

# GAME

# 1

# Beat the Bomb

## Spelling content

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

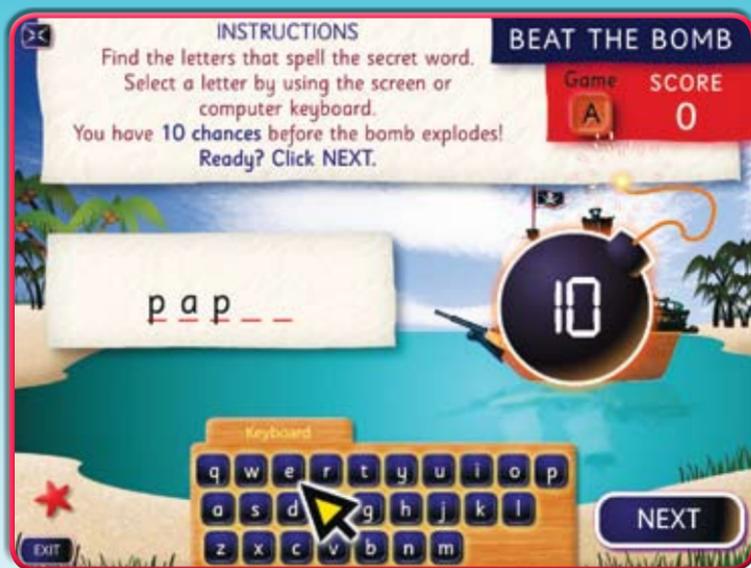
Each level within the games reinforces the spelling of a different group of word formats.

For example:

Level IC – vowel teams

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

Level 5 D – words ending in ‘o’.



A full list of the featured words for each level is available in the **Note for Teachers** on the disks.

# Beat the Bomb continued



## 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.

## Spelling content

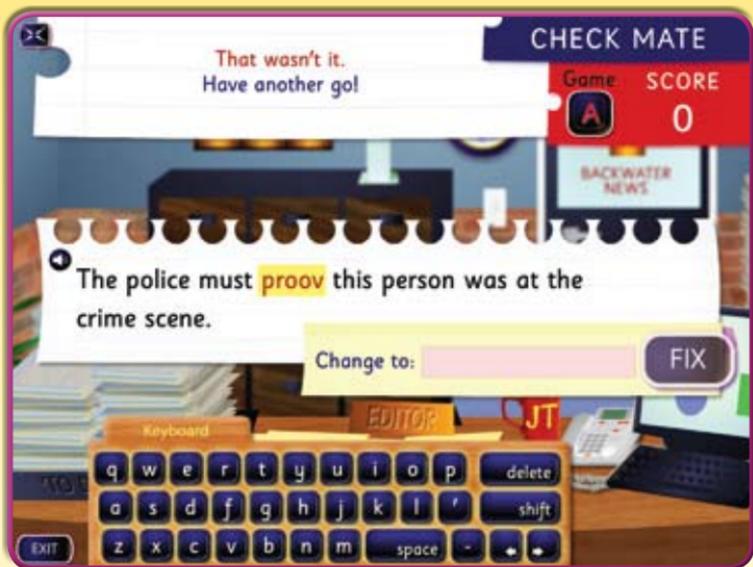
**Check Mate** is designed to hone proofreading skills and to further reinforce the correct spelling of both sight words and words that contain recurring patterns in English.

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



A full list of the featured words for each level is available in the **Note for Teachers** on the disks.

# Check Mate continued



## 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.

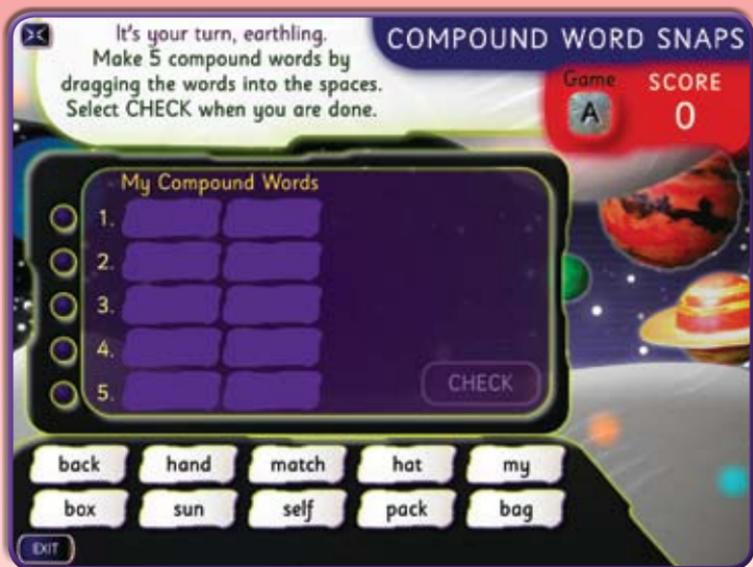
## Spelling content

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



A full list of the featured words for each level is available in the **Note for Teachers** on the disks.

# Compound Word Snaps continued



## 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

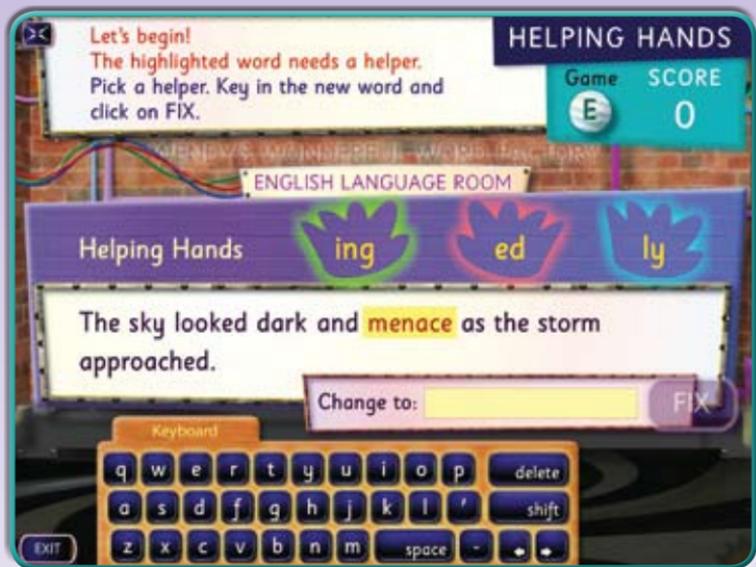
**Helping Hands** is designed to help students understand how words change to 'fit' the grammar (morphemic knowledge).

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.



A full list of the featured words for each level is available in the **Note for Teachers** on the disks.

## Helping Hands continued



### 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.

## 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.



A full list of the featured words for each level is available in the **Note for Teachers** on the disks.

# Hit and Miss continued



## How to play

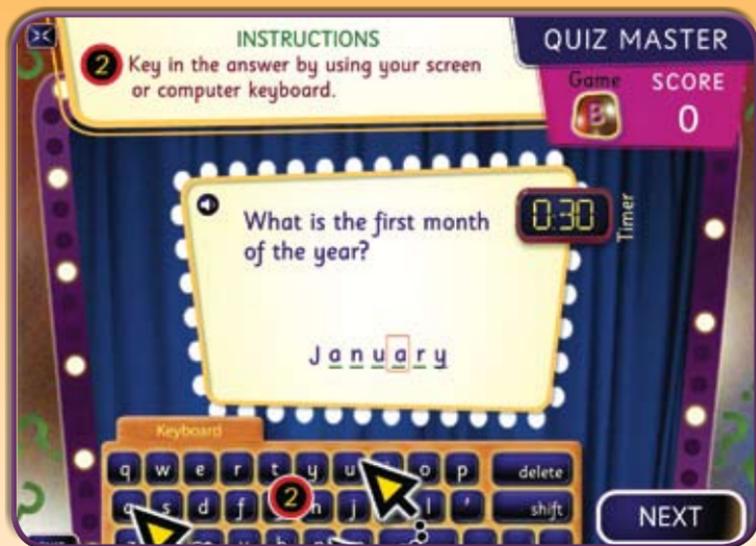
The player must choose one word from a pair of like words to complete a sentence by clicking on the correct word.

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.

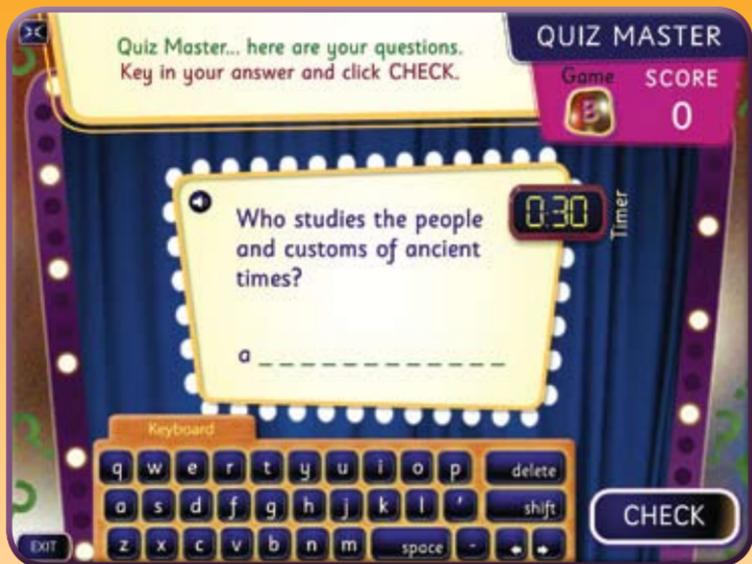
## Spelling content

**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.



A full list of the featured words for each level is available in the **Note for Teachers** on the disks.

# Quiz Master continued



## How to play

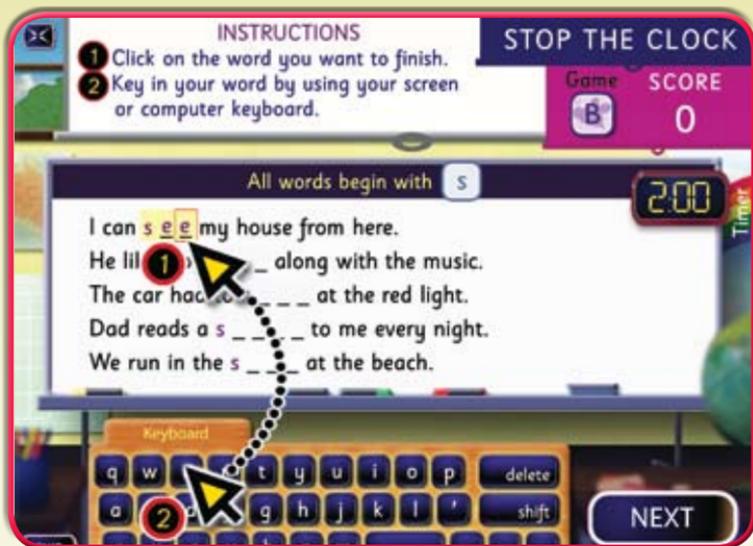
In this game, the player is asked ten quiz questions and must key in the answer. The first letter of the word and a series of dashes to indicate the number of letters is provided. The player receives points for the correct answer and has a time limit to key it in.

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.

## Spelling content

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



A full list of the featured words for each level is available in the **Note for Teachers** on the disks.

# Stop the Clock continued



## 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.

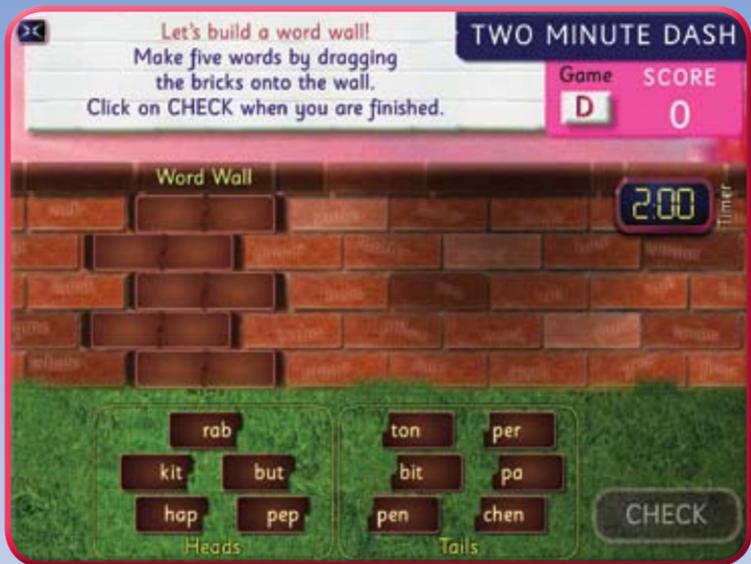
## Spelling content

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



A full list of the featured words for each level is available in the **Note for Teachers** on the disks.

## Two Minute Dash continued



### How to play

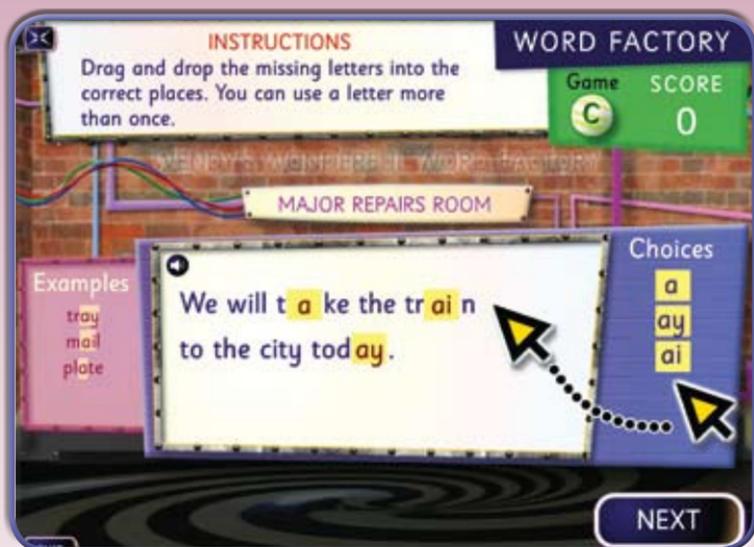
In this game, the player is building a word wall. The player selects two or three word parts to put together to make a proper word. There is a time limit of two minutes. The player receives points for all words placed correctly.

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

Results can be printed on completion of each game.

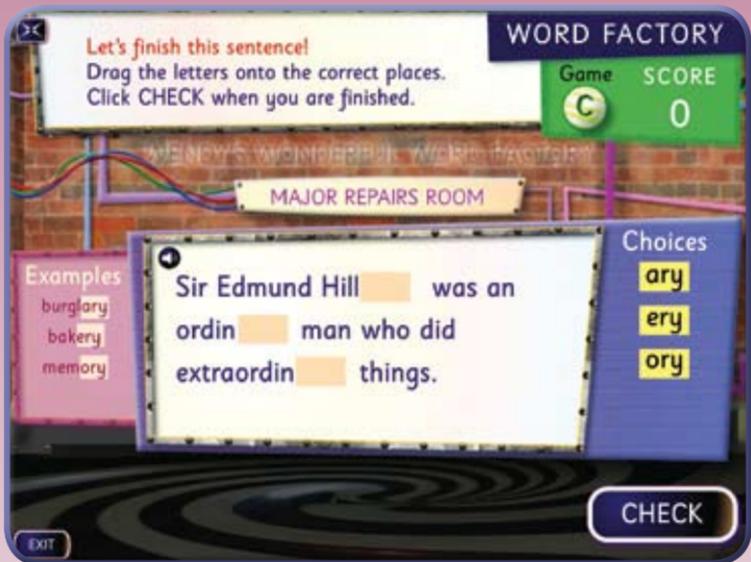
## Spelling content

**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.



A full list of the featured words for each level is available in the **Note for Teachers** on the disks.

# Word Factory continued



## 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.

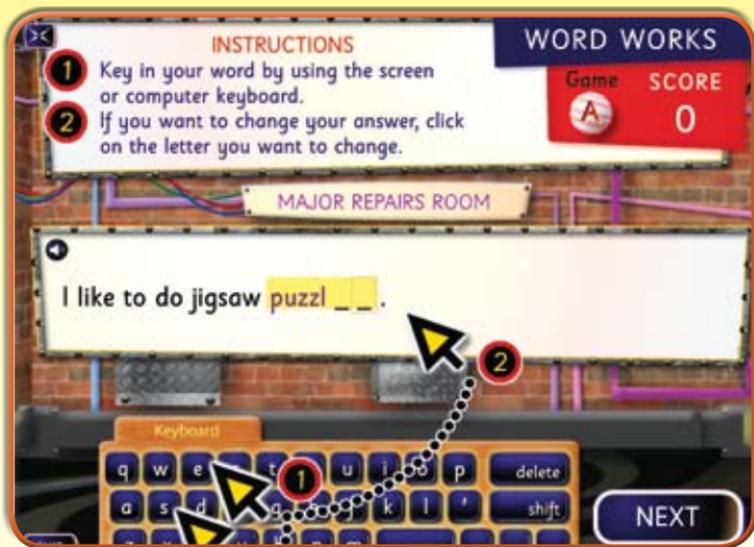
The player may select AUDIO ON to listen to the sentence or play with AUDIO OFF. There are five levels (A-E) with two sets of five sentences in this game.

Results can be printed on completion of each game.

# GAME 10 Word Works

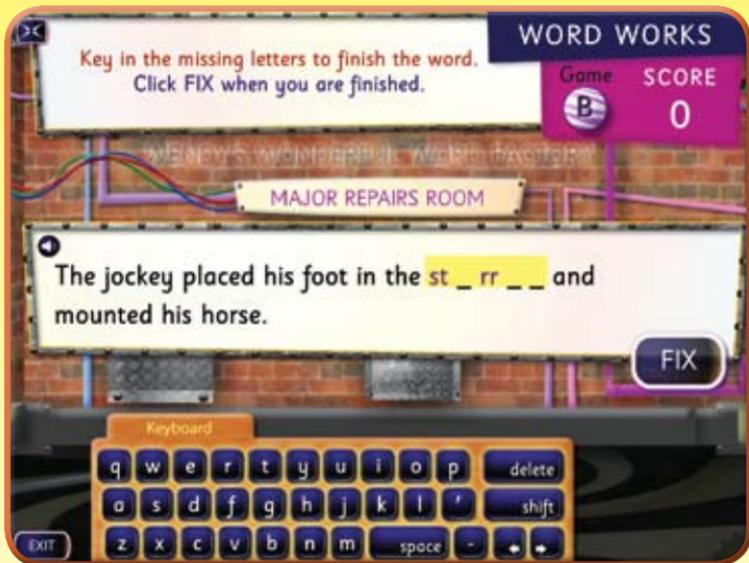
## Spelling content

**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)



A full list of the featured words for each level is available in the **Note for Teachers** on the disks.

## Word Works continued



### 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.