

SNOWMAN

Number of Players: 2 or more

Materials: Snowman Game Board, white board marker and a book just read –paper and pencils may be used.

Object: One player thinks of a word and the other tries to guess it by guessing letters. Each incorrect guess adds another snowball, carrot, hat, etc. to the snowman. This game helps to sharpen children’s spelling and word-decoding skills.



Directions: Decide who is going first. Start the game by having this person choose a word or phrase in their mind. (Choose a word from the book just read, and for quick reference to the word, use a bookmark to keep track of the page it is located on.)

Place one dash on the bottom of the game board for each letter of the word or words chosen. Leave a space between words.

If the word is dog, draw three spaces, like this: _ _ _.

Have the other player guess one letter at a time - or he or she can use a turn to guess the entire word or words.

Fill in the letter everywhere it appears on the appropriate dash (or dashes) each time the person guesses correctly. Circle the letter on the alphabet if is guessed correctly. Add one body part to the drawing each time the letter chosen is not in the word. Begin by drawing the snowman’s base. Add eyes, carrot nose, top hat, buttons, legs, and arms. Put an X through the letter that was guessed and not correct. You may also wish to make your drawings very elaborate - one button at a time, arms & feet - so that children will have a lot of guesses before losing.

If the drawing of the snowman is completed before the word or words are guessed, the guessing player loses. If the player figures out the word or words first, he or she wins.

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a b c d e f g h i j k l m
n o p q r s t u v w x y z

