

Soybean Spelling Board Game

By Connie Douglas

Grade Level: 6th grade

Basic Agricultural Concept

It is important for kids to know words associated with agriculture. These words have to do with soybeans. The kids will know how to spell them and their definitions.

Outcomes

- All students will show improvement in reading comprehension.
- All students will demonstrate effective communication skills.
- Analyze, summarize, and comprehend what is read in all subject areas.

Our school outcome is reading and writing, not spelling. But I think they go hand in hand and good speller are good reader and good readers make good spellers. So I am using the reading outcome because I think it fits my concept for spelling.

Materials

- Poster board for game board
- Magic markers, crayons, colored pencils (teacher choice)
- Ruler
- Student made dice, spinner, or numbered cube (see patterns)
- Soybean spelling list
- Colored index cards
- Paper to make an answer booklet
- Pencil or pen
- Box for game contents
- Playing pieces, homemade or purchased
- Old magazines with appropriate pictures
- Computer for typing directions

Procedure

Before starting the game board, the teacher needs to introduce the words and go over them orally with the students. I like to have my students look up each spelling word in the dictionary and write its definition down, as well as rewrite the words. They need to know what the spelling word means in order to be good readers and to better comprehend.

The student is going to create a game board using the words on his/her spelling list. The board can be any size you decide, depending on how much time you allow to work on them and if they will be working only in class or taking them home. Poster board would be heavy enough. I would have them plan their game board on a sheet of paper first. Then when they are ready, draw the game on the poster board. Be sure they include magazine or hand drawn pictures on the board to make it colorful and more appealing to anyone playing the game. Make it an agricultural theme to match the words. They should leave large spaces on the board for the game pieces to fit on. The spaces should be lightly colored also.

Once they get the board made, they should put the following things on it:

- An original name for the game
- Grade level for players of the game
- Object or purpose of the game
- A space for chance cards, drawn on the board
- The words “start” and “finish”
- Their name
- They may have directions on some of the spaces on the board, such as go back 3 spaces, lose a turn, etc.

Once the board is finished, these things need to be made.

- Student made dice, spinner, or numbered cube (see patterns)
- Playing pieces, hand made or purchased
- Write each soybean spelling word on a different colored index card
- Chance cards on colored index cards. Each chance card should have fun directions, relating the spelling word. Examples: spell each word on the list in a high, squeaky voice. Spell one of the words five times while holding your nose.
- Spelling cards with fun directions
- Rules for playing the game. These should be typed
- Answer booklet if necessary, depending on the chance card directions
- Box for game content, hand made or purchased, depending on the size of the game board

The rules and directions for the game must be inside the box. If the box has a cover it would be handy to have the directions glued inside of the lid. The rules must answer these questions and any other the student wants to write pertaining to their own game.

- What is the object of the spelling game?
- Who goes first?
- What do you do when you land on a square?
- Who checks the answers in the booklet if one is used?
- What happens if a spelling word is spelled correctly?
- What happens if a spelling word is spelled incorrectly?
- When is the game over?

Put the game board, game pieces, dice, spelling list, chance cards, spelling cards and answer booklet (if needed) in the box. Use part of the class game boards at a time and divide the students into groups. Have them play the games. Be sure to use each student’s game at some time during that week.

Assessment

If a teacher gives pretests, that should be done before the students make the game board and all the pieces that go with it. If not, give a post test like you normally do. I just say the word and the students spell the word and also write its definition. Or the teacher might give the spelling word and have the student write a sentence, using that spelling word in the sentence. From the sentence the teacher can tell if the student knows the definition of the word. The students have had so much fun playing the game and practicing the words that they should do very well on the test.

References

Any words will work, depending on grade level. I chose these words from an internet site about soybeans. Ohio Soybean Council www.soyohio.org/education/index.htm

Supplemental Instructional Materials

- Spelling list
- Patterns for number cube and spinner
- Teacher checklist for grading—this can be changed to any number of points the teacher wants to assign.

Soybean Spelling List

1. soybean
2. dehulled
3. protein
4. cellulose
5. crude fiber
6. processing
7. extraction
8. edible
9. industrial
10. nutritional
11. cholesterol
12. consumption
13. renewable
14. resource
15. biodegradable

Name _____

Grade level _____

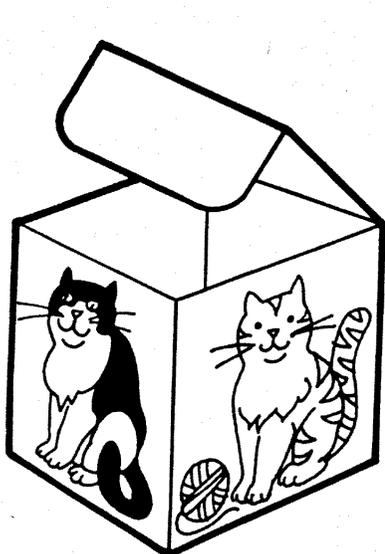
Soybean Spelling Game (teacher checklist for grading)

| Activity | Points | Points earned |
|--|------------------|----------------------|
| 1. original name | 10 | _____ |
| 2. grade level for players on game board | 10 | _____ |
| 3. student made dice or spinner | 25 | _____ |
| 4. playing pieces for 2 or 3 people | 15 | _____ |
| 5. spelling words on index cards | 15 | _____ |
| 6. chance words on index cards | 15 | _____ |
| 7. typed rules for playing, including object or purpose of game | 25 | _____ |
| 8. an answer booklet if needed | 10 extra credit | _____ |
| 9. colorful, nice looking playing board | 50 | _____ |
| 10. box or bag for all game contents | 10 | _____ |
| 11. I subtracted 10 points each class day the project was late. | | _____ |
| | TOTAL 175 | _____ |

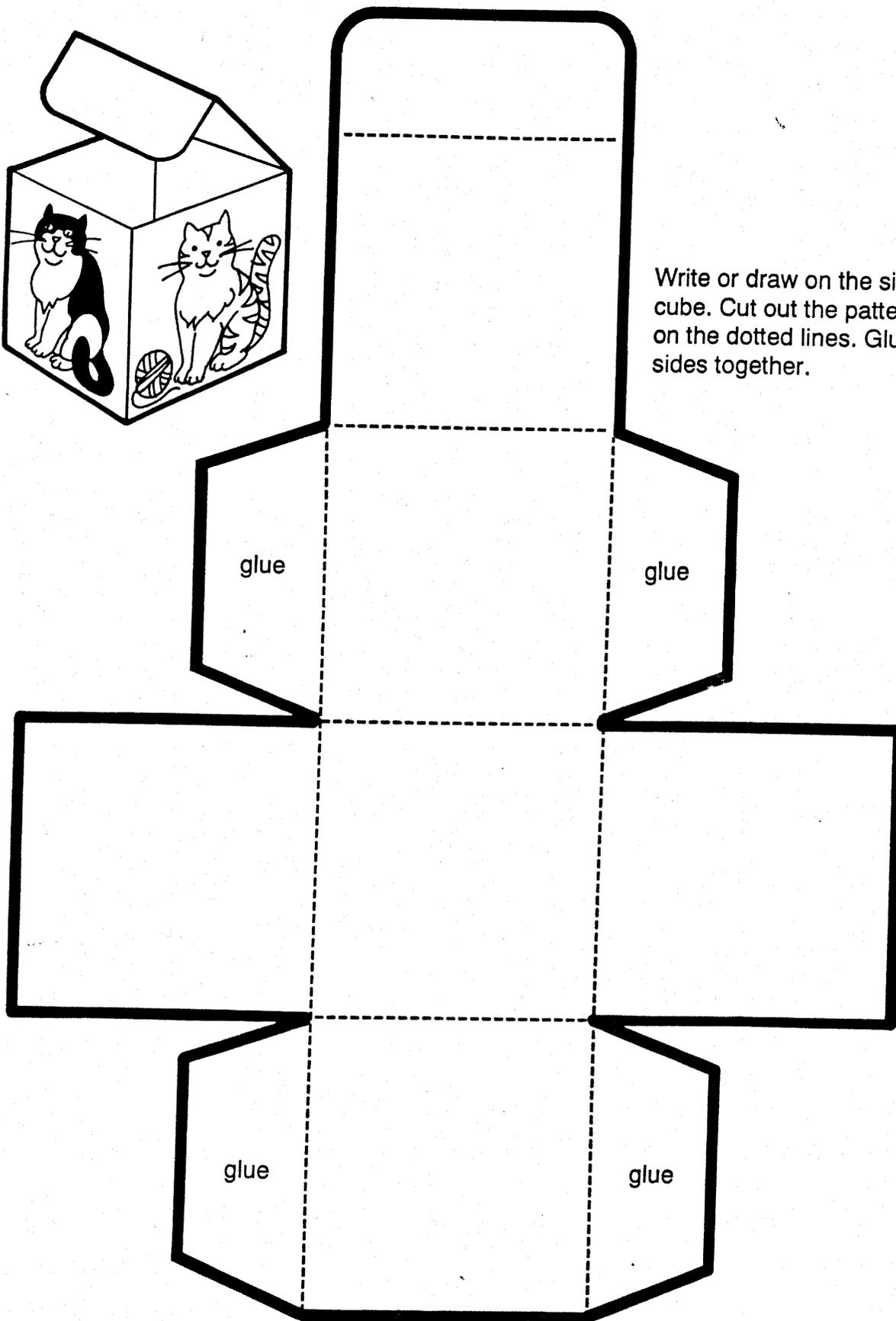
Typed directions must include these directions, plus any other you wanted to include.

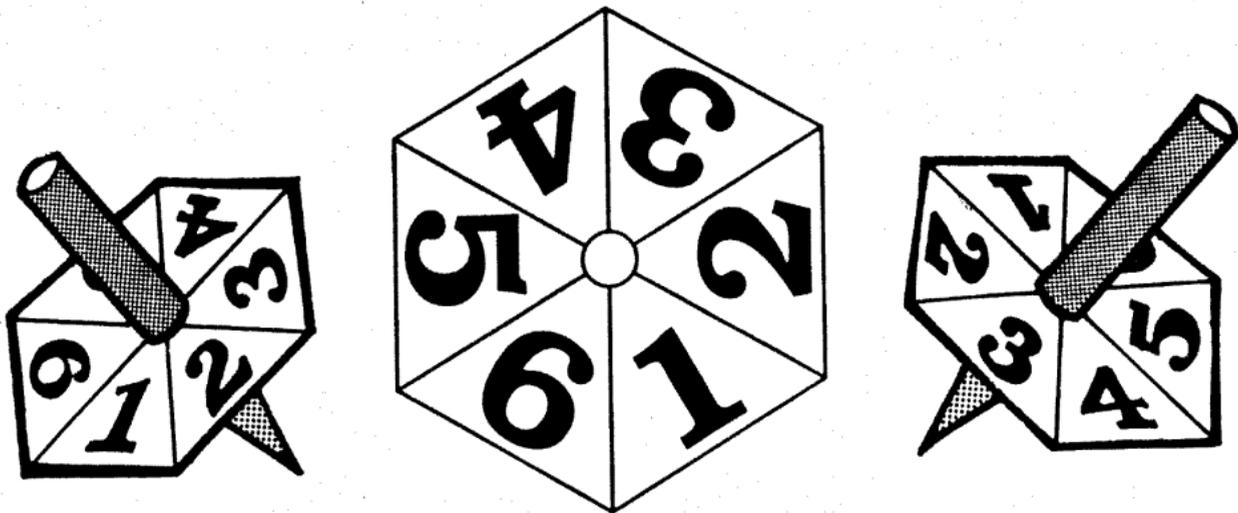
- a) object of the game _____
- b) who goes first _____
- c) what to do when you land on a shape _____
- d) who checks the answer booklet if you have one _____
- e) what happens if a spelling word is spelled correctly _____
- f) what happens if a spelling word is spelled incorrectly _____
- g) when the game is over _____

Cube Pattern



Write or draw on the sides of the cube. Cut out the pattern. Fold on the dotted lines. Glue the sides together.





To make a spinner, cut a shape like this from light cardboard. Insert a short pencil or sharpened dowel through the center. Twirl the spinner like a top. The number touching the ground when the spinner stops is the number you have "rolled."