

**Spelling
Game**

Fish and Spell

Players: 2–4

You need: yardstick, string, magnet, paper clips, fish pattern, tagboard, list of Unit 36 Spelling Words

How to play: Trace the fish pattern below 20 times onto tagboard. Write a Unit 36 Spelling Word on each fish. Leave blank spaces where the vowels should be. Then attach a paper clip to the tail of each fish. Last, make a fishing rod. Tie one end of the string to the magnet. Tie the other end to the yardstick. Scatter the fish shapes on the floor.

1. Player 1 uses the fishing rod to catch and pull up one fish. The player then spells the word on that fish. He or she must add the missing vowels. If the word is spelled correctly, the player keeps the fish. If the word is misspelled, the fish is “tossed back.”
2. Players take turns until all the fish have been caught. The player with the most fish at the end wins the game.

