



## Silly Sentences

- Make a silly sentence using the puzzle pieces
- Make sure that your sentence starts with a capital and ends with a period
- Make sure that your sentence has puzzle pieces with different colours at the top

**Example:** The blue frog jumped over the tree.

## **Silly Sentences**

- Make a silly sentence using the puzzle pieces
- Make sure that your sentence starts with a capital and ends with a period
- Make sure that your sentence has puzzle pieces with different colours at the top
- Write your sentence in the class Silly Sentence Book

**Example:** The blue frog jumped over the tree.

### **Sentence Cubes**

- Choose a red cube and roll it
- Use this red cube word in your sentence
- Arrange the green, blue, and yellow cubes around your red cube to make an interesting sentence
- Each sentence should have a capital at the beginning and punctuation at the end

## **Sentence Building**

- Connect 4 pieces to make a sentence
- Make sure that your sentence starts with a capital letter and ends with a period

**Example:** It is my ball.

### **Sentence Building**

- Connect as many pieces as you can to make a sentence
- Make sure that your sentence starts with a capital letter and ends with punctuation

**Example:** Come and see the brown teddy bear play ball.

## **Spelling Bee**

### **Player 1**

- Reach into the box without looking and choose a bee card
- Use the vowel cards to complete the word
- Keep the bee with the vowel card in front of you

### **Player 2**

- Reach into the box and try and make your own word
- The game is over when all of the bees have been completed

## **Wingo Game**

Each player takes a Wingo game card

### **Player 1**

- Reach into the black bag and pull out a tile
- Match the tile to the coloured rectangle on your Wingo game card

### **Player 2**

- Reach into the black bag and pull out a tile
- Match the tile to the coloured rectangle on your Wingo game card
- If the tile doesn't make sense, put it back in the bag and wait for your next turn
- The game is over when you finish one row of words that make sense

## **Dictionary Word Building**

### **Player 1**

- Choose a word in the dictionary
- Tell Player 2 what the word is, don't show them the word in the dictionary

### **Player 2**

- Find the magnetic letters that you will need to spell this word
- Spell the word on the magnetic board
- Check your spelling with Player 1, using the dictionary
- Correct your spelling if you need to
- Put the magnetic letters back in the bag
- Switch jobs with the other player



## **Dictionary Word Building**

### **Player 1**

- Choose a word in the dictionary
- Tell Player 2 what the word is, don't show them the word in the dictionary

### **Player 2**

- Find the magnetic letters that you will need to spell this word
- Spell the word on the magnetic board
- Check your spelling with Player 1, using the dictionary
- Correct your spelling if you need to
- Write the correctly spelled word in the Spelling Book using your best printing
- Put the magnetic letters back in the bag
- Switch jobs with the other player

## **Rhyming Words Dominoes**

Each player chooses six cards from the pile and puts them picture side up in front of them

### **Player 1**

- Put a card down

### **Player 2**

- Look through your cards and see if you can find a picture that rhymes with the card Player 1 put down
- Put the rhyming picture card down, making sure that it is touching the other picture
- Take a new card off the pile if you can't find a rhyming picture
- If you are stuck on what the picture is, flip the card over and try and read the word
- The game is over when one player has no cards left

## **Rhyming Words Dominoes**

Each player chooses six cards from the pile and puts them word side up in front of them

### **Player 1**

- Put a card down

### **Player 2**

- Read through your cards and see if you can find a word that rhymes with the card Player 1 put down
- Put the rhyming word card down, making sure that it is touching the other word card
- Take a new card off the pile if you can't find a rhyming word
- If you are stuck on what the word is, flip the card over and look at the picture for help
- The game is over when one player has no cards left
- Read all of the rhyming words that you used during the game

## **Three Word Rhymes**

- Spread all of the cards out, colour side up

### **Player 1**

- Find three cards that make a complete picture
- Read all three words on the cards

### **Player 2**

- Find three cards that make a complete picture
- Read all three words on the cards
- The game is over when all of the cards have been matched and all of the words have been read

## Three Word Rhymes

Spread all of the cards out, colour side up

### Player 1

- Find three cards that make a complete picture
- Read all three words on the cards
- Write down 4 more words on the whiteboard that also rhyme

### Player 2

- Find three cards that make a complete picture
- Read all three words on the cards
- Write down 4 more words on the whiteboard that also rhyme
- The game is over when all of the cards have been matched and all of the words have been read

### **Three Word Rhymes**

Spread all of the cards out, black and white side up

#### **Player 1**

- Find three cards that make a complete picture
- Read all three words on the cards
- Write down 4 more words on the whiteboard that also rhyme

#### **Player 2**

- Find three cards that make a complete picture
- Read all three words on the cards
- Write down 4 more words on the whiteboard that also rhyme
- The game is over when all of the cards have been matched and all of the words have been read

### **Headphone Reading**

- Put the headphones on your head
- Make sure that the dark blue band is resting on your neck
- Choose a book from the box
- Read the book

### **Sight Word Reading**

- Put the headphones on your head
- Make sure that the dark blue band is resting on your neck
- Choose a book from the box
- Read the sight words inside the front cover
- Read the book
- Find a picture word in the book
- Say 4 rhyming words into the headphones
- Find another picture word and 4 more rhyming words
- Choose another book and start again

### **Reading Rods**

- Open the book and look at the word
- Find the blue or green cube that can join onto the yellow rod and spell the word on page 1
- Read the next words in the book and make these words using the yellow rod and cubes

## Reading Rods

### Player 1

- Choose 5 yellow rods

### Player 2

- Choose 5 blue cubes

### To Play

- Work together to try and make 5 words
- Turn each word around to see how many other real words you can read
- See how many nonsense words you can find
- When you have read all of the words together, choose 5 new yellow rods and 5 blue cubes



## Reading Rods

### Player 1

- Choose 5 yellow rods

### Player 2

- Choose 5 green cubes

### To Play

- Work together to try and make 5 words
- Turn each word around to see how many other real words you can read
- See how many nonsense words you can find
- When you have read all of the words together, choose 5 new yellow rods and 5 green cubes

### **Alphabet Books**

- Choose a letter from the bag
- Say the name of the letter
- Find that letter in one of the alphabet books
- Draw a picture of something that begins with that letter in our class Alphabet Book
- Put the letter back in the bag
- Choose a new letter from the bag and start again

## **Alphabet Books**

- Choose a letter from the bag
- Say the name of the letter
- Find that letter in one of the alphabet books
- Write a word that begins with that letter in our class Alphabet Book
- Put the letter back in the bag
- Choose a new letter from the bag and start again

### **I Spy Phonics Fun**

- Choose a card from the bag
- Say the name of the letter and the name of the picture
- Find the matching I Spy book for that letter
- Find the word and picture that matches your card inside the book
- See if there are any other words in the book that you can read

### **I Spy Phonics Fun**

- Choose a card from the bag
- Say the name of the letter and the name of the picture
- Find the matching I Spy book for that letter
- Find the word and picture that matches your card inside the book
- Find five more words in the I Spy book that start with that letter

### **I Spy Phonics Fun**

- Choose a card from the bag
- Say the name of the letter and the name of the picture
- Find the matching I Spy book for that letter
- Read the I Spy book independently
- Look around the classroom and spy 3 things that begin with that same letter
- Write the name of those things in our class I Spy book

### **Teddy Bear Letters**

- Choose a letter from the bin
- Say the letter name
- Think of a word that starts with that letter and say it out loud
- Put the letter back in the bin
- Choose a new letter and start again

### **Teddy Bear Spelling**

- Sort the teddy bears by colour
- Make a 4 letter word using 4 different coloured bears
- Write the word on the whiteboard
- Choose 4 new letters and start again until you have 10 words on your whiteboard
- Try and make a word using as many colours as possible



### **Teddy Bear Spelling**

- Sort the teddy bears by colour
- Make a 3 letter word using 3 different coloured bears
- Write the word on the whiteboard
- Choose 3 new letters and start again until you have 10 words on your whiteboard

### **Word for Word**

- Spread all of the blue cubes out
- Choose 5 yellow cubes with red writing

#### **Player 1**

- Try and make as many words as you can by snapping together a blue cube with a yellow cube
- After you are done, read the words that you made to Player 2

#### **Player 2**

- Choose 5 new yellow cubes
  - Try and make as many words as you can by snapping together a blue cube with a yellow cube
  - After you are done, read the words that you made to Player 1
- 
- The game is over when each player has had 3 turns

## **Word for Word**

- Spread all of the blue cubes out
- Spread all of the yellow cubes with black writing out
- Flip the timer over

### **Player 1**

- Try and make as many words as you can by snapping together a blue cube with a yellow cube
- After the timer is done, read the words that you made to Player 2

### **Player 2**

- Try and make as many words as you can by snapping together a blue cube with a yellow cube. You cannot repeat the words that Player 1 made
- After the timer is done, read the words that you made to Player 1
- The game is over when each player has had 5 turns

## Word for Word

- Spread all of the blue cubes out
- Spread all of the red cubes out
- Spread all of the green cubes out
- The cubes should be snapped together in this order:  
green cube, red cube(s), blue cube

### Player 1

- Try and make as many words as you can by snapping together at least 3 cubes
- You need to be able to make at least 5 words
- Read the words that you made to Player 2
- Write the words that you made on the paper found in the box

### Player 2

- Take apart the words that Player 1 made
  - Try and make as many words as you can by snapping together at least 3 cubes
  - You need to be able to make at least 5 words
  - Read the words that you made to Player 2
  - Write the words that you made on the paper found in the box
- 
- The game is over when each player has had 3 turns. Make sure that you write all of your words on the same piece of paper

## **Magnetic Poetry**

There are many different activities that you can do with your partner. Read over the choices below and write some poetry!

### **Word Snakes**

- Put some words in a snake shape as fast as you can on the cookie sheet  
- don't worry about the order of the words!
- After you're done, read your new poem to your partner
- If you would like, you can rearrange the words in another order

### **Group Poems**

- Take turns putting down words with your partner
- Each of you should put down 5 words, to make a ten word poem
- Read what you have written and see if you both would like to add more words

### **Free Verse**

- Write a poem with your partner
- Copy your poem in the class poetry book found in the bin
- Make sure that you write down both of your names

### **Reading with Vowels**

- With your partner, choose a blue book and read it
- On the chalkboard, write down 5 words from the book that have the same vowel sound
- Write down 2 more words that have that vowel sound that are not in the book
  
- With your partner choose a green book and read it
- On the chalkboard, write down 5 words from the book that have the same vowel sound
- Write down 2 more words that have that vowel sound that are not in the book

### **Reading with Vowels**

- With your partner, choose a blue book and read it
- Think of 3 more words that have that same vowel sound
- With your partner, choose a green book and read it
- Think of 3 more words that have that same vowel sound

### **Blended Sounds**

- Choose a card from the bag
- Read the sound on the card
- Brainstorm 5 words that start with that sound
- Choose another card and start again



## **Word Building**

- Reach into the small bag and choose 2 vowels
- Reach into the big bag and choose 4 consonants
- Put the letters at the top of the whiteboard
- Brainstorm as many words as you can using these letters and write them on the whiteboard
- Tip: Start with making 2 letter words, then 3 letter words, until you try and make a 6 letter word
- Once you have made as many words as you can, put the letters back in the correct bags and choose 6 more letters to start again

### **Making a Class Dictionary**

- Look through a magazine and find a picture that you really like
- The picture needs to be smaller than your hand
- Cut the picture out and think about what letter of the alphabet it starts with
- Find that letter page in the class dictionary
- Glue your picture on this page
- Start again with another picture

### **Making a Class Dictionary**

- Look through a magazine and find a picture that you really like
- The picture needs to be smaller than your hand
- Cut the picture out and think about what letter of the alphabet it starts with
- Find that letter page in the class dictionary
- Glue your picture on this page
- Write the word that matches the picture underneath it
- Start again with another picture

### **Word Family Flip Books**

- Choose a flip book
- Read all of the words
- Try and think of 2 more words that could rhyme
- Put the book back in the box and choose a new one

### **Word Family Flip Books**

- Choose a flip book
- Read all of the words
- Try and think of 2 more words that could rhyme
- Put the book back in the box and choose a new one

### **Blended Sounds**

- Choose a card from the bag
- Read the sound on the card
- Brainstorm 10 words that start with that sound and write them down on the board
- Read the words on the back of the card
- Choose another card and start again

## Silly Sentences

- Lay out all of the conjunction cards (c) – they have the word 'and' on them
- Take 5 adjective cards (a), 5 noun cards (n), and 5 verb cards (v) each
- Use your cards and any of the 'and' cards to make 3 sentences

### Example:

a            n        v                    a    n            v  
cuddly penguins race and sticky crabs wiggle

### **Silly Sentences**

- Lay out all of the conjunction cards (c) – they have the word 'and' on them
- Take 5 adjective cards (a), 5 noun cards (n), and 5 verb cards (v) each
- Use your cards and any of the 'and' cards to make 3 sentences
- Write your 3 sentences down in the Silly Sentence book (don't forget to start your sentence with a capital and end it with a period)

**Example:**

Cuddly penguins race and sticky crabs wiggle.



## Sentences

- Take the bag with the yellow sticker in the corner
- Use the words to complete the sentences on your whiteboard

### Example:

The cat ran after the fox .  
Noun                      noun

## Sentences

- Take the bag with the orange sticker in the corner
- Use the words to complete the sentences on your whiteboard

### Example:

The father dropped his children off at school .

## Sentences

- Take the bag with the red sticker in the corner
- Each person take one of the whiteboards from the bag
- Use the words to make up sentences on your whiteboard
- Take away 2 words from each sentence and place them back in the pile
- Have your partner try to complete your sentences

### Example:

The father dropped his children off at school .

### **The Three Little Pigs – Beginning Sounds**

- Each player selects a pig
- Place the cards in a pile
- Player 1 picks a card and moves his/her pig to the square with the beginning sound (e.g., nut moves to Nn)
- Each player takes turns picking cards and moving until the first person reaches the Finish
- If you run out of cards, shuffle and replace them in a pile

### **Little Red Riding Hood – Beginning Sounds**

- Each player selects a wolf
- Place the cards in a pile
- Player 1 picks a card and moves his/her wolf to the square with the beginning sound (e.g., fish moves to Ff)
- Each player takes turns picking cards and moving until the first person reaches the Finish
- If you run out of cards, shuffle and replace them in a pile

### **Jack and the Beanstalk – Beginning Sounds**

- Each player selects a bean
- Place the cards in a pile
- Player 1 picks a card and moves his/her bean to the square with the beginning sound (e.g., tooth moves to Tt)
- Each player takes turns picking cards and moving until the first person reaches the Finish
- If you run out of cards, shuffle and replace them in a pile

### **The Three Bears – Beginning Sounds**

- Each player selects a bear
- Place the cards in a pile
- Player 1 picks a card and moves his/her bear to the square with the beginning sound (e.g., dog moves to Dd)
- Each player takes turns picking cards and moving until the first person reaches the Finish
- If you run out of cards, shuffle and replace them in a pile

## Chip-O!

- Each player picks one colour of chips
- Shuffle the cards and place them face down in the center of the board
- On your turn, pick a card from the pile and look for the matching picture
- Read the word out loud and place one of your chips on the board
- Place the card on the discard pile off to the side of the board
- The first person to place four chips in a row wins
- As you play, you can block others from getting four chips in a row
- **Wild Card** – if you pull a wild card you can place a chip on any free space



### Rhyming Chip-O!

- Each player picks one colour of chips
- Shuffle the cards and place them face down in the center of the board
- On your turn, pick a card from the pile and look for a picture that rhymes with the word on your card (e.g., the card reads “dog” and you place your chip on the frog picture)
- Read the word out loud and place one of your chips on the board
- Place the card on the discard pile off to the side of the board
- The first person to place four chips in a row wins
- As you play, you can block others from getting four chips in a row
- **Wild Card** – if you pull a wild card you can place a chip on any free space

### Vowel Bingo

- Choose a caller (the caller will play too)
- Each player gets 1 bingo card and 8 chips
- The caller picks a card and calls out the vowel sound (e.g., short a)
- Each player puts a chip on the word that has the same sound
- The first person to cover their bingo card wins!

### **Rhyming Bingo**

- Choose a caller (the caller will play too)
- Each player gets 1 bingo card and 8 chips
- The caller picks a card and calls out the word on the card (e.g., frog)
- Each player puts a chip on a word that rhymes with the word called (e.g., frog, dog)
- The first person to cover their bingo card wins!

### **Rhyming Bingo**

- Choose a caller (the caller will play too)
- Each player gets 1 bingo card and 9 chips
- The caller picks a card and calls out the picture on the card (e.g., train)
- Each player puts a chip on a word that rhymes with the word called (e.g., train, plane)
- The first person to cover their bingo card wins!

### **Spaghetti Spelling**

- Take a word card
- Use the pasta to form the letters of each word on top of the word card
- See how many spaghetti words you can spell!

### **Spaghetti Spelling**

- Take a word card
- Use the pasta to form the word on a blank orange card
- See how many spaghetti words you can spell!

## **Rhyming Match Me**

### **1 Player – Word Match**

- Read the word on the card
- Turn the card over to see if you were right
- Match each card with another rhyming card

## **Rhyming Match Me**

2+ Players – Draw a Rhyme

- Shuffle the cards
- Deal 5 cards to each player
- Place the rest of the cards in a pile
- Take turns picking a card and try to make a rhyming pair with the cards in your hand
- Place each rhyming pair that you make on the table
- When the pile is gone, the player with the most rhyming pairs wins!

## **Rhyming Match Me**

3+ Players – Go Fish For Rhymes

- Shuffle the cards
- Deal 5 cards to each player
- Place the rest of the cards in a pile
- Take turns asking another player for a card that rhymes
- If the player does not have a rhyming card, they tell you to “Go Fish!” and you pick a card from the pile
- Place each rhyming pair that you make on the table
- When the pile is gone, the player with the most rhyming pairs wins!



### **Word Family Tales**

- Select a Word Family Tale book
- Read the story alone or with a partner
- Use a whiteboard marker to make as many words as you can on the word family card
- Use the cloth in the bin to clean your card when you are done

### **Word Family Cards**

- Select a word family card
- Use the whiteboard marker to write as many words as you can for that word family
- You can use the alphabet strip in the bin to help you make words
- Use the cloth in the bin to clean your card when you are done

### **Sight Word Bingo**

- Choose a caller (the caller will play too)
- Each player gets 1 bingo card and 8 chips
- The caller picks a card and calls out the word
- Each player puts a chip on the word that has been read
- The first person to cover their bingo card wins!

### **Sight Word Bingo**

- Choose a caller (the caller will play too)
- Each player gets 1 bingo card and a pile of chips
- The caller picks a card and calls out the word
- Each player puts a chip on the word that has been read
- The first person to get 5 in a row on their bingo card wins!

### **Sight Word Bingo**

- Choose a caller (the caller will play too)
- Each player gets 1 bingo card and a pile of chips
- The caller picks a card and calls out the word
- Each player puts a chip on the word that has been read
- The first person to get 5 in a row on their bingo card wins!

### **Beginning Letter Bingo**

- Choose a caller (the caller will play too)
- Each player gets 1 bingo card and 8 chips
- The caller picks a card and calls out the letter on the card
- Each player puts a chip on a word that begins with the letter called
- The first person to cover their bingo card wins!

### **Puppy Phonics – Short Vowel Game**

- Each player selects a puppy
- Each player places his/her puppy on Start
- Place the spinner with the red side up
- Player 1 spins and moves his/her puppy to the first square with the short vowel sound (e.g., a moves to cat)
- Each player takes turns spinning and moving until the first person reaches Home

### **Puppy Phonics – Blends Game**

- Each player selects a puppy
- Each player places his/her puppy on Start
- Place the spinner with the blue side up
- Player 1 spins and moves his/her puppy to the first square with the beginning blend sound (e.g., sh moves to shoe)
- Each player takes turns spinning and moving until the first person reaches Home

### **Word Family Cards**

- Stack the cards with the picture side up
- Pick a card and write 5 words on the whiteboard that have the same ending as your card
- Turn over the card and read each of the words listed out loud
- Check to see if you wrote any of the same words
- Continue picking up cards from the deck and writing more word families



### **Sorting Letters**

- Lay out the yellow cards on the floor beside each other
- Sort the letter cards by placing each letter under the yellow card that describes it the best (e.g., h is under hump)

### **Alphabet Bingo**

- Choose a caller (the caller will play too)
- Each player gets 1 bingo card and 8 chips
- The caller picks a card and calls out the letter on the card
- Each player puts a chip on that letter called
- The first person to cover their bingo card wins!

### **Alphabet Cards**

- Take the cards off the ring and match the uppercase and lowercase letter cards (e.g., Apple, alligator)

### **Alphabet Finger-painting**

- Select one letter card from the bin
- Dip your finger in the cup of water and print the upper case letter from the card onto the chalkboard
- Be sure to start at the happy face in the corner (when you can)
- Turn the chalkboard over and print the lower case letter with water
- Select the next letter card and do the same

### **Alphabet Concentration**

- Shuffle the cards and lay them out face down
- Player 1 turns over two cards to see if they match (one lowercase with one uppercase)
- They collect them if they match, if they don't they turn them face down
- Take turns trying to match up the cards

## Pharaoh's Phonics

### Set-up

- Each player select a coloured pyramid
- Place 1 yellow triangle on the top of your pyramid (a vowel) – every word in your pyramid must have this vowel in it
- Find 3 yellow cards that have the same vowel as your triangle card and place them on the three levels of your pyramid
- Put the rest of the yellow cards back in the box
- Place the green cards face down on the table
- Each player should pick 4 green cards and place them letter side up in front of you

### How to Play

- Spin the spinner and follow the directions
- Try to make words on each level of your pyramid
- At the end of your turn take 2 cards (yellow or green) to use on your next turn
- Be the first player to build 3 words and you win!

### Spinner Directions

**Draw:** Draw 1, 2, or 3 cards. You can choose yellow or green or both

**Trade:** Trade in up to 3 cards

**Steal:** Take a card from another player (not their vowel)

**Catch a Camel:** Take a camel from the pile and place it on an end space of any row on your pyramid. This allows you to shorten a word row. If there are no camel cards left, steal 1 from another player

## Pharaoh's Phonics Blends

### Set-up

- Each player select a coloured pyramid
- Place 1 yellow triangle on the top of your pyramid (a vowel) – every word in your pyramid must have this vowel in it
- Find 3 yellow cards that have the same vowel as your triangle card and place them on the three levels of your pyramid
- Place the purple and green cards face down on the table
- Pick 3 purple cards and 2 green cards and place them letter side up in front of you

### How to Play

- Spin the spinner and follow the directions
- Try to make words on each level of your pyramid
- At the end of your turn take 2 cards (yellow or green) to use on your next turn
- Be the first player to build 3 words and you win!

### Spinner Directions

**Draw:** Draw 1, 2, or 3 cards. You can choose yellow or green or both

**Trade:** Trade in up to 3 cards

**Steal:** Take a card from another player (not their vowel)

**Catch a Camel:** Take a camel from the pile and place it on an end space of any row on your pyramid. This allows you to shorten a word row. If there are no camel cards left, steal 1 from another player

### **Awesome Alliteration**

- Pick a letter from the bag
- Write as many words as you can that start with that letter on the paper provided
- Write one sentence using some of the words from your list on the roll of paper in the bin
- Draw a picture beside your sentence

Example:

Bobby built beautiful buildings by the beach.

### **Funny Phonics**

- Complete each puzzle
- Read the word out loud
- Cheer the word
- Read the sentence on the back of the puzzle

#### **Challenge:**

- Place all of the cards with the same short vowel sound beside each other with the sentences facing up
- Mix-up the top puzzle pieces and try reading the new sentences



## **Phonics Stamps**

- Take 3 stamps of each colour
- Press each stamp on an ink pad and then on a piece of paper
- Say the word
- Fill in the missing letter

## Phonics Stamps

- Take 5 stamps of each colour
- Press each stamp on an ink pad and then on a piece of paper
- Say the word
- Fill in the missing letter
- Draw a picture beside each stamp that has the same beginning, middle or end sound

## Phonics Stamps

- Pick one stamp of each colour
- Use these 3 stamps to make a sentence
- Write your sentence on the piece of paper
- Create 5 sentences

### **Sight Word Magnets**

- Close your eyes
- Pick out word from the container
- Read the word to a partner
- Stick the word onto the magnetic board
- Build the word below with magnetic letters

## Dictionary Word Search

- Select a letter card
- Find 5 words in a dictionary that start with the same letter
- Write the 5 words neatly in the alphabet book on the right page
- Make sure that you don't write any words that are already in the book
- Draw a picture beside each word
- When you are done you can repeat with a new letter

## **Word Wall Fun**

Spin the spinner and follow the directions using words from the Word Wall

### **Guess the Rule**

- Secretly spin the spinner and read it silently
- Name the word from the Word Wall that fits
- Have other students try to identify the section on the spinner that you landed on

### **All for One**

- One student spins the spinner and reads aloud the task
- The other students try to find a word that fits the task
- The student who answers first correctly gets to spin next