

# Shake & Make

Grade 3+ • Two - four players • Approximate time: 30 minutes

Shake & Make is a game that will require a few extra pieces but is well worth the effort to gather. It is a great rainy day activity and a fun way to develop and reinforce vocabulary.

**OBJECT OF THE GAME:** Collect letters by moving game token to various letter circles and spell words.

**MATERIALS NEEDED:** Shake & Make game sheet, two 30-sided letter dice, one six-side number die, 3/4" sticker dots (white recommended), one token for each player (coin, counting bears, bobbles, buttons, etc.), paper, pen or pencil.

**TO PLAY:** Each player places his token on the center circle labeled, "Any 2 Letters". Each player rolls the number die to determine starting player. The highest number begins play. First player writes any two letters on his paper and rolls the number die. Player moves token the number of spaces shown on die by following the lines from circle to circle. Players may not move their token to the same letter circle during the same turn but may use the same space on a subsequent turn. Players may not rest on the same space occupied by another player. Player chooses a letter from the letter circle he lands on and writes it on his paper. Player then places a sticker dot on the letter circle. The two 30-sided letter dice are rolled and player writes the letters shown on the white sticker dot. *If the player rolls a "wild" or "vowel", he may choose any letter or vowel to be added to his pool of letters.* He then rolls both letter dice **again** until only letters are rolled and placed in the letter circle.

It is then the next players turn. The play is repeated. Players take turns collecting and using the letters to spell words. Play continues until all players have had an equal amount of turns.

**IMPORTANT:** There are several letter circles that may not be changed. They are the "Any Letter" center circle, -ck, qu, V\_E, Vowel Team, R-control, and the C-le circles. If a player lands on any of these circles, they may choose any letter appropriate for the circle. *These letters must be used together in the same word. Example: If a player lands on V\_E, and writes "ake" on his paper, the "ake" combination must be used in its entirety and letters from the combination may not be omitted.* They do not roll the 30-sided letter dice after their turn since these letter circles may not be changed. These spaces may be landed on repeatedly throughout the game. Play continues.

**SCORING:** As letters are collected, players try to spell words. The longer the word, the higher the value. As words are spelled, the player crosses out the letters used. Scoring is as follows: 3 & 4 letter words = 3 points. 5 letter words = 5 points. 6 letter words = 7 points. 7 or more letter words = 10 points. *Example: The words, dog(3 pts.), flows(5 pts.), and trickled (10 pts.) would be a total score of 18 points.*

Remember: all combinations must be used in the same word and may not be separated. No penalty is assessed for having letters left over at the end of the game.

## VARIATIONS:

- 1) Select a theme. Any words created relating to the theme receive bonus points.
- 2) Use the week's spelling list. Collect letters to spell as many on the list as possible.
- 3) Allow players to pass or steal letters. This may be done by allowing each player to place a dot on the game sheet with the word "pass" or "steal" **before** their turn. A "Pass" space could have players passing a letter of their choice to the right or left. A "steal" space would allow a player to steal a letter or combination of letters from any other player. He may not steal any letters from a word already formed. If he does not land on that dot, it remains available for the next player. Once used, it is covered and new letters are rolled for that space.

- 4) Decide before the game begins if newly acquired letters may be added to existing words. Allowing this would increase the point value. Example: Adding “*ed*” to “*track*” would change it from a 5 point word to a 10 point word.
- 5) Use CLOVER categories. Each player must spell a word for each syllable category. Be sure to include a “*Rule Breaker*” category.