

Shooting Hoops Game Instructions


Game Instructions: (One player)


1. Cut out the hoops, balls, and word sheet.
2. Shuffle up the hoops and place in rows in a random order.
3. Place balls in 4 piles according to letter.
4. Shuffle the word cards and hold them so that your student can not see the words.
5. Call out one word at a time and have your student find the picture that matches the word and place the ball that correctly spells the word.
6. Once you have called out all of the words, go through and have your student read and spell each word. (Note: have your student move the ball through the net when they spell out the missing letters) If your student spelled or read any word incorrectly, review the f, l, s, and z spelling rule and tap out the sounds of the word.
7. For every word your student reads and spells correctly, he/she gets a point.
8. Total up the number of points your student got and match is to the score sheet.
9. Have your student place a sticker in the correct spot on the score sheet.
10. The goal of the game is to get the most points.
11. **Note:** This game can also be timed. If you do decide to time it, aim for one minute or less, according to your student's comfortability with the concept.


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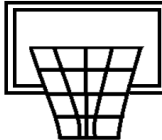
Game Instructions: (2 or more players)


1. Each student will need his/her own set of hoops and balls.
2. Shuffle up the hoops for each student and place in rows in a random order.
3. Place balls in 4 piles according to letter.
4. Shuffle the word cards and hold them so that your students can not see the words.
5. Call out one word at a time and have your students find the picture that matches the word and place the ball that correctly spells the word.
6. Once you have called out all of the words, go through and have your student read and spell each word. (Note: have your student move the ball through the net when they spell out the missing letters) If your student spelled or read any word incorrectly, review the f, l, s, and z spelling rule and tap out the sounds of the word.
7. For every word your student reads and spells correctly, he/she gets a point.
8. Total up the number of points your student got and match is to the score sheet.
9. Have your student place a sticker in the correct spot on the score sheet.
10. Repeat steps 6-9 with your remaining students.
11. The winner of the game is the student who gets the most points.
12. **Note:** This game can also be timed. If you do decide to time it, aim for one minute or less, according to your students' comfortability with the concept.


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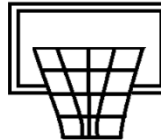
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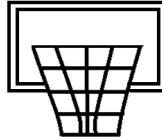
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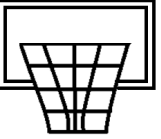
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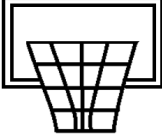
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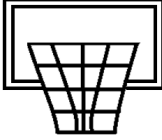
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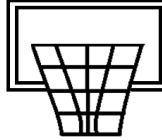
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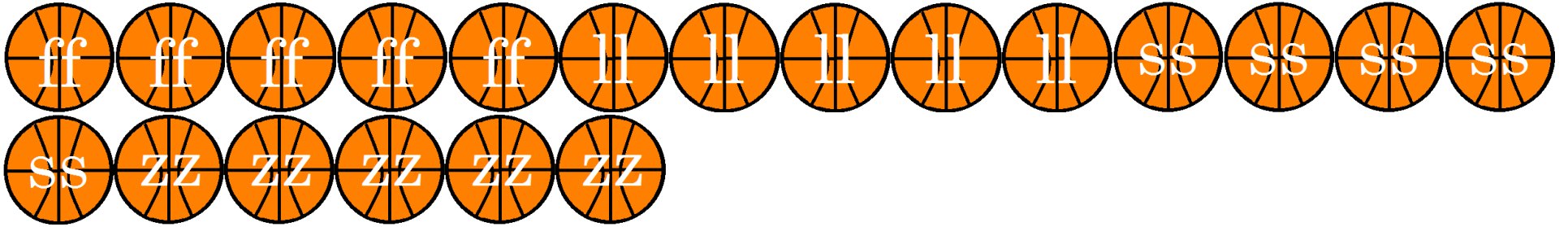


hi  _____



ru  _____





ball	kiss	puff	buzz	
shell	mess	cuff	jazz	
call	miss	buff	fuzz	
hiss	chess	ruff	fizz	