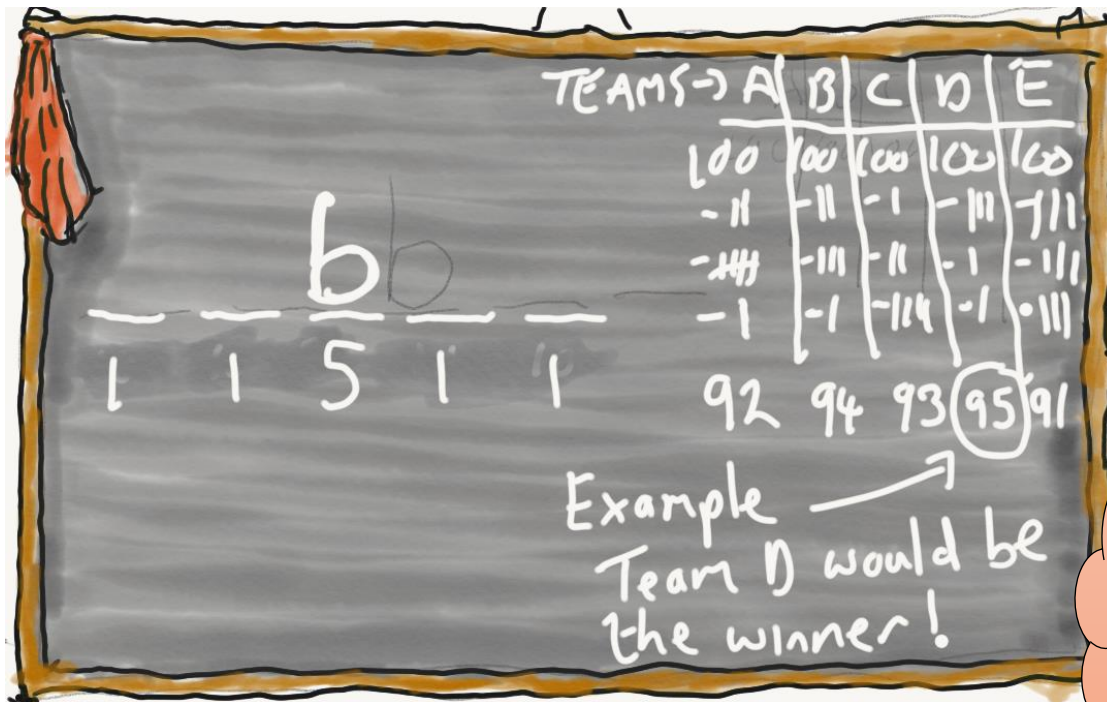# Race Against Letters!

REMEMBER:

Each team is only allowed one guess per turn!

Game Objective: Pupils build skills to recognise words quickly through prominent letter features.
Game Type: Guessing Game
Classroom Organisation: Teams
Language Area: Vocabulary, spelling, word forms
Useful for: Revision, testing, memorizing vocabulary, recognising words quickly

1. Choose at least 5 words you would like to revise with your pupils (these can be from any unit they have done).
2. Divide your class into roughly 5 teams (depending on your class size this may vary) and indicate this on the board (see picture above). Give each team 100 points to start off with.
3. Draw lines for each letter of your first word. Put 1 point under each letter. Put the total points under the first letter you wish to give the class. For example, if the word is 'table', there are 5 letters. That is 5 points in total. (see picture above which chose to give the letter 'b' first).
4. Teams can guess the word straight away from your first letter. If they guess correctly on the first try they get the full 5 points. If they guess the word incorrectly they lose 5 points!
5. If not, teams can guess the other letters to help them get the word.
6. If they guess the letters incorrectly they lose 1 point. If they guess the letters correctly they win a point! (See picture above for example).
7. Pace the game by counting down 10 seconds when each team tries to guess.
8. Pupils might find this game very strange at first, so start with EASY words to help them get an idea of how it works!