Players: 2–5, a caller

You need: a calendar page with large numbered squares for the days of the month, small buttons, pencils, paper, list of Unit 20 Basic Words

How to play: Give a button to each player. Players take turns tossing buttons and spelling Basic Words.

• Player 1 tosses a button into a square on the calendar. Hint: Player should aim for the highest numbers on the calendar!

• If the button lands in a square, the caller chooses a Basic Word from the list for the player to spell. If Player 1 spells the word correctly, he or she earns points equal to the number on the square where the button landed.

• If the button lands on a line or in a square with no number, the player must skip a turn.

Players take turns until each player has had three tosses. The player with the highest score after three tosses is the next caller.