LITERACY FUN"DIE"MENTALS
GUD STEWDETS KAN SPEL BEDER AND USE BEDERER ENGLISH

JOHN FELLING

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john@boxcarsandoneeyedjacks.com
1-866-342-3386
1-780-440-6284

boxcarsandoneeyedjacks.com
BoxCarsEduc
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For electronic copy send an email to:
handouts@boxcarsandoneeyedjacks.com
Please include the conference/workshop title
5W Question Dice and Alpha Dice Activities

5 W Question Dice (white)
Rolled by itself or in combination with the Helping Verb dice and/or State of Being Dice.

- Morning Routine / Meet & Greet
- Response Activities
- Question Formulation and Writing
- Study Groups

For example rolled "What"
"What is your name?"

Helping Verb Dice (green) Roll with 5W dice
Should, Have, Did, Will, Could, Would

For Example rolled "How & Should"
"How should you prepare for tomorrow's science test?"

State of Being / Helping Verb Dice (blue) Roll with 5W dice
Is, Do, Are, Has, Can, Were

For Example rolled "Where and Do"
"Where do you go to find the best ice cream?"

As more dice are rolled together, the more complex the questions become, and likely, more complex the answers become.

For Example rolled "Why and Did and Are"
"Why are there so many questions and are some more difficult than others?"

Follow Up Activities

In partners, roll the 5W die. Create a question for your partner to answer, based on the text or story you both just read. Partners take turns rolling the 5Ws dice and generating questions. Older students write out their questions, record the response and underline the vocabulary that answers the questions. Can also be used strictly as an oral activity when there are only a few minutes left in a class. The teacher may choose to use some of the student generated questions on upcoming tests (the students who developed the questions earn "bonus points").
SIGHT WORD STACKERS

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.
There are two players, each with their own gameboard (see above), a pencil, an alphabet die, and a parts of speech die. **Part One** of the game begins with both players rolling their Parts of Speech die and then recording the roll in one of their open boxes (using tiny writing so as to leave space for part two of the game) until all 36 spaces have been identified. After each player has filled in their parts of speech they are then ready to go onto Part Two of the game. **Part Two** begins when the players say “Go” together. Each player races to roll a Parts of Speech die and an Alphabet die (at the same time), finding a space that matches the roll (for example if “Noun” is rolled, the player must find an open noun space and fill it in with a noun that begins with the letter rolled on the Alphabet die (for example “b” was rolled). The player then fills in the word in an empty “noun” box on their gameboard. Players may only fill in one open space per roll. **Toward the end of the game** players may find they won't have an open space to play a roll. For example, they might roll “noun” but not have any open “noun” spaces left on their gameboard. In that case, they just roll again. **The winner** is the first player to fill in all 36 of their words.
## LETTER ROLL

### Letter Bank

<table>
<thead>
<tr>
<th>3-Letter Words = 3 points each</th>
<th>4-Letter Words = 4 points each</th>
<th>5-Letter Words = 5 points each</th>
<th>6-Letter Words = 6 points each</th>
<th>Rhyming Pairs</th>
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<tr>
<th>Total Words $\times 3 =$</th>
<th>Total Words $\times 4 =$</th>
<th>Total Words $\times 5 =$</th>
<th>Total Words $\times 6 =$</th>
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### Sentences (10 points each):

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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.