

## Teacher's Guide



# Conquer the Word

Here's Your Chance To  
**Rule the Word!**

### Learning objective:

Students will show off their study skills to reveal their spelling knowledge in a fun, group game.

**Time:** 40 minutes







### Materials:

Computer capable of running Conquer the Word Google slide presentation, projector (if displaying in the classroom), game tracker sheet (to mark answered questions and keep score)

## Preparing To Play:

1. Divide class into two or three groups.
2. Decide which group will go first. (This can be done in any way you like. We like choosing the group that has the student whose birthday is coming up first to go first.)
3. Arrange each team so that you can easily choose a different student on each team to answer a question each time their team has a turn. (You can do this randomly, allow them to volunteer, or select in order of their seating arrangement.)

## Rules of Play:

-  When it's their group's turn, the student chosen by the teacher will pick a question and provide the answer.
-  The student has 30 seconds (adjust as needed) to provide an answer. They may ask for help from their team but must give the answer themselves.
-  If answered correctly, the team will earn the points designated for that question.
-  If answered incorrectly, the team will not receive any points. (You may also choose to deduct points as an extra challenge.) Other teams are not allowed to "steal" or answer a missed question in this game.
-  Once an answer—whether correct or incorrect—is given, game play moves to the next team.
-  The team with the most points when all the questions on the board have been answered wins.

## A note about the different versions of this game:

### Conquer the Word: Here's Your Chance To Rule the Word! (pre-filled)

This game was designed using a selection of words from the Scripps National Spelling Bee study words for grades 3–6. Each category asks students to utilize different spelling skills to correctly spell a word: spelling from memory, using context clues, identifying missing letters, unscrambling words, and choosing the correctly spelled word. This version of the game is not editable.

### Conquer the Word: Here's Your Chance To Rule the Word! (blank template)

This template is available for you to edit to meet your classroom spelling needs. You can create your own categories and question styles or use the ones from the pre-filled game. Looking for great words to use with your students? The Scripps National Spelling Bee's Word Club App is a free app that provides you and your students with 4,000 words that you can use to customize the game.

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### Conquer the Word: Here's Your Chance to Rule the Word! (pre-filled)

#### 600-Point Question Directions:

For each 600-point question, the teacher will provide the student answering the question with three words to choose from. The student will listen to each word, choose the one that best fits the sentence shown on the game board, and spell that word correctly. The word choices are below.

ANIMALS	FEELINGS	PLACES	OCCUPATIONS	ACTIONS
Pelican	Terrified	<b>Chicago</b>	Zookeepers	<b>Slouch</b>
<b>Hummingbird</b>	<b>Upbeat</b>	Alaska	Doctors	Smile
Dragonfly	Bored	Harrisburg	<b>Bandmates</b>	Sprint

Correct answer is bold.



Blank Template Game Board

# GAME TRACKER

Use this sheet to cross off answered questions and keep track of how many points each team has earned.



CATEGORY 1:	CATEGORY 2:	CATEGORY 3:	CATEGORY 4:	CATEGORY 5:
200	200	200	200	200
400	400	400	400	400
600	600	600	600	600
800	800	800	800	800
1,000	1,000	1,000	1,000	1,000

Points Earned	Points Earned	Points Earned
TEAM 1:	TEAM 2:	TEAM 3:
Total Points	Total Points	Total Points