



Grades K - 4

PLAY ON WORDS

Literacy Games



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VOWEL TIC TAC TOE

LEVEL: Grades 1 – 3

SKILLS: Word Building

PLAYERS: 2

EQUIPMENT: Missing Vowel deck, 2 vowel dice (1 per player), counters (each player needs their own color), paper, pencil

GOAL: To be the first player with a TIC TAC TOE in any direction.

GETTING STARTED:

Players build a Tic Tac Toe grid with the vowel cards, face up.

c _ re	m _ ss	h _ ve
g _ t	tid _	b _ d
f _ ll	st _ ck	j _ g

Player One begins by rolling their vowel die and analyzes the words on the tic tac toe grid. They may choose any card that would correctly spell a word.

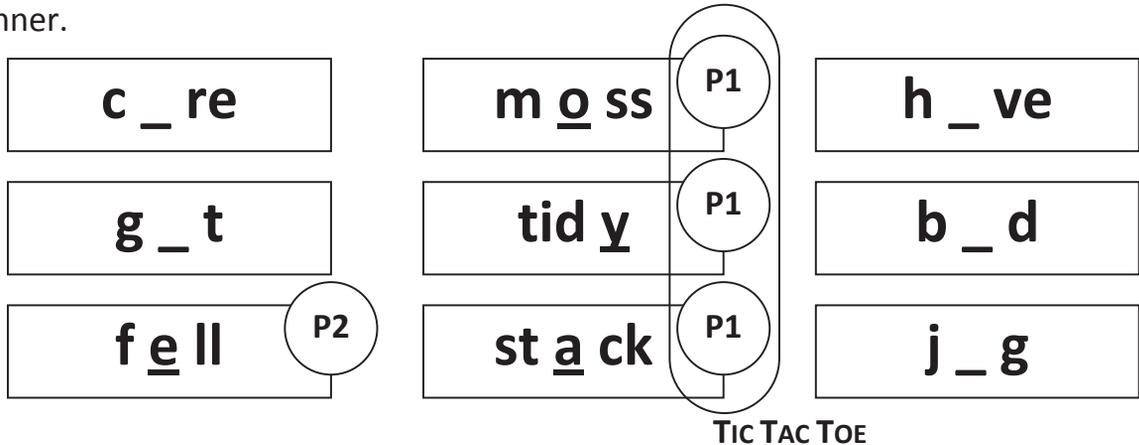
Player One rolls  and makes tidy – records it and covers that card with their own counter.

VOWEL TIC TAC TOE

Player Two rolls  and makes fell, covering it with their own counter.

Player One rolls  and makes stack. Player Two rolls  and cannot build any word. Play continues back to Player One who rolls  - they build moss and create a Tic Tac Toe. Player One wins the round. The tic tac toe cards are removed and new cards drawn to fill in the grid for the next round

Play continues until the deck is depleted. The player with the most Tic Tac Toes is the winner.



MATCH FIVE

LEVEL: Grades 1 – 3 and Up

SKILLS: Word Building

PLAYERS: 2

EQUIPMENT: Missing Vowel deck, 2 vowel dice (1 per player)

GOAL: To be the player with the most cards once the deck is depleted.

GETTING STARTED:

This is a two part game. To begin, each player deals out five cards face up. Each player then rolls their own vowel die.

Part One: Each player uses their own roll and tries to make as many words as possible.

Example:

st _ ck

Player 1

Roll 

m _ ss

c _ re

g _ t

f _ ll

tid _

Player 2

Roll 

j _ g

b _ d

h _ ve

b _

MATCH FIVE

Player One makes the following words and places them in their point pile: STACK, MASS, CARE and FALL. Player Two makes the following words and places them into their point pile: JUG and BUD.

Part Two: Players now try to capture any of their opponent's left over word cards using their roll. Player one uses their [a] and captures Player Two's [h_ve], making HAVE. They take that word card and place it into their point pile. Player Two uses their [u] and captures Player One's [g_t], making GUT for their point pile.

End of Round: Once both players have finished capturing any cards from their opponent, the round is over. Players replenish their missing word cards to a total of five face up. Players then roll their vowel dice and a new round begins.

When the word deck is depleted or time runs out, players count up the cards in their point piles. The player with the most cards is the winner.

WORD BUILDING RELAY

LEVEL: Kindergarten – Grade 3

SKILLS: Word Building, Long and Short Vowels

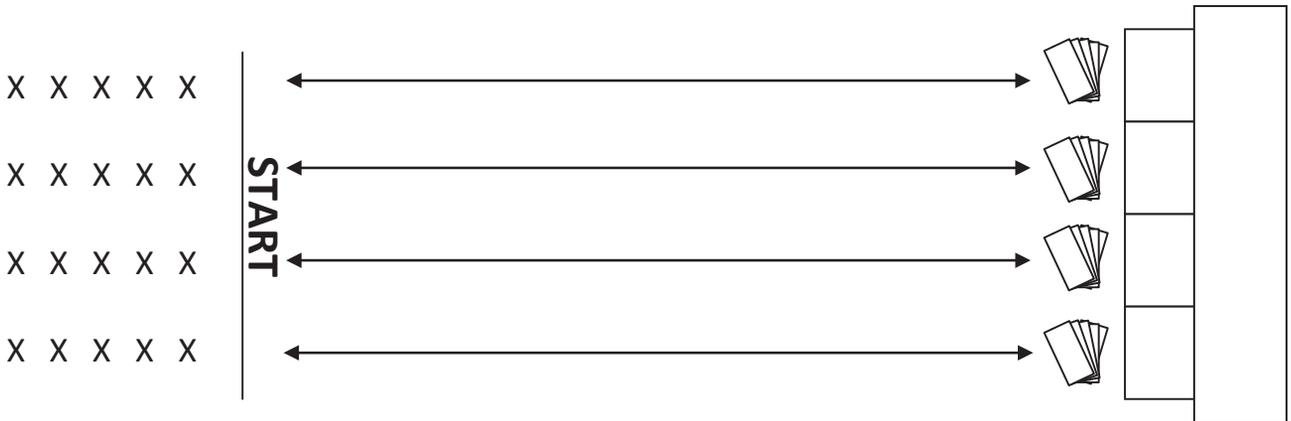
PLAYERS: WHOLE CLASS, Teams of 4 – 8. Set up in gym or hallway

EQUIPMENT: Missing Vowel deck, vowel dice

GOAL: To be the team with the most collected word cards after a set period of time.

GETTING STARTED:

Arrange students relay style in the gym or hallway as follows



WORD BUILDING RELAY

Divide the word deck into even stacks, one stack per team for use during the game.

On GO, the first runner from each team runs to the stack of cards and rolls their die. If they can make a word with the top card and their roll, they bring the card and die back to their team, put the card into their pile, and give the die to the next runner.

If they can't build a word, they only bring back the die and give it to the next runner for the team. Each runner continues to run and roll until a match is made with the top card.

The relay continues for a set amount of time. Players on each team will likely run several times before the race is over. At the end of the race, the team with the most cards is the winner.