

## **Hungry, Hungry Di-eaters Game Instructions**

### **Game Instructions:**

#### **(One Player)**

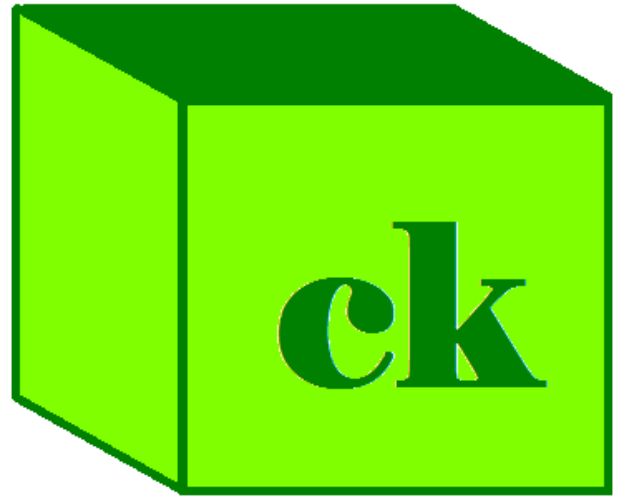
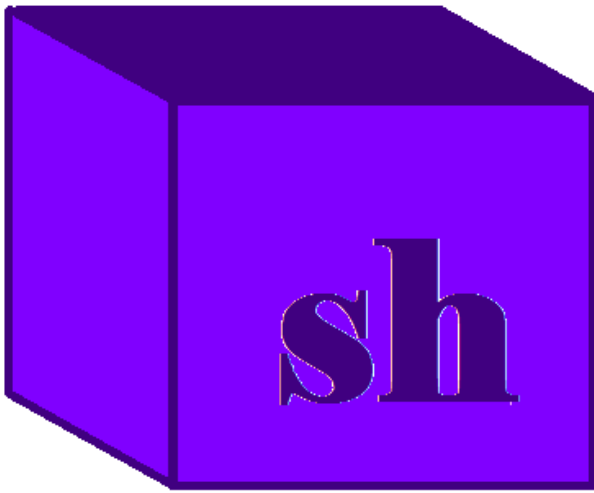
1. Shuffle word cards and scatter them randomly on the table.
2. Place digraph boxes on table far enough away from the word cards so that your student has to get up and move from one place to another.
3. Set a timer for 20 seconds.
4. Start the timer and have your student place as many word cards on the digraph boxes as he/she can.
5. Once time is called, separate each digraph box and check to make sure that the digraph in the word matches the digraph on the box. Then have your student each read word he/she placed on the box.
6. For every word your student placed and read correctly, he/she gets a point.
7. Tally up the number of points your student got and match the number to the score sheet. Then have your student place a sticker in the correct spot on the score sheet.

### **Game Instructions:**

#### **(2 or more players)**

#### **(Will need multiple sets of word cards, digraph boxes, and score charts)**

1. Each student will need his/her own set of word cards and digraph boxes.
2. Shuffle word cards for each student. Choose different locations for each student's word cards and scatter them randomly on the table.
3. Place digraph boxes on table far enough away from the word cards so that your student has to get up and move from one place to another.
4. Let your students get in place and set a timer for 20 seconds.
5. Start the timer and have your students place as many word cards on the digraph boxes as they can.
6. Once time is called, start with one student, and separate his/her digraph boxes. Check to make sure that the digraph in the word matches the digraph on the box. Then have your student each read word he/she placed on the box.
7. For every word your student placed and read correctly, he/she gets a point.
8. Tally up the number of points your student got and match the number to the score sheet. Then have your student place a sticker in the correct spot on the score sheet.
9. Repeat steps 6-8 for your remaining students.
10. The winner of the game is the one who gets the most points.



Score Sheet		
30 or more	# Correct	place sticker here
20-30	# Correct	place sticker here
10-20	# Correct	place sticker here
Less than 10	# Correct	place sticker here

fish	shop	rash	shot
mash	ship	shag	rush
lash	back	lick	lock
pack	sock	rock	sick
luck	chip	chop	such
chin	chat	thin	bath
math	path	thick	whiz
whip	whop	when	