



Turtle Hunt Game

*Play a game to rescue turtles on the back of the
Spelling and Vocabulary workbook!*

Help the turtles get back to the sea while spelling words or telling definitions.

Players must successfully complete a task before moving on the board. Roll a die, spin a spinner, or draw a number from 1 to 6 to move around the board using game pawns or small objects.

If a player's playing piece is on a space, another player cannot move to the same space. The player must go back to their original space and roll again. If the same letter is used more than once in a spelling word or spelling word list, the player must visit that space once for each time it is used.

Games: *Choose the rules for playing the game.*

Choose one:

Spell a Word:

One player or the teacher reads a word from the spelling list and the player taking a turn spells it correctly in order to get to move.

Vocabulary Games:

One player or teacher says a word from the list. The player taking a turn must tell a definition for it. The definitions don't have to be perfectly match the learned definition, but the player should capture the meaning of the word.

The game can also be played the opposite way. One player or teacher says a definition and the player taking the turn must say the word that matches the definition.

How to win rules and special spaces rules, choose one:

Race Game:

The first player to reach the turtles wins.

Roll again if a player lands on a starfish or a crab. If the space has a starfish, go forward that many spaces. If it has a crab, go back that many spaces.

Points Game:

Players get a point each time they complete a task (spelling or vocabulary answer). The game ends when one player reaches the turtles.

Players get a bonus point if they complete the task on a starfish space. If they get an answer incorrect while on a crab space, the player will lose a point. The player with the most points wins the game. Points can be tracked on a scorecard or use small objects.