BOOST YOUR SPELLING SCHEME!

Have a closer look and find out how The Spelling Box can improve your children's success in spelling.



Spelling strategies that work!

RIC

Start using the enclosed cards in your classroom today!

We've selected twelve cards, two from each box, highlighting the nine different spelling skills and strategies that you can use immediately.



Flexible and easy-to-use

With 100 cards featuring activities that will improve children's spelling, The Spelling Box is the resource you need to take your spelling scheme to the next

Designed with flexibility in mind, this resource can be used with ANY spelling scheme and ANY

- ✓ Dedicated box for each learning level (1-6)
- √100 cards in a box
- ✓ Based on nine well-researched spelling skillsand strategies
- / Includes downloadable supporting resource sheets
- ✓ Don't forget to keep spelling fun with our 'Just for Fun' cards!



The Spelling Box 1 Code: 8464 The Spelling Box 2 Code: 8465 The Spelling Box 3 Code: 8466 The Spelling Box 4 Code: 8467 The Spelling Box 5 Code: 8468 The Spelling Box 6 Code: 8469

\$79.95 each

Ready to boost your children's spelling skills?

Go to the following websites to make your purchase:

www.ricpublications.com.au/thespellingbox 😥 www.ricpublications.co.nz/thespellingbox OR talk to one of our education consultants!

STRATEGIES TO UNLOCK **SPELLING MASTERY**







Identify

Examine which spelling strategies are already being used in your classroom and what additional support is needed to improve children's spelling abilities.







Engage and differentiate (individualise)

Engage children with a wealth of hands-on activities, based on nine well-researched skills and strategies. The cards allow different learning styles to thrive.

Plan how to help your children. Consider grouping children by capability levels or create individualised plans to tackle gaps in their spelling knowledge.





Make it fun!

Spelling can be fun, too! Bring joy to the classroom with some of the 'Just for Fun' cards, which introduce games that help children have fun with spelling.







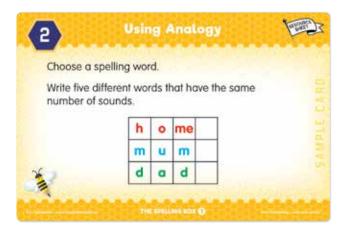
The Spelling Box in action



Utilise different strategies to help every speller in the classroom.

Help your early spellers discover their love for words.

In this example below (Box 1, Card 2), children are engaged with the 'Using Analogy' strategy.





Check your spelling list

Use your existing spelling list for the week.



Decode the words

Help children work out how many sounds are in their words.

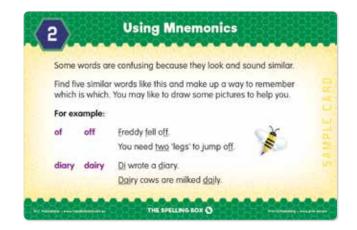


Select the words

Children pick five words with five sounds.

Introduce new concepts through activities.

With the example below (Box 4, Card 2), children have a chance to learn a new strategy to help them spell: 'Using Mnemonics'.





Demonstrate (an example)

With the class, brainstorm what mnemonics are and examine a few examples.



Find five pairs of words

Individually or collaboratively, choose the five pairs of words for this activity.



Demonstrate understanding

Children demonstrate their understanding of each word by writing a sentence or drawing pictures.

Fortify their skills and provide extension opportunities.

The example below (Box 5, Card 1) is a great opportunity for children to utilise learned words for other purposes.





Say the word and choose

Children look at the week's spelling list and say list words in their minds. They select three.



Find the rhyming words

Children list words that rhyme with their chosen words.



Compose a limerick

Children use the rhyming words to write a limerick and read it to a friend.







Just for Fun

Work with a partner.

Take turns to choose Scrabble™ letters for one spelling word.

Mix them up and give them to your partner to spell the word.

Using Analogy



Choose a spelling word.

Write five different words that have the same number of sounds.

h	0	me	
m	=	m	
d	a	d	



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Using Etymology

Use a dictionary to find out the Latin, Greek or French root word and its meaning for each word below:

<u>biography</u>, <u>micro</u>be, <u>sub</u>marine, <u>tele</u>vision, <u>circum</u>navigate, <u>mo</u>tion, xylo<u>phone</u>

Write the meaning of each word.



Using Sources

Play 'Speedy dictionary search' with a partner. Each child writes an interesting and unfamiliar word on a square of paper and swaps with their partner.

On the word 'Go', each child speeds to find the meaning of their word in a dictionary, write it down, then give it to their partner.

Repeat with other words. Copy ones you like into your personal dictionary.

Chunking

Find and make a list of the **one-syllable** words in your spelling list(s); e.g. catch.

How many words did you list?

Check that there is only **one vowel sound** in every word and underline the letters used for this vowel sound; e.g. w<u>ea</u>k.

Change some of your words into **two-syllable** words by adding a prefix or a suffix; e.g. weak*ness*.



Just for Fun

Draw a cartoon with characters of your choice.

The characters must use four of your spelling words. They could be in speech balloons or thought bubbles.

Colour your cartoon and display it in the classroom.





Applying Morphemic Principles

Select a base morpheme from one of your spelling words.

Use a dictionary to find other words with that morpheme.

For example:



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Using Mnemonics

Some words are confusing because they look and sound similar.

Find five similar words like this and make up a way to remember which is which. You may like to draw some pictures to help you.

For example:

of off <u>F</u>reddy <u>f</u>ell o<u>ff</u>.

You need two 'legs' to jump off.

diary dairy Di wrote a diary.

Dairy cows are milked daily.





Using Phonemes



Choose three of your spelling words. Say each one in your mind.

Write a list of words that rhyme with each one. You can use resources to help you. Now use some of your rhyming words to write a limerick.

Read your limerick aloud to a friend and listen to theirs.



Visualising



Find a partner to work with.

Collect a pile of Scrabble™ or other letter tiles on your desk. Place a paper target on the floor in front of your desk.

Have your partner read out one of your spelling list words. Use the correct tiles to spell your word on the edge of your desk. Flick each tile off the desk, aiming for the target, saying each letter aloud as you do.

Your partner needs to check the spelling and give you a score. You get two points for a correctly spelt word and one additional point for each letter that hits the target. Add up your score. Continue until you have spelt all the words, then swap with your partner.



Using Analogy

Study the consonant sounds in your spelling words and work out how else these sounds could be spelt.

For example, the k sound in **kangaroo** makes the same sound in **cat**, **tick**, **ache**, **antique** and **chameleon**.



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Using Rules and Generalisations



Imagine that you had to explain to a person learning English how to spell five of the words from your spelling list.

Write a rule or generalisation they could follow to help them spell each word.

For example, 'To make a plural from a word ending in -s, add -es'.