

# box cars and one-eyed jacks®



Presents

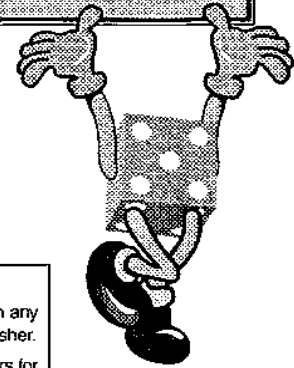
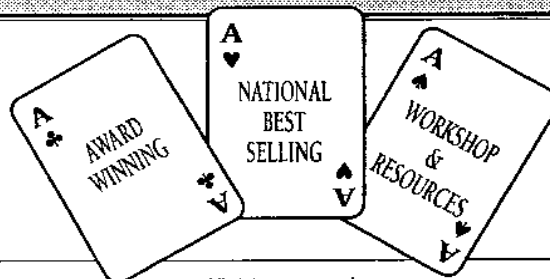
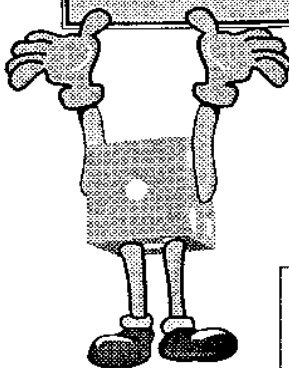


★ On Words

[www.boxcarsandoneeyedjacks.com](http://www.boxcarsandoneeyedjacks.com)

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

Presented by the authors  
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★ 1-780-440-6284 ★

# 5 W QUESTION DICE

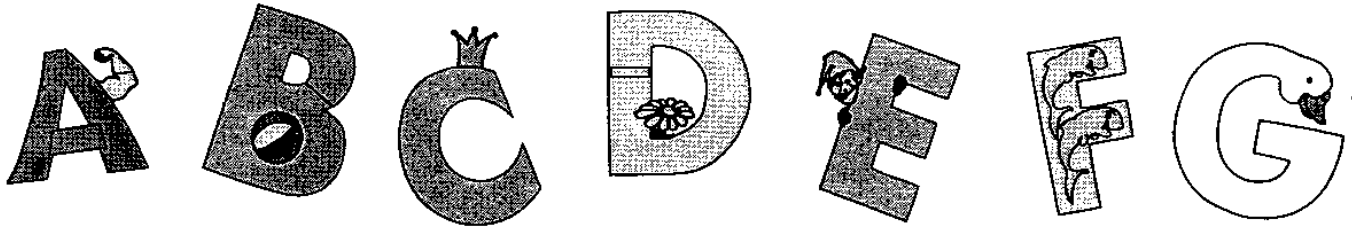
- Morning Routine/Meet & Greet
- Literature Circles
- Response Activities
- Question Formulation & Writing
- Study Groups

## HELPING VERB DICE

Should, Have, Did, Will, Could, Would

## STATE OF BEING/HELPING VERB DICE

Is, Do, Are, Has, Can, Were



# Introducing... The Alphabet



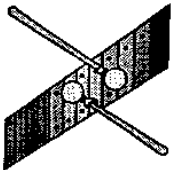
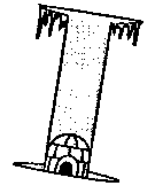
## 1. Letter Detective

- 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



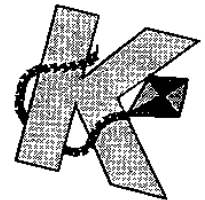
## 3. Build It And Sing!

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



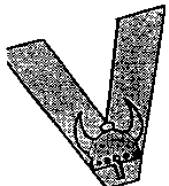
## 4. Alphabet Hop

- 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



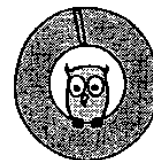
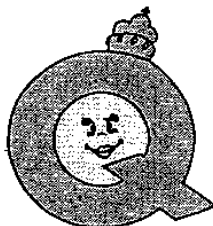
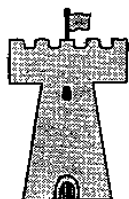
## 6. Rhyming Games

- 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
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purple PURPLE	red RED	orange ORANGE
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white WHITE	pink PINK	black BLACK
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brown BROWN	gray GRAY	gold GOLD
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# RECYCLING GAME

at

\_\_\_\_\_ at

\_\_\_\_\_ at

\_\_\_\_\_ at

\_\_\_\_\_ at

\_\_\_\_\_ at

\_\_\_\_\_ at

\_\_\_\_\_ at

et

\_\_\_\_\_ et

\_\_\_\_\_ et

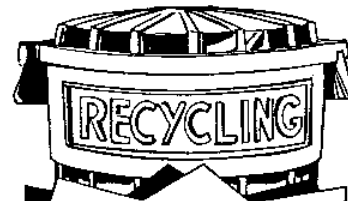
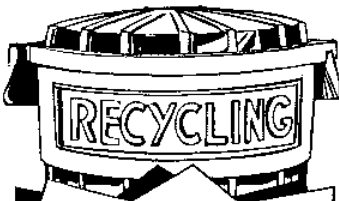
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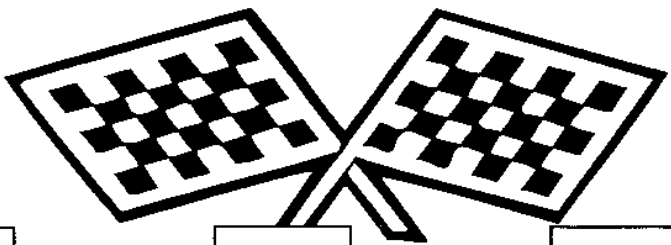
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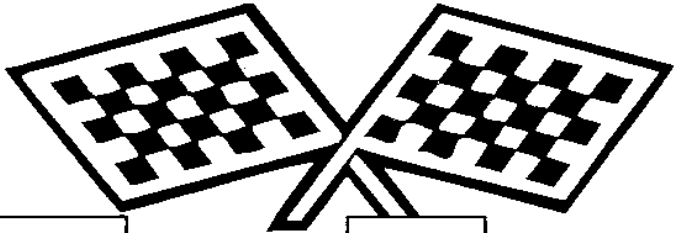
# BEGINNERS



<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* →

# SIGHT WORD STACKERS

— a k e

a b c d e f g h i j k l m n o p q r s t u v w x y z

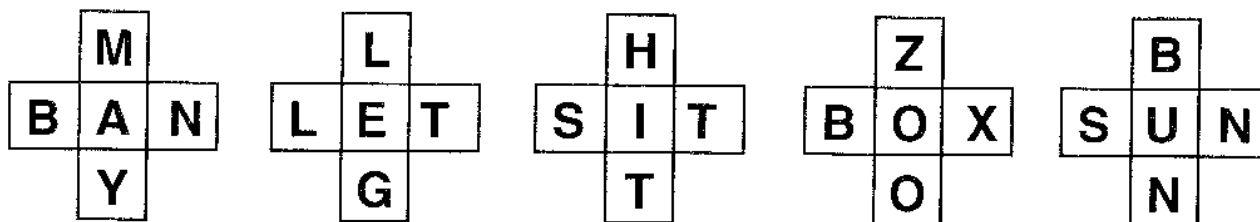
- Flip over a card. Players use 1 alphabet **ONLY**
- Alternate turns placing a letter down to make a word
- Continue to alternate turns, stacking 1 letter at a time
- The last player to stack a letter and complete a word captures the card
- Put out all the alphabet for the next round
- Flip over the next card and continue

# 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:

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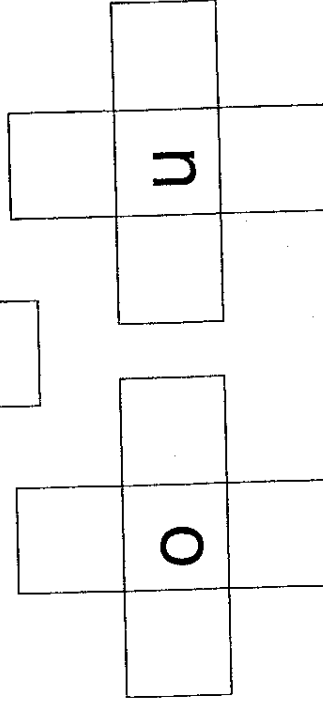
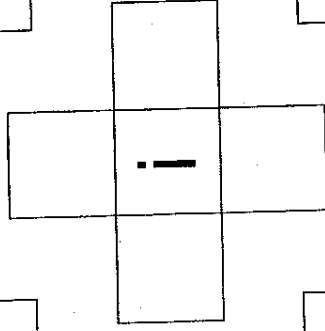
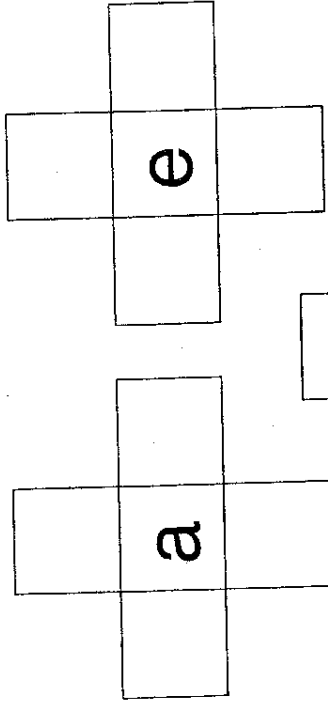
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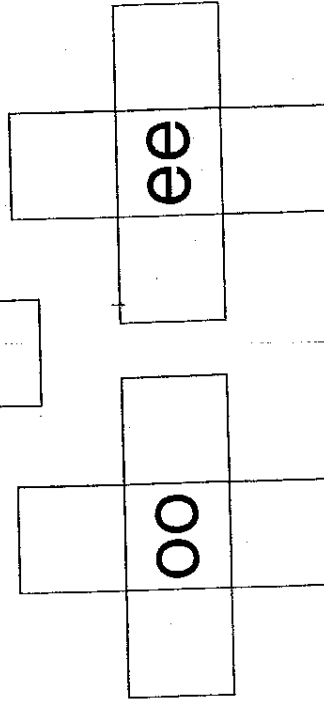
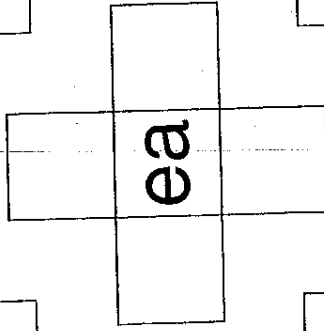
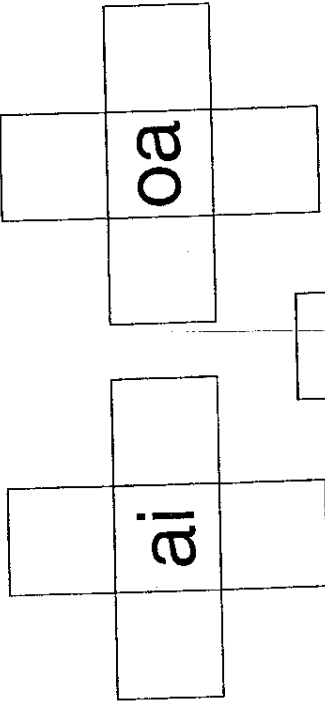
The following gameboards are teacher & student favourites - yours to copy.

# VOWEL CROSSES



REJECT ROLLS


# DOUBLE VOWEL CROSSES



REJECT ROLLS


# ROLLING VOWELS

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