Clap, Sit, Spin, and Hop

Players: 3 or more players

You need: Clap, Sit, Spin, and Hop cards from page 165 (copy, mount on tagboard, and cut out), chair, and desk

How to play: Players substitute actions for the vowels a, i, and o as they spell words. On the chalkboard, write the following:

\[ a = \text{clap} \quad e = \text{sit} \quad i = \text{spin} \quad o = \text{hop} \]

Place a chair and student desk at the front of the room. Shuffle the Clap, Sit, Spin, and Hop cards, and place them in a pile face-down on the desk.

1. The first player comes to the front of the room and chooses a card from the pile. He or she spells aloud the word shown on the card, substituting the appropriate actions for the vowels. For example, to spell wide, a child would say w, then spin around once, then say d, then sit down in the chair.

2. The child calls on another player to say the word and spell it aloud, using the missing vowels.

3. Players take turns until all the words have been spelled and acted out.
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Use: For use with Unit 25.