

# Spelling Game

## The Wheel Deal

**Players:** 2 players, plus a caller

**You need:** list of Unit 20 Basic Words for players and caller, chalkboard, chalk, poster board, brad

**How to play:** Players try to guess the letters that are in the mystery word.

1. The caller chooses a Basic Word and writes blank squares on the board to match the number of letters in the word.
2. The first player spins the arrow on the wheel. If the arrow stops on a number, the player guesses a letter that might be in the word. If the guess is correct, the player gets that number of points and the caller writes the letter in the appropriate square or squares. The player takes another turn.
3. If the player makes an incorrect guess or if the spinner stops on *Lose Turn*, the next player takes a turn. If the spinner stops on *Lose All Points*, the player loses all points *and* his or her turn. The game continues until a word is filled in. Then the caller chooses a new Basic Word. The game ends when five words have been spelled. The player with the most points wins the game.

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