

Checking in on c, k, and ck Game Instructions

Game Instructions:

(One Player)

1. Cut out and organize missing letter picture cards into columns in a random order. Also cut out the c, k, and ck letters and organize in piles.
2. Read out each word from the word card list and have student identify the picture that matches the word and fill in the missing letter using the c, k, and ck spelling rules.
3. If he/she filled in the correct letter, he/she gets a check mark and one point. If he/she gets it wrong, explain the correct answer.
4. Total up the number of check marks and points and match to the score sheet. Then have your student put a sticker in the correct spot.
5. This activity can be timed. If you do time the activity, aim for around two minutes or less, depending on how well your student knows his/her c, k, and ck spelling rules.

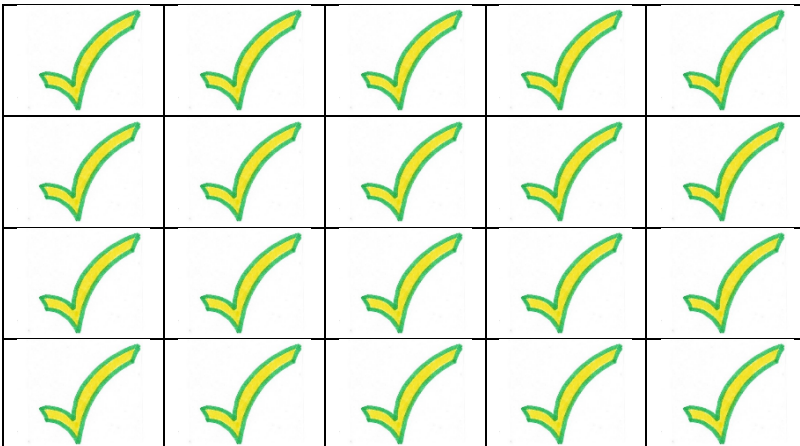
Game Instructions:




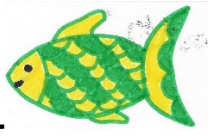

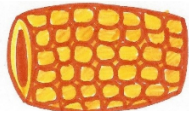

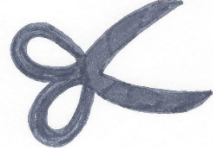











(2 or more players)

(You will need multiple sets of the materials)

1. Cut out and organize missing letter picture cards into columns in a random order. Also cut out the c, k, and ck letters and organize in piles. (One set of letter picture cards and c, k, and ck letters per student).
2. Set a timer for two minutes or less. The time you use will depend on how well your students know their c, k, and ck spelling rules.
3. Start the timer and read each word from the word card list and have your students identify the picture that matches the word and fill in the missing letter using the c, k, and ck spelling rules.
4. Keep going until the timer runs out or until you have read all of the word cards.
5. Start with one student and check his/her work. If he/she filled in the correct letter, he/she gets a check mark and one point. If he/she gets it wrong, explain the correct answer.
6. Total up the number of check marks and points and match to the score sheet. Then have your student put a sticker in the correct spot.
7. Repeat steps 5 and 6 with your remaining students.
8. The winner of the game is the one who gets the most check marks and points.

Check Marks:



___ at 	___ ap 
___ up 	___ od 
___ ub 	___ ob 
___ ash 	___ ut 
___ ab 	lo ___ 
___ id 	pa ___ 
___ op 	du ___ 
___ in 	li ___ 
so ___ 	pu ___ 
ra ___ 	

cat	cap
cup	cod
cub	cob
cash	cut
cab	lock
kid	pack
cop	duck
kin	lick
sock	puck
rack	

c	k	ck
c	k	ck
c	k	ck
c	k	ck
c	k	ck
c	k	ck
c	k	ck
c	k	ck
c	k	ck
c	k	ck

Score Sheet		
15-20	# Correct	Place Sticker Here
10-15	# Correct	Place Sticker Here
5-10	# Correct	Place Sticker Here
Less than 5	# Correct	Place Sticker Here