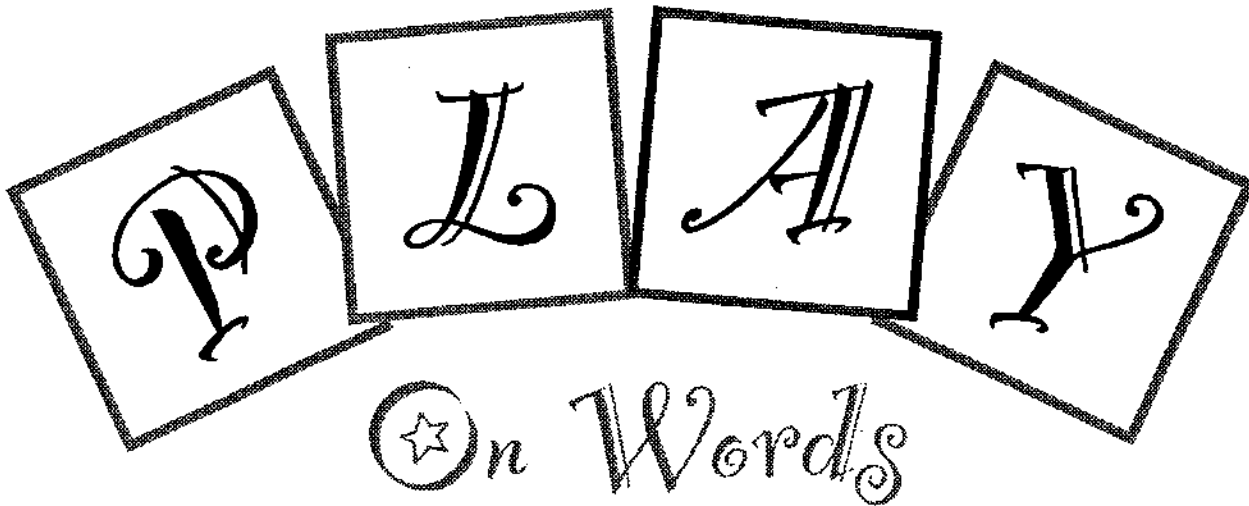


# box cars and one-eyed jacks®

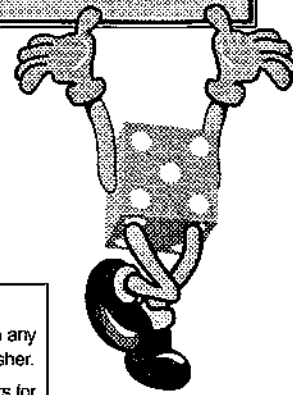
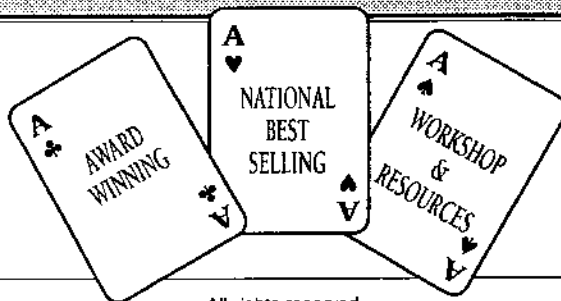
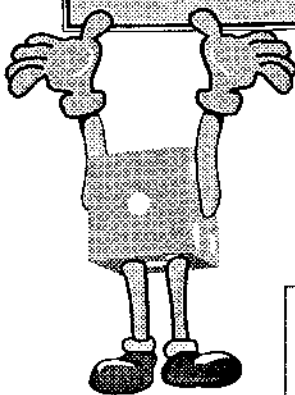
Box Cars &  
One-Eyed Jacks  
is EDUCATION  
MINISTRY APPROVED  
as a Supplementary  
Resource!

Presents



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

Presented by the authors  
**Jane Felling • Joanne Currah**



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★ 1-780-440-6284 ★

# 5 W QUESTION DICE

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

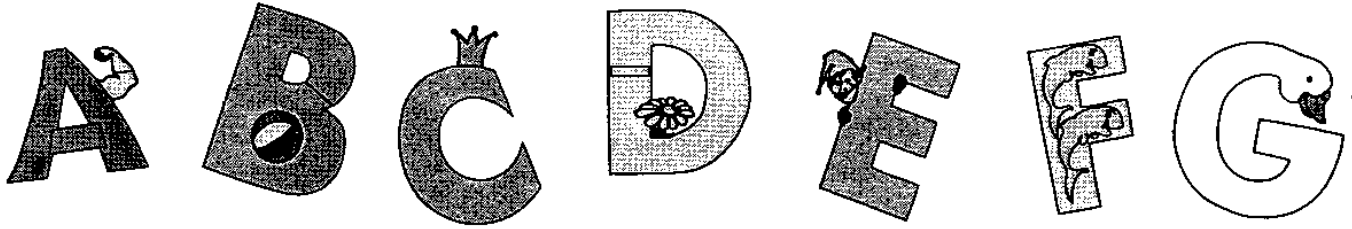
## HELPING VERB DICE

Should, Have, Did, Will, Could, Would

## STATE OF BEING/HELPING

## VERB DICE

Is, Do, Are, Has, Can, Were

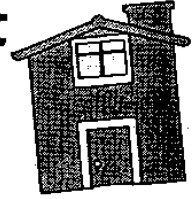


# Introducing... The Alphabet



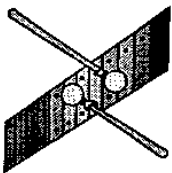
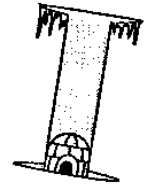
## 1. Letter Detective

- roll it / name it / find it / say its sound
- players alternate or race to find the letter
- uppercase / lowercase / linking games
- roll and write / rainbow printing



## 2. I Spy

- roll it and name things in the room that begin or end with that letter
- teacher can record as students verbalize
- picture book activities



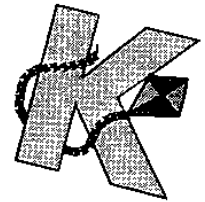
## 3. Build It And Sing!

- pull out some letters / kids sing and fill in
- teacher says the sound / kids pull out the letter
- alphabetizing / what's next?



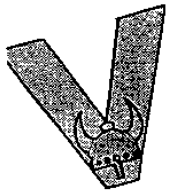
## 4. Alphabet Hop

- roll a regular die and remove the letter / build your name
- roll a regular die / build any word you know
- word capture (brainstorm and print on blank cards)



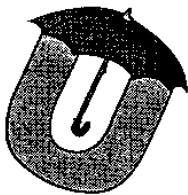
## 5. Theme Games

- roll it and verbalize a word that fits the theme / puzzle island



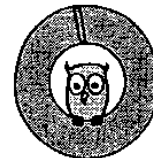
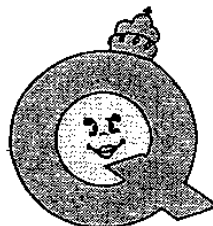
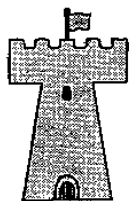
## 6. Rhyming Games

- word families ie. all (make it using tiles)
- brainstorm: all, ball, call, mall, tall, fall, wall, hall
- verbal riddle game
- "I can bounce really high" (ball)
- "I can divide two rooms" (wall)



## 7. Word Deck Games

- what word do you see?
- "out of sight" stackers
- the "yes / no" spelling game
- 7up
- keep your word



# BINGO BLASTERS

PLAYER ONE

A	☆	J	P	U
B	F	K	☆	V
☆	G	L	Q	W
C	H	M	R	X
D	I	N	S	Y
E	☆	O	T	Z

PLAYER TWO

A	☆	J	P	U
B	F	K	☆	V
☆	G	L	Q	W
C	H	M	R	X
D	I	N	S	Y
E	☆	O	T	Z

yellow

YELLOW

blue

BLUE

green

GREEN

purple

PURPLE

red

RED

orange

ORANGE

white

WHITE

pink

PINK

black

BLACK

brown

BROWN

gray

GRAY

gold

GOLD

**one**

**two**

**three**

**four**

**five**

**six**

**seven**

**eight**

**nine**

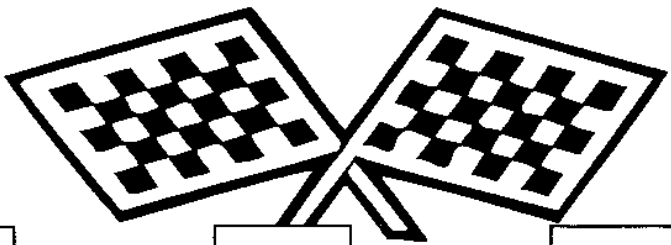
**ten**

**eleven**

**twelve**



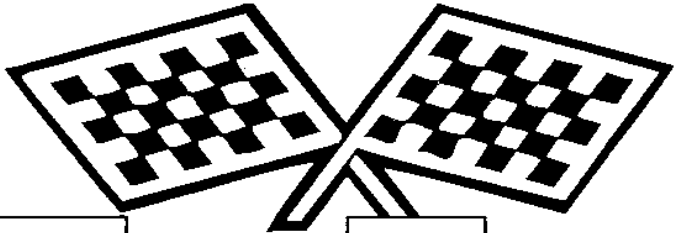
# BEGINNERS



<input type="text"/>	at	<input type="text"/>	op	<input type="text"/>	et
<input type="text"/>	in	<input type="text"/>	ad	<input type="text"/>	og
<input type="text"/>	ip	<input type="text"/>	ug	<input type="text"/>	an

*Rejects* →

# ENDERS



ta	<input type="text"/>	hi	<input type="text"/>	mo	<input type="text"/>
si	<input type="text"/>	to	<input type="text"/>	ha	<input type="text"/>
bu	<input type="text"/>	ca	<input type="text"/>	bi	<input type="text"/>

*Rejects* →

# RECYCLING GAME

at

\_\_\_\_\_ at

\_\_\_\_\_ at

\_\_\_\_\_ at

\_\_\_\_\_ at

\_\_\_\_\_ at

\_\_\_\_\_ at

\_\_\_\_\_ at

et

\_\_\_\_\_ et

\_\_\_\_\_ et

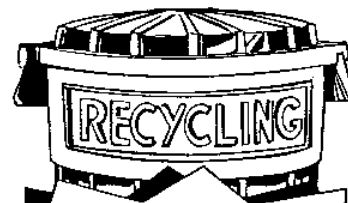
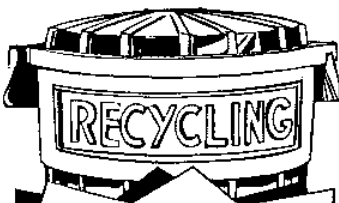
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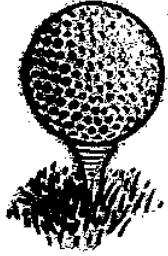
\_\_\_\_\_ et

\_\_\_\_\_ et

\_\_\_\_\_ et

\_\_\_\_\_ et





## 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

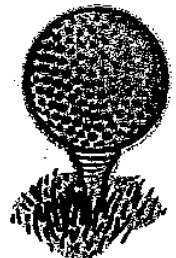
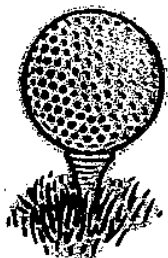
- #1 Start with the word C A T spelled out in the tile letters
- #2 Manipulate the letters according to the rules
- #3 Calls "Golf" before the other players can and with fewer leftover letters than any of the other players.

### 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

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



**Golf Stackers**



Round # \_\_\_\_\_ & \_\_\_\_\_  
Players \_\_\_\_\_

Words:  
*Cat*

Left over letters:

Score

**Golf Stackers**



Round # \_\_\_\_\_ & \_\_\_\_\_  
Players \_\_\_\_\_

Words:  
*Cat*

Left over letters:

Score

# STUMPING STACKERS

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

**2**  
Rock 'n'  
Rulers

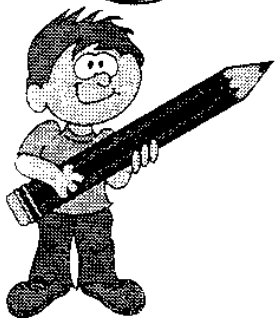
**Let's Rock:** Rockers agree on a four or five letter word (ie. CAPE) to start play. Rock 'N Ruler One selects four of their tiles and spells C A P E.

**CAPE**

**SCR**APE

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 SCRAPE. Rock 'N Ruler One now tries to Stump & Stack back with this move: STRIPED. 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.

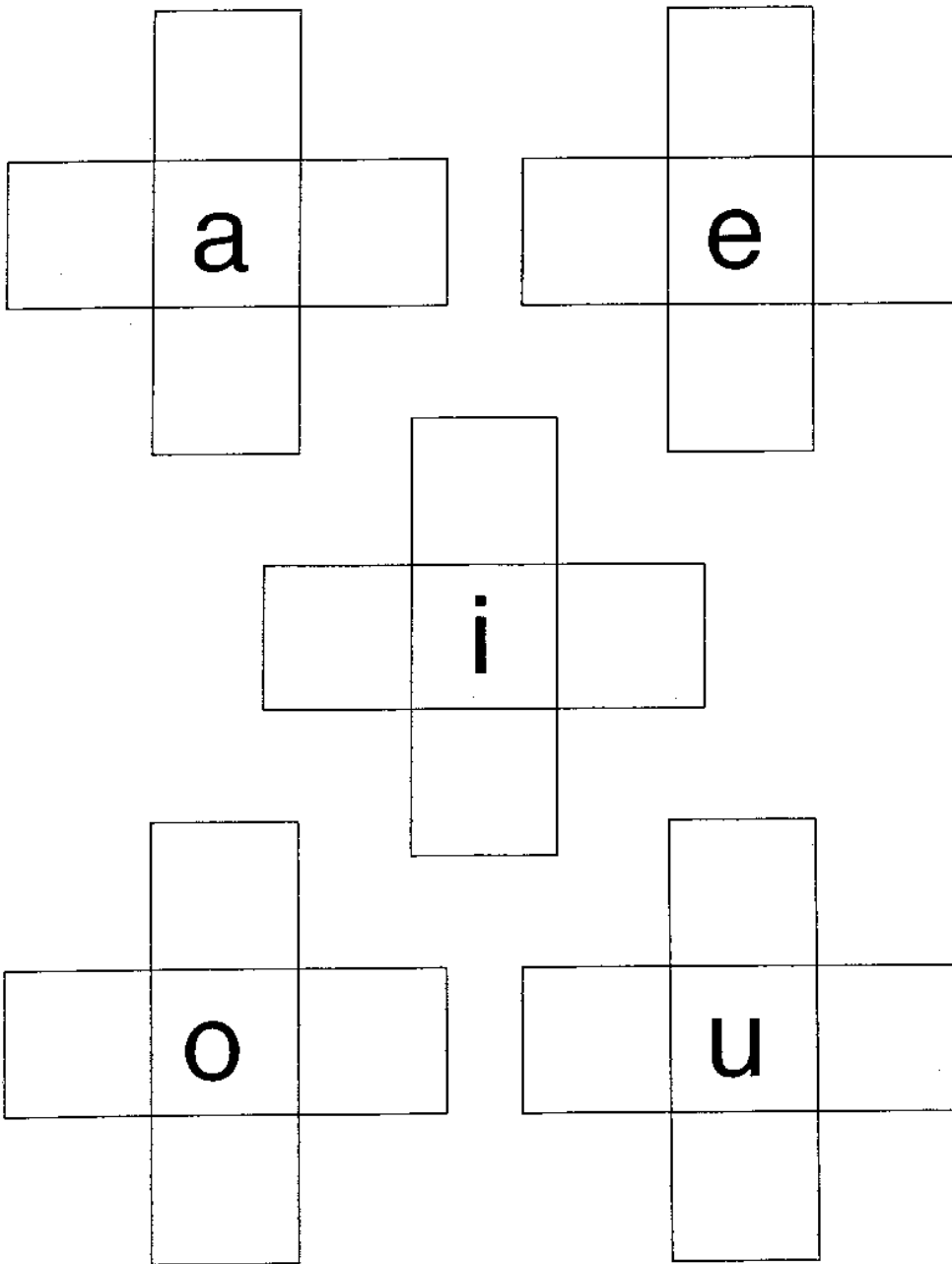


**NO MORE  
THAN 3  
TILES  
PER TURN!**

**STR**IPED

**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.

# VOWEL CROSSES



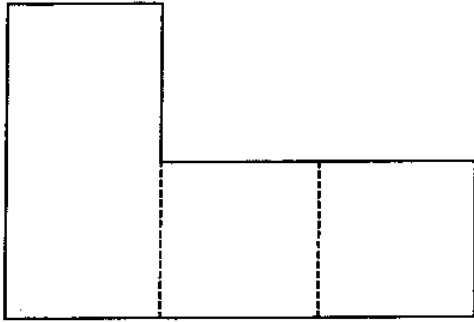
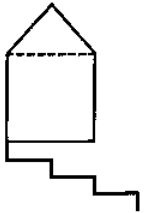
REJECT ROLLS


# ROLLING VOWELS

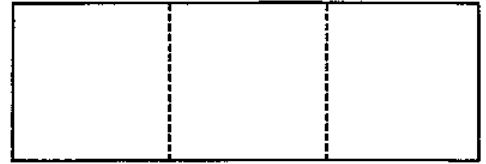
b	l	h	ch
ck	d	r	
q	p	f	ch
tr	r	l	r
s	t	cl	s
gr	r	h	t
	d	n	r

# WORD SHAPES

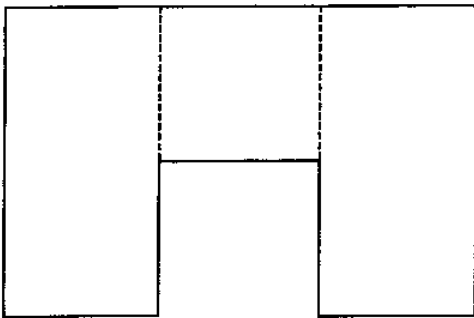
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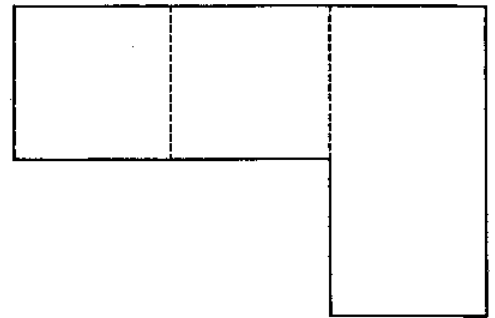
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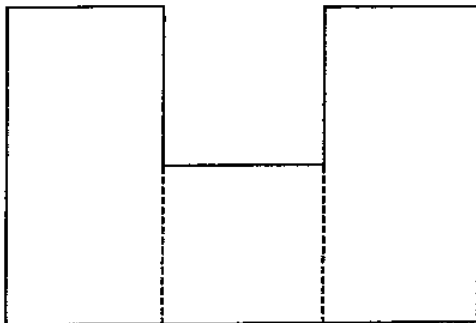
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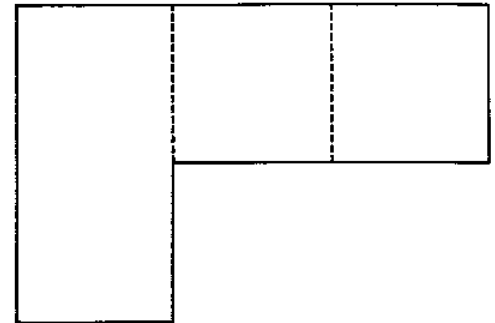
4.



5.



6.



*Let's Brainstorm!*

