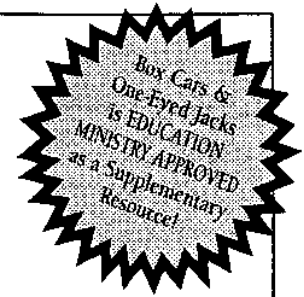
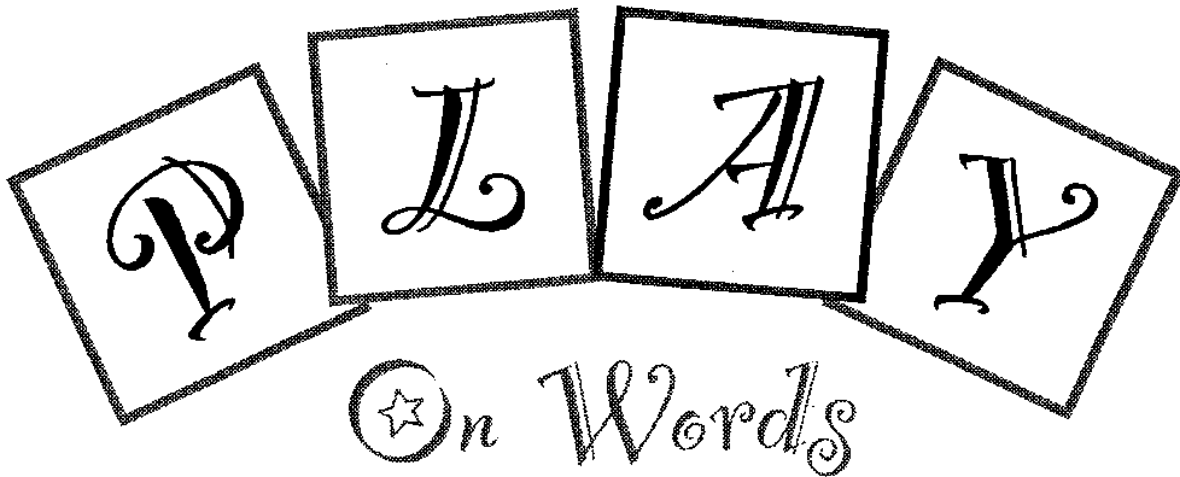


box cars and one-eyed jacks®

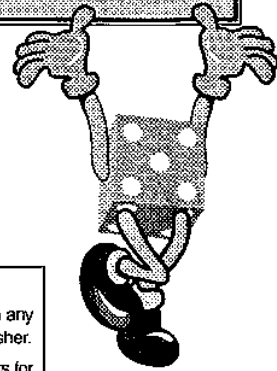
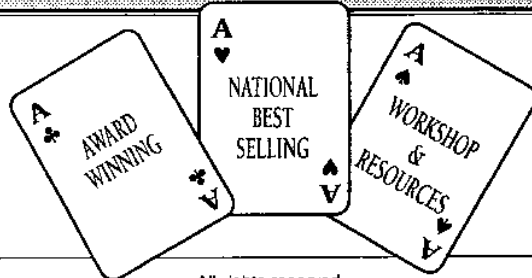
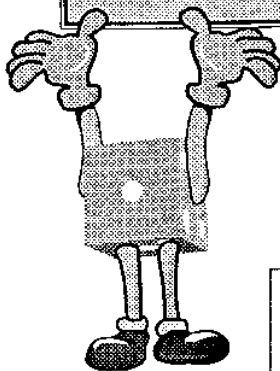


Presents



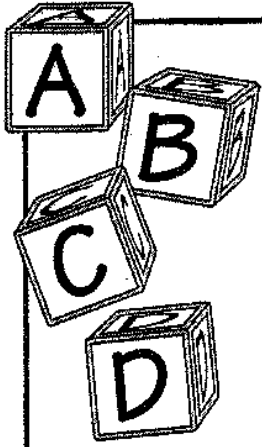
Language and Spelling Games using
Alphabet Dice, Decks & Letter Tiles

Presented By Jane Felling
21CCLC Conference, Kennewick, WA., June 23, 2009










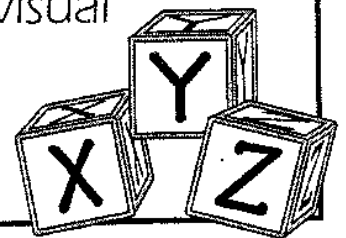
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Good spellers do the following...

-  Good spellers use predicting strategies - problem solving.
-  Good spellers use more visual imagery and applied common spelling patterns while poor spellers rely on sounding out strategies.
-  Students learn better when they correct their own errors.
-  Choose high frequency words.
-  Students need to learn spelling in a meaningful context and using words that exist in their own speaking vocabulary.
-  Use a multi-sensory approach. Active involvement. Hands-on is crucial. Have fun. Be creative!
-  Tiles / Games: Hands-on kinesthetic visual auditory talk as they play.



5 W QUESTION DICE

- Morning Routine/Meet & Greet
- Literature Circles
- Response Activities
- Question Formulation & Writing
- Study Groups

HELPING VERB DICE

Should, Have, Did, Will, Could, Would

STATE OF BEING/HELPING

VERB DICE

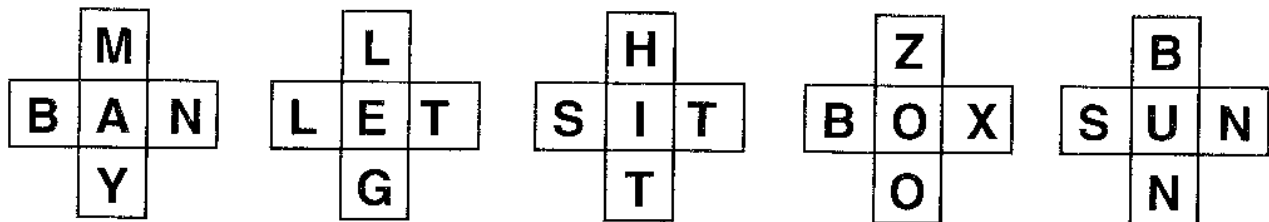
Is, Do, Are, Has, Can, Were

Let The Games Begin

All the **box cars and one-eyed jacks**™ games found in "On a Roll to Spelling and More" are written using the same format. As a sample, we've chosen one of our basic games to familiarize you with our style.

VOWEL CROSSES

- LEVEL:** Grade 1 and up
- SKILLS:** Spelling simple 3 letter words
- EQUIPMENT:** One thirty-sided alphabet die, one gameboard per player (see reproducibles)
- GETTING STARTED:** The goal of the game is for players to fill in their gameboard with as many correctly spelled words as possible. Players alternate rolling the die and calling the letters outloud. If a player rolls a ☆ they may choose a letter of their choice.
- A total of thirty rolls will be taken during the game. Throughout the rolling players may place the letters into any space on their gameboard. Any roll may be rejected by either player and placed into the reject spaces. Once a letter is placed into any space it cannot be changed or erased. After thirty rolls are completed players count up the number of correctly spelled three-letter words. The player with the most correctly spelled words is the winner.
- To increase the difficulty players may alter the gameboard to include various double vowel combinations (see reproducibles).



While our rules do not specify always to use Letter Tiles, we recommend using them for play. It provides students with manipulative support and enhances their game experience.

Remember

"A Tile Laid is a Tile Played."

REJECT ROLLS

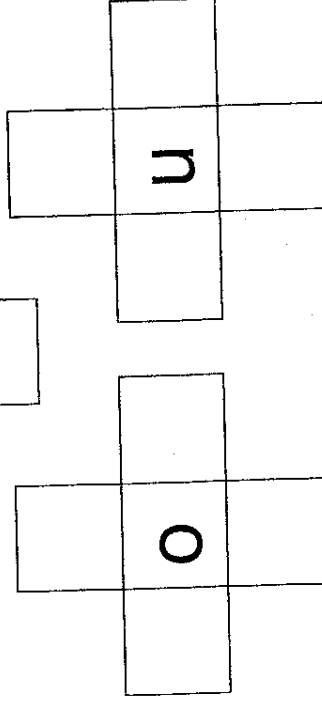
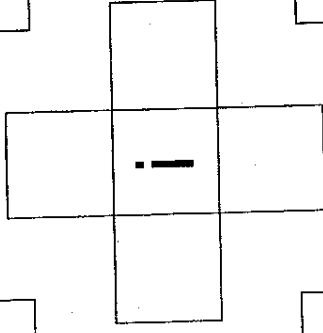
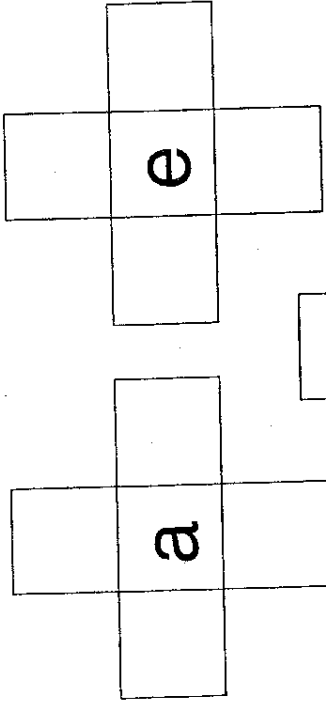
U	Z	I	J	L
I	C	U	A	

BAN	MAY
LET	ZOO
HIT	BUN
BOX	SIT
SUN	LEG

Notes:

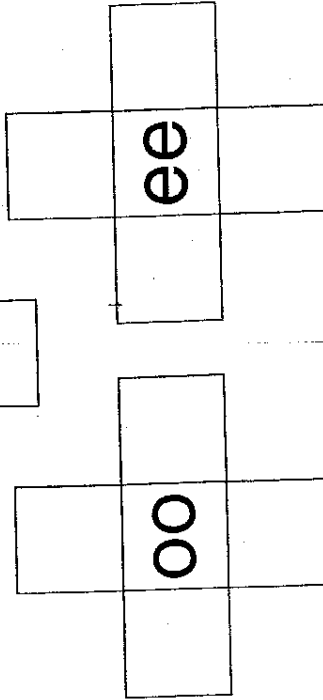
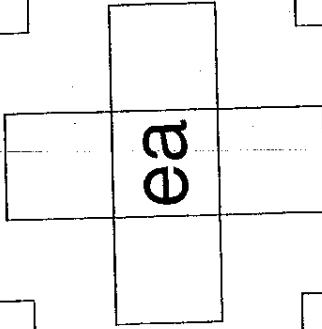
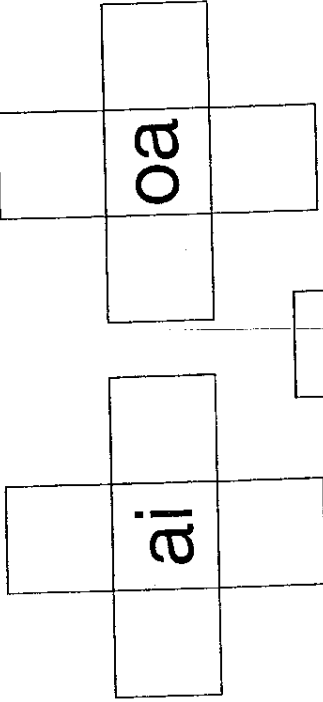
The following gameboards are teacher & student favourites - yours to copy.

VOWEL CROSSES



REJECT ROLLS

DOUBLE VOWEL CROSSES




REJECT ROLLS

F I V E

U P !

Box Cars 2008 ©

RULES:

- 1) Each player deals 5 WORD CARDS FACE UP
- 2) Each Player Rolls  vowel die and MAKE WORDS WITH THEIR OWN CARDS
- 3) PLAYERS now get to **CAPTURE** any of their OPPONENT'S LEFTOVER WORD CARDS. **END OF ROUND**
- 4) REPLENISH to a total of 5 WORD CARDS EACH

--

ROLLING VOWELS

b	l	h	ch
q	p	f	ch
tr	t	cl	s
gr	d	h	r

TIC TAC TOE

Getting Started: Select all double tiles that contain no vowels ie. bl/st/ch etc.

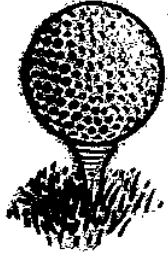
Goal of The Game: To be the first player to have a tic tac toe in any direction.

To Begin:

Turn all tiles upside down before Player One chooses their first tile. Players alternate turns. If a tile cannot be used, that player misses their turn and must return it face down to the center pile. (A tile can be moved - as a players' turn)

Player 1

_____	_____	_____	_____	_____
ack	ate	en	ess	
_____	thi	_____	y	eam
ew	_____	_____	_____	_____
_____	si	_____	ow	ite
_____	_____	_____	_____	_____
ain	op	ime	ay	



Golf Stackers



Object of the Game

The object of the game is to create as many words as possible by manipulating the tiles according to the rules and ending with as few unused tiles as possible.

Number of Players

Any number of people can play. It is functional to work in pairs as while both people create the words, one can manipulate the tiles while the other records the words.



The Play

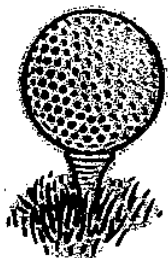
- #1 Start with the word C A T spelled out in the tile letters
- #2 Manipulate the letters according to the rules
- #3 Calls "Golf" before the other players can and with fewer leftover letters than any of the other players.

The Rules

- stack only 1 letter at a time
- you can open up and insert a letter in the middle of the word
- once your word is 4 letters long you may stack 2 letters at a time
- any letters left over count against you
- you can call "Golf" when you have a 5 letter word.
- you must record all of the words you create as you create them
- all words must be standard and acceptable in the English language

Score Card

Golf Stackers	
	Round # _____
	Players _____ & _____
Words:	
Cat	
Left over letters:	Score <input style="width: 40px; height: 20px;" type="text"/>



Golf Stickers



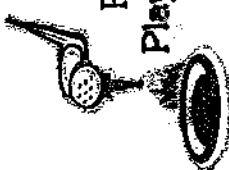
Round # _____ & _____
Players _____

Words:
Cat

Score

Left over letters:

Golf Stickers



Round # _____ & _____
Players _____

Words:
Cat

Score

Left over letters:

STUMPING STACKERS

2
Rock 'n'
Rulers

What You'll Need: Each Rock 'N Ruler takes 2 complete alphabets A-Z letter tiles.

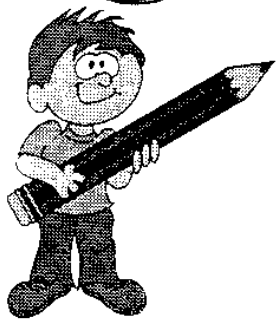
Let's Rock: Rockers agree on a four or five letter word (ie. CAPE) to start play. Rock 'N Ruler One selects four of their tiles and spells C A P E.

CAPE

SCRAPE

Rock 'N Ruler Two then selects one, two or three of their letter tiles and stacks them onto or inserts them into the word left by their opponent. Rock 'N Ruler Two selects S and R and changes the word to S C R A P E. Rock 'N Ruler One now tries to Stump & Stack back with this move: S T R I P E D. Rock 'N Rulers continue trying to out stump the other by adding letters, stacking letters or inserting letters.

Players may not remove any letters already in play.



**NO MORE
THAN 3
TILES
PER TURN!**

STRAPE**D**

How It All Ends: When one Rock 'N Ruler stumps their opponent the round ends and that player scores 10 points. First Ruler to 50 points wins! Unstack and get your 2 complete alphabets back and you're ready for round two. Rock 'N Ruler Two starts the next round.

PICK A PART

PLAYERS: 1 vs. 1 or 2 vs. 2

EQUIPMENT: paper/pencil, parts of speech die, alphabet die, gameboard

SKILLS: recognize parts of speech, vocabulary development

GETTING STARTED: This is a two-part game. To begin players each draw a 6 X 6 grid. Each player rolls the parts of speech die and records it into one of the spaces on their grid. (n = noun, v = verb adj = adjective) Players need to complete filling in and coding each of their 36 boxes.

Part Two of the game can now begin.

The goal of the game is to be the first player to get 6 squares filled in with words, in a row, in any direction.

Players now alternate rolling the parts of speech die and the alphabet die. Players race to verbalize a word that fits this category: example verb/S = SWAM. The first player to correctly verbalize now records this word into any square with this category on their gameboard. The first player to get 6 in a row in any direction is the winner.

CROSSWORDS

- Roll all 7 dice
- Form a simple crossword
- Record your words

SCORING

- 1 point per die / mix of colors
- 2 points per die if the word is the same color
- Blanks - any letter, claim your color
- No vowels, reroll
- Unused dice - you decide