

**Spelling
Game**

Alphabet Fish Tank

Players: two small teams of equal numbers, plus a checker

You need: 20 cards with a Unit 15 Basic Word on each one (for each team), a fish tank frame drawn on a sheet of paper for (for each team), crayons or markers (for each team), a list of the 20 Basic Words in alphabetical order for the checker, timer

How to play: Players alphabetize Basic Words.

- The checker sets the timer for one minute. One player on each team mixes the team's cards and deals five cards face down to the team. Players rearrange their five words by placing the cards in alphabetical order. When the time is up, the checker determines if each team's words are in alphabetical order. A successful team can draw one tropical fish in its tank.
- Five more cards are dealt to each team, alphabetized, and checked. More fish are drawn. When all the words have been dealt and alphabetized in groups of five, the team with the most fish in its tank wins.

Other ways to play this game: Make the game harder by having players alphabetize 10 or 20 words at one time.

