Duck, Duck, Spell!

Players: 5 or more

You need: chalk, list of Unit 30 Spelling Words

How to play: Play this game with all of the Spelling Words from Units 25–29 or with one unit at a time. Write the Spelling Words on the board. Choose one player to be the tapper. The rest of the students should sit in a circle.

• The tapper walks slowly around the circle, gently touching each player’s head and saying the word duck. After a while, the tapper touches a player and says a Spelling Word instead of duck.
• The player tapped must spell the word aloud without looking at the board. The tapper may not move until the word has been spelled and the rest of the circle says the spelling is correct. At that point, the player who was tapped stands and chases the tapper around the circle twice. (Players may walk quickly, but should not run!)
• If the tapper sits safely, the other student becomes the new tapper. If the tapper is tagged, he or she must be the tapper for another round of Duck, Duck, Spell!