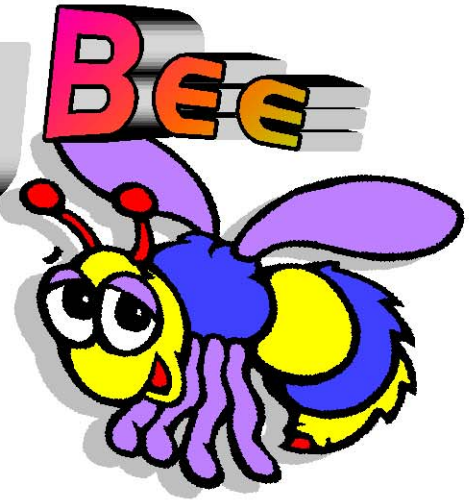
Spelling Bee

Letter Lotto ©2008 VoWac Publishing Company
PO Box 75, Faulkton, SD, 57438 (605) 598-4492
Duplication permitted for classroom use only.
Please contact publisher for use other than classroom.



HOW TO PLAY

(2 or more players - grades 2 & up)

Objective of game: Spell words (four or more letters) using the letters written in the honeycomb. **Materials needed:** One game sheet, at least one 30-sided letter die (three or four recommended), blank sheet of paper for each player, pencil, and timer, clock or watch. **Directions:** Players take turns rolling the letter dice. Letters rolled are written in the honeycomb blanks until all blanks are filled. If 'vowel' or 'wild' are rolled, player rolling dice chooses a vowel to go in the space. The bees in the grid is used as 'wild spaces' and may be used for any letter. Players decide who spells first and play rotates to the left. Each player is given 20 seconds to spell a word. **Letters must be connected to any side of the honeycomb.** Letters may only be used once in any one word. The player states the word, points it out and spells it correctly. Proper names, contractions, and abbreviations are NOT allowed. If the word is correct, player writes it on his paper. If his word is not acceptable, his turn is forfeited and the next player get 20 seconds to spell a different word. A word may only be used one time during any game. The player that follows the person spelling keeps track of the time for that person. Play continues until all players have had to pass their turn due to running out of time. **Scoring:** The value of each word is equal to the number of letters in the word. **Suggestions and Variations:** 1) Allowing the use of the same letter within a word will add some interesting twists and turns. The same space may not be used twice in a row. 2) When filling the honeycomb, write the vowels in a different color from other letters for easy identification. 3) Try crossing out one letter after each turn. 4) Give double points if a word from a particular subject area is used, i.e., spelling words, health vocabulary, geography, etc. Decide the content area before game starts