



HIGH FIVES

OBJECTIVE: To review vocabulary containing assigned vowel patterns and to create opportunities for students to locate those patterns independently or retrieve them from memory if possible.

SUPPLIES: 4 pocket folders - any color - no brads

Copy of dice with spots and without

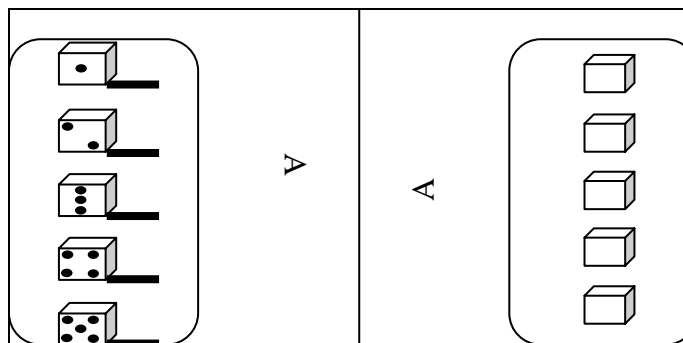
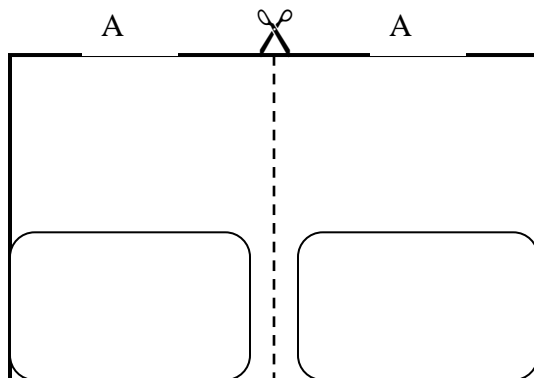
Copy of answer page for each student

5 dice and a container to hold them, (Individual serving size cans of Pringles work nicely)

Cut pocket folder in half at crease. Place two top sides (A) together so pockets are vertical.

Carefully peel up the small edge inside the folder. Slide the two halves together slightly so the answer page will slip under the pocket flaps on each side to hold it in place.

Tape folder together with clear tape, glue set of dice with lines on the left pocket; glue the set of blank dice on the right pocket. Decorate if desired. Laminate. Slit pockets and small edge at bottom open with Exacto knife. You will need 4 folders to make a complete set for use by 4 players. (Option - Students may paper clip copies of the dice pages onto the side pockets for actual play so that game may be easily changed for next player)



HIGH FIVES

DIRECTIONS FOR PLAY: Select 4 students. Select 5 vowel patterns for each student or allow students to select them. Write vowel patterns provided adjacent to each die. These may vary for each student or be the same.

GAME PLAY: Objective is to be the player scoring the most "high fives" by completing rows with 5 words and/or by accumulating the most total points. For each row completed with 5 words player may give out a high fives to a friend at the end of the game.

If a six is rolled, it is wild and may be counted as any number the player needs for that turn.

To begin play, select first player and give that player container with 5 dice inside. Player has 3 rolls per turn. On the first roll, player may save any die that have matching numbers and return other die to container for second roll trying to roll more of the same number. (Think Yahtzee)

Example of first roll



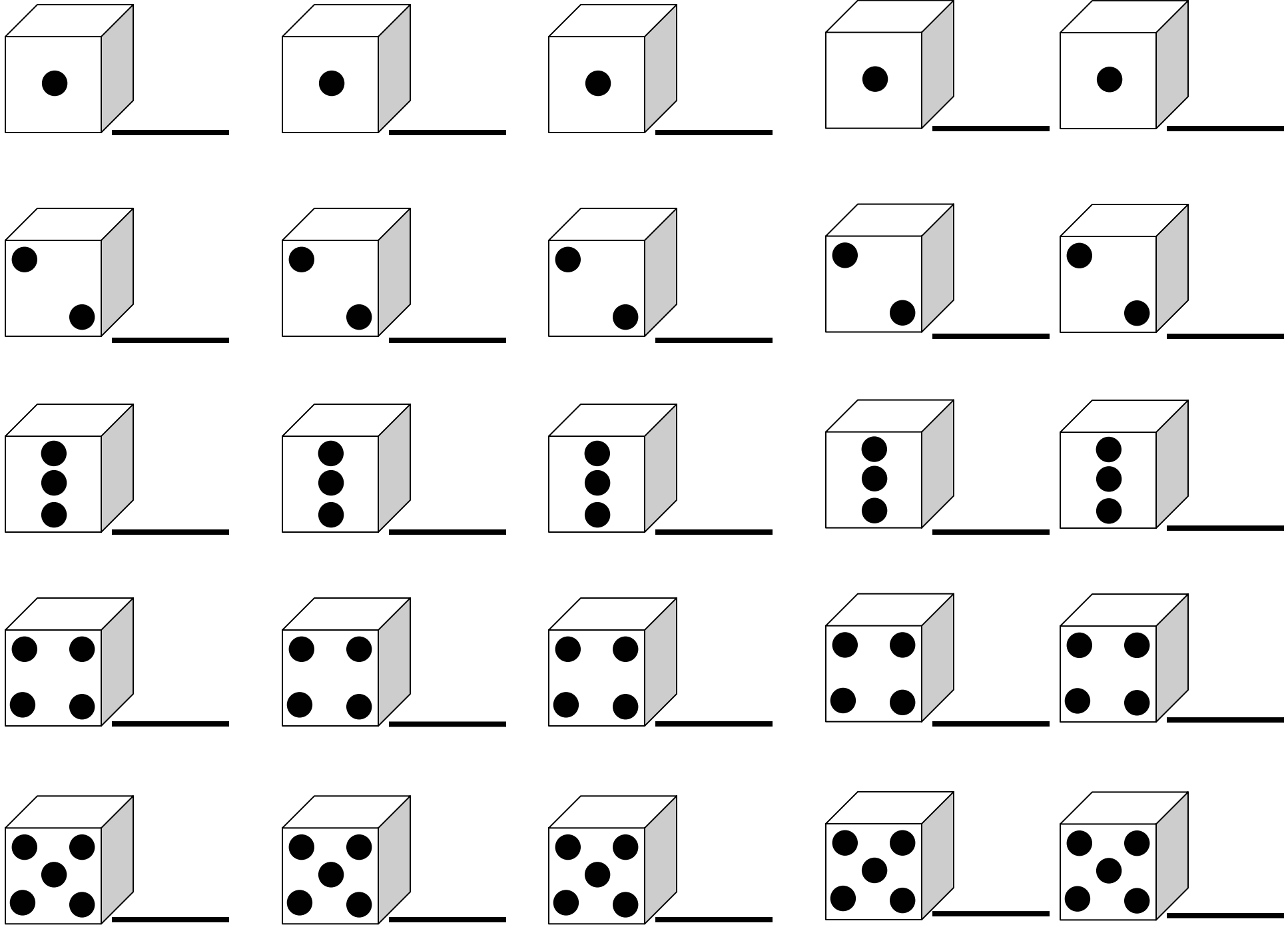
WILD.

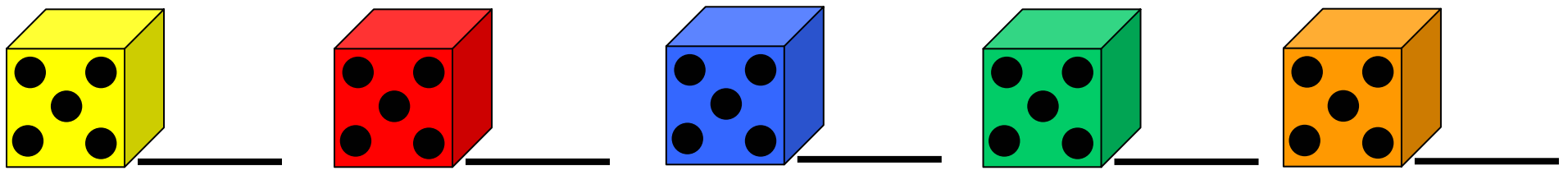
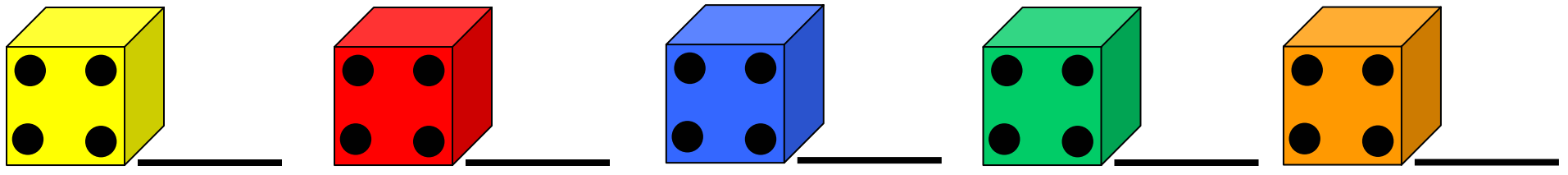
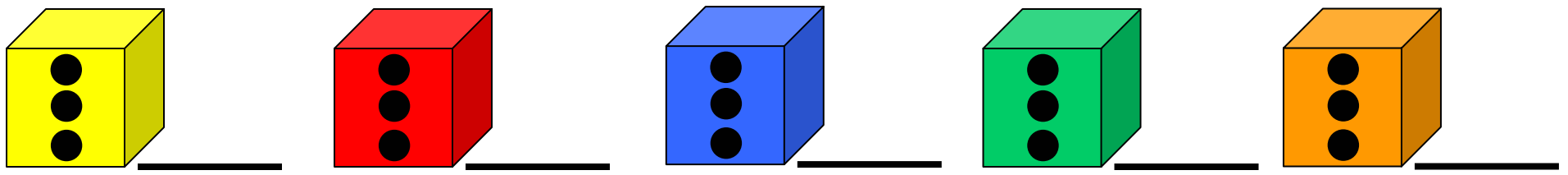
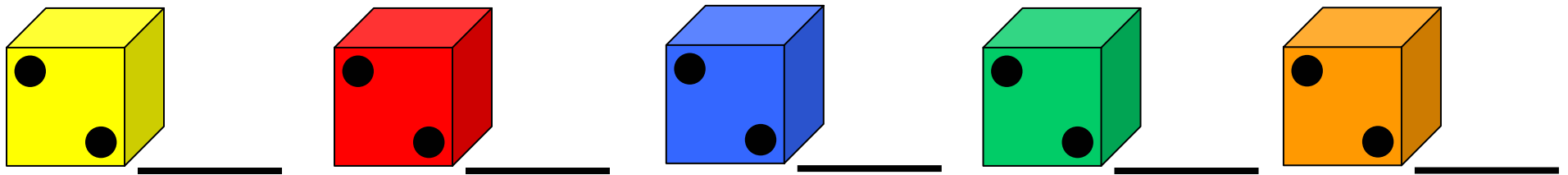
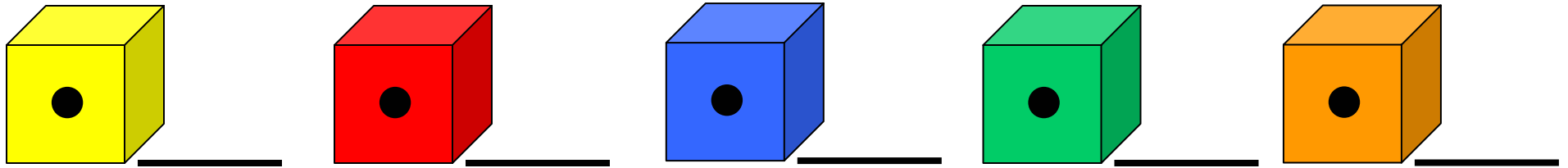
"3" comes up on second roll, player returns die to cup and rolls final time. This time player rolls another "1". Player has now rolled five "1's" and has scored a "HIGH FIVE". Player highlights around the square on the "1" die row under the column entitled "5". Player must now generate 5 words of that vowel pattern and fill them in all five squares on the "1" die row to earn the right to give out a "HIGH FIVE" at the end of the game.

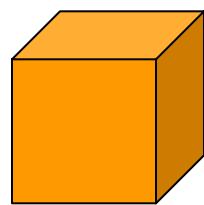
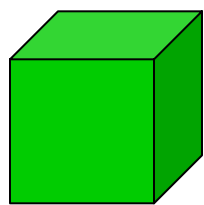
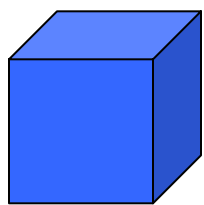
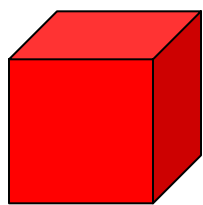
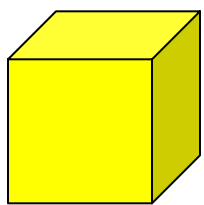
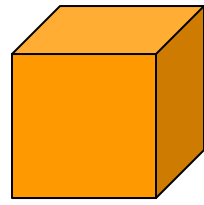
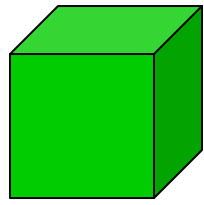
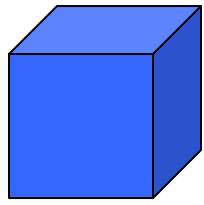
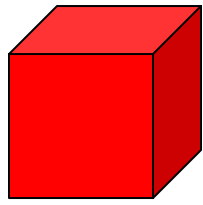
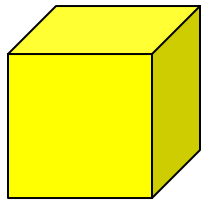
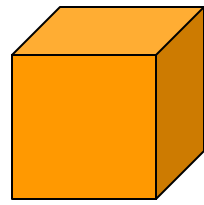
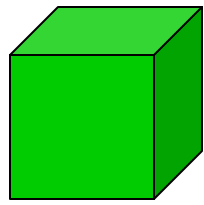
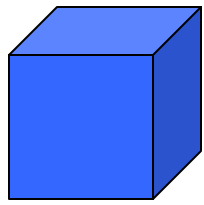
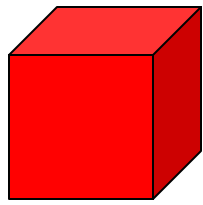
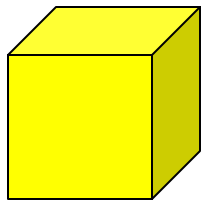
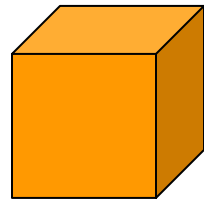
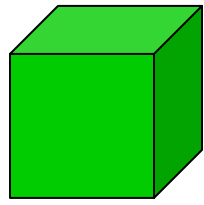
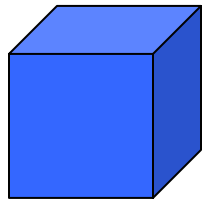
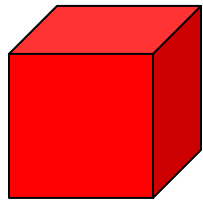
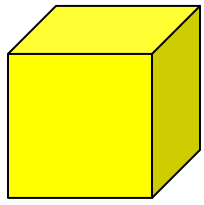
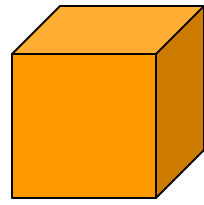
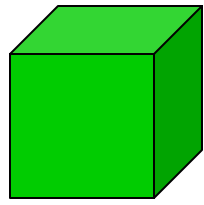
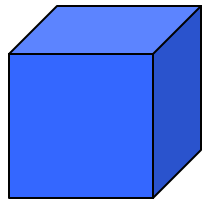
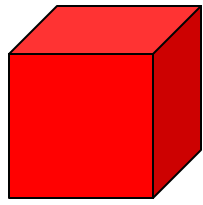
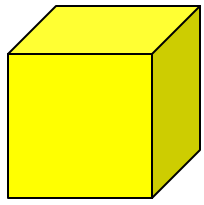
Player saves all "1's" and the "6" because sixes are wild. Player returns the "2" to the cup for another roll.

Play moves to next player who may begin rolling his/her 3 turns. Player ends his/her turns with a total of two "4's". Player highlights the box under the column entitled "2" on the die row marked by the 4 die. Player must fill in two words containing the pattern indicated and does not score a "HIGH FIVE" but may add two points to his/her total score at the end of the game.

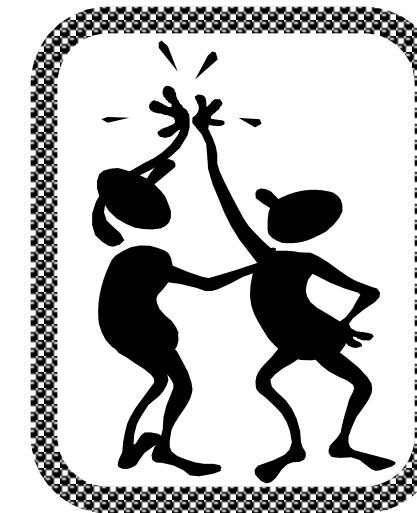
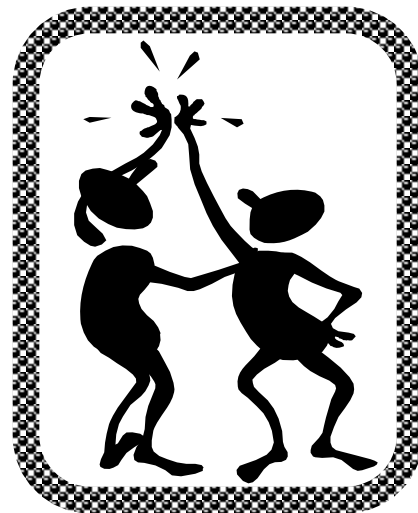
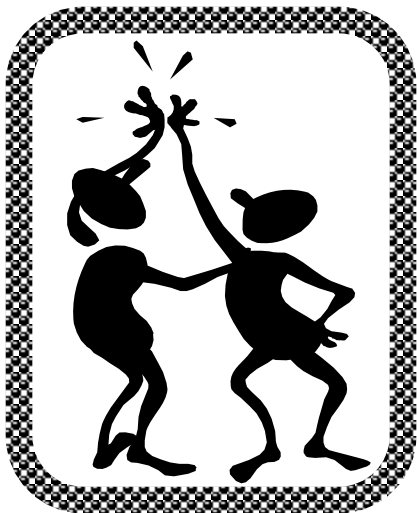
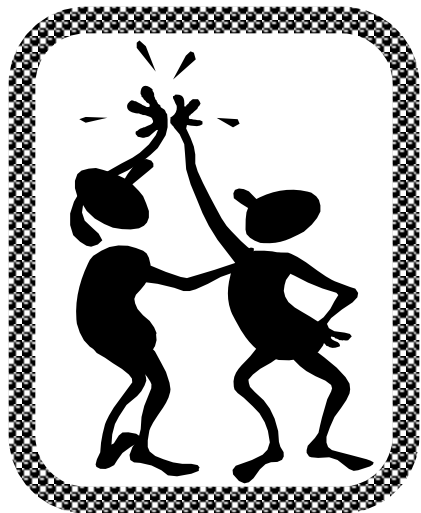
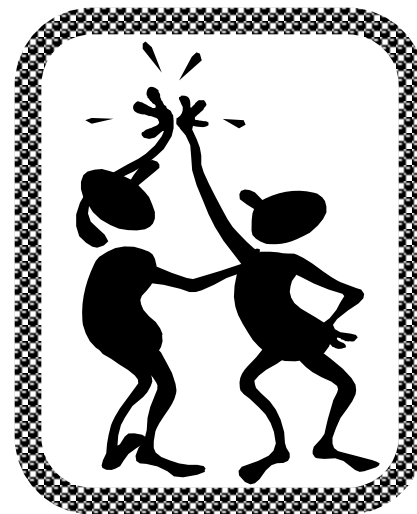
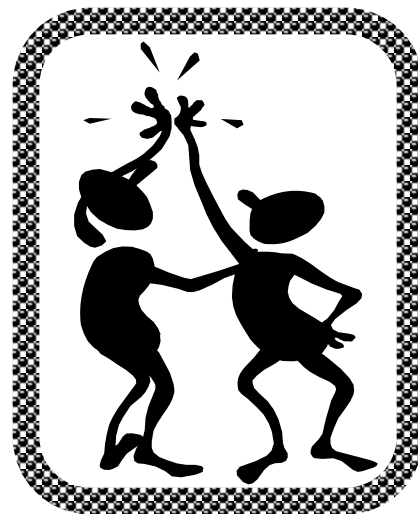
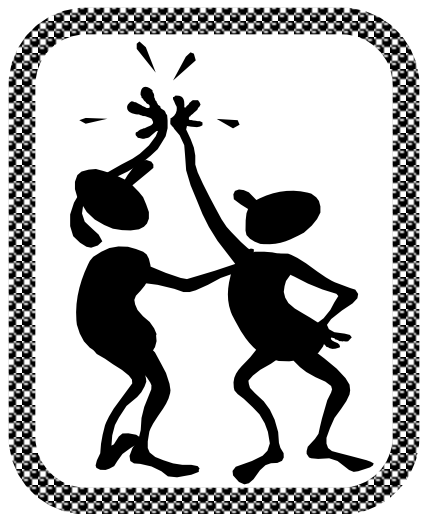
Once a die row has been played and words written on it, player may not use that die row again in the same game. (Note the formation of the 3 on the die pictured has been modified to match the mnemonic for 3 in Semple Math). Game ends when all players have had 5 turns with 3 rolls allowed on each turn. Players then total the number of words in each row and may total the entire card if so directed. Players scoring "HIGH FIVES" give those out to other students.







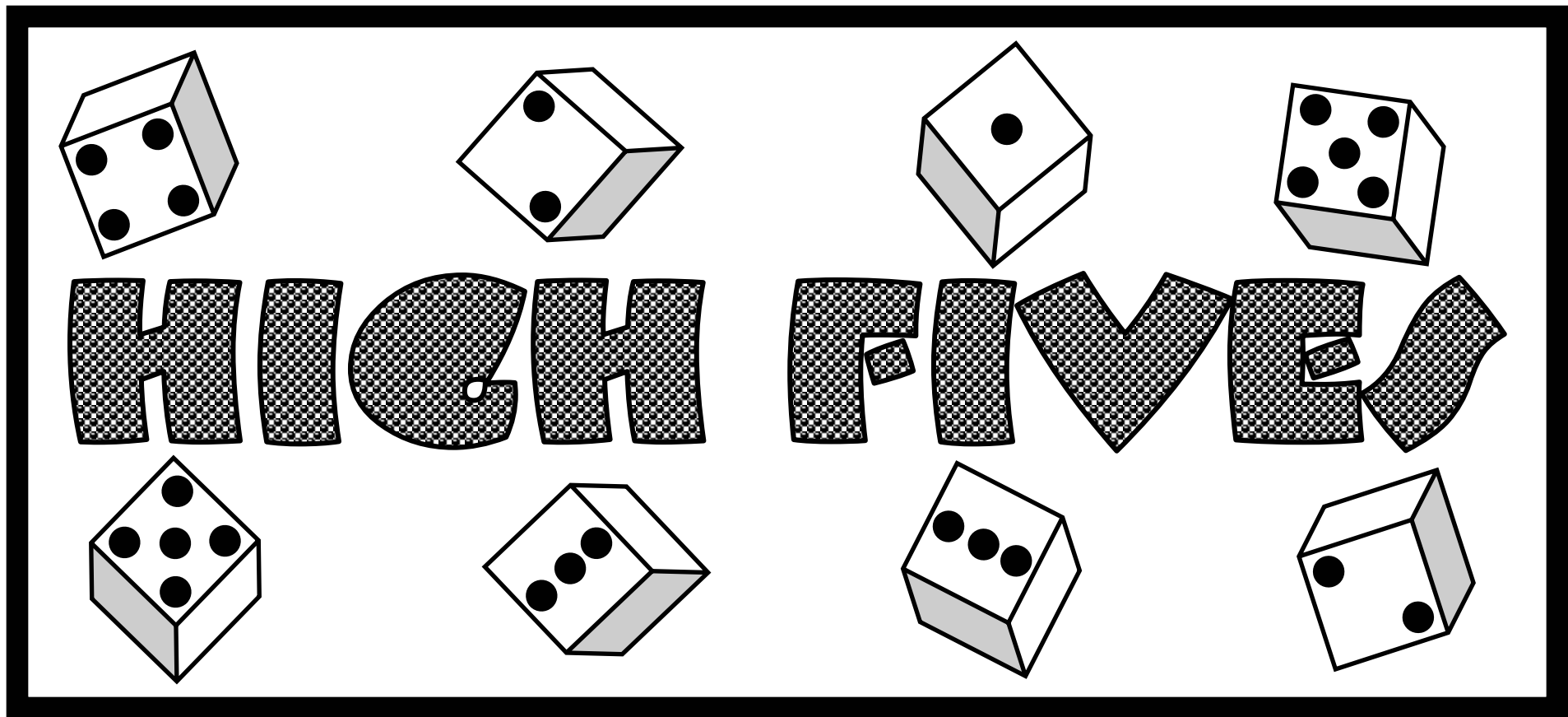
HIGH FIVES



HIGH FIVES

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This master is sized to fit a single serving can 2.8 oz of Pringles.
Any type of container may be used to hold the dice.

TOTAL

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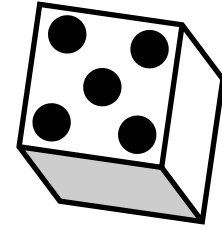
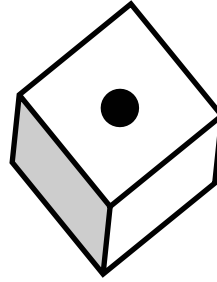
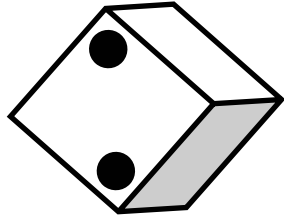
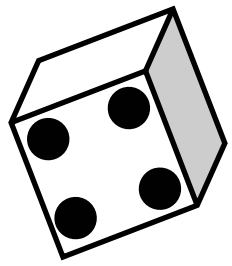
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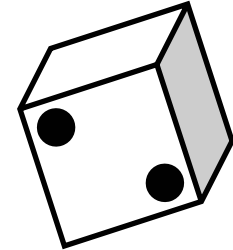
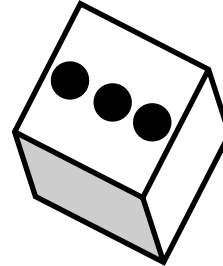
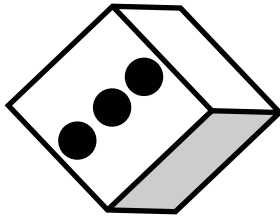
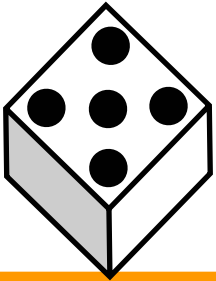
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