

ROLL AND READ

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|------|------|------|------|-------|--------|
| • | •• | ••• | •••• | ••••• | •••••• |
| bed | beg | den | bet | jet | pet |
| leg | hen | fed | pen | wet | peg |
| sell | hem | men | bell | led | fell |
| net | step | get | red | met | yet |
| wed | set | tell | net | ten | Meg |
| yen | less | sled | well | yell | mess |

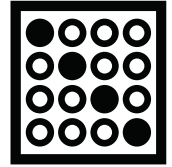
- Manipulatives (plastic tokens)
- Dice

1. Student rolls a die.
2. Student reads a word from the column for the number they landed on and they cover up the word.
3. Play continues until the game board is completely filled.



CONNECT 4

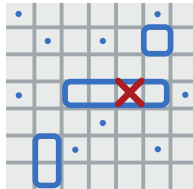
- Manipulatives (10 for each player-same color)
- Dice



Students roll the dice and pick a word in the column to read. They place their marker over that word after it is read. They take turns with a partner and try to connect 4 in a row (horizontal, vertical, or diagonal)

BATTLESHIP

- Highlighter
- Tokens
- Privacy Folders (Barrier between the game boards)
- Two Game Boards - one per player



Players start by coloring in two (or more) words that are next to each other (horizontally or vertically) on the game board so the "ship" is long enough to "sink".

One player calls out a word and their partner says "hit" or "miss". They put a token on each word they read. The first student to "sink" the other players "ship" by guessing the right words is the winner.

BUMP

- Stackable tokens (10 for each player-same color)
- Dice



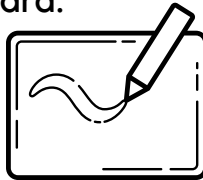
Students roll a dice and choose any word to read in that column. They place a token on top of the word. If they roll a number/word that already has a token on it, they can stack their token to protect it. If their partner has a block in that column, they can "bump" it out and take their spot. The player that gets rid of their 10 blocks first is the winner.

BE THE TEACHER

| | | | | | |
|------|------|------|------|-------|--------|
| • | •• | ••• | •••• | ••••• | •••••• |
| bed | beg | den | bet | jet | pet |
| leg | hen | fed | pen | wet | peg |
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| net | step | get | red | met | yet |
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- Word Cards
- Whiteboard
- Dry Erase Marker

1. Students work with a partner.
2. Partner A selects a card from the deck and reads it out loud to Partner B.
3. Partner B spells the word on the whiteboard.
4. Both students check for correctness and switch roles.



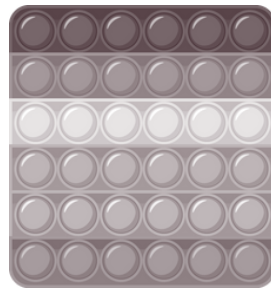
MEMORY

- 2 copies of Roll & Read (printed or words written on cardstock)



1. Place the word cards face down.
2. Students try to find a match for each word and read them out loud to capture them.
3. If they find a match, they get to go again.

POP IT RACE!



- 1 Pop-It for each player
- Dice
- Roll and Read Game Board

1. After rolling the dice, Player A read all the words in that numbered column.
2. Then they pop that number on their pop-it. Ex: If a student rolls a 5, reads word list 5, then pops 5 bubbles on the pop-it.
3. Player B Takes their turn
4. Students race to pop all the bubbles on their pop-it.

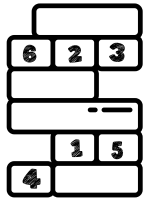
CROSS IT OUT!

- Pencil
- Each student needs a list of the words from a Roll and Read Game Board



1. Students begin by circling 3 words on their own version of the numbered list.
2. Teacher draws a number and reads the word associated.
3. Students locate that word on their list and cross it off.
4. The first student to cross out all 3 words that they circled is the winner.

TUMBLING TOWER



- Roll and Read Board
- Building blocks
- Die

1. place a number (1-6) on the end of each game piece
2. Partner A rolls a die, reads a word in that column and then removes a wooden game piece with the matching number
3. repeat with Player B. Game is over when the tower falls

BOOM!



- a set of large craft sticks numbered 1-6, 3-6 sticks labeled with BOOM!
- opaque container that holds the sticks
- Roll and Read Board

1. Place the sticks in the cup with the number and words at the bottom.
2. Students take turns drawing a stick and read a word in the column that matches the number.
3. If they draw a BOOM! stick, they put all their sticks back in the container.
4. Play for a set time. The person with the most sticks at the end wins!

STOP THIEF!

- Roll and Read Game Board cut up into word cards. (Works best with Review or lessons with multiple graphemes. *You may wish to copy on cardstock*)



1. Shuffle the deck and lay 4 cards face up. (Bone Pile)
 2. Deal one card to Player 1 who reads their card aloud.
 3. Player A then looks at the bone pile to see if any other words match the sound or spelling pattern of the word they just read. If they see some, they take them, read them and put them in a face up pile.
 4. Replenish the Bone Pile
 5. Player B has their turn BUT they can also steal and read words from another player.
 6. The player with the most cards wins.
- Players must read ALL words they steal out loud before placing them in a pile.

SNOWMAN

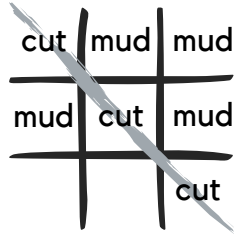
- Whiteboard
- Dry erase marker/eraser
- Laminated alphabet or set of alphabet magnets (used to identify/eliminate words)
- Roll and Read Board



1. Player A secretly selects a word from the Roll and Read Board and records the correct number of blanks needed to correctly fill in the letters to spell the word. i.e. shut = _ _ _ _
 2. Player B guesses letters/sounds. For each correct guess, Player A fills in the missing letter. For every error, they draw one part of a snowman.
 3. In order to win, the word must be spelled correctly BEFORE the snowman is complete.
- To keep track of guesses, use a set of magnetic letters, removing each one after it is guessed. Alternately, use a laminated list and cross them off after each guess.

TIC TAC TOE

- Dry Erase Board
- Dry eraser marker/eraser
- Roll and Read Board - cut up into word cards - no duplicates



1. Player A chooses a word to practice for the first round and records it in one spot on the game board.
2. Player B does the same.
3. Players take turns spelling and reading their word on each turn.
4. The first person to record three in a row wins.

CANDYLAND

- Candyland Game Board and Pieces - Label all game cards with numbers 1-6.
- Roll and Read Game Board 1/student
- bingo chips



1. Play Candyland as usual, however when a student turns over a card, they must read and cover a word from that column on their Roll and Read (if they run out of words, just clear the tokens and start again).
2. Student reads the word, then moves the number of spaces indicated by the number of squares on the Candyland card and NOT the number.

ROLL AWAY!

- Roll and Read Game Board (1/player)
- BINGO Tokens
- Die



1. Player 1 - Roll the die and read/cover that many words on their game board
2. Player 2 - Repeat
3. The player to cover all of their words first, wins.

CAPTURE THE FLAG

- 6 different colored game pieces (place one at the top of each Roll and Read Column)
- Roll and Read board inside a plastic pocket/page protector
- Dry erase marker and eraser



1. Player A selects a word to read and cross out.
2. Player B does the same.
3. Play continues until there is only one word left in the column to cross out.
4. If you are the player who crosses off the final word in a column, you capture the flag (game piece at the top of the column)
5. The person with the most flags wins.