

Super Speller

One or more
players

Intermediate
Grade 3+



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

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 ten 30-sided letter dice in container. You will take turns building words and timing the other players. If you are playing by yourself, you may time yourself.

PLAYING THE GAME: Roll the dice and spill 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 $(3 \times 4)+5$ bonus points for a total of 17 points. One seven-letter word is $(1 \times 7)+12$ for a total of 19 points. After the four rounds are completed, count the number of words going across and down. Tally them on the score sheet and compute the totals. Adding all the totals will give you your score.

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 four rounds, whoever has the highest score is declared the winner. You can also modify the number of rounds you wish to play to make your game of Super Speller longer or shorter.

SUGGESTIONS/STRATAGIES: Remove the timing factor and/or reduce the number of dice for new spellers. If playing by yourself, time yourself and try to set a personal record. Add letters to an existing word, hoping to roll letters to complete a longer word on a following roll(s). BEWARE! You may not roll the letters needed to complete the word which could eliminate the scoring for that attempted word.