Rhyme Time

Players: 2 teams of 5–6 players, plus a caller

You need: chart paper, crayons or pencils, list of Unit 24 Spelling Words

How to play: Attach two sheets of chart paper to the wall, one on either side of the classroom. Sit with your team in a circle in front of your chart. Give a crayon or a pencil to one player on each team.

1. The caller reads a word from the list of Unit 24 Spelling Words. Teammates quickly discuss its spelling. Then they think of a word that rhymes with it. The rhyming word must have the same spelling pattern as the given word.

2. The player with the pencil goes to the chart paper. He or she writes the Spelling Word and the rhyming word. If the team could not think of a rhyming word that works, the player writes only the Spelling Word.

3. The player who wrote the word passes the pencil to the player on his or her left. The caller announces another Spelling Word, and play continues.

After all the words have been called, remove the charts and hang them side-by-side. Team members can take turns reading their rhyming pairs. Check for correct spelling. Discuss rhyming words that each team chose. One point is awarded for each word that is spelled correctly. The team with the most points wins.

Other ways to play this game: Play the game again using ten different words from Units 19–23.