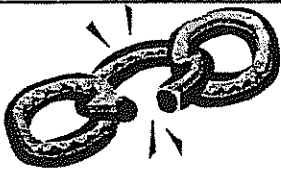


# CHAPTER 6: Program Implementation Cont.



## MISSING LINK

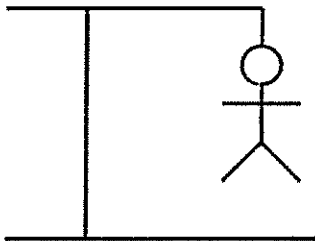
The vocabulary cards used in the first segment of the lesson are placed in a row. One player removes a card whilst the other player's eyes are closed. The other player must identify the missing card. Alternatively, the player may write the missing word.

## GUESS MY WORD

Write the first letter of a word. The student predicts what the word may be. A second letter is added and the process repeated, until the student correctly predicts the word or the whole word is written.

t.....  
to.....  
tom.....  
tomo....  
tomor...  
tomorr..  
tomorro.  
tomorrow

\* Magnetic letters may also be used

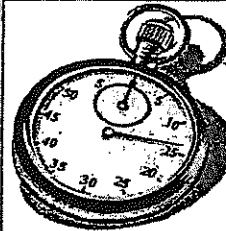


## HANGMAN

One player thinks of a word and represents each letter of the word with a dash.

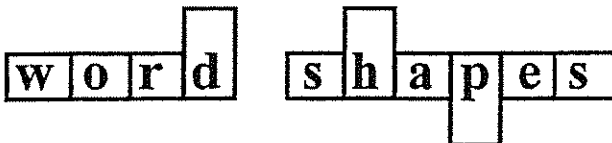
The second player tries to identify the letters (in any order).

If a correct letter is chosen, it is written in the relevant position above the dash. If the letter is incorrect, a picture of a person hanging is gradually developed. The aim is to identify the word prior to the picture being completed. Extension: Shannon's Game.



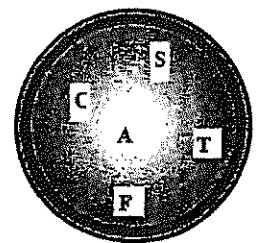
## WORD RACE

A letter or letter blend is chosen from a pack of cards. A timer is set whilst both players race to write a list of words beginning with that sound or letter combination. A variation of this is to write words ending with the sound or blend.



Use the paper backing from plastic book-covering adhesive and the vocabulary word list. Cut the shape of the words from the paper. Students must find the word to match a word shape.

## HOOKEY



Tape letters or blends over the numerals on a hookey board.

The player throws six rings at the hookey board. The player must name a word, beginning with that sound, before a ring can be removed. Double points are scored if two sounds can be used in the one word.

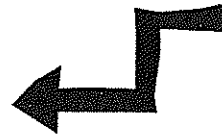
# CHAPTER 6: Program Implementation continued

## MAGAZINE HIGHLIGHTS

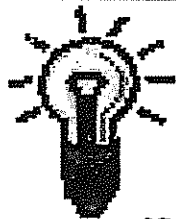


Using highlighter pens and a magazine, each player searches magazines and newspapers for words which are also contained on their vocabulary cards. The timer is set. Words are highlighted. The winner is the player with the largest number of highlighted words.

## WORD STAIRS



Each player takes it in turn to write a word beginning with the final letter of the preceding word.



## WORD SORT

The student classifies their list of vocabulary words eg words commencing with 'f' or words containing two syllables. An alternative to *Word Sort* is for each player to classify a group of words and their partner has to identify the type of classification used.

## MAKE A LETTER



Make a letter by cutting the letter out of crepe paper, newspaper, foil, sandpaper, etc. Then cover the letter with plasticine, confetti, macaroni, sawdust, etc.

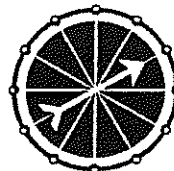


## BUILD A WORD

Two cubes are used. On the first cube a different consonant is written on each face, whilst on the second cube each face has a vowel written on it. The spare face is a WILD face and the player may choose whatever vowel they need. The two cubes are rolled simultaneously and the player must make a word using these two letters.

An extension of this game is to vary the letters/sounds written on the cubes according to the student's need/skill level.

## SPINNING WHEEL



Players take it in turn to spin the wheel. The player must provide a word for that sound.

## MATCHES



The student makes words from the vocabulary list using matches.