

Griffiths-Scott School Family Literacy Night

Monday, May 2nd, 2022

[Click on this link to enter Family Literacy Night](#)

OR

Open www.zoom.us and click on Join A Meeting

Enter Meeting ID: 864 2292 1752 no spaces, zoom adds them

Enter Passcode: 792830

6:00 - 6:50 pm

Kindergarten - Grade 3 session

5 minute break

6:55 - 7:45 pm

Grades 4 - 6 session

You Will Need: Your Literacy kit and a printed copy of this handout. Cut out Yellow and Red Cards

info@boxcarsandoneeyedjacks.com

www.boxcarsandoneeyedjacks.com



 [YouTube](#) [BoxcarsEducation](#)

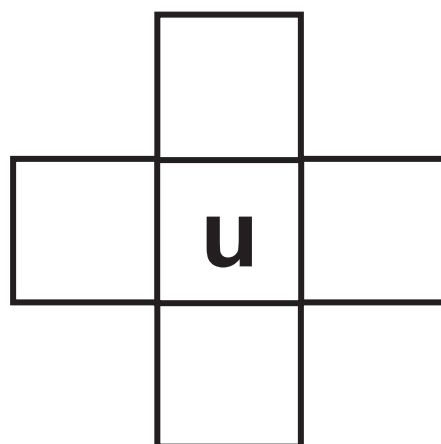
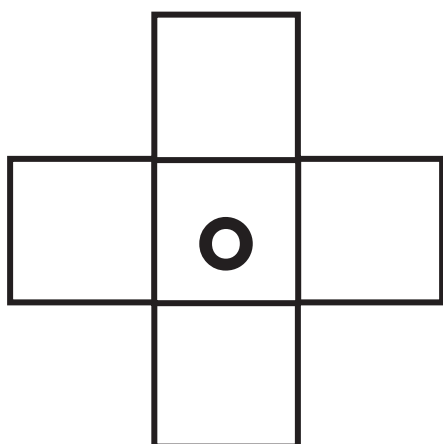
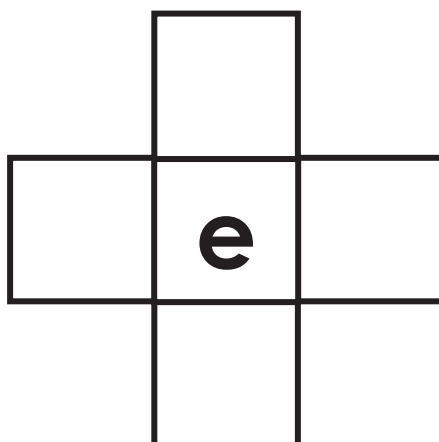
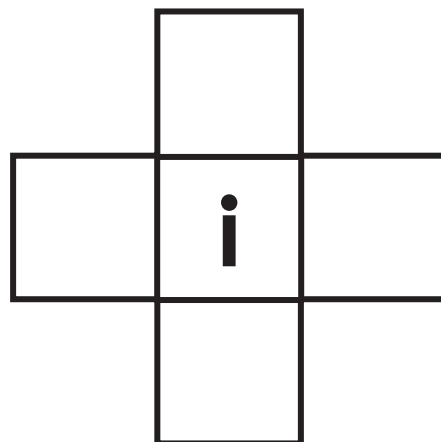
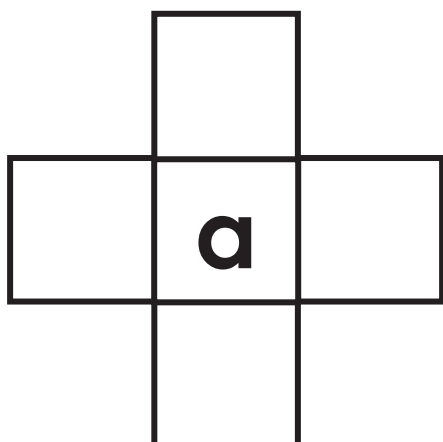
Phone: 780-440-6284

WORD RACE

PHONOGRAM SUGGESTIONS

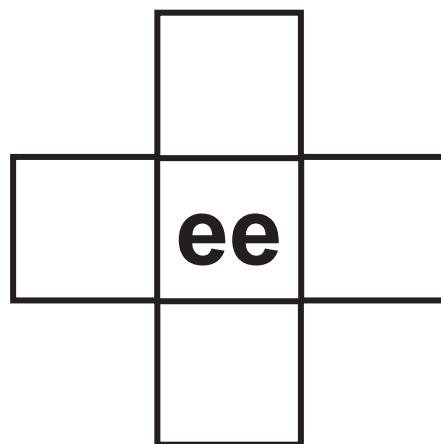
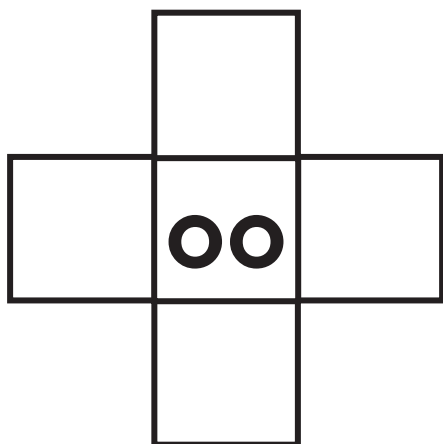
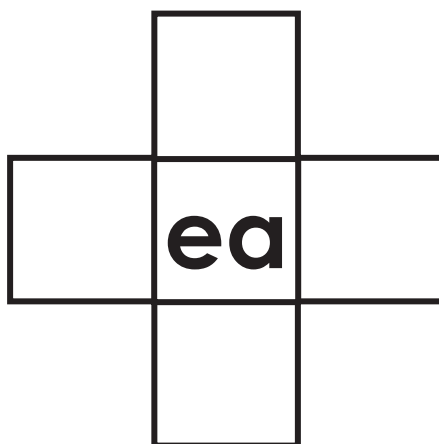
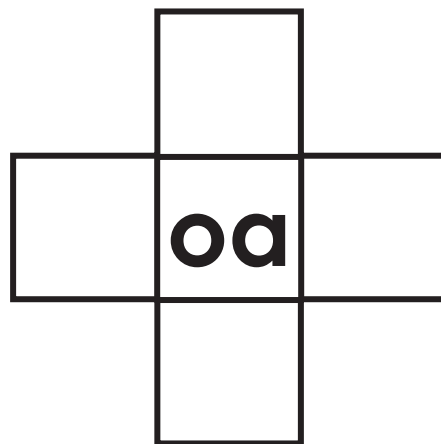
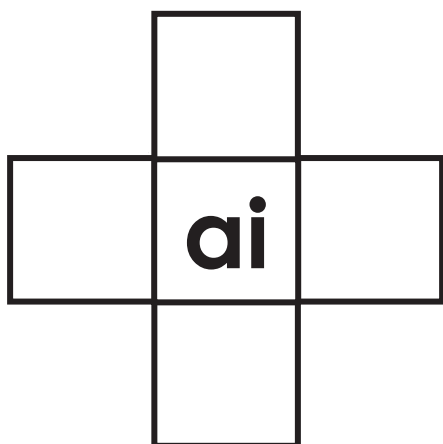
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ad	and	ay	et	in	og	ound	un
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VOWEL CROSSES



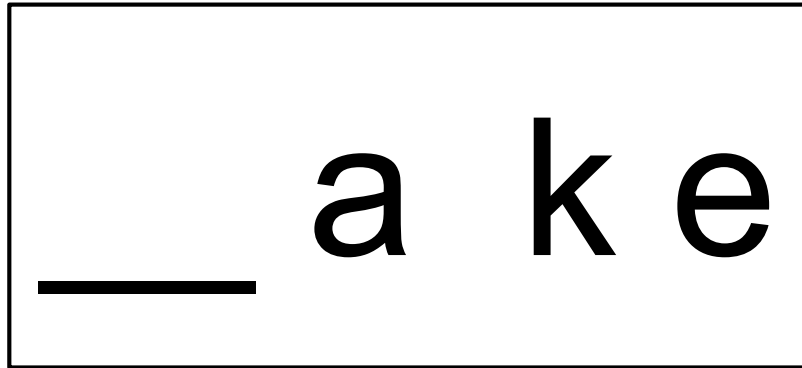
REJECT ROLLS

VOWEL CROSSES



REJECT ROLLS

SIGHT WORD STACKERS



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

- Flip over a card. Players use 1 alphabet ONLY.
- Alternate turns placing a letter down to make a word.
- Continue to take turns, stacking 1 letter at a time.
- The last player to stack a letter and complete a word captures the card.
- Put out all the alphabet for the next round.
- Flip over the next card and continue.

MATCH FIVE

LEVEL: K-4

SKILLS: Short Vowels

PLAYERS: 1 vs 1

EQUIPMENT: Missing vowel deck, vowel dice

GOAL: Be the player with the most word cards once the deck has been depleted.

GETTING STARTED:

- Each player deals 5 word cards face up.
- Each player rolls a vowel die and makes words with their own cards.
- Players now get to capture any of their opponent's leftover word cards.
- At the end of the round, replenish to a total of 5 word cards each.



VOWEL TIC TAC TOE

- Deal 9 cards face up
- Player 1 rolls the vowel dice and chooses word to complete
- Player 2 rolls and tries to make a word
- Players alternate turns trying to build 3 in a row across, down or diagonally
- If players can't make a word, play passes to their opponent
- Remove any Tic Tac Toes completed and replenish with new cards. The player with the most Tic Tac Toes when the deck is depleted is the winner.

ALPHABET ROLL OUT

LEVEL: grade 2 and up

SKILLS: spelling simple words

PLAYERS: teams of 2 vs. 2

EQUIPMENT: one thirty-sided alphabet die, gameboard (see black line master), letter tiles (if available) or pencil, dictionaries are optional.

GOAL: to spell the most words with one half of the alphabet

GETTING STARTED:

SETUP:

Before starting the game, teams divide the alphabet letters between both teams. At the end of this setup, each team will have 13 different letters of the alphabet assigned to them. These letters will be used in the spelling portion of the game.

If using letter tiles, a full alphabet is placed face up between both teams. Alternating turns, each team selects one letter tile at a time and puts it onto their playing side. Once each team has all 13 of their letters, the spelling portion of the game can begin.

If not using letter tiles, teams place one written alphabet in the center of the play area. Alternating turns, each team selects one letter, crosses it off the master alphabet and records it on their playing sheet.

SPELLING:

Teams now have ten minutes to create as many 2-, 3-, 4- and 5-letter words etc. using their own 13 letter bank.

SCORING:

At the end of the set spelling time, players exchange lists to check for spelling accuracy. Dictionaries may be used to double check for accuracy. Words score one point for each letter. Final scores are determined, and the team with the most points is the winner.

ALPHABET ROLL OUT

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

Teams select one letter at a time
Record your 13 letters

2-letter words	3-letter words	4-letter words	5-letter words	6-letter words and longer
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
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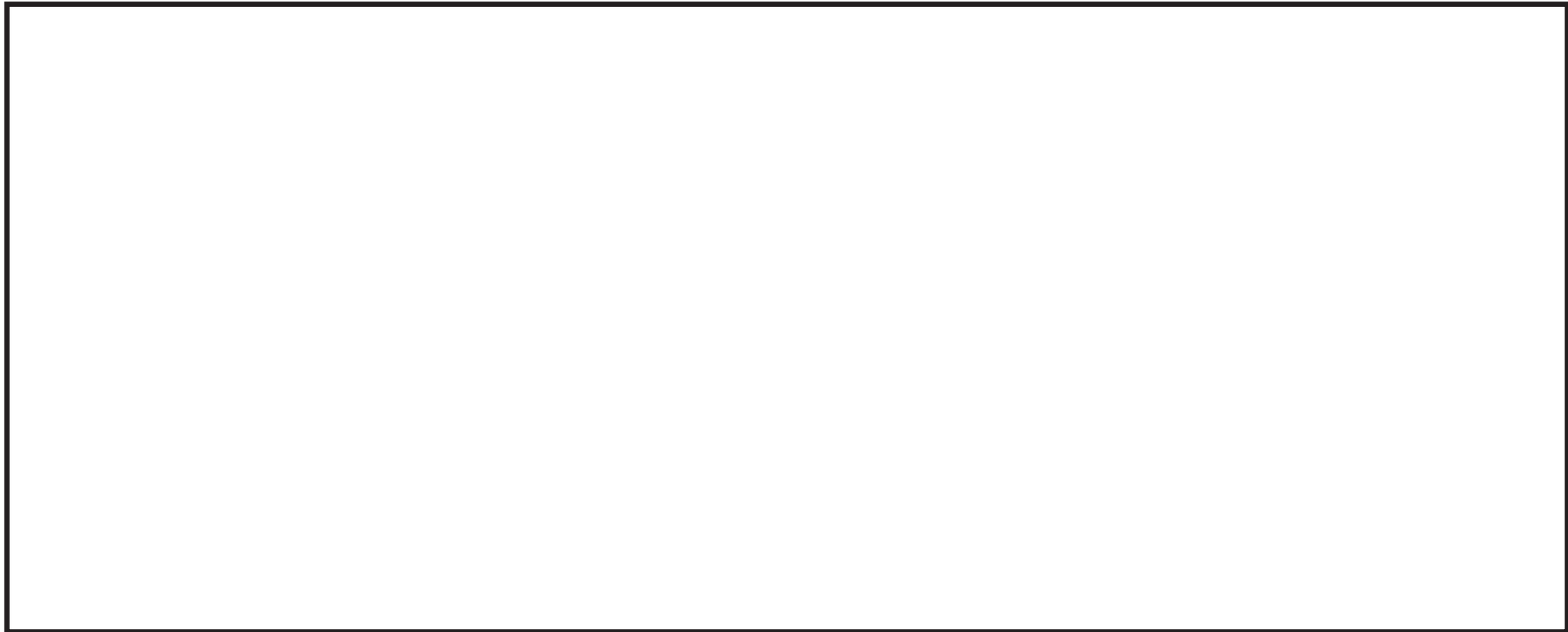
I'm Thinking of a Word

My Word	My Guesses
1. _____	1. _____ 2. _____
2. _____	1. _____ 2. _____
3. _____	1. _____ 2. _____
4. _____	1. _____ 2. _____
5. _____	1. _____ 2. _____
6. _____	1. _____ 2. _____

I spy with my little eye...

Something that is





BEGINNERS

<input type="text"/>	at	<input type="text"/>	op	<input type="text"/>	et
----------------------	----	----------------------	----	----------------------	----

<input type="text"/>	in	<input type="text"/>	ad	<input type="text"/>	og
----------------------	----	----------------------	----	----------------------	----

<input type="text"/>	ip	<input type="text"/>	ug	<input type="text"/>	ab
----------------------	----	----------------------	----	----------------------	----

Rejects →

ENDERS

ta	<input type="text"/>	hi	<input type="text"/>	mo	<input type="text"/>
----	----------------------	----	----------------------	----	----------------------

si	<input type="text"/>	to	<input type="text"/>	ha	<input type="text"/>
----	----------------------	----	----------------------	----	----------------------

bu	<input type="text"/>	ca	<input type="text"/>	bi	<input type="text"/>
----	----------------------	----	----------------------	----	----------------------

Rejects →

s o _ p

c _ r e

b _ d

t h _ n

d r _ w

h _ v e

g r a v _

r o s _

l _ c k

c h _ p

m _ l e

d _ g

__ew

pi__

__ear

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ta__

wa__

__ore

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__ick

__ain

wa__e