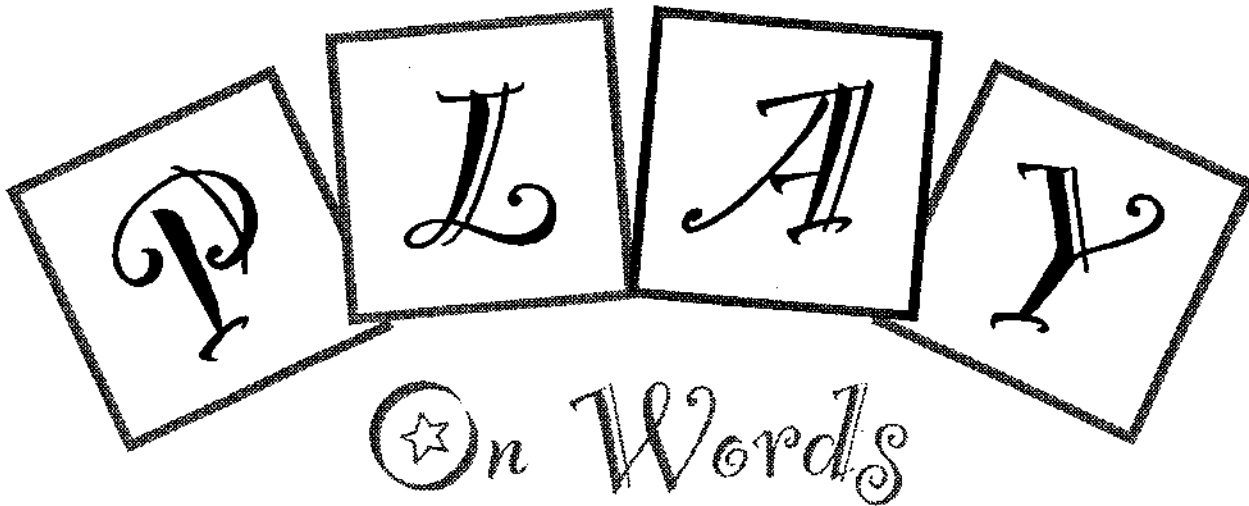
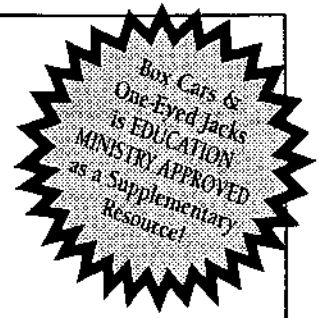


# box cars and one-eyed jacks®

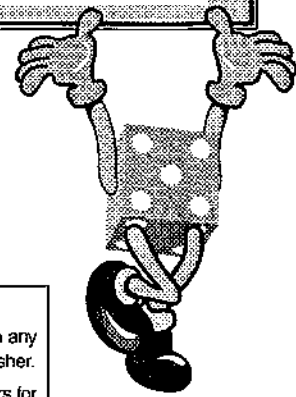
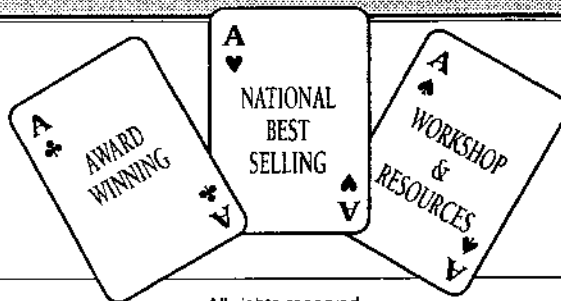
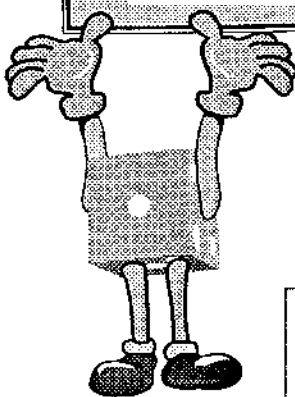
www.boxcarsandoneeyedjacks.com

Presents



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

Presented By John Felling



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★ 1-780-440-6284 ★

# 5 W QUESTION DICE

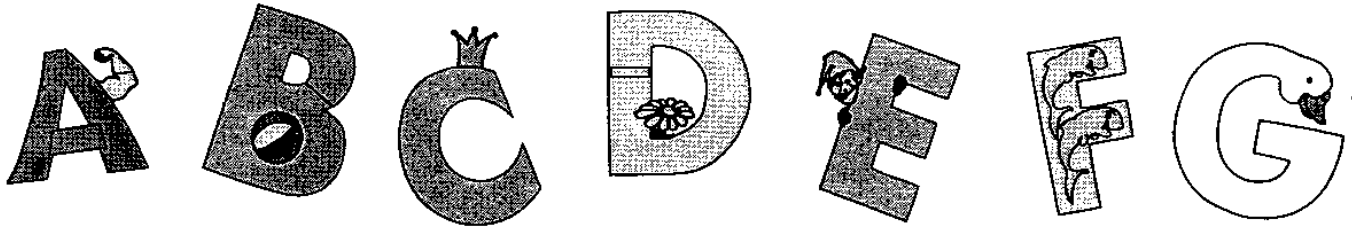
- Morning Routine/Meet & Greet
- Literature Circles
- Response Activities
- Question Formulation & Writing
- Study Groups

## HELPING VERB DICE

Should, Have, Did, Will, Could, Would

## STATE OF BEING/HELPING VERB DICE

Is, Do, Are, Has, Can, Were



# Introducing... The Alphabet



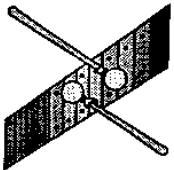
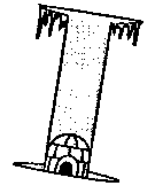
## 1. Letter Detective

- 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



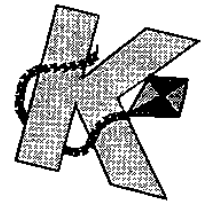
## 3. Build It And Sing!

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



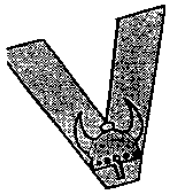
## 4. Alphabet Hop

- 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)



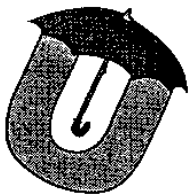
## 5. Theme Games

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



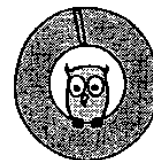
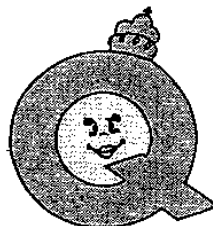
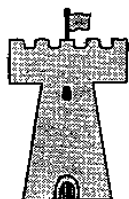
## 6. Rhyming Games

- 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

one

two

three

four

five

six

seven

eight

nine

ten

eleven

twelve

yellow <b>YELLOW</b>	blue <b>BLUE</b>	green <b>GREEN</b>
purple <b>PURPLE</b>	red <b>RED</b>	orange <b>ORANGE</b>
white <b>WHITE</b>	pink <b>PINK</b>	black <b>BLACK</b>
brown <b>BROWN</b>	gray <b>GRAY</b>	gold <b>GOLD</b>

# RECYCLING GAME

at

\_\_\_\_\_ at

\_\_\_\_\_ at

\_\_\_\_\_ at

\_\_\_\_\_ at

\_\_\_\_\_ at

\_\_\_\_\_ at

\_\_\_\_\_ at

et

\_\_\_\_\_ et

\_\_\_\_\_ et

\_\_\_\_\_ et

\_\_\_\_\_ et

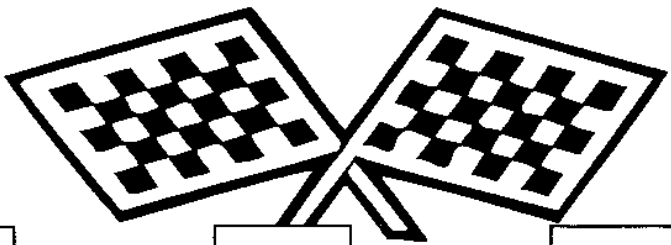
\_\_\_\_\_ et

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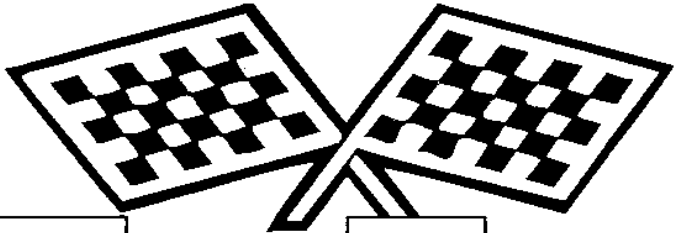
# BEGINNERS



<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* →

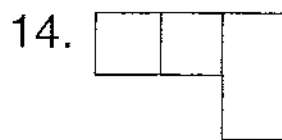
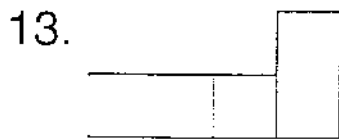
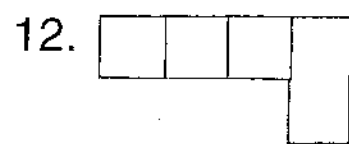
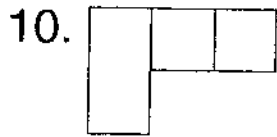
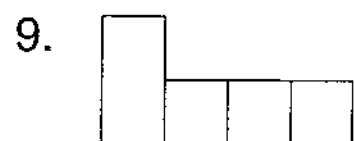
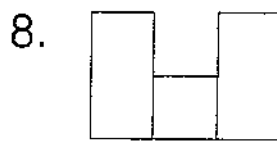
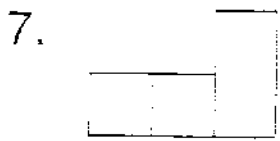
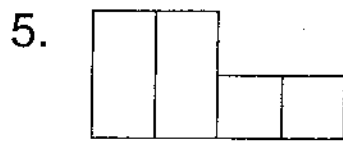
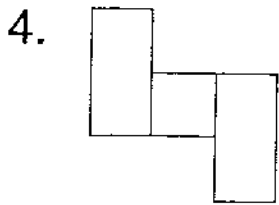
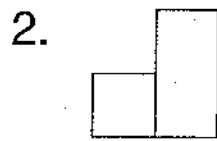
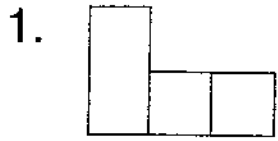
# SIGHT WORD STACKERS

\_\_ 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

# WORD SHAPES



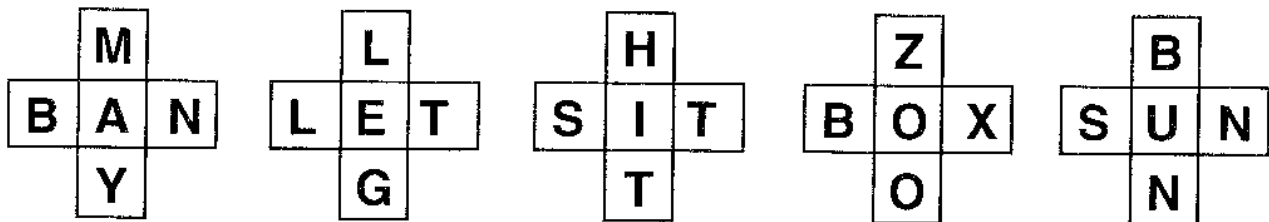
REJECTS


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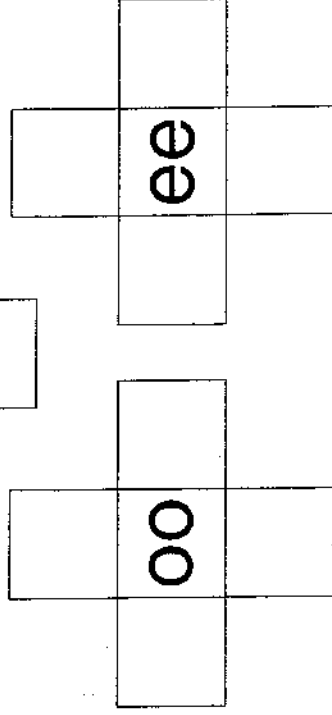
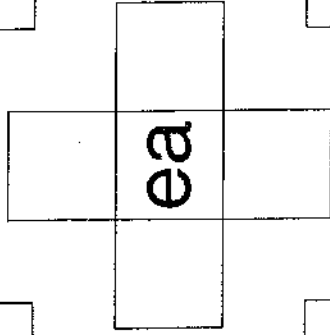
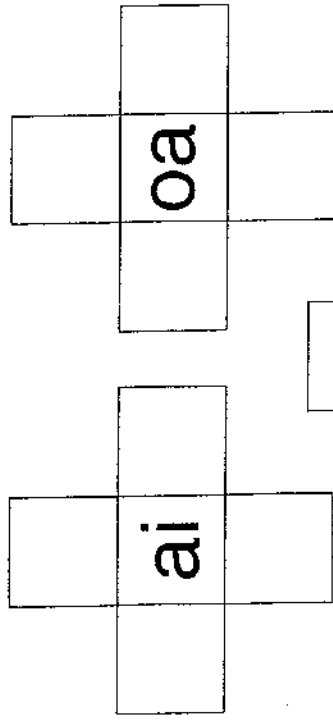
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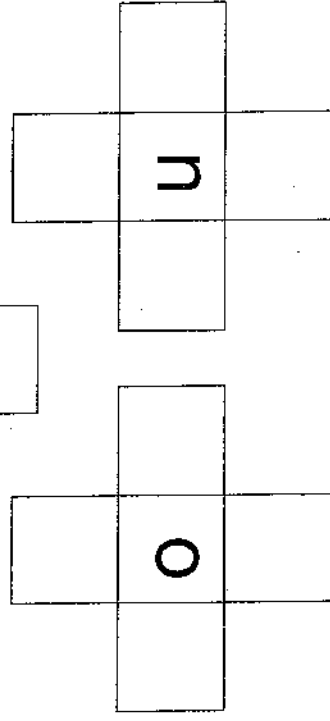
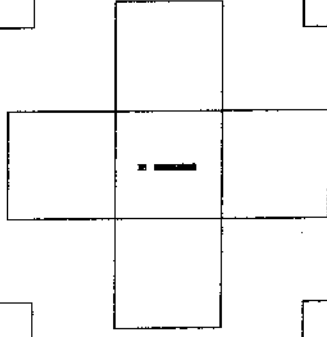
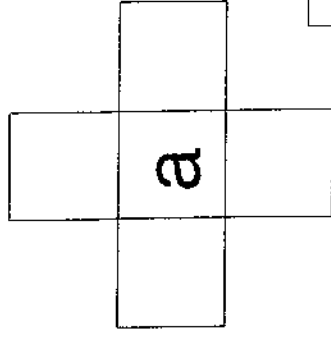
The following gameboards are teacher & student favourites - yours to copy.

# DOUBLE VOWEL CROSSES



REJECT ROLLS


# 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 _ _ 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

# LETTER MIX

3 Letter Words ____ pts.	4 Letter Words ____ pts.	5 Letter Words ____ pts.	6+ Letter Words ____ pts.
Total ____	Total ____	Total ____	Total ____

GRAND TOTAL SCORE

# Letter Mix

M	S	G	I
E	M	O	K
B	P	A	E
J	K	L	H

7x3 letter words = 35  
 $7 \times 5$

14x4 letter words = 140  
 $14 \times 10$

3x5 letter words = 45  
 $3 \times 15$

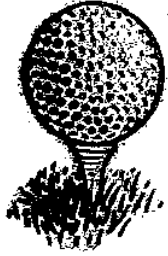
~~220~~

7x3 l wds.

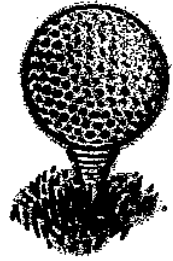
ape  
 map  
 mop  
 ham  
 bam  
 jam  
 mom  
 joke  
 poem  
 pose

some  
 take  
 help  
 bike  
 like  
 jail  
 goes  
 pale  
 halo  
 mope  
 hope

3x  
 smoke  
 poise  
 slime



## 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

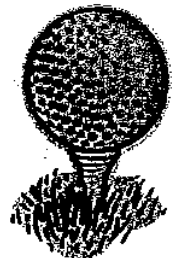
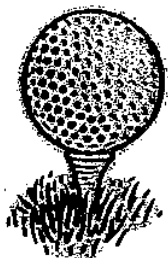
- #1 Start with the word C A T spelled out in the tile letters
- #2 Manipulate the letters according to the rules
- #3 Calls "Golf" before the other players can and with fewer leftover letters than any of the other players.

### 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 Stackers**



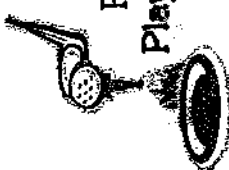
Round # \_\_\_\_\_ & \_\_\_\_\_  
Players \_\_\_\_\_

Words:  
*Cat*

Score

Left over letters:

**Golf Stackers**

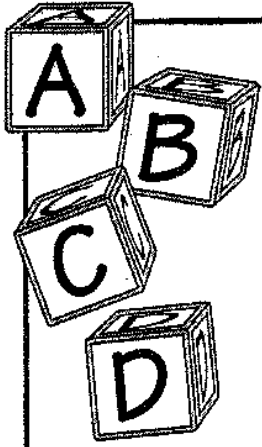


Round # \_\_\_\_\_ & \_\_\_\_\_  
Players \_\_\_\_\_

Words:  
*Cat*

Score

Left over letters:



# Good spellers do the following...

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

