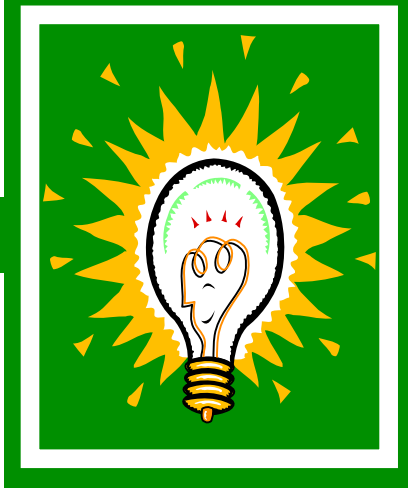


VOWAC® PUBLISHING CO.

AN ORTON•GILLINGHAM BASED APPROACH

SMANTIX! Fall • 2017



BRIGHT IDEAS

IDEAS, STUDENT ORGANIZERS, REPRODUCIBLES & GAMES

This issue of SMANTIX! is targeted at some of the many concepts and learning goals you have for your students.

If you are able to take an idea and run with it - please do! If you have some suggestions to make it better - please share! As always, your comments are encouraged.

Vowac is committed to offering curriculum that is effective, affordable, and easy to use. Much of what we do is designed to help reach our mission statement: Teach every child in the world to read; even if we have to do it one child at a time.

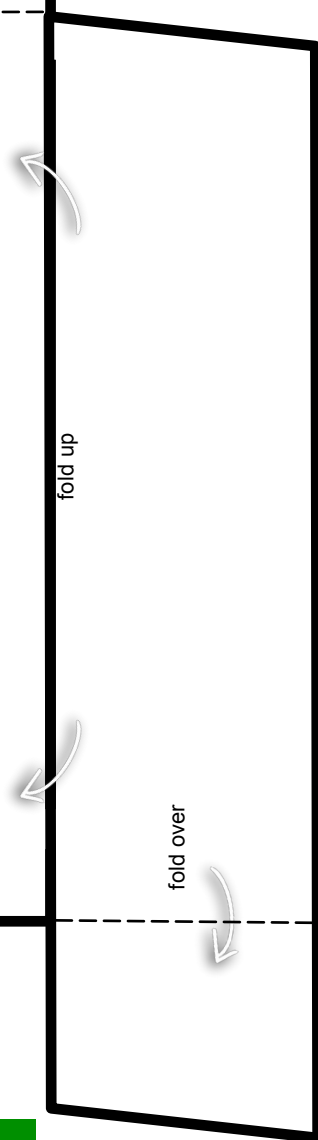
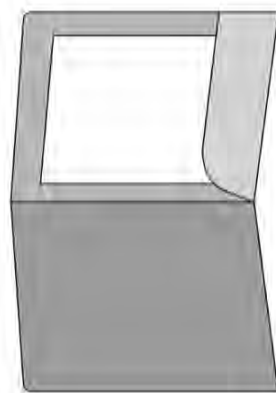
Duplicate and create a template sheet of this sample study guide card. Use the mini-folder on pg. 2 to your cards. Copy onto cover stock. Permission to duplicate for classroom use only. VoWac® Publishing Company Copyright © 2017

Root	_____	Derived from	_____
English meaning	_____		
Related Word	_____		
Definition	_____		
Related Word	_____		
Definition	_____		
Related Word	_____		
Definition	_____		
Extra Example	_____		

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Participate in our pilot offer. VoWac® will give you up to 18 skills workbooks per room for two classrooms - **FREE!** We will also provide two teacher kits to use for the entire school year. Use our skills program. Compare it to any other program available. If you can find another word attack program that is more effective - buy it! Contact VoWac® for details.

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This mini-folder can be used for a variety of storage projects; from flash cards, recipes, notes, and more. Visit our Facebook page (<https://www.facebook.com/VoWac/> posted August 11, 2016) for a simple idea to store flash/word cards for kindergarten students. These would work great for storing Greek/Latin roots and affixes.

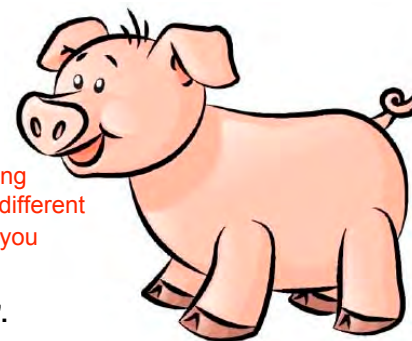
Oink!

Number of Players: 3+ (More players = More fun!)

Grade level: K & up

Cards: Two decks of Alphabet Playing Cards (Item APC)(Recommend same color backs)

Instructions: For each player, take four of a kind out of the two decks and put aside the rest of the cards. If you are playing with younger children, try to make sure that the cards are as different as possible. For example, if you were playing with 3 players you might choose the A's, T's and W's, NOT B's, D's and P's.



This game is a much quieter version of "Spoons".

OINK! © 2017 VoWac® Publishing Company

Shuffle your chosen cards well. Deal the cards so that each player has four. Now each player looks at their hand and sorts their cards. **The aim of the game is to collect four of a kind, at which point you quickly, and quietly, put a finger on your nose.** If you see another player put a finger on their nose, you must do so too (regardless of whether you have 4 of a kind or not). The last player to put a finger on their nose gets a letter - first "P", then "I", then "G".

To play, choose which cards you want to collect then choose a card to discard and put it, face down, on the table in front of you. When everyone has a card on the table, simultaneously pass your card to the player on your left and then pick up the card which has been passed to you. Try to establish a rhythm - it can help if an adult says "down - pass - pick up, down - pass - pick up" to keep play going!



The first player to reach "P-I-G" is out of the game. Remaining Players continue until only one player remains. If you want a longer game, try playing with O-I-N-K or D-O-N-K-E-Y instead.

Super Speller

Two or more players Grade level: 3 - adult

MATERIALS NEEDED: Seven - Ten 30-sided letter dice, one grid game sheet per player, a container to hold dice, a watch, clock or two minute timer, and pen or pencil.



Game sheet may be found at www.vowac.com. Click on the "RESOURCES" tab. Then look under "Games". It's FREE!

OBJECT OF THE GAME: Get the most points by correctly spelling words with the face-up letters on your dice. The more words and the longer the word, the higher the score.

HOW TO SET UP: Put the 30-sided letter dice in container. You will take other players. If you are playing by yourself, you may time yourself.



turns building words and timing the

PLAYING THE GAME: Roll the dice onto the playing surface. As soon as the dice have stopped moving, the time starts. If no vowels, wild, or vowel spaces are rolled in the first round, all letters are rolled again until at least one vowel is face up. Using the letters facing up, write words in your playing grid (from left to right or from top to bottom) to spell as many words as you can. At least one letter for the first word must cover at least one of the "red" spaces in the center of the game sheet. Letters may only be used once per round. To make maximum use of your letters, you are encouraged to intersect words crossword style. When you run out of words or letters, your turn for that round is completed. The next player rolls all the dice and repeats. Four two-minute rounds make a game. There is no penalty for not using all letters in a round.



SCORING: The scoring formula is on the game sheet. Additional points are awarded in each of the levels. Only one word in each level is needed to score the additional points. **Example:** If a player makes three four-letter words, the score is (3 x 4)+5 bonus points for a total of 17 points. One seven-letter word is (1x7)+12 for a total of 19 points. After the decided number of rounds is completed, count the number of words going across and down. Tally them on the score sheet and compute the totals.

SPECIAL SCORING: Players may opt to pick a specific category at the beginning of the game, i.e., sports words, spelling words, slang words, movie / song titles, or famous people. If any of your words are in that category, double the bonus points for that word.

WINNING: After all players have completed their rounds, whoever has the highest score is declared the winner. Modify the number of rounds you wish to play to make your game of Super Speller longer or shorter.

OPTIONS/SUGGESTIONS/STRATEGIES: Remove the timing factor and/or reduce the number of dice for new spellers. If playing by yourself, time yourself. Try to set a personal record. It is strongly recommended that play in Super Speller follow the same rules as Scrabble. You may only add letters to existing word(s) if all the letters added create actual words.

Subjects ↓ Day Date → **Mon** ○ **Tue** ○ **Wed** ○ **Thu** ○ **Fri** ○

Reading

Language Arts

Spelling

Math

Social Studies

Science

Goals _____

Notes _____

