Spin and Spell

Players: 2

You need: Spell Check, Word Wheel, and spinner from page 85 (copy and cut out, mount wheel and spinner on tagboard); hole punch; round head paper fastener

How to play: Punch a hole in the spinner, then attach it to the center of the wheel with the paper fastener.

1. The first player spins the spinner and completes the spelling of the word for the picture closest to where the spinner stops.
2. The other player consults the Spell Check to confirm the spelling. Then players switch roles.
3. Players receive one point for each correctly spelled word.

Play continues until all the words have been spelled, or for a set amount of time.
Spin and Spell

Spelling Game

Spell Check
- drip
- grin
- drum
- trap
- drop
- trip

Use: For use with Unit 13.