

HOT SHOTS

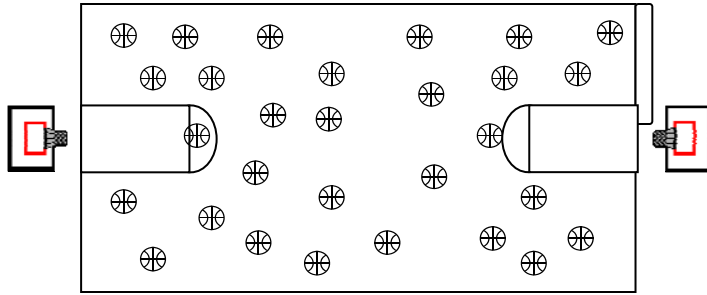
PRINTING INSTRUCTIONS PER PARTICIPANT:

- 1 plain paper copy of each page**
- 1 copy of page 4 on white card stock**
- 1 copy of pages 5 & 6 on yellow or gold paper**
- 1 copy of pages 8 – 12 on yellow or gold cardstock weight paper**

HOT SHOT

Objective: to reinforce the spelling and vocabulary of the Stevenson Lonely Vowels.

Directions: Assemble folder based on diagram. Number of basketballs pictured is only a general guide. After laminating, tape bendable straws at each end and attach the laminated goals. Decorate cover with "Hot Shot" words and basketballs if desired.



Playing the game – Objective – to be the player with the most points at the end of a designated time or number of turns.

Select two players; provide each player with an answer page.

Stack the Lonely Vowel cards face down inside the rectangles at each end of the court.

To begin play each player selects 4 Lonely Vowel cards and turns them face up in the 4 different sections of his/her answer page and places his/her game piece near center court.

Select a player to go first, i.e. youngest student, person wearing purple etc...

Players have 3 options when moving:

1. move one space to an adjacent basketball
2. move two spaces, but they must be adjacent to each other
3. stay put and use the letter again with a different Lonely Vowel pattern

On the first turn, player will obviously need to move either one or two. It is always the player's decision; there is no spinner or die. Player moves onto the basketball of his/her choice and records the letter in one of the lines on his/her answer page with the goal of making a word.

For each correct word player will score 2 points on answer page at the end of the game.

Play proceeds to the next player who repeats the process.

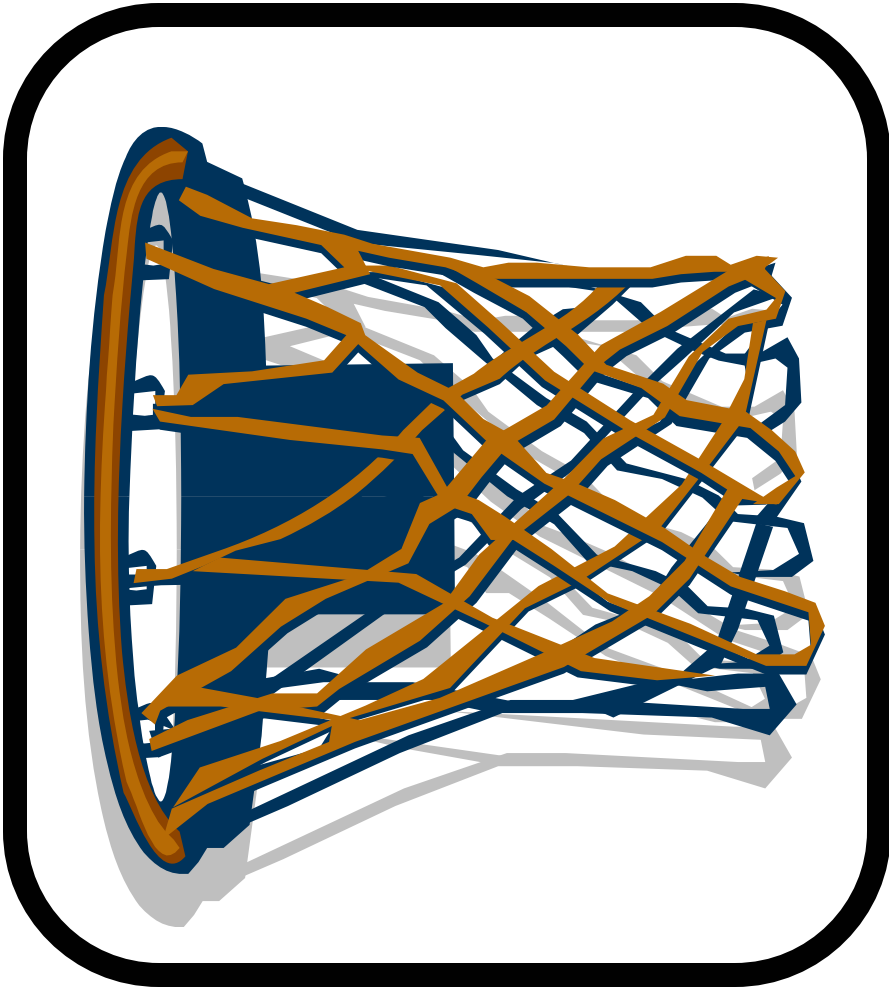
Play continues for specified length of time. When "buzzer" sounds, play stops and players add their scores.

Assistance may be needed to make sure all words are actual words or to help with addition skills if players are unable to do this. (You may want to check out *Semple Math* if your students cannot add up their scores)

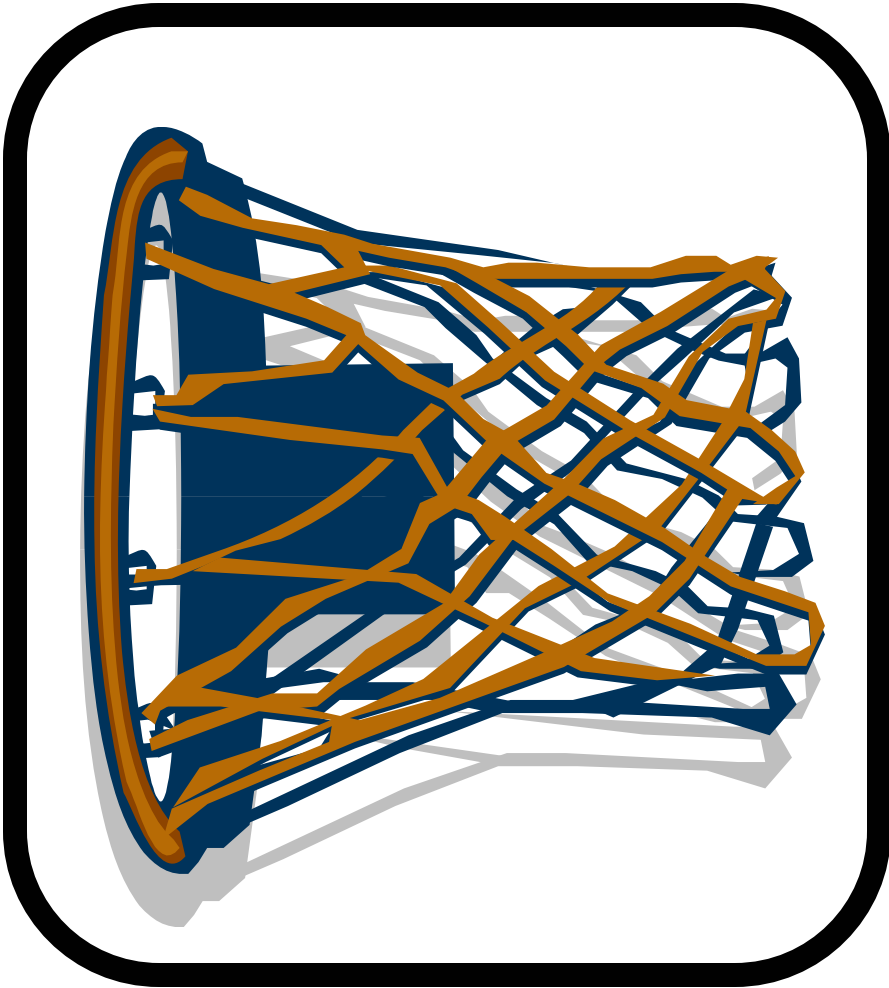
Player with the highest score wins.

Notes: Players may move in any direction on any turn as long as they are moving to a basketball adjacent to the one they are currently occupying. The game may be made more difficult by using the Lonely Vowel Pattern cards with 3 letters. Words made with these cards would be worth 3 points in the final tally. An advanced version of the game may be made by writing consonant blends on the basketballs and creating a court of blends and single letters.

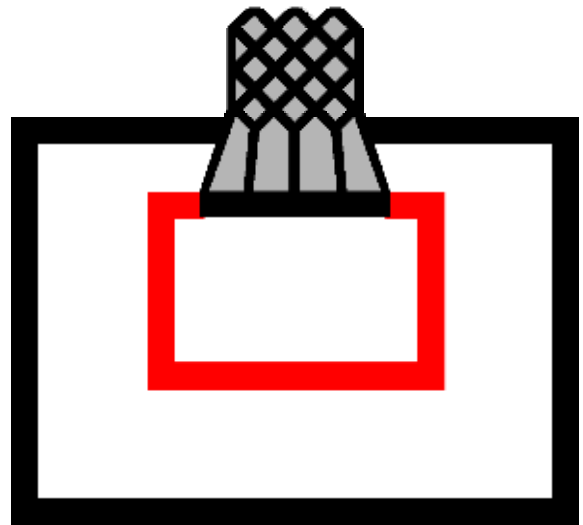
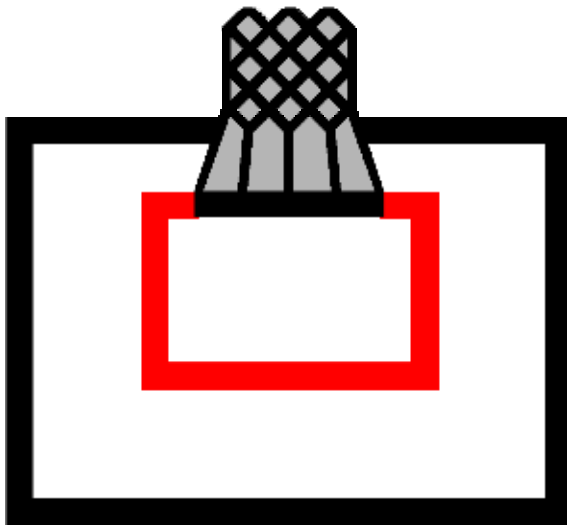
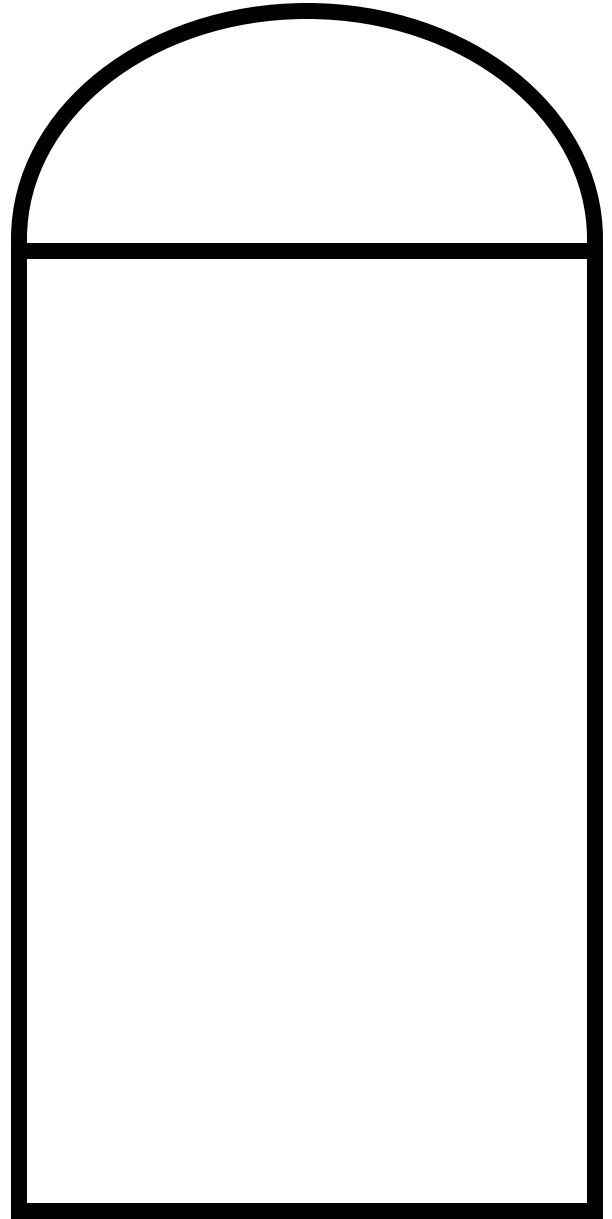
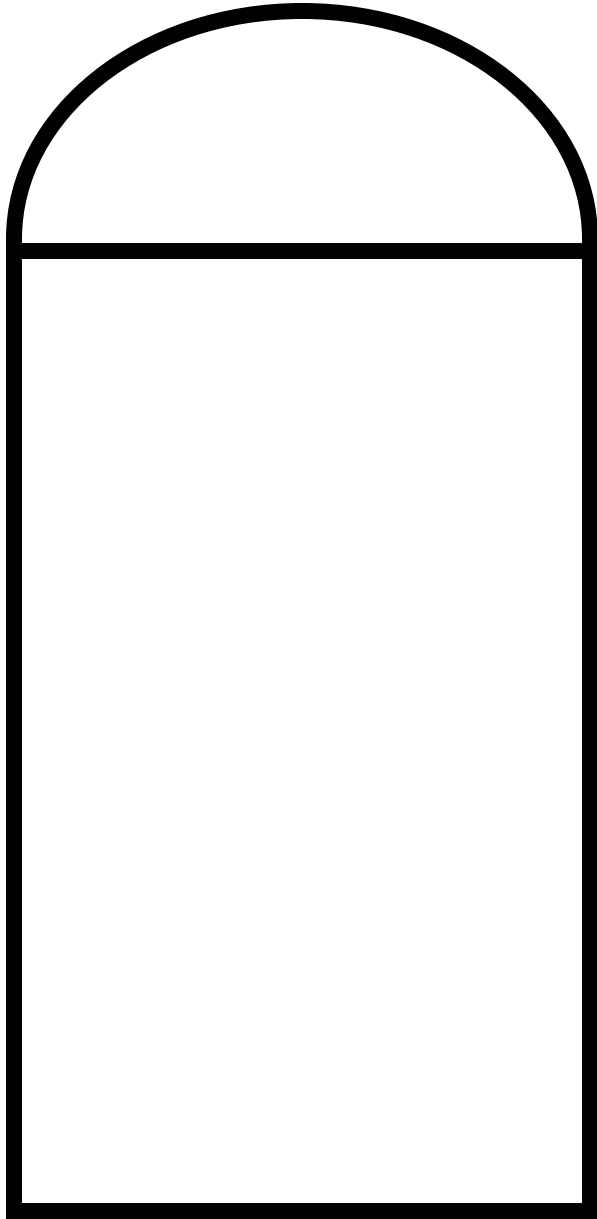
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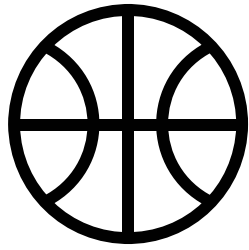
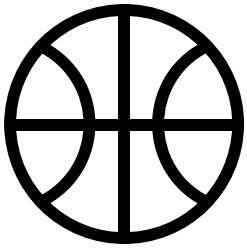


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Glue inside file folder on opposite ends. A bendable straw may be used to make the goal post stand above the folder for a 3-D look. Then tape or staple laminated goal post onto straw.

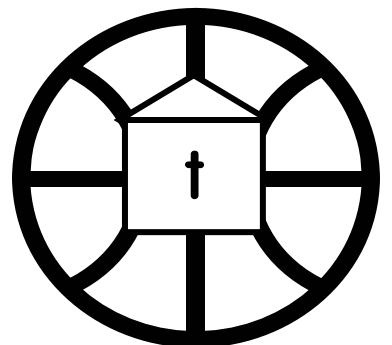
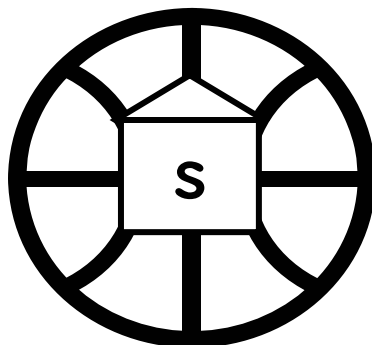
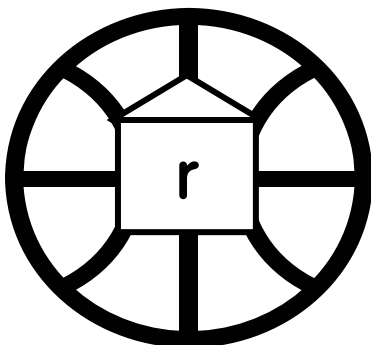
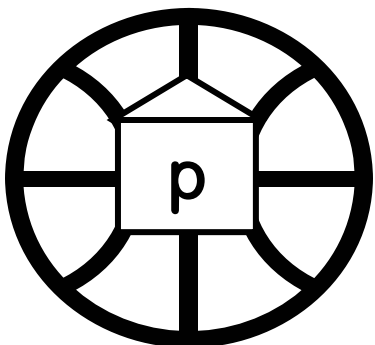
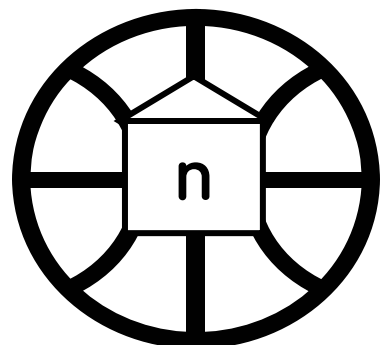
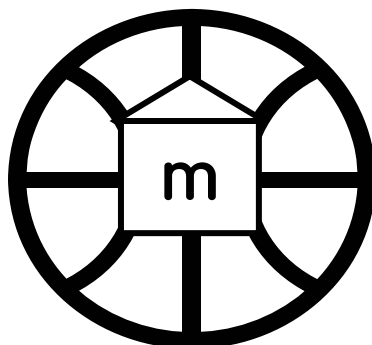
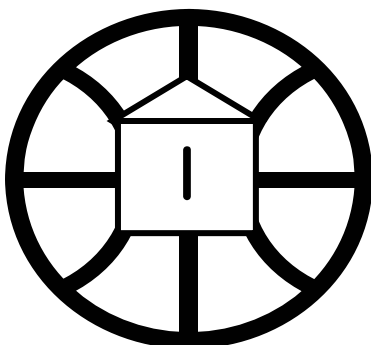
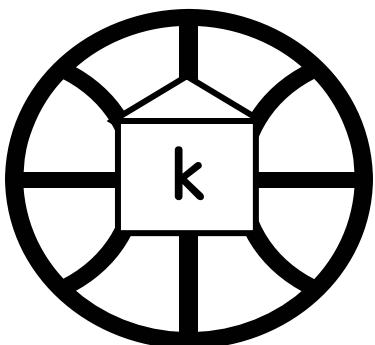
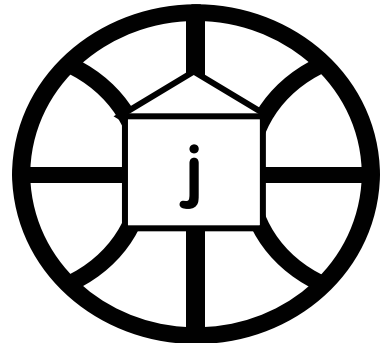
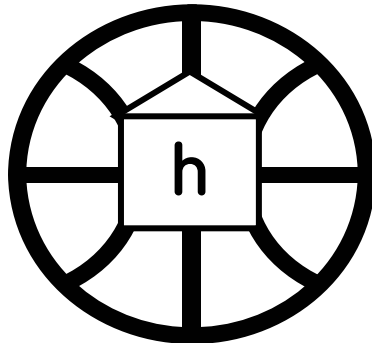
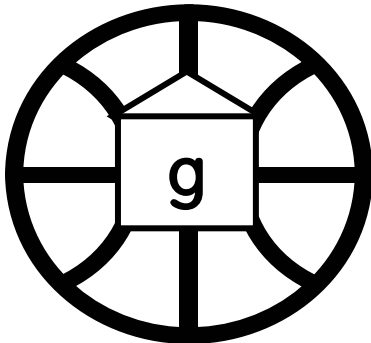
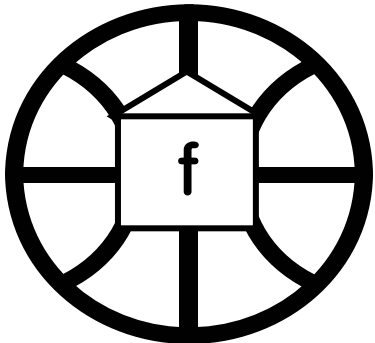
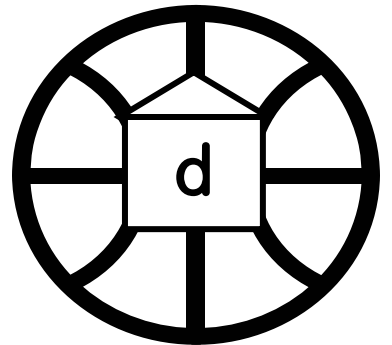
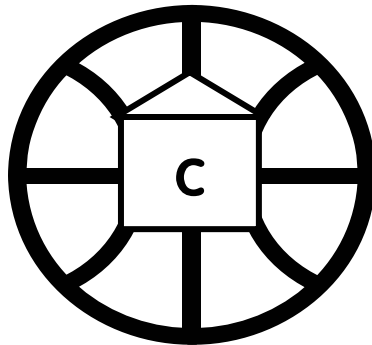
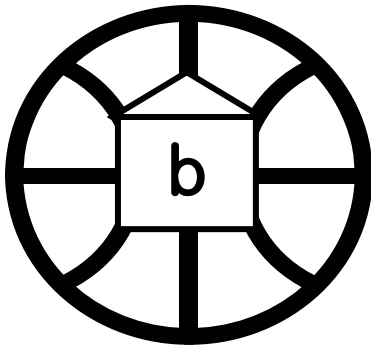
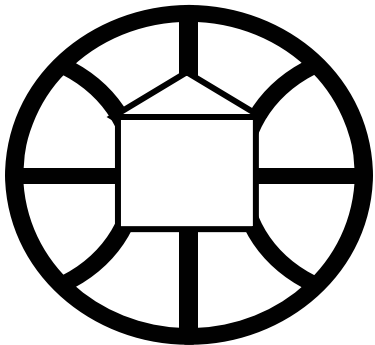




Game pieces

Select two colors. Color one of the game pieces using each color. Then cut and laminate for students to use.

The triangle top is designed to help students differentiate between b, d and p. Point out to students before they play that the basketballs each have a "house" inside. Point out the roof, the ceiling and the floor. This association is familiar to students if they have used Stevenson mnemonics for handwriting. If not, explain briefly before play.



HOT SHOTS

Name _____

HOT SHOTS

Add Lonely Vowel patterns to game as introduced in the Stevenson Lonely Vowels Manual.

Triple letter combinations may count as 3 point words if desired for game variations.

Print on cardstock weight paper and laminate for durability.

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Other patterns may be added if needed. Also, you may make another version of the game by printing consonant blends on the blank basketballs and selecting additional endings which would work with the blends.