

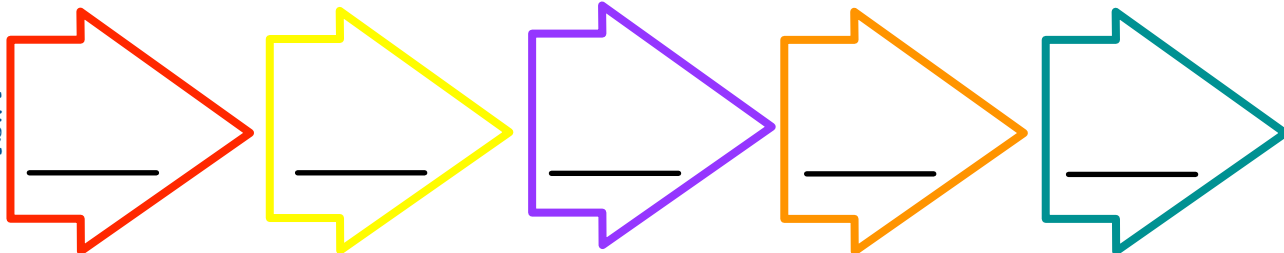
Who's got five?



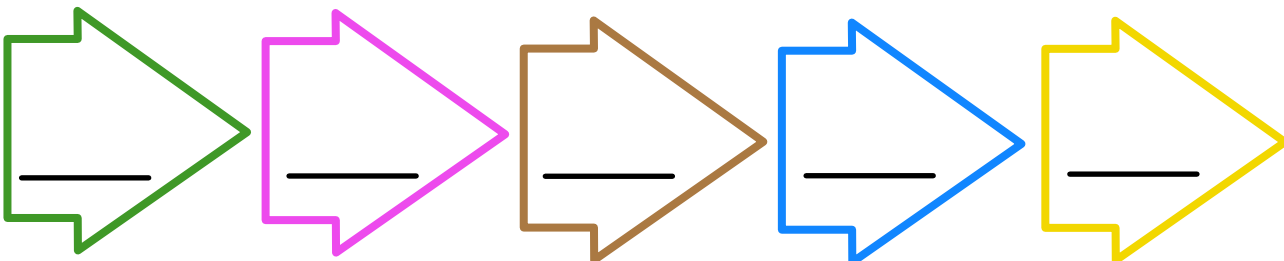
Gimmie Five!

VoWac Publishing Company © 2010 All rights reserved.
Duplication permitted for classroom use only. Created by J. Pfeifer

Row 1



Row 2



Gimmie Five!® Grade level: K - 2. Number of players: Two or more.

Materials needed: Gimmie Five! game sheet per player, two 30-sided letter dice, and pencil. **Object of the game:** Be the first to fill in two rows of five letters in correct sequence. i.e., *a, b, c, d, e* or *c, d, e, f, g* or *n, o, p, q, r*. **To play** each player rolls one of the 30-sided letter dice to determine who plays first. The player closest to the letter "A" starts. First player rolls both 30-sided Letter Dice. Player writes one of the the letters rolled in a space in Row 1. He writes the other letter in a space in Row 2. This is the base letter for each row. Any letter may be used if "wild" is rolled. Explain to students that the first space used must allow for a sequence of five letters. *Example: If a player rolled a "c", he would want to use the 1st, 2nd, or 3rd space - not the 4th or 5th. Using a "c" in any of the last two spaces would not allow him to fill the blanks to make a five-letter sequence.* Both dice are rolled at each turn. Letters rolled are written only if they will help fill in the sequence of five letters in any of the rows. Both letters rolled may be used in one row or one letter in each row. Try to use both letters at each turn. It is possible that one or both letters rolled will not help fill in the sequence. The first player to fill in both rows of five letters in correct sequence say's, "Gimmie Five!" and is declared the winner. All players give the winner a "high five".

Gimmie five!

