

## Spelling Activities

### Speedy Spelling Bee

[http://www.education-world.com/a\\_lesson/02/lp282-04.shtml](http://www.education-world.com/a_lesson/02/lp282-04.shtml)

Teams of students work together in this spelling bee with a twist.

#### Objectives

Students will

- \* work in teams to spell words.
- \* take turns calling out letters to correctly spell words.
- \* earn points for each correctly spelled word.

#### Materials Needed

a list of spelling words (easy words, current/recent words, commonly misspelled words, or challenging words); see sample lists in Lesson Plan section below.

#### Lesson Plan

For this spelling game, arrange students into equal-size teams of anywhere from 3 to 10 players. Have students line up or sit in circles; each team should choose a member to be their first player.

Before beginning the game, decide whether you want the words in this spelling bee contest to be words most students should be able to spell without error, current spelling words, commonly misspelled words, or challenging words. (Use words from your school district's spelling program or see the spelling word resources that appear below.)

Choose a team to begin and call out a word for that team to spell; use the word in a sentence so students hear the word used in context. Have students take turns calling out one letter of the word at a time; the first student on the team calls out the first letter of the word, the second person calls out the second letter, and so on. (If the word has four or more letters and the team has only three members, then play returns to the first person on the team after the third letter is called out.) If the team correctly spells the word, they earn one point and play moves to the second team. If the second team spells their word correctly, they earn one point and play moves to the third team...

When a team spells a word incorrectly, play passes immediately to the next team. If that team spells the word correctly, they earn two points (the one they earned and the one that would have been given to the first team if they had spelled the word correctly); if the second team spells the word incorrectly, play

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passes to the third team, which earns three points if they correctly spell the word...

At the end of the game, the team with the most points might be awarded a special prize.

### Variations

After students get comfortable with the flow of the game, you might try the following variations:

- \* Place a time limit on play. For example, each team might have 15 seconds to spell their assigned word. If they take more time than that, play immediately moves to the next team.

- \* If a player makes a mistake by calling out the wrong letter, the next player on the team might be given the opportunity to correct the spelling error. If that player does not correct the error, play immediately moves to the next team.

### Assessment

Students will score 70 percent or better on a test of the words misspelled in the contest.

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### Quick Spell

<http://teachersdesk.org/spellquick.html>

Quick Spell is a fun activity designed to help students practice their weekly spelling words and foster cooperative learning. It can easily be adapted to all grade levels. Try using it for vocabulary study also, substituting definitions for pronouncing a spelling word.

Directions:

1. On 1" to 2" squares of tagboard or heavy paper print the letters of the alphabet. Make at least two of each consonant and three of each vowel.
2. Make several sets of these cards, writing the letters of each set in a different color.
3. Divide your class into teams of four or more members.
4. Give each team a set of cards. Have them spread the cards face up on their table or desk.
5. Pronounce a spelling word.
6. Say "GO!"
7. At this point the students work quickly together to find the letters necessary to spell the given word and arrange them in the proper order.
8. The first team to complete the word raises its hands, and the teacher calls, "STOP!"
9. Check the team's spelling. If it is correct, award the team a point. If it is not correct award each of the other teams a point.
10. Have the teams mix up their letter cards and continue with another word.
11. At the end of time, award the team with the most points a small prize or bonus points towards the end of the week spelling test.

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### Spelling Row

<http://teachersdesk.org/spellrow.html>

Spelling Row is a game that allows for multi-player participation. Similar to the traditional spelling bee, it differs in that a group of players is responsible for spelling one word. It can be adapted to any grade level and is an excellent method for reviewing assigned words prior to a weekly spelling test.

#### How to play

1. Divide your class randomly into teams of equal amounts. Arrange each team so that the members are in a row. You can allow the students to remain in their assigned seats if you choose. I like to mix up the teams so that different combinations of students are made each time we play.
2. Pronounce a word to be spelled.
3. Player one must PRONOUNCE the word and say the FIRST letter of its spelling.
4. Player two says the SECOND letter.
5. Player three says the THIRD, and so on until the last letter is said. It may be necessary to return to player one for another letter if the number of letters in the word is greater than the number of players on the team.
6. The last player must say the LAST letter and REPRONOUNCE the word.
7. If the team successfully spells the given word, award them a point. Keep track of team totals on the board.
8. If any team misspells a word or forgets to pronounce or repronounce a word, play stops immediately and the word passes to the next team.
9. Award small prizes or bonus points toward the upcoming spelling test to the winning team.

After playing this game a few times I allow my students to assume the responsibilities of pronouncer and scorekeeper. It's a wonderful game to encourage cooperative learning skills and allows the class a fun opportunity to practice their assigned spelling words.

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### Spelling Review Game

<http://teachersdesk.org/laurie.html>

This is a spelling game that I learned about as a student teacher.

1. Group the students in groups of four and assign each person a number (1-4)
2. Explain that they are going to each pretend to be the teacher. When you call out a word one person in the group will try to teach the others in the group the word. Use your judgment on how long to let them teach. I have used one minute to thirty seconds
3. When time is up the teacher will call out a number each person with that number in each group will come to the board and spell the word. All students will begin at the same time.
4. Points are awarded based on correct spelling.
5. You must explain that they are not in competition against teams but rather in competition within their group. The goal for this activity is to learn the words that they need to practice.

Submitted to The Teacher's Desk by Laurie S.

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### Spelling Battleship

<http://www.lessonplanspage.com/LASpellBattleship3JH.htm>

Grades 3-12

by Alisha Gilkison

Objective: The students will practice spelling vocabulary, make use of a grid, and develop a positive attitude toward learning.

Materials: A makeshift battleship gameboard. A-E/1-6

Procedure: Have each student pick a given number of spelling words from the list and write them arbitrarily on the battleship grid. They must have a partner for this game. The first player guesses a coordinate. For example, B-2. If there is a word in that box the second player tells them the word. The first player must spell it correctly to gain a point. If the first player does not spell it correctly, he/she does not get the point and loses the turn. However, they may guess the coordinate again. The first student to get all the words spelled correctly wins.