FOUNDATION

MensaForKids.org LESSON PLANS

Using SCRABBLE Game to improve spelling, vocabulary



LEARNING OBJECTIVE(s)

What students will know and be able to do by lesson's end:

- Improve spelling
- Improve vocabulary recognition
- Effectively use resource materials

KEY BACKGROUND KNOWLEDGE

- Spelling
- Understanding how to play a board game
- Cooperation and team work

MATERIALS

- SCRABBLE games (enough to divide among teams of 4-6 players)
- One dictionary per group
- Vocabulary word sheets or notes

KEY VOCABULARY

This will change based on what is being taught.

INTRODUCTION: Create a bulletin board size replica of the SCRABBLE board on a wall in your room. Each day, uncover a bit more of it until the day of game play to build suspense. As each student walks in, give them a vowel, consonant, punctuation or number written on a note card; these will be the team dividers. Explain that kids will be in groups and will play one another for the winner of their table group. The rest of the table then becomes their team support as they battle the other winners.

STUDENT ACTIONS

• Students (4-6 per game) will play SCRABBLE with an emphasis on vocabulary words.

• High-point winner will play the team member with the most vocabulary words to determine a grand winner.

• The next day, all team winners will play a sudden-death round with help from the class.

GUIDED PRACTICE

Create a word on a large board and explain how to add up points. Set up the tiles so a student can spell a vocabulary word off of your word. Award double points because they used the word.

EXTENSION

Make this different and more engaging:

• Limit the number of tiles allowed per round (five instead of seven).

• Time the rounds for most points.

• Have students pick a tile and use the dictionary to find a new word to make. Share the new definition with the team.

• Play story SCRABBLE: Read a story or chapter, then challenge students to find associated words for double points. Little Red Riding Hood words, for example, could be red, house, wolf, animal, basket, etc.

© This lesson plan is the property of the Mensa Education & Research Foundation, www.mensafoundation.org. It is provided as a complimentary service to the public. Reproduction and distribution without modification is allowed. Images, links and linked content referenced herein are the property of the originating entities.

In exchange for compensation, Mensa reviewed some of Hasbro's classic children's games to determine whether the Hasbro games leverage STEAM attributes. Mensa created lesson plans for the games that meet that criteria.

SCRABBLE is a trademark of Hasbro. ©2018 Hasbro. All rights reserved.