**Day One** (11/28/11)

**Spelling Contest**

**Materials needed**: 48 writing boards, 48 markers, 24 erasers (socks), 200+ flags, 2 mats

 Teacher

**Team Area**

experts

**Gym Set-up**: Players are on one

end of the gym with a teammate. Each

team has two writing boards, a marker,

and a sock. At the other end stands the

teacher with a list of spelling words.

**Object of the Game**: Each team attempts

To make “expert” by scoring enough points

by spelling the given word correctly in the time allotted. When a word is spelled correctly **and** the player arrives on time at the far end of the *Play Area* a flag is taken.

**Rules of play:** Each team consists of 2 players. Each team has two writing boards and **one** marker & sock. The teacher announces the word to be spelled (from the easiest column of spelling words) and uses it in a sentence. *Player A* has 10 seconds to write the word and bring the board down (leave the marker for *Partner B*). All those who make it take one flag. Those who don’t arrive on time or have a misspelled word go home without a flag. *Partner B* does the next word. Seven words are given. Teams with 5 flags are experts.

\*Once all have gathered that are eligible the teacher spells the word. Students self-check (or have another check theirs). The honor system is used. A student violating the honor system is out for the remainder of the day.

**Game Two**: Experts now must move back to the next line and play from there.

**Game Three**: Selected from the expert teams is one team of taggers who each take a “magic wand.” Taggers are stationed throughout the play area but not on mats (or dots). Players may stop on mats to avoid being tagged but still must arrive within the time given. If tagged the player has 5 jumping jacks but may continue. All teams ar4e back to one word.

**Game Four**: Taggers may only tag players who have a flag and are returning home. If tagged the flag is lost and the player returns home. Flags on the floor may be rescued by others who already have a flag.

Oddball space rain

Black mane tale

Brain paint place

Rash blame train

Main faint want

Chain camp tail

Said frame flash

Kick take took

Bike sick locl

Shook shake duck

Duke spoke pack

Strike cook lick

Sock smoke look

Truck like book

**Unscrambling Words** (11/29/11)

**Materials needed:** 24 magic wands, 48 boards,

 **A A X X S S**

 **Z Z M M**

 **I I H H L L**

 **K K O O V V**

48 markers, & 24 erasers, master list of words,

24 soft balls

**Gym Set-up**: Players are in teams of two seated

throughout the Play Area. Each team shares a ball

and a wand. Each player has his/her own board

and marker.

**Object of the Game**: Individual players attempt to take the announced letters and place them into

**Rules of play**: Each team may send one player at a time to the mats to copy the letters from the index card to the whiteboard and return. When one player returns the one who is waiting may leave. If stumped the team may send a player to the **Master** list posted at the near end.

**Game Two:** “Experts” from game one now must solve the six 4 letter scrambled words while non experts do the flip side of the 3 letter word cards (sides are numbered 1 & 2). Players now must run down and *remember* the letters.

**Game Three**: Selected from the experts will be one team of taggers. Taggers may tag only their own gender. Players are safe while on the mats or in the team area but may be tagged at any other time. If tagged that player must go to jail. To get out of jail a player must do 5 jumping jacks. In this game only the cards with four letter words are to be unscrambled. Experts are teams that get at least 5 of 6 unscrambled.

**Game Four**: All teams must now unscramble the five letter words. Taggers are again chosen from the experts. (this stage is very unlikely)

**Five Letter Words**

**Side #1**

ULWOD – (would)

NGAAI – (again)

TROHE – (other)

ETHIR – (their)

TREAF – (after)

HHCIW – (which)

**Three Letter Words**

 **Side #1 Side #2**

SHI – (his) LAL – (all)

URO – (our) LOD – (old)

ANM – (man) PTU – (put)

WOT – (two) OYU – (you)

GTE – (get) ROF – (for)

HES – (she) NEO – (one)

**Four Letter Words**

 **Side #1 Side #2**

ROYU – (YOUR) REEW – (were)

DASI – (said) YMAN – (many)

LIWL – (will) TNEH – (then)

NEBE – (been) CEMO – (come)

GODO – (good) WOND – (down)

HATT – (that) WONK – (know)

**Scrambled Sentences** (12/02/11)

**Materials needed**: 48 whiteboards & markers, 16 socks, 10-15 scrambled sentence sheets, 32 scooters

**Play Area**

**Team Area #1**

**Gym Set-up**: Players are on teams of three

 **Team Area #2**

in *Team Area #1*. Each team has 3 markers,

3 writing boards, and a sock. Across from *Team*

*Area* *#1* are posted 8 scrambled sentence

sheets. Across from *Team Area #2* are 6 more

sheets with longer scrambled sentences. In the

corner between the team areas are the scooters

to be used by experts from Game One.

**Object of the Game**: Teams try unscramble the sentences and write them correctly.

**Rules of Play**: Each team sends out two players in a staggered start (when the first arrives at the far wall the second may begin) to the scrambled sentence sheets. Each player writes down the 4 words and returns home to write the sentence correctly. When all six sentences are correctly written the captain brings them to the teacher to be checked. If correct the team moves to Team Area #2 and uses two scooters to begin Game Two.

**Game Two**: Players may boogie board or knee board from Team Area #2 down to the far end to read the scrambled sentence. The scooter must be ***carried*** back. Two players may go as before. Each sentence is now one word longer. When all six are written correctly they are brought to the teacher for review. If correct the team goes on to Game Three.

**Game Three:** Players now may ride down as before but must remember the words in the sentence. No white board or marker may be taken. Teams that make it to Game Two are experts. Teams that make Game Three are Super Experts.

**GAME TWO**

7 was very The moon bright.

8 The lagoon crocodiles has monster.

9 little fell asleep The dog.

10 keys I car lost my.

11 wintry It cold outside is.

12 driveway too This is long.

**GAME ONE**

1 cat quietly the purred.

2 ran fast dog the.

3 very was it stormy.

4 I trash the covered.

5 two ran miles I.

6 the cleaning plate needs.

**GAME THREE**

13 eat spaghetti love I to.

14 Ice the best cream is.

15 me that winter Hand scarf.

16 read night Michael books all.

17 give a You headache me.

18 North school great Trail is a.

**Compound Words** (12/7/11)

**Materials needed**: 5-6 sheets of the first half of common compound words, 12-15 magic wands, 24-30 whiteboards, markers, and erasers

**Gym Set-up**: Players are in teams of two seated

 **2nd half lists**

 **2nd half lists**

back to back on the center line facing opposite

walls. Each player has a whiteboard, marker, and

sock. Posted on each wall are identical lists of the

2nd half of the compound words. Each pair has at

its place a TicTacToe game sheet.

**Object of the Game**: Players attempt to place their mark on the game sheet in a line of three while preventing their partner from doing so.

**Rules of play**: The teacher reads the first half of the compound word. The players then run with board in hand to their respective wall to search the lists for the correct word ending. After completing the word the player returns home. The first player to step on the dot AND has the correct compound word written on the board gets to fill in the TicTacToe first. If the other player arrives back before time runs out with the correct answer s/he also gets to fill in a space. When a TicTacToe game is won the two players move to the line further from the victor’s wall.

**Game #4** **over**coat

**Heart**broken

**air**mail

**Chop**stick

**child**hood

**Cast**away

**bird**bath

**Dog**fight

**Game #3**

**Pitch**fork

**touch**down

**side**ways

**Sun**shine

**Mail**box

**pay**check

**Game #1**

**High**way

**Home**work

**Pe**anut

**Rail**road

**Cow**boy

**Toe**nail

**Game #2**

**Base**ball

**Sail**boat

**Play**ground

**Her**self

**Wish**bone

**Tooth**brush

**GAME #4**

**BATH**

**HOOD**

**BROKEN**

**COAT**

**AWAY**

**STICK**

**FIGHT**

**MAIL**

**GAME #3**

**WAYS**

**FORK**

**CHECK**

**SHINE**

**BOX**

**DOWN**

**GAME #2**

**BONE**

**BALL**

**BRUSH**

**SELF**

**GROUND**

**BOAT**

**GAME #1**

**ROAD**

**NUT
NAIL
WAY
WORK**

**BOY**

 Game One Game Two Game Three

 Game Four Game Five Game Six

 Game One Game Two Game Three

 Game Four Game Five Game Six

**Dual Definitions** (12/13/11)

**Materials needed**: 48 writing boards, 24 markers, 24 erasing socks, 200+ flags, 2-3 mats



Play Area

 Teacher

 **Team Area**

**Gym Set-up**: Players are on one

end of the gym with a teammate. Each

team has two writing boards, a marker,

and a sock. At the other end stands the

teacher with a list of dual definitions.

Posted on the wall in the Team Area is the

Word Bank containing all the words for

the games.

**Object of the Game**: Each team attempts to become an expert team by correctly determining the word being defined by the teacher.

**Rules of play:** Each team consists of 2 players. Each team has two writing boards and one marker & sock. The teacher announces the definitions of the word to be spelled. *Player A* has 10 seconds to find *and* write the word *and* bring the board down (leave the marker for *Partner B*). to the teacher. All those who make it take one flag. Those who don’t arrive on time or have a misspelled word go home without a flag. *Partner B* does the next word. Seven definitions are given. Teams with 5 flags are experts.

\*Once all have gathered that are eligible the teacher spells the word. Students self-check (or have another check theirs). The honor system is used. A student violating the honor system is out for the remainder of the day.

**Game Two**: Non experts now move one line closer to the teacher. Experts move one line further away.

**Game Three**: Selected from the expert teams is one team of taggers who each take a “magic wand.” Taggers are stationed throughout the play area but not on mats (or dots). Players may stop on mats to avoid being tagged but still must arrive within the time given. If tagged the player has 5 jumping jacks but may continue.

**Game Four**: Taggers may only tag players who have a flag and are returning home. If tagged the flag is lost and the player returns home. Flags on the floor may be rescued by others who already have a flag.

**GAME TWO WORD BANK**

Sick Flake Race

Safe Pack Shake Spoke

**GAME THREE WORD BANK**

Spike Bat Hand Shake Wake Quack

Lock

Fast

**GAME ONE WORD BANK**

Sock Strike Duck Hose Cape

 Sack Sick

**GAME FOUR WORD BANK**

Trail Drive Train

 Feet Head

Stick Fast Bread

Fast

Dual Definitions

**Game One**

Water runs through this OR socks or stockings. **Hose**

This bird loves the water OR to bend low. **Duck**

This is often worn by superheroes OR a land mass that juts out into the ocean **Cape**

This is a type of music OR something you should never throw **Rock**

This is a type of bag OR a play in football. **Sack**

This is something you wear OR a way to hit something or someone. **Sock**

This is a pitch in baseball OR when workers stop working. **Strike**

**Game Two**

This part of a bicycle OR when you have said something **Spoke**

This is something you carry things in OR what you do before you go on a trip **Pack**

This is when your dog attacks OR when you don’t feel well **Sick**

This is an unusual person OR a cereal **Flake**

This is a person’s ethnic background OR when runners compete **Race**

This is where you put valuables OR when you beat the throw to the base **Safe**

This is something you drink OR when you move something back and forth quickly **Shake**

**Game Three**

This is what you attend when someone dies OR what a boat leaves behind **Wake**

This is a crazy doctor or the sound you might hear when duck hunting **Quack**

This is a small snippet of someone’s hair OR what you put on your shed door **Lock**

This is a shot in volleyball OR a very, very large nail **Spike**

This is something that flies at night OR a piece of baseball equipment **Bat**

This is your collection of cards in a card game OR a body part **Hand**

This is when you don’t eat for a long time OR when you are a quick runner **Fast**

**Game Four**

This is your tee-shot in golf OR what you do in your car **Drive**

This has mode of travel has many cars OR what you do to get in shape **Train**

This is a twig OR when something fastens itself to something else **Stick**

This is to be behind OR a walking path **Trail**

This is a measurement of distance OR what you walk on **Feet**

This is slang (another name) for money OR an essential part of a sandwich **Bread**

This is the beginning of a hiking trail OR a body part **Head**

**GAME FOUR WORD BANK**

Trail Drive Train

 Feet Head

Stick Fast Bread

Fast

**GAME THREE WORD BANK**

Spike Bat Hand Shake Wake Quack

Lock

Fast

**GAME TWO WORD BANK**

Sick Flake Race

Safe Pack Shake Spoke

**GAME ONE WORD BANK**

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