

# read and spell with spellrider-1 games

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Description of the book, "Read and Spell with *SPELLRIDER-1* Games" by Aneil S. Deo (12/03/2005)

Whoever said that practicing spelling has to be boring! *Spellrider-1* will change minds, whatever your age or experience. 'The teaching of English is optimized through connecting spelling, reading and writing.' *SPELLRIDER-1* Games were designed with this theory in mind.

Anyone interested in lifelong learning will find interest, enjoyment and challenges here. *Spellrider-1* may be used in classrooms; it is anything but traditional in teaching vocabulary and spelling. It reinforces reading and spelling in a series of puzzles with themes that include homophones, pronouns, science concepts, and history. *spellrider-1* will expose you to new words, or a new term or concept. (100 words)

## Acknowledgements

Over the last four years as I have revised, refined, and reworked this concept of a new vocabulary board game, many wonderful people have helped me remain optimistic. My family has been the first to be "victimized" and asked to play at various times. They were extremely helpful when I needed to see if my targets for the number of total words one might construct were reasonable guesstimates. My gratitude goes to them, especially to Hind, Ayanda and Nirvana.

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Last but certainly not least, the Instructors, staff and students at the Literacy Council of Prince George's County (Maryland, USA) were adventurous and supportive in very important ways. This included using a puzzle in our GED (Graduate Education Diploma) class. I would like to thank Janna Lusk, Executive Director of our Literacy Council ([www.literacycouncil.org](http://www.literacycouncil.org)) and Betty Sonneveld, Instructional Specialist, from the bottom of my heart. We hope to work separately and together in the weeks, months and years ahead in this fulfilling, rewarding and exciting work of literacy and adult education. ©A.S.Deo.

Welcome to spellrider-1.

Whatever your age, whatever your level of English, let's go on a wonderful journey with words. You'll be glad we did!

Whoever said that practicing spelling has to be boring! Our hope is that Spellrider-1 will change this view if it's still there.

## BACKGROUND

As an educator (of all-round, holistic education) I am familiar with writers who advise that teaching English is done best by connecting spelling, reading and writing. In my teaching, I have tried to do just that, and to make my lessons enjoyable and creative for the learner and the educator. This game was inspired by these experiences and ideas. My main challenge was to reach learners in several age groups simultaneously. At the back of my mind is the desire to make homework more enjoyable for students and their families. So anyone interested in games and lifelong learning will find much to enjoy with our games. I hope you will contact us and tell us if we succeeded in these ambitions. This booklet will, we are certain, make spelling more fun than you have known it to be until now. It teaches or reinforces spelling in a series of word puzzles. (Homophones, pronouns, science concepts, and history are some of the themes in the puzzles).

We would love to hear from you after you have gone through this booklet. The publisher may be contacted at [www.RedLeadBooks.com](http://www.RedLeadBooks.com). The author's website has several contact details at [www.HiEducation.info](http://www.HiEducation.info).

## RULES OF spellrider 1 GAME

In each of the puzzles, we offer sample long word/s that demonstrate/s the challenges behind construction of words.

We have designed this series around a 1:2 ratio of one *vowel* to two *consonants*. The layout varies around 9 squares:

C<sub>onsonant</sub> V<sub>owel</sub> C<sub>onsonant</sub> (bed)

C<sub>onsonant</sub> C<sub>onsonant</sub> V<sub>owel</sub> (two;fly)

V<sub>owel</sub> C<sub>onsonant</sub> C<sub>onsonant</sub> (egg)

A single puzzle will have no more than NINE, and no fewer than FIVE, letters. If we took the first 9 letters of the alphabet, our general ratio will be met: a,b,c,d,e,f,g,h,i. The THREE vowels (a,e,i) comprise half the number of all consonants (b,c,d,f,g,h). In a puzzle, however, we would use our research to vary the combinations of C,V,C on each of the three rows. Two variants:

### OPTION ONE

Vowel a/A Consonant b/B Consonant c/C  
Consonant d/D Vowel e/E Consonant f/F  
Consonant g/G Consonant h/H Vowel i/I

### OPTION TWO

Consonant H/h Vowel I/i Consonant c/C  
Consonant B/b Vowel A/a Consonant G/g  
Consonant D/d Vowel E/e Consonant F/f

An assumption behind this second design-concept is that most English words use fewer vowels than consonants, and that beginning learners use the pattern C,V,C. The pattern Consonant, Vowel, Consonant is also used with four-letter words where the last consonant is not represented with a C. Interesting exceptions alluded to above in the table V,C,C (as in egg) and V,V,C pattern in three-letter words such as "eat" and "oil" or "E-A-t" and "O-I-l".

Beginning with the first nine letters of the alphabet, a teacher may easily use C,V,C in her instruction:

*b-a-d - b-e-d - b-i-d*

*b-a-g - b-e-g - b-i-g*

Now, let us have fun with this new game, including getting familiar with its other rules, while constructing words longer than three letters.

c d e

A b g

f h i

A,B,c,d,e,f,G,h,I - can be used for many four-, five- and six-letter words, with only the capital letters (A,B,G) being used more than once for each new word. Here is a quick list: Ache, Aide, BAbe, Bade, Bide, cAfé, deAf, fAde, BadGe, GAGGed. Did someone suggest "egghead"? We cannot use "e" twice because it violates the rule of using only B-A-G twice or more when needed within single words. Oh, - if you are wondering what longer words may be constructed with the letters above ... here's one: "c-A-B-B-A-G-e". Someone may suggest, "B-A-G-G-A-G-e-d". Dictionaries out!

### spellrider1 rules:

Use from 3 to 9 letters to make each word. Certain letters only may be repeated in a word. Manipulate the letters and enjoy discovering how words share similarities and differences. You may wish to set a time limit, and each one spells out on a sheet of paper as long a list of words as possible. The longer your list, the better! Do not use a dictionary. When the game ends, you may consult a dictionary if a word is challenged as not being of the English language. The person or team with the longer list of accepted English-language words is the winner!

Usually, the letters in the puzzle may NOT be repeated within a word. You may use the middle row of capitalized letters as many times as you need in a word (more examples, below).

Spell your words carefully, although guesses are allowed! Some words sound alike but are spelled differently. These are called "homophones". Homophones are accepted, in fact encouraged, because they will show you minor differences in spelling. Careful spelling will help you recognize PHONEMES, which are the smallest unit of sounds in a word. The puzzles that call for homophones will offer clues to help you along.

**In these spellrider1 games, I CHALLENGE READERS** to challenge you to make the longest possible list of words, using just those letters given in the puzzle (maximum 9, minimum 5). Only the middle row of blue letters may be used more than once in a word. I hope that as you play with a friend, or in teams, your understanding and enjoyment of the language (& pronunciation) will improve. Minimum letters per word: three (3).

Once again, Welcome to spellrider-1.

Make a long list of words by using letters given in the puzzle.

1. Use the letters once in each word, except the second row of letters that may be used repeatedly. Only this middle row of capitalized letters may be used as many times as you need within each new word.
2. Words ought to be at least three (3) letters long. There are exceptions toward the end where a few puzzles allow us to practice writing short sentences, and pronouns (I, me, we) may then be used.
3. Choose a dictionary before you begin. Do NOT use the dictionary during play, but only when a word is challenged for as "not English" by a player. An umpire (friend, teacher, adult, parent) may substitute for a dictionary. Go SPELLRIDERS!

**P E R**

**a**

SAMPLE LONG WORD: "P - R - E - P - A - R - E - S"

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.
- 13.
- 14.

Are you surprised at how many three-letter words are possible for this puzzle? However, if the word "appears" is included in your list you have ignored the rule that allows only the middle row of capital letters to be repeated. With one change (see next puzzle) we may include "appears" on our list.

Now we may use "A" twice in each word. Since "P" and "R" may be used many times in each new word, consonants still outnumber vowels consistent with the ratio

2:1. Go on *Spellriders!* Compare your lists before and after including the second "A".

**a**

**S**

**P E R**

**a**

SAMPLE WORD: R-e-a-p-p-e-a-r-s. Now make your list.

- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.
- 13.
- 14.
- 15.
- 16.
- 17.
- 18.

**a - t**

**C I L**

**r - k**

**Sample word: C-R-I-T-I-C-A-L**

(Use the space below to work on your list of vocabulary words for this puzzle).

2.  
3.  
4.  
5.  
6.  
7.  
8.  
9.  
10.  
11.  
12.  
13.  
14.  
15.  
16.  
17.  
18.  
19.  
20.  
21.  
22.  
23.  
24.  
25.

t m u  
L O E  
c n

**SAMPLE WORD : "M - O - L - E - C - U - L - E"**

**SCORING GUIDE:** If you need some assessment tool, we suggest these ranges

20-30 words - GOOD; 30-40 words - EXCELLENT; 50+ SUPER DUPER!

2.  
3.  
4.  
5.  
6.  
7.  
8.  
9.

- 10.
- 11.
- 12.
- 13.
- 14.
- 15.
- 16.
- 17.
- 18.
- 19.
- 20.
- 21.
- 22.
- 23.
- 24.
- 25.

**n o c**  
***T I E***  
**j u s**

SAMPLE WORD : "I - N - J - U - S - T - I - C - E"

(Use the space below to work on your list of vocabulary words for this puzzle).

In this HISTORY puzzle, we have relaxed the rule disallowing names and proper nouns in your wordlist. Abbreviations (USA for United States of America if we had 'U') are also allowed.

**g   s   w**  
***A   n   i***  
**d   o   m**

Sample names/words : “Sam Adams”& “God and wisdom”

(Use the space below to work on your list. Feel free to add short phrases as we have done with “God and wisdom”).

### A word about letter count per puzzle

Spellrider1 allows players a maximum of nine (9) letters. The 9-letter puzzles are often - but not always - easier. The following puzzles show a mix of easier and “more difficult” nine-letter puzzles. Enjoy!

**n   t   c**  
***E   l   o***  
**m   g   u**

SAMPLE WORDS: “M-o-l-e-c-u-l-e” & “l-e-g-u-m-e”

(Use the space below to work on your list of vocabulary words for this puzzle).

**d i a**

***G E z***

**t f x**

**LONG WORD : "Z - I - G - Z - A - G - G - E - D"**

(Use the space below to work on your list of vocabulary words for this puzzle).

**a e y**

***S I T***

**q u f**

**SAMPLE LONG WORD: "S - I - T - U - A - T - E - S"**

(Use the space below to work on your list of vocabulary words for this puzzle).

***I***

***N E T***

***m***

**SAMPLE LONG WORD: "E - L - E - M - E - N - T"**

**(This puzzle may prove to be a difficult one. Target 15 words)**

2.  
3.  
4.

- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.
- 13.
- 14.
- 15.
- 16.
- 17.
- 18.
- 19.
- 20.
- 21.
- 22.
- 23.
- 24.
- 25.

p n c  
*A I T*  
l z o

**Sample word: C-A-P-I-T-A-L-I-Z-A-T-I-O-N**

(Use the space below to work on your list of vocabulary words for this puzzle).

m l s

*A d i*

p e n

Practicing Homophones

Let us use the puzzle above for practicing homophones (words that sound alike but that have different meanings). Make a list of pairs of words that have similar pronunciation (sounds), for instance, “m-A-I-D” (a female worker, servant) and “m-A-D-e” (the past tense of make, that is, construct or build something). Clues to help find homophone pairs & writing space:

a switch; and part of a lion \_\_\_\_\_; \_\_\_\_\_

a window ... and hurt \_\_\_\_\_; \_\_\_\_\_

Midwest; aircraft \_\_\_\_\_; \_\_\_\_\_

small road; having slept with \_\_\_\_\_; \_\_\_\_\_

unsteady; property \_\_\_\_\_; \_\_\_\_\_

You may continue to add homophones to your list of words possible in the puzzle above. The long word that we came up with is “M-A-L-A-D-I-E-S”, meaning “illnesses”; something that is not right; things or conditions related to “bad” (“mal”).

In the next three puzzles, some of the 9 spots or letters have single phonemes. A phoneme is the smallest unit of sound. Phonemes help us spell correctly and to “sound-out” words. These three puzzles could help learners practice consonant blends and digraphs. Consonant Digraphs (“Tw” below) are a single sound made up of two letters/consonants, but they create a new sound distinct from the two “parent letters” (“T” and “w”). The new sound is like a child who does not look/sound like either parent (“T” and “w”) but is a new offspring, “Tw”.

Tw i t

*N E S*

c b d

SAMPLE LONG WORD : “b - e - Tw - E - E - n”

1. 14
2. 15
3. 16

- 4. 17
- 5. 18
- 6. 19
- 7. 20
- 8. 21
- 9. 22
- 10. 23
- 11. 24
- 12. 25
- 13. 26

Tw ng e

*L I S*

**k a n**

**SAMPLE LONG WORD: “Tw - i - n - k - l - i - ng”**

(Use the space below to work on your list of vocabulary words for this puzzle).

**Wh s w**

*Th A E*

**R d t**

**Sample word: W-E-A-Th-E-R-E-D.**

**Homophone clues: clothing, dishes, a place**

(Use the space below to work on your list of vocabulary words for this puzzle).

**Now, it's your turn to figure out the long word below.**

**Sentence clue to spell long word: "I greet Mr. Green."**

**t o r**

***E N I***

**v m g**

(Use the space below to work on your list of vocabulary words for this puzzle).

In this puzzle, challenge yourself to think about nature and peace. Clues? Let us use a "theme" this time, and you may also want to write short sentences (3-word sentence: "I can vote").

**Long word & theme: "nonviolent living"**

**v t c**

***E o n***

**l a i**

30 words in your list: GOOD

35 words in your list: EXCELLENT

50 words in your list: SUPERIOR

1	16
2	17
3	18
4	19
5	20
6	21
7	22
8	23
9	24
10	25
11	26
12	27
13	28
14	29

Long word theme/clue: "water creatures"

Theme/Clue: Water and water critters

**d i l**  
*C o r*  
**e a k**

50 words in your list: GOOD

70 words in your list: EXCELLENT

71+ words in your list: SUPERIOR

- 1
  - 2
  - 3
  - 4
  - 5
  - 6
  - 7
  - 8
  - 9
  - 10
  - 11
  - 12
  - 13
  - 14
  - 15
- 16
  - 17
  - 18
  - 19
  - 20
  - 21
  - 22
  - 23
  - 24
  - 25
  - 26
  - 27
  - 28
  - 29

30

In the next puzzle, you are allowed to use Proper Nouns, because some of these possible solutions/words are generic as well as specific.

Theme/Clue: Land, Holy Land

-  
**n p s**  
*a E T*  
**r i l**

(Use the space below to work on your list of vocabulary words for this puzzle).

-  
-

-  
-  
-  
-  
-  
-  
-  
-  
-  
-  
-

**m l s**  
***T E d***  
**n a i**

Score yourself: 30 words in your list: GOOD

35 words in your list: EXCELLENT

50 words in your list: SUPERIOR

- |    |    |
|----|----|
| 1  | 16 |
| 2  | 17 |
| 3  | 18 |
| 4  | 19 |
| 5  | 20 |
| 6  | 21 |
| 7  | 22 |
| 8  | 23 |
| 9  | 24 |
| 10 | 25 |
| 11 | 26 |
| 12 | 27 |
| 13 | 28 |
| 14 | 29 |
| 15 | 30 |

Please note these slides are available in sets of three (transparencies) for schools, educators and literacy organizations.

*SPELLRIDER1* - SCIENCE SLIDE 1

p

Text Box: p

r

Text Box: r

a

Text Box: a

o

Text Box: o

e

Text Box: e

m

Text Box: m

t

Text Box: t

h

Text Box: h

s

Text Box: s

1. SPELLRIDER1 warm-up games introduce new terms and concepts and may be played individually or by teams.
2. In SPELLRIDER1 SCIENCE opponents spell as many science-related words using these nine letters. The person/team with the greater number of words wins.
3. CAUTION: Only three letters - the middle, capitalized letters M,E,O - may be used as many times as needed.
4. First and third row letters - a,r,p,h,s,t - may be used once only in each word.
5. **LONG Clue:** There is one well-known word that has at least nine letters. Think ozone. Think science. You can think it!

*SPELLRIDER1 - SCIENCE SLIDE 2*

r

c

t

Text Box: r

Text Box: c

Text Box: t

**L**  
 Text Box: L

**O**  
 Text Box: O

**H**  
 Text Box: H

y

n

p

Text Box: y

Text Box: n

Text Box: p

1. SPELLRIDER1 warm-up games introduce new terms and concepts and may be played individually or by teams.
2. In SPELLRIDER1 SCIENCE opponents spell as many science-related words using these nine letters. The person/team with the greater number of words wins.
3. **CAUTION:** Only three letters - the middle, capitalized letters H, O, L - may be used as many times as needed.
4. First and third row letters - r,t,c,p,n,y - may be used once only in each word.
5. **LONG Clue:** There is one well-known word that has at least nine letters. Think plants. Think science. You can think it!

SPELLRIDER1 - SCIENCE SLIDE 3

u l e

m o s

h c r

1. SPELLRIDER1 warm-up games introduce new terms and concepts and may be played individually or by teams.
2. In SPELLRIDER1 SCIENCE opponents spell as many science-related words using these nine letters. The person/team with the greater number of words wins.
3. **CAUTION:** Only three letters - the middle, capitalized letters M, O, S - may be used as many times as needed.
4. First and third row letters - u,l,e,h,c,r - may be used once only in each word.
5. **LONG Clue:** There is one well-known word that has at least nine letters. Think genetics. Think science. You can think it!

The following 3 concluding puzzles are more challenging because they have six (6) or fewer letters in each puzzle. But this will allow players to recognize words that use and reuse certain letters of the alphabet. The fourth and final puzzle will help us end on a more positive note as we have nine (9) spots/letters for use.

**Long word solution/clue: STATISTICS**

c a h

I S T

Score of 35 words in your list: EXCELLENT

Score of 45+words in your list: SUPERIOR

1	16	
2	17	
3	18	
4	19	
5	20	
6	21	
7	22	
8	23	
9	24	
10	25	
11	26	
12	27	
13	28	
14	29	
15		30
31		
32		
33		
34		
35		

**Long word solution/clue: INSTINCT**

C S e

*I n T*

20 words in your list: GOOD

30 words in your list: EXCELLENT

40 words in your list: SUPERIOR

1	16	
2	17	
3	18	
4	19	
5	20	
6	21	
7	22	
8	23	
9	24	
10	25	
11	26	
12	27	

13

28

14

29

15

30

**Long word solution/clue: COCONUT**

n l u

*T O C*

Score yourself:

15 words, excluding profane words: GOOD

25 words in your list: EXCELLENT

30+ words in your list: SUPERIOR

1

16

2

17

3

18

4

19

5

20

6

21

7

22

8

23

9

24

10

25

11

26

12

27

13

28

14

29

15

30

p i a

*E s h*  
*w d p*

**NOTE 1:** The letter “p” appears twice and even though “p” is not capitalized, it can be used twice within a single word. The capitalized letters may be used as many times as you need with EACH word. I chose not to say “infinite times.”

**NOTE 2:** It is time to think of compound words, if you have not done so already. Think back about “non-violence” on the Nonviolent Living theme puzzle... although we, Americans, do not use hyphens or dashes as freely as do other speakers of English, “non-violent” is recognized as a compound word by most of us, whether or not the hyphen is visible. The long word example for the puzzle above is the compound word: SHIPSHAPE.

**NOTE 3:** You may want to practice writing simple sentences if you are an adult learner getting ready for the GED or Graduate Education Diploma examination. Simple sentences: “WE SAW SHIPS” & “I WAS WHIPPED” (I was not). Cheers!

## Mixed Solutions

Solutions offered here are both limited and random. The long word offered with each puzzle allows players (or readers and learners) to use it to find other combinations of letters to make words. For instance, if a long word clue given had been the word, “S-H-I-P-S-H-A-P-E”, one might notice “SHIPS” and “SHAPES” immediately. “SHE” and “APE” rise to the eye slowly, but less easy to notice are “HIPS” and “APES,” or “PHASES,” “PASSES” and “PASHAS.”

The lists of vocabulary words we offer as possible solutions are given here randomly. They are not numbered and do not allow for quick cross-reference from the puzzle page to this, the solution, page. We are using this method of revealing our list of possible words for the puzzles so that readers may have the opportunity to challenge their mental, verbal, linguistic and other skills. Some of the more obvious words will not be listed. However, we have been careful to offer you realistic and reasonable “puzzles” and solutions from the start. Only a few words will be totally new to the reader.

1. For the puzzles with PREPARES and REAPPEARS as sample answers:

SPARE, ERA, ERAS, EARS, AREAS, ARREARS, PAPERS, PEPPERS, PEP, PEEP, REP, REPS, RAPPER, ARE, PEA, PEEPS, REAPER, REAPERS, SEAS, PAPPA, APES, PAP, SPA, REAR, SEE, PEER, PEERS, PER, ERE SAP, SEAR, SEER, SEEP, SPEARS, PARE, PAR.

2. For puzzle with the letter k,r,a,t and L,L,C in the middle, capitalized row, here are some possible vocabulary words to spell:

TRACK, CRACK, CLICK, CLACK, CRACK, CILLIA, CRITIC, ILL, TAR, TAIL, TILL, AIR, ARC, ARK, IRK, CAR, CAT, RAT, CALL, CART, RAIL, RIAL, LAIR, LIAR, TALK, TACK, RACK, TICK, TRICK, TRAIL, TRIAL.

3. For puzzle where the rules were relaxed so that proper names and nouns are allowed, our list includes:

ASIA, INDIANA, INDIA, INDIANS, WISDOM, SANG (sentence: “INDIANS SANG A WISDOM SONG”), MING, GOD, MAN, WOMAN, SIN, GODMAN, DOMAIN (but not “dominion” because we have just one “o”), SNOW, GONDWANA,

**GONDIA, GOI-ÁS, GONA, GOA, ADAMSON, GOMA, SANGOMA, WANG, WINS, WON, MOW, MOWN, MANGO, SONGA, WAND, WANDA, ADAMS, SON (Pres. "Adams and son"), MADISON.**

**4. For the puzzle in which ZIGZAGGED was a possible long word, here are other words that you may want to check:**

**FADGE, FEAZE, GADGET, FAX, ZAX, AXED, FAXED, AIDE, FADE, ZED, ZEE, ZIGGED, ZAGGED, ZIT, DATE, DAZE, DIG, DEFEAT, FATED, FETED, TAGGED, TAXI, TAXIED, GAIT, GATE, GATED, ZAG, ZIG, TAG, TAGGED, FEET, FEAT, DIETED, GAD, GADGET, GAGGED, GADI, GAT, FAZED.**