# **Spelling Bee Games Draw It!**



## How to play?

These games can be played in the classroom whenever you have extra time to practice for the Spelling Bee. Before playing, remind students of your classroom values. These games are good opportunities to practice good sportsmanship, such as treating others with respect and kindness whether winning or losing, cheering on teammates, and taking responsibility for roles in a group.

Level: Elementary

Age: Children (Primary)

Time needed: 10 minutes

**Aim:** Practice Spelling Bee skills while reviewing vocabulary related to a specific topic or lesson

**Skills:** Spelling, Vocabulary, Listening,

Speaking

Materials needed: Student A/B charts

#### Warm-up Tips

Before playing, write pairs of challenging words on a strip of paper. Leave enough space and leave one to three missing letters. Give a strip to each student and ask them to find another classmate with the same word. Explain that they need to work together to complete the word with the missing letters and say the answer aloud. Give a set of charts to each pair once they are together.

#### **Draw It!**

- Give a chart to each student. Explain that Student A will keep track of Student B's answers with a drawing (a stick man) and viceversa.
- Explain that Student A will write six words in the right column without showing it to Student B. Then Student A will say the first word to Student B and will ask them to spell it.
- Student B should be able to spell the word. If they
  spell the word correctly, Student B should draw a part
  of the stick man's body (an arm, the head, a leg, etc.).
- If Student B's answer is incorrect, Student A should

not draw anything and they should go to the next turn.

- Repeat the process, alternating between students and drawing a body part each time a student spells a word correctly. To make it more challenging, students can set up a time limit to complete the spelling.
- The first student to get their stick man drawn in the chart wins!
- Draw an example of a stick man on the board so that they can see how many body parts should be drawn to win (two arms, two legs, the head, the body). This will help your students to avoid a misunderstanding.

### **Teaching Tips**

For further practice, play together as a whole class. Take those challenging words that could not be spelt correctly and write them on a piece of paper. Draw a stick man and ask students to spell one of the words. If they spell the word correctly, erase one part of the stick man's body. Repeat the process untill the stick man is completely erased.

Remember to congratulate your students for completing this task successfully. This will help to raise their self-confidence.

