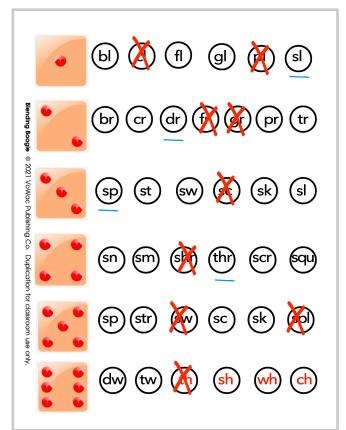
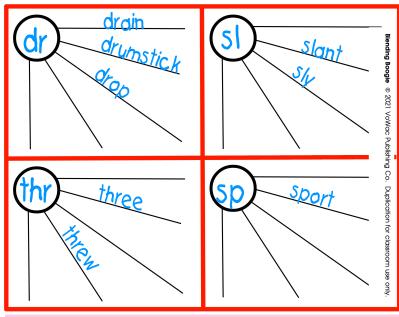
EnDing Boogie





Here's an example of a possible game sheet. Player rolled a 2, 3, 4, & 1 He chose dr, sp, thr, and sl. The other players must cross out those blends. The red x on this sheet would indicate blends other players have chosen. So far he has eight of the twenty words needed to complete his sheet.

Number of players: 4 + Grade Level: Varies Materials needed: Each player needs a game sheet (quarter page size), pencil, several number dice, timer, and a dictionary

How to play: Players take turns rolling a number die. Find the number rolled on the dice-side of the game sheet. Identify the corresponding number and choose and announce ONE of the blends in that row. That player writes the chosen on the reverse side (word side) of the game sheet in one of the circles. ALL other players must cross out that blend on their sheet. The next player continues doing the same. This is done until every player has four different blends on the word side of their game sheet. If all of the blends are used in a certain number, roll again until a number is rolled containing an available blend. Once everyone has their blends, set your timer for three minutes and instruct them to write words containing those blends. Once three minutes are up, have them exchange sheets and look up the words in a dictionary for correct spelling. There are countless options: Keep the game simple. Younger grades may need some guidance as to which vowels to use with which blends. Older students might be directed to use a certain set of vowel teams. Make a list of all the words created and have student write, poems, riddles, tongue twisters, or stories using the words. You are only limited by your imagination NOTE: The digraphs were included. You may allow or restrict their use as you see fit.





Blend On.