

The Apple and the Bushel Game of el and le endings

The purpose of the game is to help students differentiate between -le and -el endings.

Materials:

Game board

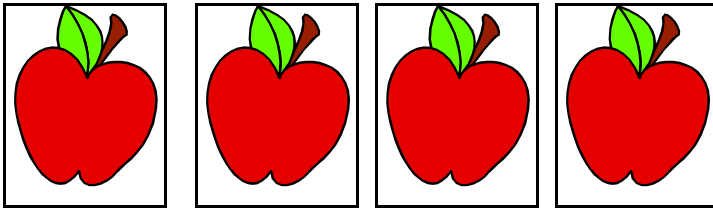
Game marker

Word cards

Procedures:

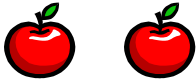
1. Students roll die to determine order of turns.
2. Student draws card from pile and reads word out loud.
3. Student moves his marker to the nearest -le or -el ending that would complete his word. If there is a disagreement among players about the correct ending, then they should consult the dictionary.
4. The game continues until one player reaches the bushel. To get into the bushel, a -le word must be drawn. If a player draws and -el word, he must move backwards and continue playing from that space.

Game Markers:



Idea taken from *Words Their Way: Word Study for Phonics, Vocabulary, and Spelling Instruction*

el	le	el	le	el	le	el
le						le
el						el
le						le
el						el
le						le
el						el
le						le
el						el
le						le
el						el
le						le





Card Stack



le
el
le
el
le
el
le
el
le

el	le	el	le	el	le	el
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app

litt

ratt

sett

medd

catt

nibb

pebb

map

cab

tab

fab

hand

gent

cand

durd

curd

turt

pedd

ang

ang

mod

grav

trav

cam

mot

lev

hot

exc

pretz

bush

dams

comp

prop

sand

fidd

crad

lad

funn

kett