

Zap It! (Grade 3 or higher – two or more players)

Object of Game:

Create valid words (four or more letters) from the grid of letters in a limited amount of time.

Materials Needed:

Zap It! Grid sheet, ¾” dots (any color) paper, pen or pencil, a timer or clock/watch with a second hand, three or four 30-sided letter dice

Directions:

There are four rounds in Zap It! Each player has one turn in each round. Decide which player will go first. Play is ready to begin once the Zap It! Grid is filled in with letters. This may be completed any number of ways. Be as creative as you'd like. One suggestion is to fill in the grid squares with the letters of the players' names until the grid is complete. If all of the letters in the name are used, add a pet's name, teacher's name, street names....anything that has letters.

Round One:

This round is 45 seconds. All players search the same matrix of letters to create words of four or more letters. All letters must be adjoined left, right, top, bottom, or diagonal. A letter may be used only one time within the same word.

Each player calculates their score after each round.

Round Two:

The first player rolls the 30-sided letter dice. The letters shown on the face of the dice are written on the dots. The dots are placed on the matrix. If “wild” is rolled on the dice, the player writes his choice of letter (consonant or vowel) on the dot. If “vowel” is rolled, the player chooses any vowel to be written on the dot. The dots are placed on any of the consonants in the Zap It! Grid. Vowels must remain uncovered. Dots may be placed on dots. Once the dots are placed, the player has 45 seconds to find new words.

The round is complete after each player has taken a turn rolling the dice and given 45 seconds to look for words in the matrix.

Rounds Three & Four:

Each player rolls the 30-sided letter dice. Their letters are written on dots and added to the matrix. Play continues as in round two.

The game ends after all players have had four 45-second turns.

Scoring:

When a round is complete, players present their words to each other. Any word may be challenged for a correct spelling. Use a dictionary if needed. Each letter in a word is worth 2 points. If a player is the only person to have the word in that round, the score is

doubled. Proper names and abbreviations are not allowed. The player with the most points wins.

Variations & Suggestions:

- Younger students may want to be able to use words of three or more letters.
- Younger players could use a smaller grid matrix.
- Players may adjust the length of a turn.
- Add another 30-sided letter dice (if available) after each round. If additional dice are not available, roll the dice twice and add the letters before each turn.
- Create two-player teams allowing for more people to play without extending the length of the game.