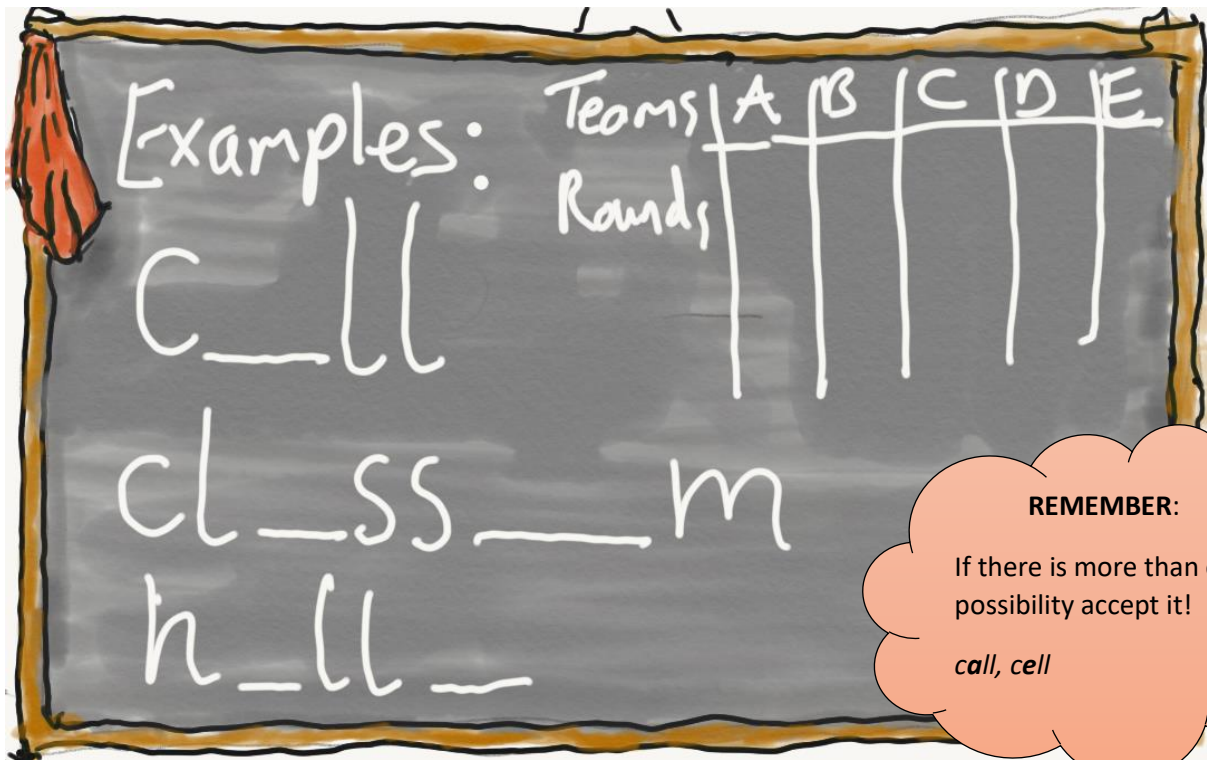




Valleys and Mountains!



Game Objective: Pupils build skills to recognise words quickly without reading every letter.

Game Type: Guessing

Classroom Organisation: Teams or individuals

Language Area: Vocabulary, reading

Useful for: Reading skills, word forms

1. Carefully select words (as many as you would like to do!) which have prominent features (tall letters like 'b', 'd', 'f', 'h', 't' etc. and tail letters like 'g', 'y' etc). Examples from the picture above are words like 'call', 'classroom' and 'hello'.
2. Divide your class into roughly 5 teams (depending on your class size this may vary) and indicate this on the board (see picture above).
3. Write the first word on the board but only write the **first and last consonant letter/s** (if **one syllable**) and **the first, middle and last consonant letter/s** if **more than one syllable** (see examples above). Words which **end with a vowel** like 'hello', 'table' etc, you can write **the first and middle consonant letter**. Try to avoid words which only have one consonant letter (like 'eat' for example).
4. Give teams a time limit (10 seconds) to try and guess the word!
5. The first team to give the correct answer gets a point!
6. Pupils can play this game individually and check their own answers.