill the second circle with the numbers 4-11.



8. For smaller groups (up to 8) divide a large classroom whiteboard into 4 sections. Assign a pair to each section.



9. For larger groups, or if you don't have a classroom whiteboard, give each pair a small white board, dry erase marker and a sock to serve as an eraser.



Now to play!

10. Two students spin for the whole group.



11. One partner in each pair takes a turn writing a sentence using the *spun* word **and** using the spun number of words to form the sentence.



For example, if the students spin the word *don't* and the #5 they might write:
We **don't** like dirty snow.
(a five word sentence)

The sentences can be normal or super silly!

12. In order to earn a point, the sentences have to have a Capital letter, spacing, correct spelling and a period at the end.
13. Once they've completed their sentence, they don't say anything. They just hold up their white board.



14. Look at it. If there is one mistake, hold up 1 finger.
If there are 2 mistakes, 2 fingers, 3 mistakes, 3 fingers, 4 mistakes, 4 fingers.
If there are no mistakes, give them a thumbs up and they tally a point.
15. If they have a mistake, they continue to correct the sentence until you give them a thumbs up.
16. Students who get a thumbs up right away can continue to write more sentences, earning more points while they wait for every student to finish their one sentence.
17. Once each pair has correctly written the sentence, move onto the next turn.
18. Continue play until each pair has had a turn to spin or until the time allotted runs out!

NOTE: This game can address the following Common Core State Standards: CCSS.ELA-LITERACY.L.K.1, L.K.1.E, L.K.1.F, L.K.2, L.K.2.A, L.K.2.B, L.1.1, L.1.1.D, L.1.1.G, L.1.1.H, L.1.1.I, L.1.1.J, L.1.2, L.1.2.B, L.1.2.D, L.2.1, L.2.1.B, L.2.1.D, L.2.1.F, L.2.2, L.2.2.C, L.3.1, L.3.1.I, L.3.2, L.3.2.F, L.4.1, L.4.1.E, L.4.1.F, L.4.1.G, L.4.2, L.4.2.A, L.5.1, L.5.2, RF.K.1.C, RF.1.1.A