

Here's a fun game that involves a small group, Grade level 2 & up. 4 or more players. Materials needed: two numbered dice - each a different color, and two chips or tokens for each player. Each of the colored dice represent something different. One color indicates how many players to the right the turn is moved. The other color indicates which CLOVER syllable pattern is to be spelled. !: OPEN 2: CLOSED 3: V-C-E 4: Vowel Team 5: R-control, & 6: Consonant-le Decide who rolls first. (Let's say we have four players.) Player A rolls the dice. The red '2' would indicate the turn moves two players to the right. (That would be player 'C'). Player 'C' now has to state a word containing a vowel team. Once the word is declared, the play shifts the same numer rolled to the right. two spaces - that player must now spell the word correctly. Any player failing to complete the task must forfeit one of their tokens. Once you are out of tokens you only have your "grace" remaining. IF you lose that, you're out of the game. The last player eliminated wins the game. Add more twists for older players, i.e., after the word is spelled, roll the red die and move - that player must declare a part of speech. Roll the red die and move - that player must use it correctly in a sentence. A word is used only once in a game. Depending on the age, adding may slow the game down. Try to keep it as fast-paced as possible. Have fun!