

BLAKE'S

Spelling Games

Del Merrick


PASCAL
PRESS

✓ To the
ENGLISH
LANGUAGE
ROOM

GAME 1 Beat the Bomb

Spelling content

Beat the Bomb helps students develop a keen sense of the recurring patterns in English.

Each level within the games reinforces the spelling of a different group of word formats.

For example:

Level 1C – vowel teams

Level 3D – prefixes up-, down-, over- and under-

Level 5D – words ending in 'o'.

INSTRUCTIONS

Find the letters that spell the secret word.
Select a letter by using the screen or computer keyboard.
You have 10 chances before the bomb explodes!
Ready? Click NEXT.

BEAT THE BOMB

Game SCORE
A 0

p a p _ _

Keyboard

q w e r t y u i o p
a s d g h j k l
z x c v b n m

EXIT

NEXT



How to play

In this game, the player is given a series of dashes to indicate the letters of a word. The player chooses and clicks a letter on the keyboard. The letter will disappear from the keyboard. It will either appear in the correct position in the word OR the counter will count down one. The player tries to decipher the word before the bomb counts down to zero, and explodes. The player scores points for all words completed correctly.

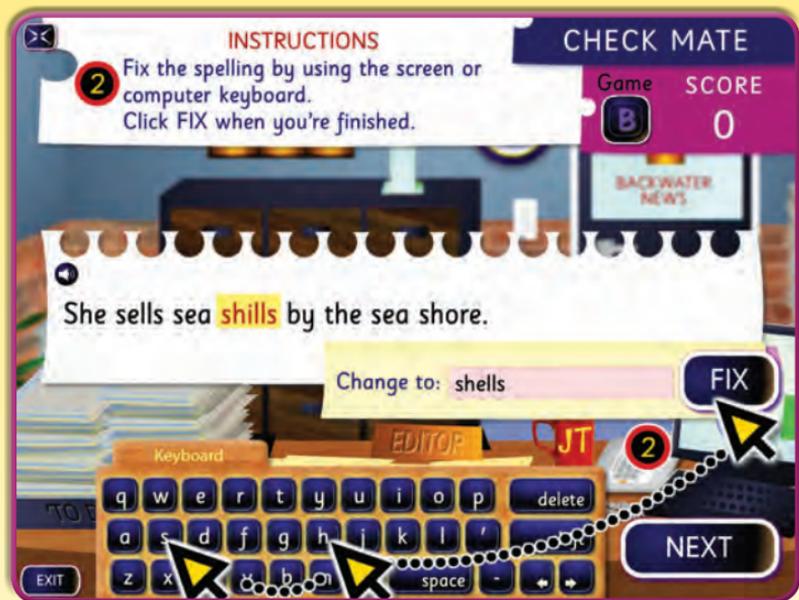
Results can be printed on completion of each game.

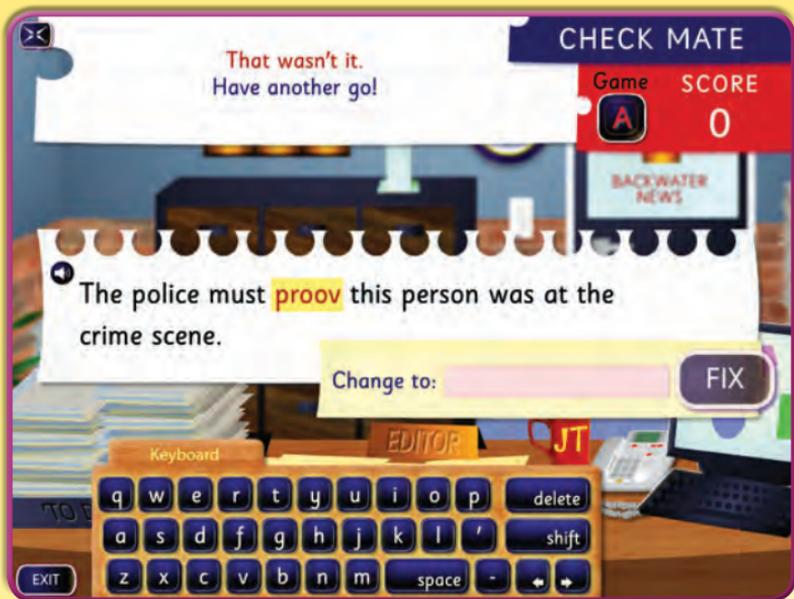
GAME 2 Check Mate

Spelling content

Check Mate is designed to hone proofreading skills and to further reinforce the correct spelling of both sight words and words that contain recurring patterns in English.

The game will also develop visual skill i.e. knowing what words look like when they are correct and when they are incorrect.





How to play

In this game, the player is given a sentence containing one spelling error.

The player must first locate and highlight the error, then key in the correct spelling. Points are awarded for both tasks.

Players can have the sentence read to them by selecting the audio button next to the sentence.

Results can be printed on completion of each game.

GAME 3 Compound Word Snaps

Spelling content

Compound Word Snaps reinforces the concept that two words placed together can form one word, a compound word.

The screenshot shows the 'COMPOUND WORD SNAPS' game interface. At the top left, there are 'INSTRUCTIONS' that read: 'To make a compound word, drag the two words that go together onto the screen. Ready? Click NEXT.' To the right of the instructions, the game status shows 'Game A' and 'SCORE 0'. The main play area is titled 'My Compound Words' and contains a grid with five rows. The first row has two slots containing the words 'key' and 'board'. Below the grid is a keyboard with buttons for 'side', 'colours', 'eg.', 'hill', 'water', 'shell', 'hair', 'board', and 'brush'. A dotted line with a yellow arrow points from the 'board' button to the 'board' slot in the grid. Another dotted line with a yellow arrow points from the 'key' slot in the grid to the 'key' button. The grid has red circles with the numbers '1' and '2' next to the first and second empty slots in the first row. At the bottom right, there is a 'NEXT' button and an 'EXIT' button at the bottom left. The background of the game area features a space scene with planets and stars.



How to play

The player is presented with ten short words and must drag them into pairs to create five new compound words. CHECK is selected to see if they are correct.

Any missed (or incorrect) words are highlighted.

There are five levels (A-E) with two sets of five compound words in this game.

Results can be printed on completion of each game.

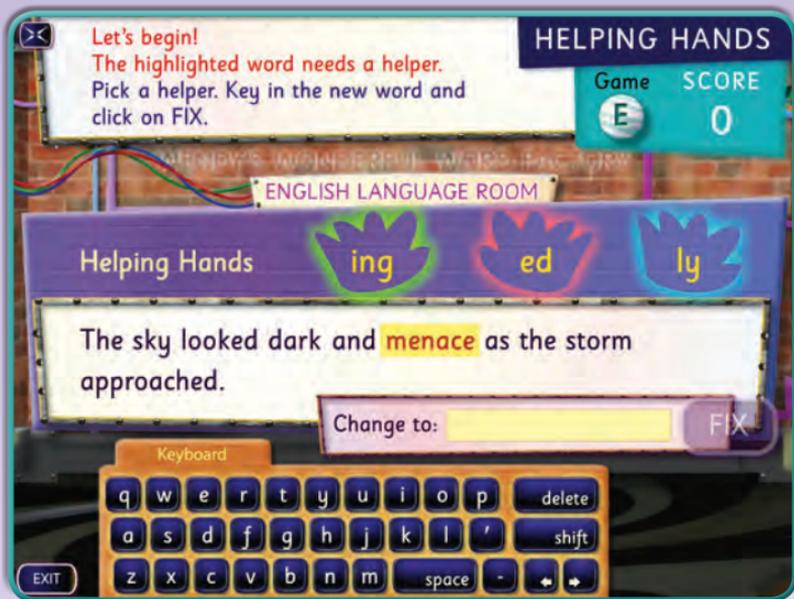
GAME 4 Helping Hands

Spelling content

Helping Hands is designed to help students understand how words change to 'fit' the grammar (morphemic knowledge).

Each level focuses on a different group of endings starting with the doubling rule and plurals at the lower levels and moving onto creating nouns and adjectives at the higher levels.





How to play

In this game, the player is given a sentence where a target word requires an ending (or beginning) to make the sentence grammatically correct.

The possible endings or beginnings are displayed on the screen. The player chooses one and keys in the new word. The player scores points for all words completed correctly.

Results can be printed on completion of each game.

GAME 5 Hit and Miss

Spelling content

Hit and Miss should further develop student vocabulary and help spellers differentiate between words that look alike or sound alike. Some are homophones, but many are just similar.

INSTRUCTIONS
Click on the correct word to complete the sentence. Be careful. The words are very alike.

HIT AND MISS
Game SCORE
A 0

I had sausages _____ for my dinner.

four for

HIT

MISS

NEXT



How to play

The player must choose one word from a pair of like words to complete a sentence by clicking on the correct word.

Results can be printed on completion of each game.

Skills Matrix

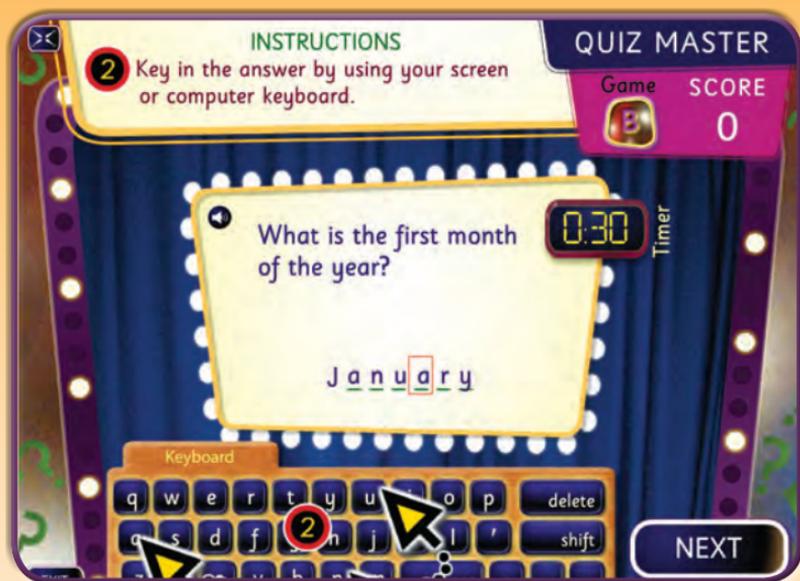
LEVELS 1 – 6	Beat the Bomb	Compound Word Snaps	Helping Hands	Hit & Miss	Quiz Master	Stop the Clock	Word Factory	Word Works
1-syllable words with short vowels	1,2,3							
2-syllable words ending in er and le	1,2,3,4							
Adding -ant, -ent			6					
Adding -er, -est ('y' rule)			2,3					
Adding -er, -est, -ly ('y' rule)			4					
Adding -ful, -less			3					
Adding -ing, -ed, -ly			3,4,5					
Adding -ion, -ist ('making nouns')			4					
Adding -s, -ing, -ed ('y' rule)			3					
Adding un-, dis-			4					
Antonyms (with un-, dis-)			4					
Antonyms (with un-, in-)			5					
ar sound represented by a and ar							3	
Compound Words	ALL	ALL						
cv/cv pattern								ALL
Discriminating between -al, le							4	
Doubling rule: adding -ing and -ed			1,2,3					
Doubling rule: adding -er, -est			2					
Doubling rule: adding -er, -est, -ly			3					
Doubling rule: adding -y and -er			1					
Doubling rule: adding -y to -i			2,3					
er sound represented by ir, er, ur, or, ar							4	
Final 'e' rule			2,3,4					
Final 'e' rule: adding -s, -ing, -y			1					
Final 'y' rule			4					
General vocabulary					ALL	ALL		
Homophones & similar words				ALL				
Long a sound represented by a, ai, ay							1,2	
Long e sound represented by e, ee, ea							1	
Long e sound represented by e, ee, ea, y							2	
Long o sound represented by o, oa, ow							1,2,5	
Long Vowels							1,2	
Making adjectives			3					
Making adjectives -able, -ful, -ic			5					
Making adjectives -able, -ous			6					
Making adjectives -al, -lal			6					
Making nouns			4					
Making nouns -ance, -ence			5					

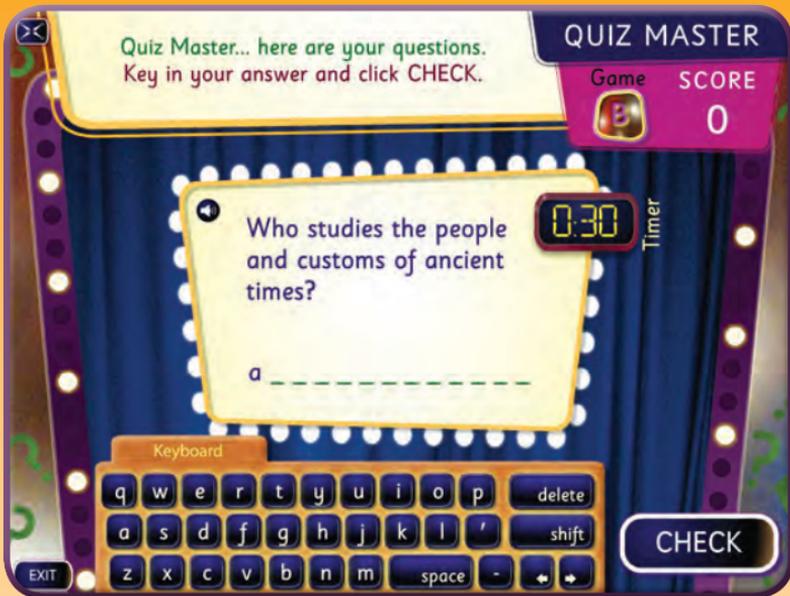
LEVELS 1 – 6	Beat the Bomb	Check Mate	Helping Hands	Quiz Master	Two Minute Dash	Word Factory
Making nouns -ion, -ian			6			
Making nouns -ity, -acy			6			
Multi-syllable words					ALL	
No doubling rule: adding -ing and -ed			1			
Noun suffix -ion	5					
Plurals: adding -s and -es			1-5			
Prefix ex-	6					
Prefixes dis-, mis-	6					
Prefixes in-, im-	5					
Prefixes pro-, pre-	6					
Prefixes up-, down-, over-, under-	3,4					4
Proofreading		ALL				
Schwa sound represented by a, ar, er						4
Schwa sound represented by a, ar, er, or						5
Schwa sound represented by ar, er, or, our						6
Short and long vowels						3,4
Short vowels						1,2
Sight words		ALL		ALL		
Soft c and soft g	4					
Suffix -ive	6					
Suffixes -able, -ible						5
Suffixes -age, -ment	4					
Suffixes -al, -el, le						6
Suffixes -ary, -ery, -ory						6
Suffixes -ence, -ance						5
Suffixes -ent, -ant						5
Suffixes -ian, -ion						6
Suffixes -us, -ice, -ous						6
Verb suffixes ate, ise	5					
Vowel teams au, aw, or						3
Vowel teams ir, er, ur						3
Vowel teams ou and ow						3
Words containing qu, ph	6					
Words containing vowel teams	2					
Words containing vowel teams	1					
Words ending in le and el	4					
Words ending in ol	5					
Words with long vowels and final e	1,2,3					

GAME 6 Quiz Master

Spelling content

Quiz Master is designed to reinforce sight words, phonic knowledge, open and closed syllables and multi-syllable words. The game should further develop student vocabulary.





How to play

In this game, the player is asked ten quiz questions and must key in the answer. The first letter of the word and a series of dashes to indicate the number of letters is provided. The player receives points for the correct answer and has a time limit to key it in. The player may select AUDIO ON to listen to the sentence or play with AUDIO OFF.

Results can be printed on completion of each game.

GAME 7 Stop the Clock

Spelling content

Stop the Clock is designed to reinforce the phonic and visual elements of words and to improve vocabulary.

INSTRUCTIONS

- 1 Click on the word you want to finish.
- 2 Key in your word by using your screen or computer keyboard.

STOP THE CLOCK

Game SCORE
B 0

All words begin with S

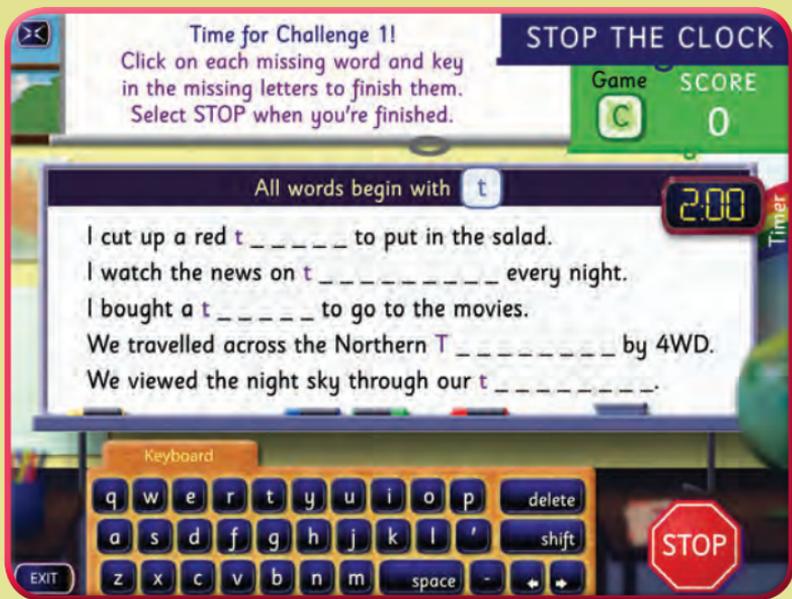
I can see my house from here.
He likes _____ along with the music.
The car had _____ at the red light.
Dad reads a _____ to me every night.
We run in the _____ at the beach.

Keyboard

q w e r t y u i o p delete
a s d f g h j k l ' shift

Timer 2:00

NEXT



How to play

In this game, the player is given five sentences with five missing words. The words begin with the same letter. The player has three minutes to key in the five missing words and click the STOP button. The challenge is over when the player clicks the STOP button OR when time runs out.

All correct answers score 3 points. No points are awarded for unfinished or incorrect words.

There are five levels (A-E) with two sets of five sentences in this game.

Results can be printed on completion of each game.

GAME 8 Two Minute Dash

Spelling content

In **Two Minute Dash** students link the sound of a word to its written components, thereby strengthening their visual memory of multi-syllable words.

INSTRUCTIONS

- 1 Drag bricks onto the wall to make words.
- 2 Move them about if you need to.
- 3 Watch out! One brick doesn't fit anywhere!

TWO MINUTE DASH

Game **D** SCORE **0**

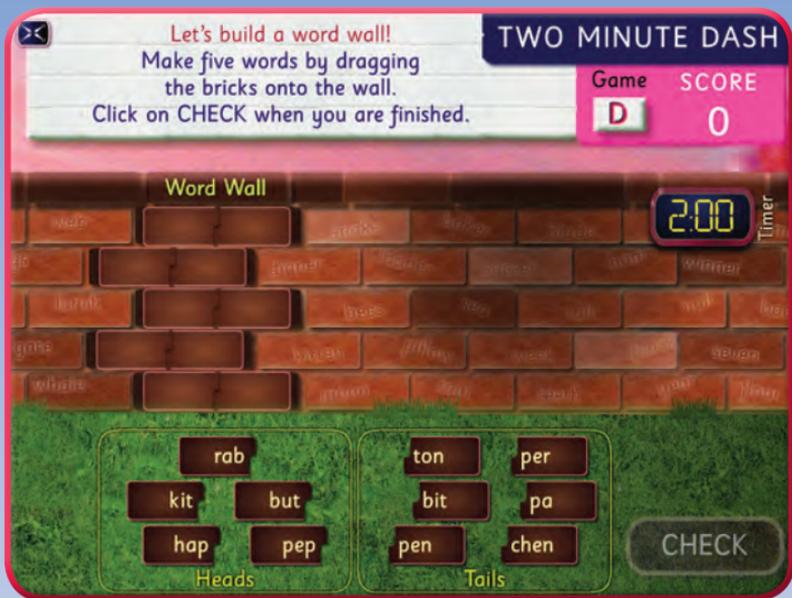
Timer **2:00**

Word Wall

but ter ✓
fol low ✓
hap pen ✓
for get ✓
lit tle ✓

tion

NEXT



How to play

In this game, the player is building a word wall. The player selects two or three word parts to put together to make a proper word. There is a time limit of two minutes. The player receives points for all words placed correctly.

There are five levels (A-E) with two sets of five sentences in this game.

Results can be printed on completion of each game.

GAME 9 Word Factory

Spelling content

Word Factory is designed to help students apply phonic and morphemic knowledge, using both visual and auditory cues. The game reinforces the application of short and long vowels as well as suffixes, at the higher levels.

INSTRUCTIONS
Drag and drop the missing letters into the correct places. You can use a letter more than once.

WORD FACTORY
Game SCORE
0

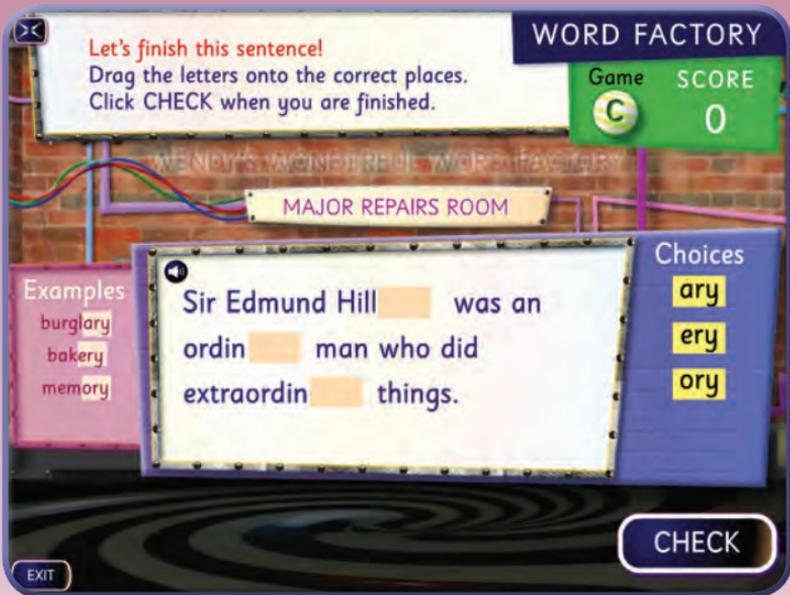
Examples
tray
mail
plate

MAJOR REPAIRS ROOM

We will t a ke the tr ai n to the city tod ay.

Choices
a
ay
ai

NEXT



How to play

The player is given a sentence where several words have missing elements. The player chooses a missing element (from a number of choices) and drags and drops it into its correct place. The player can make two attempts and scores points for all elements placed correctly.

The player may select AUDIO ON to listen to the sentence or play with AUDIO OFF.

There are five levels (A-E) with two sets of five sentences in this game.

Results can be printed on completion of each game.

GAME 10 Word Works

Spelling content

Word Works reinforces the knowledge that doubled letters usually follow a short vowel and that many two-syllable words follow a cvc/cv pattern. (e.g. nap/kin) (c = consonant, v = vowel)

WORD WORKS

Game **A** SCORE **0**

INSTRUCTIONS

- 1 Key in your word by using the screen or computer keyboard.
- 2 If you want to change your answer, click on the letter you want to change.

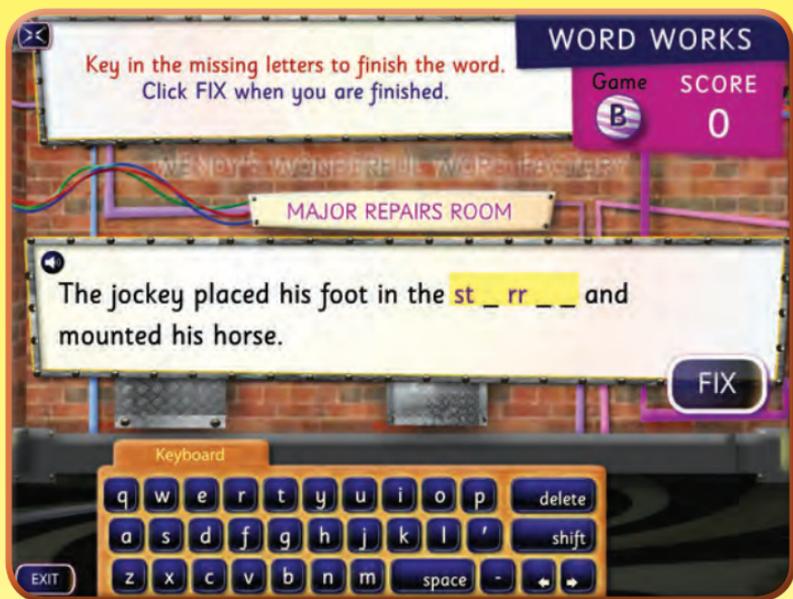
MAJOR REPAIRS ROOM

I like to do jigsaw puzzl ___.

Keyboard

q w e t u i o p delete
a s d g b j k l ' shift

NEXT



How to play

In this game, the player is given a sentence containing one incomplete word. The player uses the context and letter clues to decide what the word might be. The player keys in the missing letters and receives points for each correct word.

An audio file for each sentence has been provided for additional support.

There are five levels (A-E) containing ten sentences in each.

Results can be printed on completion of each game.

About the Author

Del Merrick is an experienced teacher currently working for Education Queensland. She has taught in many primary schools both nationally and internationally and has undertaken various educator positions including Key Teacher, English; 'First Steps' Tutor, Education Adviser, Literacy and Key Learning Area Regional Coordinator, English. She is the author of many educational materials, including the best-selling *Targeting Grammar* and *Blake's Grammar* and *Spelling Guides*. Her personal interests include a passion for poetry and music.

TO PLAY THIS DISC

PC: will run automatically

MAC: click on the disk icon

Detailed installation instructions are on the disk.

Published 2010 Pascal Press

Publisher: Lynn Dickinson

Author: Del Merrick

Packaging and booklet design: Janice Bowles

Games developer: Liquid Interactive

© Copyright Blake Education 2010

This software is licensed for your personal, recreational and non-commercial use. The booklet, and software are copyright with all rights reserved. You may not otherwise copy, print, store or transmit any part of this CD-ROM unless you have written permission from the publisher or a copyright exception applies under the Copyright Act, 1968.

For inquiries and permissions please contact:

Pascal Press, P.O. Box 250, Glebe, NSW 2037

Ph: (02) 8585 4020 or (02) 8585 4076

www.pascalpress.com.au