

Box Cars and One-Eyed Jacks

PLAY ON WORDS

K - 4

JOHN FELLING

**MIGHTY PEACE
TEACHERS CONVENTION**

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QUICK WARM-UPS USING YOUR ALPHABET TRAIN

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
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
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
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
a				e				i						o					u					y	

- Letter Recognition
- Letter Matching
- Letter Printing
- Alphabetizing
- Sounds and Symbols
- Beginning and Ending Letters

MATCH FIVE

LEVEL: K-4

SKILLS: Short Vowels

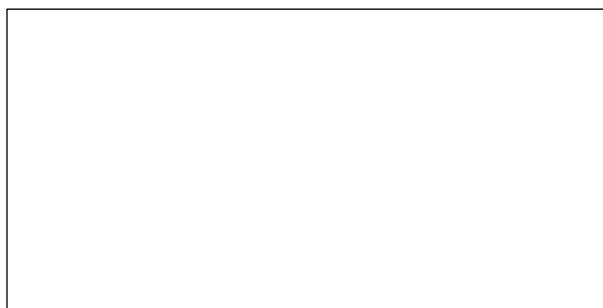
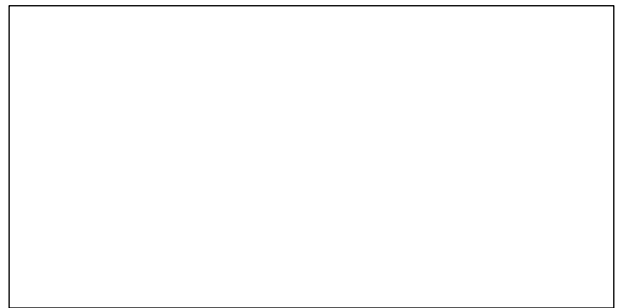
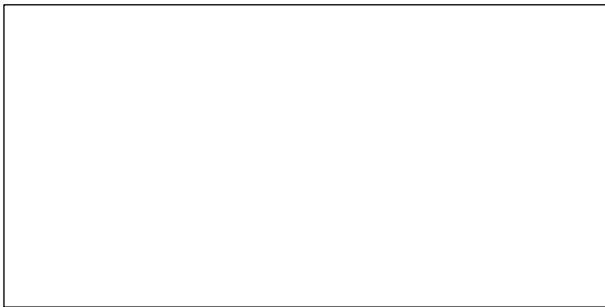
PLAYERS: 1 vs 1

EQUIPMENT: Missing vowel deck, vowel dice

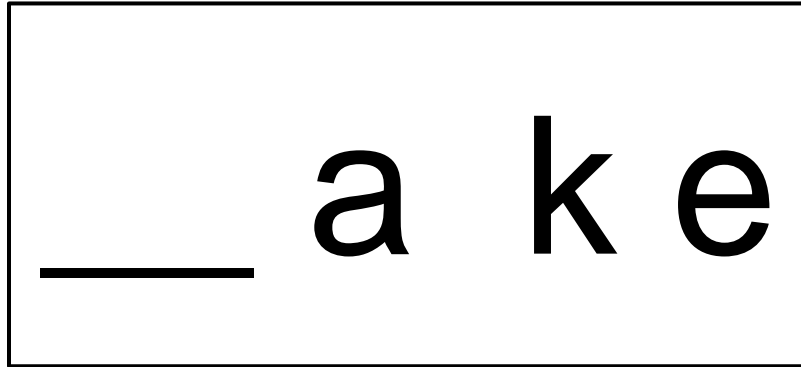
GOAL: Be the player with the most word cards once the deck has been depleted.

GETTING STARTED:

- Each player deals 5 word cards face up.
- Each player rolls a vowel die and makes words with their own cards.
- Players now get to capture any of their opponent's leftover word cards.
- At the end of the round, replenish to a total of 5 word cards each.



SIGHT WORD STACKERS



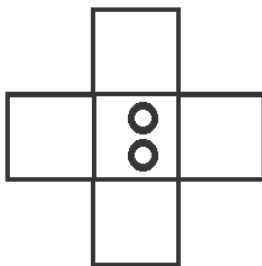
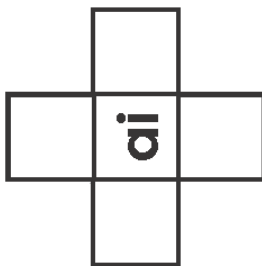
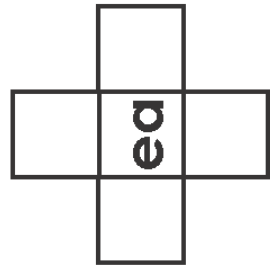
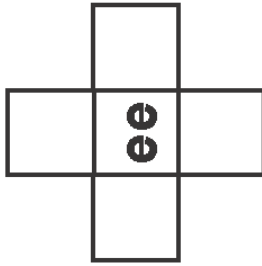
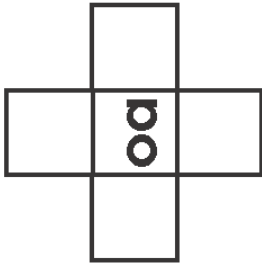
a b c d e f g h i j k l m n o p q r s t u v w x y z

- Flip over a card. Players use 1 alphabet ONLY.
- Alternate turns placing a letter down to make a word.
- Continue to take 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.

ROLLING VOWELS

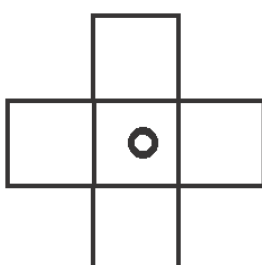
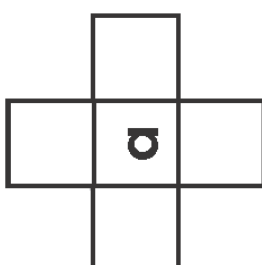
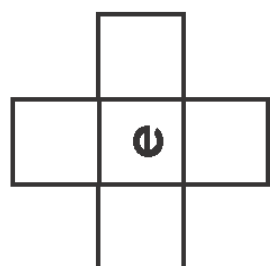
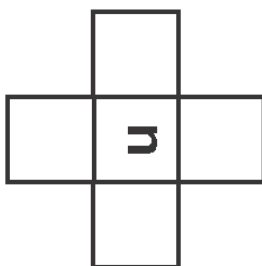
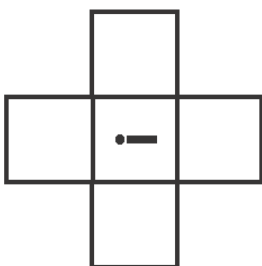
b _ _	l _ _ d	h _ _ r	_ _ ch
q _ _ ck	p _ _ r	f _ _ l	ch _ _ r
tr _ _ s	_ _ t	cl _ _	s _ _ t
gr _ _	d _ _ r	h _ _ l	r _ _ n

VOWEL CROSSES



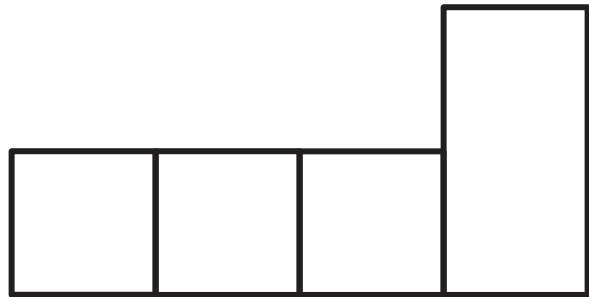
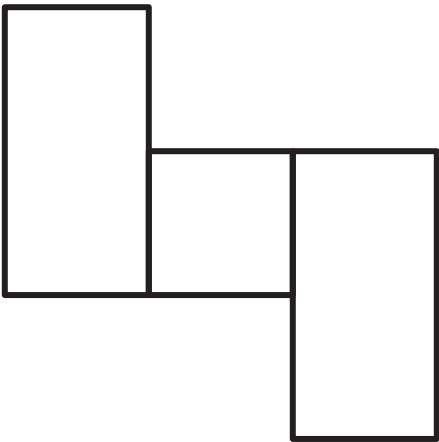
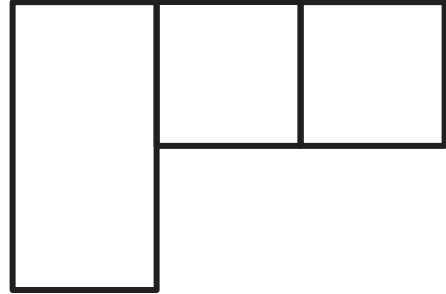
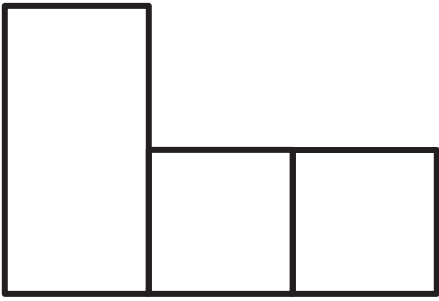
REJECT ROLLS

VOWEL CROSSES

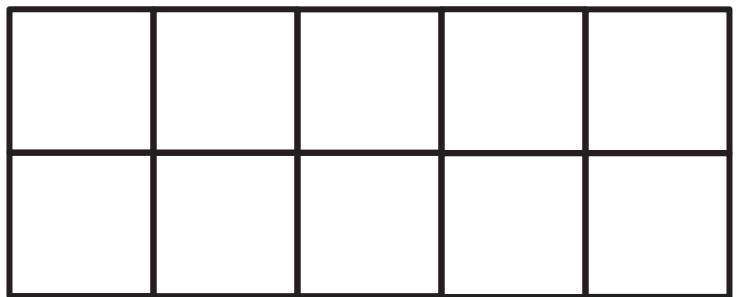
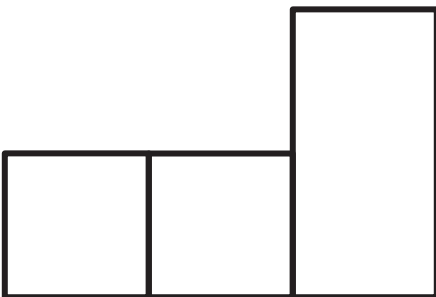


REJECT ROLLS

WORD SHAPES



REJECT ROLLS



PICK A PART

There are two players, each with their own gameboard (see above), a pencil ,an alphabet die, and a parts of speech die.

Part One of the game begins with both players rolling their Part of Speech die and then recording the roll in one of their open boxes (using tiny writing so as to leave space for part two of the game) until all 36 spaces have been identified. After each player has filled in their parts of speech they are then ready to go onto Part Two of the game.

Part Two begins when the players say "Go" together. Each Player races to roll a Parts of Speech die and an Alphabet die (at the same time), finding a space that matches the roll. For example, if "Noun" is rolled, the player must find an open space and fill it in with a noun that begins with the letter rolled on the Alphabet die (eg :b: was rolled). The player then fills in the word in the empty "noun" box on their gameboard. Players may only fill in one opening per roll.

Toward the end of the game players may find they won't have an open space to play a roll. for example, they might roll "noun" but not have any open "noun" spaces left on their gameboard. In that case, they just roll again.

The winner is the first player to fill in all 36 of their words.