

**Activities to learn spellings and high frequency words  
(at home or at school)**

<b>Spelling Activity</b>	<b>Description</b>
<b>Flash cards</b>	Make a set of flashcards to learn spellings (Look-Say-Cover-Write-Check).
<b>Flash card splat</b>	Put flash cards on the table. Player 1 spells out a word and Player 2 must splat their hand over that word. Or player 1 says the word and player 2 must splat their hand on the word and spell it out loud without looking.
<b>Flash card odd one out</b>	Put three words on the table, pick the odd one out and justify why e.g. letters, syllables etc.
<b>Spelling bingo</b>	Construct a simple bingo grid for each player. Write selected letters on the grid. Caller shows words with missing letters. Alternatively write words on the bingo card with missing letters and the caller says different letters. First player to mark all of them off wins.
<b>Spelling bee</b>	Spell your words out loud to a parent or a partner.
<b>List builder</b>	Choose a word and build a list of similar words (e.g. sign, signal, signature) or similar spelling patterns (bright, light, fright).
<b>Spell it race</b>	Players have one minute to write a spelling as many times as possible. The winner is the one with the most correct spellings.
<b>Spell it backwards</b>	Choose a word from the list and try to spell it backwards.
<b>Dictionary race</b>	Players race to find the chosen word in the dictionary. When found, place a finger on the word.
<b>Synonym spot</b>	Players race to find three synonyms for the word. Thesauruses can be used to help.
<b>Use it</b>	Use the word correctly in three written sentences and underline the word.
<b>Dictation</b>	One person makes up a sentence with a target word in it and says it out loud. The other person has to write it.
<b>Memory trick</b>	Make up a mnemonic to learn a spelling e.g. because: <b>big</b> elephants <b>can always use</b> small elephants.
<b>Syllable clapper</b>	Split the word into syllables and clap them out.
<b>Words within words</b>	Look for small words within a word and draw a picture to help you remember it e.g. rat in separate.
<b>Scrabble</b>	Use scrabble tiles to spell out your spelling words. Work out how many points each number will have.
<b>Millionaire</b>	Write a word four times. Only one should be spelt correctly. The others should be incorrect, preferably common mistakes. Choose the correct spelling.

<b>Spelling shoot out</b>	A game for two players. Make a football with a rolled up bit of paper. Create a goal mouth by putting thumbs together and middle fingers on the table. Two index fingers act as the goalie. Every time a player spells a word correctly they can take a shot at goal by trying to flick the paper ball through the goal.
<b>Spelling baseball</b>	Draw four bases. The pitcher selects a word. If the batter can spell a word correctly, move forward one base. One point earned for every time you pass the home plate.
<b>Spelling Tennis</b>	Choose a word from the list. Roll a ball between the players. First player says the first letter. Second player says the next letter and so on.
<b>Spelling poem</b>	Write a poem using as many of your spelling words as possible. Underline your words.
<b>Make some music</b>	Write a song or rap that uses your words.
<b>Spelling flowers</b>	Draw a big flower. Write your words on petals or leaves.
<b>Sound words</b>	Use a tape recorder to record you spelling your words. Rewind and check if you were right.
<b>Newsy words</b>	Use old magazines or newspapers to cut out letters/words and glue into a jotter.
<b>Rhyming words</b>	Write each word. Next to each word write or make up a nonsense rhyming word.
<b>Hopscotch words</b>	Make a hopscotch grid with chalk, give each square letters and hop your words.
<b>Dots game</b>	Make a square of 4 dots. 2 players. If a player spells a word correctly, player can connect two dots. When a square is formed, player writes name in box, winner has the most boxes.
<b>ABC Order</b>	Write words, and then write in alphabetical order. Extra points to write in reverse alphabetical order too.
<b>Type 'em</b>	Type your spelling words on the computer. Make each word have a different font.
<b>Motor memory</b>	Practise writing the words using joined up handwriting.
<b>Flash writing</b>	Darkened room, use torches to write words in the air.
<b>Three times</b>	Write words three times, pencil, crayon, and marker.
<b>Trace a shape</b>	Count your words. Draw a shape for each word. Write spelling words around shape.
<b>Pyramid writing</b>	Pyramid write your words - first letter at the top, then the first two letters on the next line, then the first three letters and so on.

<b>Notebook Challenge</b>	Player 1 calls out each word. Player 2 writes words down in the words in the notebook. Player 1 gets a point for every word incorrect player 2 gets a point for every word correct.
<b>Word sort</b>	Split page up into columns. Sort words from the list into columns based on things they have in common e.g. number of letters, syllables, spelling patterns etc.
<b>Noughts and crosses</b>	Play a traditional game of noughts and cross. Players earn a chance to mark a box with an 'x' or and 'o' when they spell a word correctly. Can also play this game as 'four in a row'.
<b>Hangman</b>	Play a traditional game of hangman but only use words from the list.
<b>Alphabet soup</b>	Choose a word from the list and randomly write the letters on the board or a piece of paper – not in sequence and not in a straight line. The first person to spell the word correctly wins a point.
<b>Spelling Cities</b>	Draw empty 'configuration' boxes to represent the shape of a word. These give letter patterns and word shape cues. Use these to guess the word. You can play a game much like Hangman with this activity.
<b>Closed Spelling</b>	Use blank spaces for missing phonemes or letter strings. Or use one blank space for missing letters.
<b>Words without vowels/ consonants</b>	Write spelling words in a list and replace all vowels/ consonants with a line. Then go back to beginning and fill in correct vowels/consonants.
<b>Consonant/vowel circle</b>	Write each word, go back and circle all the consonants/vowels.
<b>Phoneme frame</b>	Construct a simple grid and segment words into individual phonemes. Write each phoneme in a separate box.
<b>Pairs</b>	Make flash cards with words and missing letters. Put the missed letters on different cards to make pairs. Mix them up. First player chooses two cards. If they have a pair they get to keep them and have another go, if not, they replace the cards and the next player has a go.
<b>Inventor!</b>	Make up games or activities to learn spellings. Don't forget to share them.

<b>Connect the dots</b>	Write ten of your spelling words in dots. Then connect the dots with marker.
<b>Air write</b>	Write spelling words in the air using a finger.
<b>Rainbow write</b>	Write words in pencil. Trace over 3 times in a different colour. Trace neatly and you'll see a rainbow.
<b>Delicious words</b>	Write words in whipped cream, shaving foam.
<b>Telephone words</b>	Use telephone keypad to write phone numbers for spelling words.
<b>Upper and lower</b>	Write spelling words in upper case and lower case
<b>Back writing</b>	Use a finger to spell out each word on a partner's back. Can they guess what they are?
<b>Letter style</b>	Write each word using different styles of writing e.g. bubble, fancy, graffiti etc.
<b>Choo choo words</b>	Write entire list end-to-end as one long word (like a train). Use a different colour for each word.
<b>Acrostic poem</b>	Choose one spelling. Write an acrostic poem for that word. Illustrate your poem.
<b>Adding my words</b>	Each letter has a value. Consonants are worth 10, vowels worth 5. Find out word totals.
<b>Hidden words</b>	Draw and colour a picture. Hide spelling words inside the picture. Can a partner find the words?
<b>Jackanory</b>	Write the beginning to a story using all of the spelling words in the first paragraph.
<b>Thirty second words</b>	Write a TV commercial or news bulletin using words.
<b>Word search/crossword</b>	Write spelling words in word search; give clues to find in crossword.
<b>Secret agent words</b>	Number the alphabet from 1-26. Convert words into a number code. Write word next to code.
<b>Code words</b>	Make up a symbol for each letter of the alphabet. Write the words using the code.
<b>Word detective</b>	Give clues to figure out a word. Number of letters, Letters shapes, phonic clues, syllables etc.
<b>Riddle me</b>	Write a riddle for each word.
<b>On the other hand</b>	Write words normally then try with other hand – compare.
<b>Scrambled Words</b>	Fold a piece of paper into 3 columns. Write words in first column, then write them in second column with the letters all jumbled up. Fold correct answers behind page. Get a partner to try to unscramble words. Correct them when they are finished.