Spelling Bee Games Spell Chain



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: One chain per team, one set of cards per team

Warm-up Tips

Before playing, have students lined up in small groups. Whisper a word to the first student in the line. Do the same with the rest of the teams. You may want to keep track of the words you give to each team. Explain to students that they have 15-20 seconds to spell the word whispering to each other. The first student shouldn't say the whole word, they should just spell it to their classmate. The last student should come to you as fast as possible to whisper the whole word to you.

After this quick practice, tell students they will play something very similar. Then explain the instructions.

Spell Chain

- Prepare two sets of cards with different challenging words.
- Divide the class into two teams and give a chain to each team. Then give a set of cards to each team.
 Ask students to keep cards down and not see them.

- Ask students to sit in line and explain that they should change places after each round to let everyone participate as a team leader.
- The team leader will take a card to read it aloud. Then they will say the first letter.
- The next student will say the second letter. The team continues spelling one letter at a time.
- The last student should spell the whole word and then say it. If the process is completed correctly they can write the word in the first cell and that would be a winning point. They can go to the next round!
- Explain to students that if a team member makes a mistake, they cannot mark the cell.
- The team with the most points at the end of the game wins!

Teaching Tips

For a more controlled practice, have teams spell the same word. If they make a mistake the other team can "steal" the point by spelling the same word from the beginning. This way both teams will pay attention to each other and you will keep the class focused without stop ping the fun.

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

