

BIG WORDS Game Play

1. Have students cut apart the letters, and then begin forming as many words as possible using those letters. Remind them to not share ideas with partners, and to not call out words as they work (especially the Big Word).
2. After about fifteen minutes, have students draw a line under their last word, and then number their list. They cannot add to or change their lists, but new words that they hear from classmates should be added.
3. Divide the class into two teams. Direct students to use their pencil to “star” their four best words which they would like to share. These should be words which the other team might not have.
4. Determine how the score will be kept (on a chalkboard, interactive whiteboard, etc.). The teacher should also have a way to publicly write words as they're shared so that students can copy them more easily. Here are links to a [PowerPoint scoreboard](#) or an [online scoreboard](#).
5. Hand a stuffed animal or other object to the first student from each team. This tangible item will help the students, and you, to know whose turn it is to share. Tell students that only the player holding the stuffed animal may speak. Other players who talk out of turn will cost their team one penalty point. These penalty points should be awarded to the opposing team, not subtracted from a score. This will greatly reduce unnecessary noise.
6. Play takes place as follows: The first student shares a word, nice and loud. He or she spells it out. If any player on the **opposing team** has that word, they raise their hand quietly and the teacher checks to see that it is the same word. (It doesn't matter if any student on the speaker's team has the word or not). Every player who has it should check it off, and every player who does not have it should write it into their notebook.
7. If no player on the opposing team has the word, then the team scores 3 points. If anyone on the opposing team has the word, then only 1 point is scored.
8. If a player shares a word which has already been given aloud, their team is penalized 2 points! This helps everyone to pay better attention to the game.
9. Ironically, the Big Word counts for as many points as any other word. Feel free to change that if you prefer, but I discovered that if I make it worth more points, students waste an extraordinary amount of time trying to form the Big Word alone, while ignoring the creation of any smaller words.
10. Play until a predetermined time, and then if the Big Word hasn't been formed yet, provide students with the first two or three letters to see who can create it.

See the whole post at

<http://teachwithpicturebooks.blogspot.com/2016/10/yet-another-game-to-play-in-class.html>