

Variant Correspondences

The Write Word

Objective

AP. 007

The student will produce words with variant correspondences.

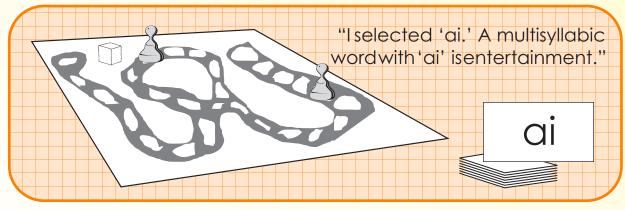


- Game board
- Spelling pattern cards
- Number cube
- Student sheet
- Whiteboards
- Dictionary
- ► Game pieces (e.g., counters)
- ► Vis-à-Vis[®] markers
- Pencils

Activity

Students make words, including those with variant correspondences, by using letter cards.

- 1. Place spelling pattern cards face down in a stack. Place game board, number cube, game pieces, and dictionary on a flat surface. Provide each student with a whiteboard, Vis-à-Vis[®] marker, and student sheet.
- 2. Taking turns, students select the top card. Read variant correspondence (e.g., ai) and state a multisyllabic word that contains that spelling pattern (e.g., entertainment). Use the whiteboard to try various spellings. Use dictionary to verify words, if necessary.
- 3. If able to make a word, record spelling pattern and word on student sheet. Roll the number cube, and move game piece the number of spaces shown.
- 4. If unable to make a word, leave game piece on the original space.
- 5. Place card at the bottom of the stack.
- 6. Continue until all students reach the end.
- 7. Teacher evaluation

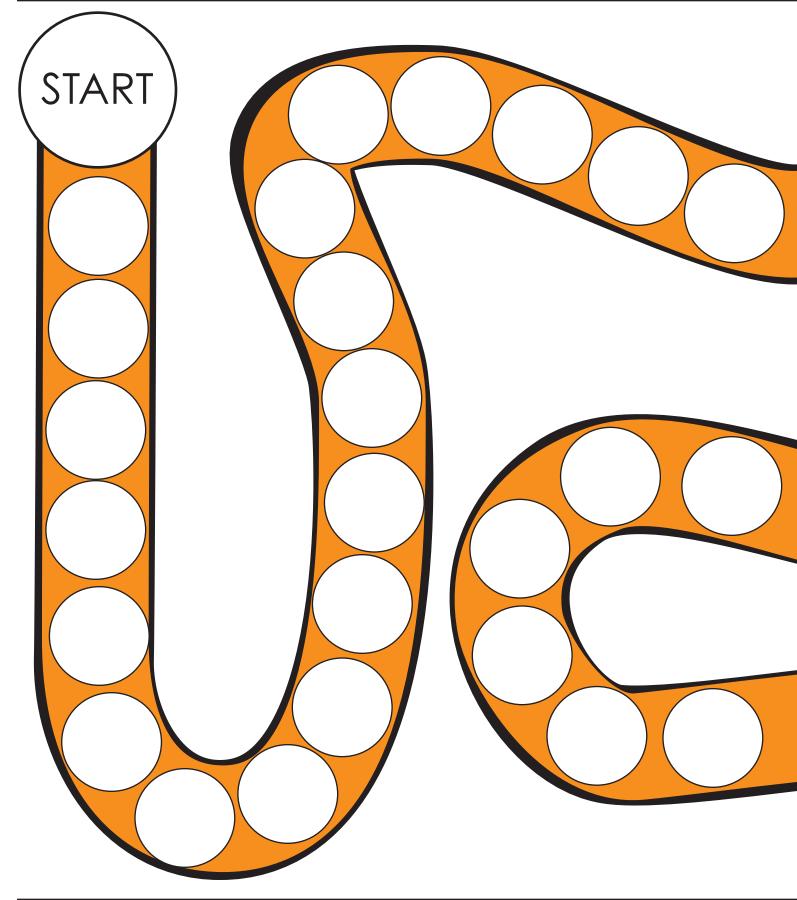


Extensions and Adaptations

- Use other spelling pattern cards.
- Make other cards to play game. For example, use target prefixes, suffixes, roots, and other spelling patterns.

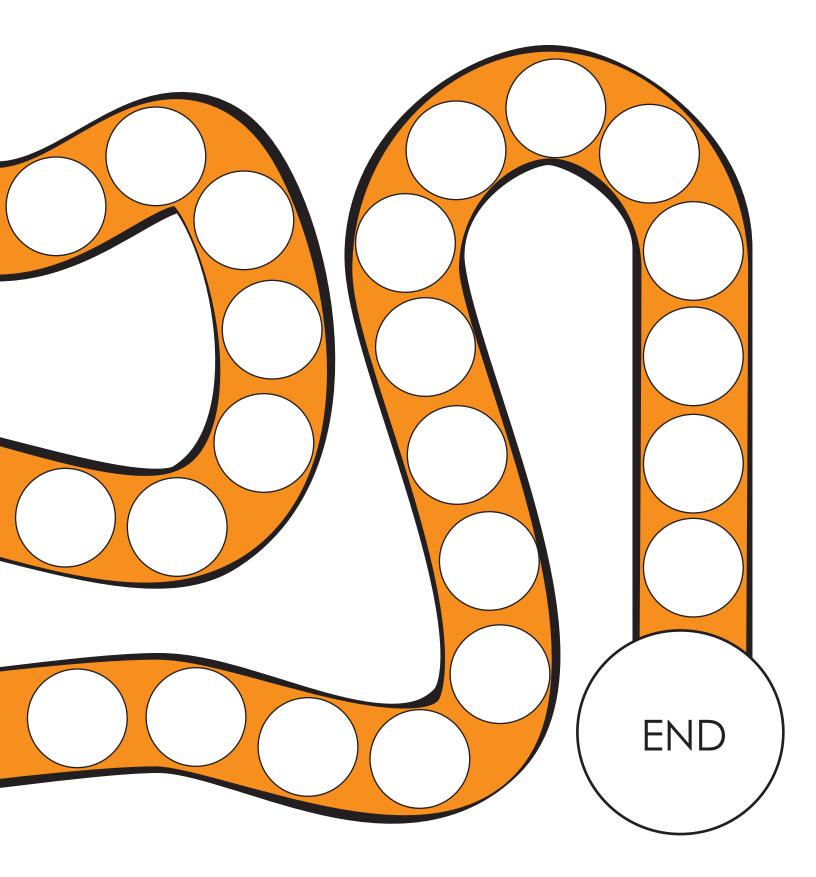
The Write Word

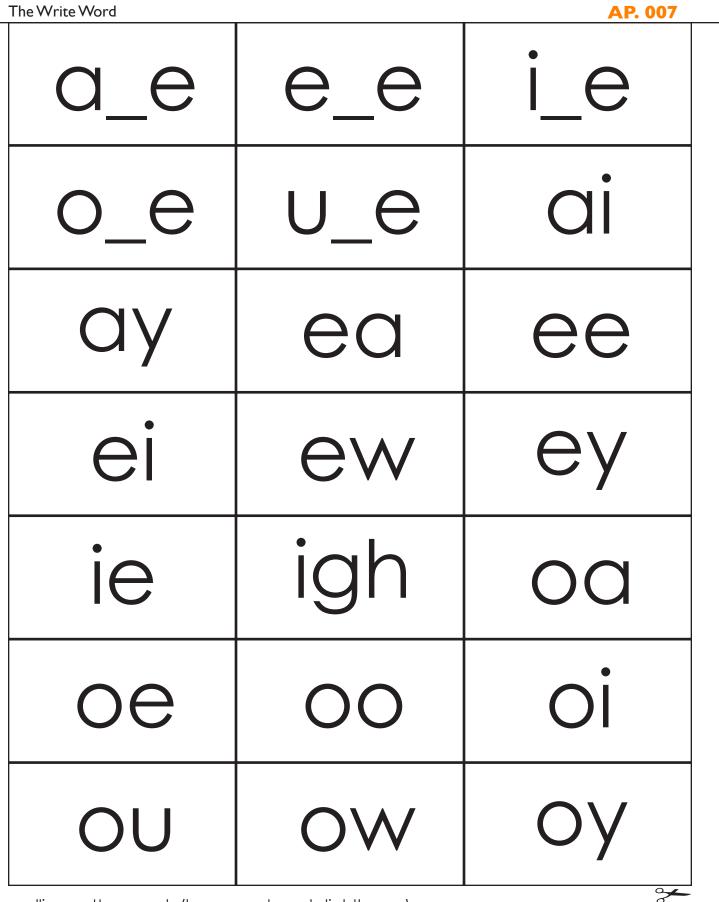
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The Write Word

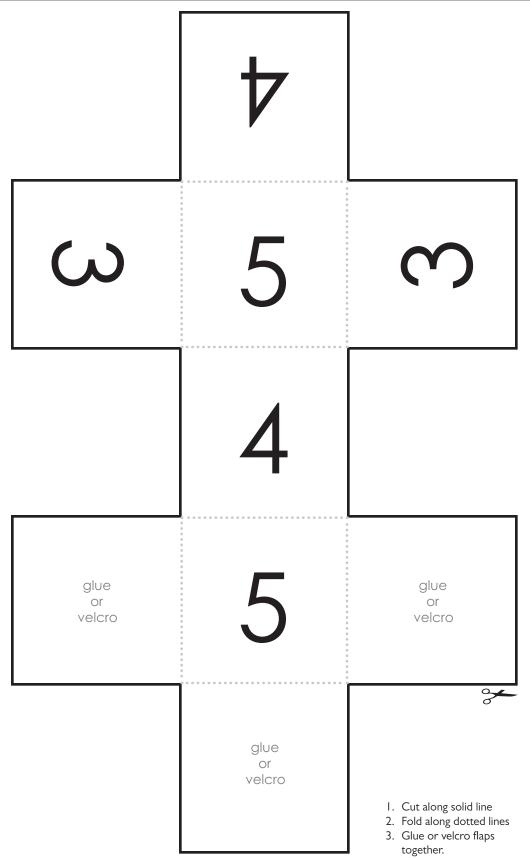




spelling pattern cards (long vowels and diphthongs)



The Write Word



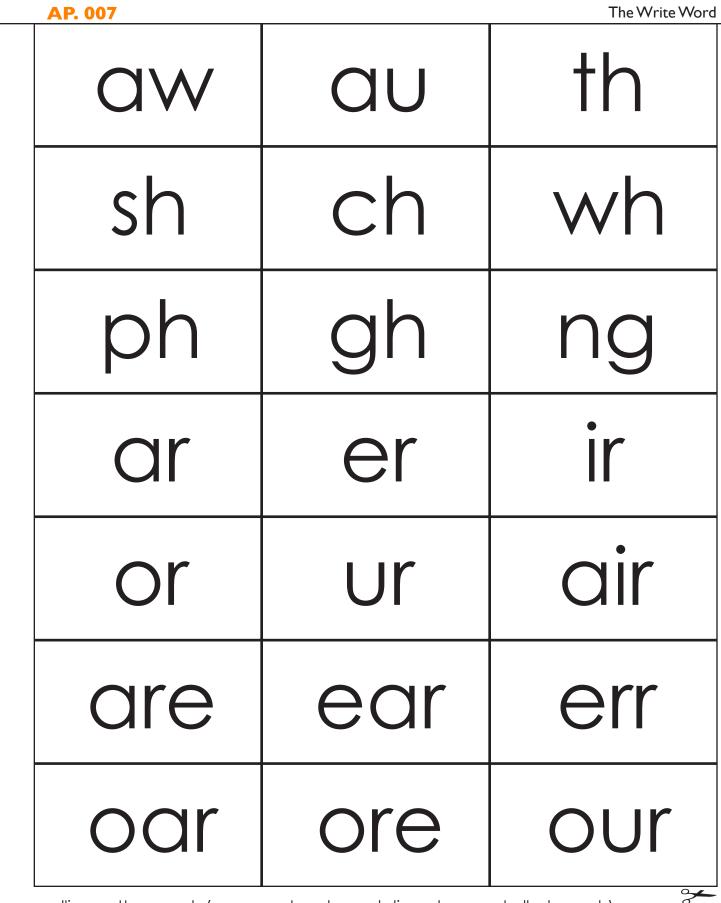
number cube

Name

The Write Word

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spelling pattern	word



spelling pattern cards (consonant and vowel digraphs, r-controlled vowels)

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blank cards	1	~	