

Activity 5 : “Explore-to-spell”

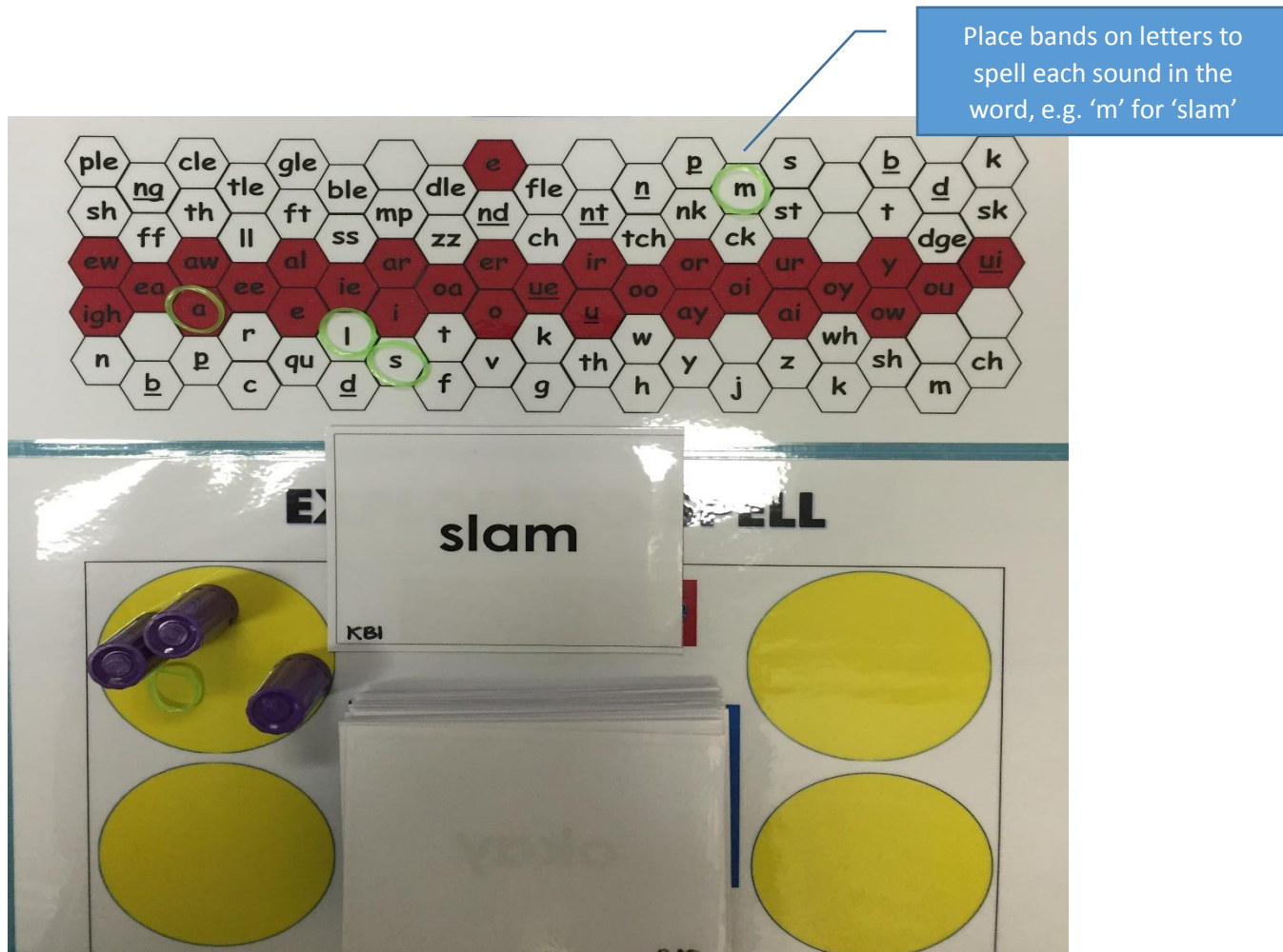
1. Parent has to identify the words for spelling (using school’s spelling list or words from specific text). Write each word on a card. Place the set of cards on the board.
2. Parent picks a card and says each word aloud. Place the written card with the word faced down.
3. The game starts from Explorers Café. All tokens and bands are at the starting point.

Start position : All tokens and bands at the Explorer’s Cafe



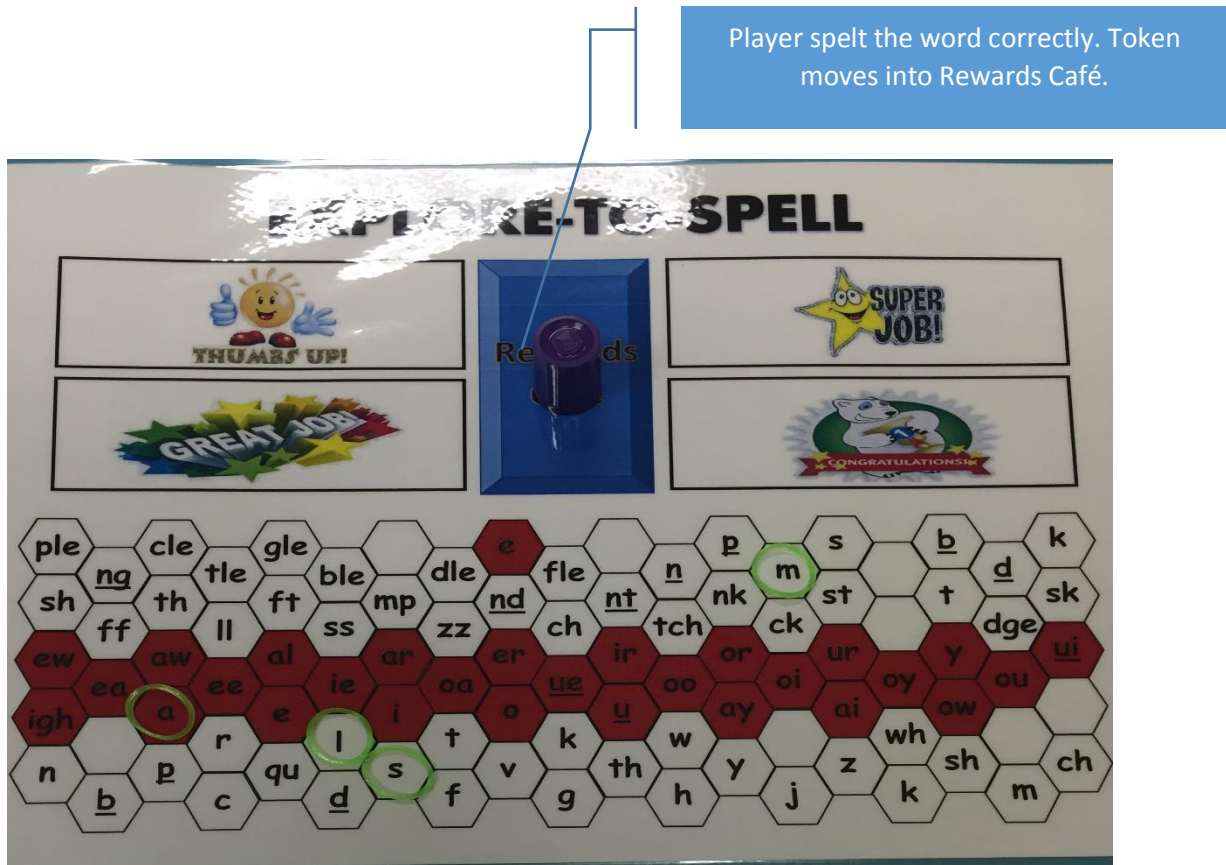
4. Upon hearing the word read out loud by the parent, each player has to plan his route by moving his bands from the Explorers Café onto the letters/phonograms on the Hopxagon Grid Board to spell each word.

For example, to spell the word 'slam', the player has to segment the word into its four sounds /s/, /l/, /ă/, /m/ and then place a band on each letter/phonogram that spells each sound. So for the word "slam", the player will place four bands, on the letters 's', 'l', 'a' and 'm'. Then, he moves one token to 's', 'l', 'a' and finally to 'm' before it lands in the Rewards Café.



5. As the player has crossed the Hopxagon Grid, the player then picks the card to check his answer.
6. If the answer is wrong, the player is given a second chance to encode. He / She has to place the same card facing down before trying again. The token and bands move back to the Explorers Café.

- If the answer is correct, the token will station at the Rewards cafe. Only the bands move back to the Explorers Café.



- For every token that has successfully crossed the Hopxagon Grid and is placed in the Rewards Café, the player will get \$2 (game money). If the player has 4 tokens in the Rewards Café, he/she will get a bonus \$10.
- To continue the game, the player moves all 4 tokens back to the Explorers Café before he/she spells the next word.
- The game continues. If there are two to four players, the winner is the one that has collected the most money.