

RAFT IDEAS

Topics: Spelling,
Vocabulary Development

Materials List

- ✓ 144 letter tiles*
made from card
stock, tile, etc.
- ✓ Permanent Marker
- ✓ Pencil and Paper
- ✓ Dictionary

*Suggested number of tiles
for each letter.

A - 13	N - 8
B - 3	O - 11
C - 3	P - 3
D - 6	Q - 2
E - 18	R - 9
F - 3	S - 6
G - 4	T - 9
H - 3	U - 8
I - 12	V - 3
J - 2	W - 3
K - 2	X - 2
L - 5	Y - 3
M - 3	Z - 2

This activity can be used
to teach:

CO Reading, Writing and
Communicating Standard:
2 Reading for All
Purposes

- Word use
 - Increasing vocabulary
- CO Reading, Writing and
Communicating Standard
3: Writing and
Composition

- Domain-specific
vocabulary

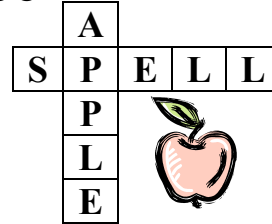
Grades: k, 1, 2, 3, 4, 5, 6,
7, 8, 9, 10, 11, 12



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Can You Spell Apple?

A spelling game for all levels of players.



Students independently rearrange letter tiles to spell words and then take turns drawing and discarding tiles until one person has no tiles left and wins the “hand.”

Assembly

Create 144 letter tiles, with the suggested number of letters, by writing on small card stock squares, plastic pieces, tiles, or similar materials with a permanent marker.

How to Play the Game

1. A group of 2 to 4 players places all 144 tiles face down on a table and each player takes 20 tiles. The remaining tiles, called the “Orchard,” remain in the center of the table to be used later. When all players have 20 tiles, any player calls “Go!”
2. Independently, all players turn their letter tiles over and begin making words, crossword style. No proper nouns are allowed. All words must be connected to the crossword. Words can be formed across or down, must contain at least 2 letters and be rearranged as needed until the player has used all of their tiles. At any time during this part of the game, a player can choose to discard a letter and return it face down to the Orchard, BUT that player must take 3 more letters as an exchange. A player announces the discard to the group by saying “Rotten apple!”
3. When one player is able to use all of their letters to spell words, that player calls “Applesauce!” and independent play stops.
4. All of the other players then check the winning player’s words to be sure that all are spelled correctly. Players are encouraged to look up any questionable spellings in a dictionary. If all words are correct, then that player is the winner of the “hand,” play stops, and all letters are returned to the Orchard to begin another hand. If an incorrect word or spelling is discovered, that player is out and must return all letters face down into the Orchard.
5. When a player is out, all other players continue play until another player calls “Applesauce.” Repeat #5 above until a winner is determined.
6. Keep a tally sheet to record winning hands. Play can continue for a set number of hands or by time limit. The player with the most winning hands is the overall game winner.

The Content Behind the Activity

Games make learning fun while building vocabulary and improving spelling skills. Students also gain practice in using the dictionary as a resource.

Taking It Further

You can change the minimum length of words or state that words need to apply to a specific topic to make the game more challenging.