

Make-A-Word Soft Touch™ Dice: Spanish Syllables

Congratulations on your purchase of the Really Good Stuff® **Make-A-Word Soft Touch™ Dice: Spanish Syllables**, an engaging educational tool you can use to strengthen students' phonics and word analysis skills.

Meeting Common Core State Standards

The Really Good Stuff® **Make-A-Word Soft Touch™ Dice: Spanish Syllables** aligns with the following Common Core State Standards for Spanish Language Arts:

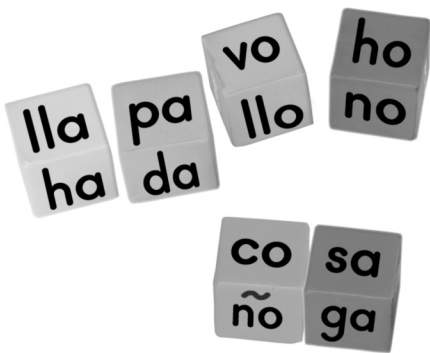
Phonics and Word Recognition

RF.1.3 Know and apply grade-level phonics and word analysis skills in decoding words.

This Really Good Stuff product includes:

- 18 Spanish Syllable Dice
- This Really Good Stuff Teaching Guide

With the **Make-A-Word Soft Touch Spanish Syllable Dice**, early readers can play a variety of fun, independent word-building games. Students use the dice to spell short open-syllable words. The color-coding provides extra guidance for students and an easy way to select the needed parts to make words during play. The foam material makes the dice soft and lightweight for safe classroom use.



Students build words using syllable dice.

Managing the Make-A-Word Soft Touch Spanish Syllable Dice

- Visit our Web site www.reallygoodstuff.com to download Really Good Stuff Teaching Guides.
- Have all the necessary materials ready before the game begins. Gather the appropriate dice for the activity. You will also need a timer and materials for writing words or keeping score.
- Copy the game cards from this *Really Good Stuff Teaching Guide* onto sturdy paper.
- When using a game at a literacy center, be sure to demonstrate how to store the materials and leave the center tidy when the activity is complete.
- Store the **Make-A-Word Soft Touch™ Dice** in a zip-top plastic bag with the game cards.

Introducing the Make-A-Word Soft Touch™ Spanish Syllable Dice

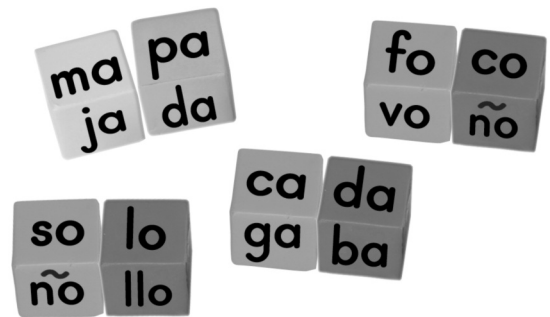
The *Spanish Syllable Dice* are color-coded according to vowel. Each die is unique and shows six open, direct syllables that share the same vowel. With three dice for each vowel, students practice reading and building words with multiple syllable combinations. There are also three dice with a combination of mixed-vowel syllables and blank lines, giving students the opportunity to come up with their own syllable to complete a word (See the mixed-vowel row in the table below.)

Open Syllable a	ca, ga, ja, ma, sa, ya	ba, cha, da, la, pa, ra	ha, lla, na, ña, ta, va
Open Syllable o	co, mo, ño, po, so, to	bo, fo, go, lo, llo, vo	cho, do, ho, no, ro, zo
Open Syllable e	le, me, pe, se, te, ve	be, ce, de, fe, ne, que	che, ge, he, lle, re, ye
Open Syllable i	gui, ji, li, mi, qui, ti	ci, chi, di, fi, pi, ni	bi, gi, hi, ri, si, vi
Open Syllable u	hu, ll <u>u</u> , mu, nu, tu, yu	bu, chu, gu, lu, pu, zu	cu, du, fu, ju, ru, su
Mixed Vowel	f <u>a</u> , r <u>r</u> a, y <u>o</u> , z <u>a</u> , ____, ____	j <u>e</u> , r <u>r</u> e, r <u>r</u> i, r <u>r</u> u, ____, ____	g <u>ue</u> , j <u>o</u> , ñ <u>e</u> , r <u>r</u> o, ____, ____

Syllable and Dice Table

Demonstration

Before having students use the *Spanish Syllable Dice* independently, show them the dice and point out how each color shows a group of syllables with the same vowel (except the mixed-vowel dice). Start by modeling how to build two-syllable words with the same vowel. Use two of the same-vowel *a* or *o* dice. Use the same dice repeatedly to show how many words can be made by so few dice.



Continue by adding another die with that same vowel, and eventually use both the *a* and *o* dice together. Finally, add the dice with other vowels and/or the mixed-vowels/open-ended dice. Challenge students to make longer words. Demonstrate each game for the group before students play independently. Explain how to choose the dice (always including an open *a* or open *o* syllable die, as they occur most frequently in words), earn points, take turns, and operate the timer, if one is used.

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Organizing the Group

Play the word-building games with small groups of three to six students who share similar abilities. In the beginning, model the activity. Once students are familiar with the rules and procedures, they can play at a literacy center. Assign an aide or student volunteer to choose the dice, oversee the game, and act as a judge when necessary. This person can also record words during play, keep score, or call out words. If appropriate, have the students in the group take turns in this role, switching each time a new game begins. Before the game, discuss the conduct expected of players and judge, as well as the appropriate noise level during play.

Word-Building Games

Through seeing words divided into syllables, students begin to notice commonalities among words, and longer words become simply familiar chunks linked together.

Start with the following warm-up activity. When introducing the *Spanish Syllable Dice*, use only two dice, either with the same vowel or one open-syllable *a* die and one open-syllable *o* die. Afterwards, use three or more dice to present more options for word building, but remind students that only two dice are needed to build words, as each one represents the beginning or ending syllables of a word. Once students are comfortable with the simplest version of a game, increase the level of challenge, or vary the steps. Repeated play builds skills, makes reading more automatic, and increases students' reading fluency.

Customize the Games

Add extra oral language practice:

- After building a word, have students say it aloud by stretching its sounds, for example, **mmmaaapaaa**.
- Have students think of a word that rhymes with the one that they have built. If using points, offer an extra point for one rhyming word.
- Have students use the word in a sentence.

Add extra written practice:

- Students write down the new words as they make them, and then decide if each is a real word or a nonsense word. They earn a point for every real word.

Add challenge:

- Use a timer to limit turns, or to see how many words students can build from a few dice within a time limit.
- Change the number and kind of dice used. Include the mixed-vowel dice.

Spanish Syllable Dice Games

Warm-Up/Exploration

1. Give each student (or pair of students if working with partners) two dice—same-vowel *a* or *o*, or one *a* die and one *o* die.
2. Have students roll their dice to see if they can make a word from the syllables rolled.
3. Every time students make a word, have them say it aloud and use it in a sentence, if appropriate.

Make-A-Word

1. Give the group two same-vowel *a* dice and one same-vowel *o* die.
2. The first player rolls the dice and then moves them around to see if he or she can make a word. If that player can make a word with the syllables, he or she puts the two dice in order, sets aside the extra die, and reads the word aloud. If that player cannot make a word, the next player rolls the dice and takes a turn.
3. Players record the words they have made. Play continues until one player has made ten words.

Variations

- Increase the number of dice. Include more same-vowel dice, or use the mixed dice.
- Introduce a simple scoring system—a one-syllable word is worth one point; a two-syllable word is worth two points, etc. The points are added up at the end.
- Use a timer to limit the turns. When the time is up, the next player gets a chance to score an extra point by making a word using the previous player's syllables.

Change-A-Die (Two-Syllable Rhyming Words)

1. Give the group any combination of four same-vowel dice.
2. The players take turns rolling the dice until someone can make a word on the first try. The first player puts the two dice in order, sets aside the extra dice, and reads the word aloud.
3. The same player keeps the ending syllable die in place, then picks up and rolls both the die in the beginning-syllable position and the extra dice to see if a new word can be made with the ending syllable. If one of the new syllables can be combined with the previous ending syllable, the player says the word aloud and rolls the same dice again to see if yet another rhyming word can be made. If not, the next player takes a turn by rolling all the dice again.
4. Have a student volunteer or aide record the words players have made. Play continues until one player has made ten words.

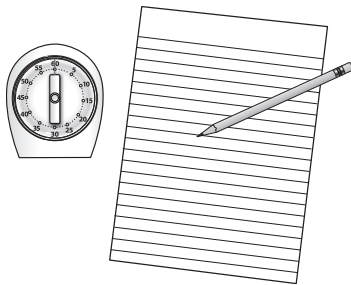
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Find-A-Word

Materials needed: timer, paper, and pencil for each player

Note that a teacher or aide must oversee this game.

1. Give the group eight dice—two same-vowel dice of each color. Give the players paper and pencils.
2. The person overseeing the game rolls the dice and sets the timer for one minute.
3. The players write down as many words as they can make from the syllables on the dice. (Players may not touch the dice.)
4. When time is up, have each player read the words on his or her list aloud. Players listen and cross out each word on their lists that is given by other players. When players read a questionable word, have them use it in a sentence or find it in the dictionary. Students must cross off words that are not accepted by the teacher or aide.
5. Players then count the words remaining on their papers. Each word is worth points equal to the number of its syllables. Players tally their points to determine who wins the round.



Variation

- Use the mixed-vowel dice with the free-syllable spaces to make the game more open-ended.

Juego de dados de sílabas en Español

Calentamiento/Explorando el juego

1. Proporcione a cada estudiante (o equipo de dos estudiantes si está usted trabajando en equipos) dos dados uni-vocales a u o, o un dado a y un dado o.
2. Haga que sus estudiantes tiren los dados para ver si pueden armar una palabra de las sílabas resultantes.
3. Cada que los estudiantes armen una palabra, haga que la pronuncien en voz alta y la usen en un enunciado si es posible.

Arma una palabra

1. Proporcione al grupo dos dados uni-vocales a y otro uni-vocal o.
2. El primer participante tira los dados y los acomoda para ver si puede armar una palabra con esas sílabas. Si puede armarla, pone los dos dados en ese orden, quita el dado sobrante y pronuncia la palabra en voz alta. Si ese jugador o jugadora no puede armar una palabra, cede el turno al siguiente participante quien tira nuevamente los dados.
3. Los jugadores deberán contar las palabras que han armado. El juego continúa hasta que un jugador o equipo hayan armado diez palabras.

Variantes del juego

- Aumente el número de dados. Incluya más dados uni-vocales, o use los dados mixtos.
- Introduzca un sistema simple de puntos: una palabra de una sílaba vale un punto; una palabra de dos sílabas vale dos puntos, etc. Los puntos se suman al final.
- Use un cronómetro para limitar los turnos. Cuando el tiempo de un jugador se termine, el siguiente jugador puede obtener un punto extra si usa las sílabas del turno anterior.

Cambia el dado (Palabras que riman con dos sílabas)

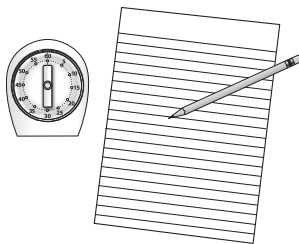
1. Proporcione al grupo cualquier combinación de cuatro dados uni-vocales.
2. Los jugadores tomarán turnos tirando los dados hasta que alguien pueda armar una palabra en el primer intento. El primero en lograrlo colocará los dados en orden separando los dados sobrantes y leerá la palabra armada en voz alta.
3. Ese mismo jugador conservará la sílaba final en su lugar y tomará y tirará el dado restante en la posición de sílaba inicial y los otros dados para ver si con ellos puede formar una nueva palabra usando la misma sílaba final. Si alguna de las nuevas sílabas puede ser usada junto con la sílaba final ya existente para formar una nueva palabra, el jugador la enunciará en voz alta y tirará de nuevo los dados conservando la sílaba final para ver si puede armar otra palabra que rime (que tenga la misma sílaba final). Si no le es posible, será el turno del siguiente jugador.
4. Haga que un estudiante o voluntario lleve la cuenta de las palabras que cada jugador haya armado. El juego continúa hasta que algún jugador haya formado diez palabras.

Encuentra la palabra

Materiales: papel y lápiz para cada jugador, un cronómetro

Nota: Un maestro o responsable de grupo deberá supervisar este juego.

1. Proporcione al grupo ocho dados (dos dados univocales de cada color). Proporcione a los jugadores papel y lápices.
2. La persona que supervise el juego tirará los dados dando un minuto en el cronómetro.
3. Los jugadores escribirán todas las palabras que puedan armar con las sílabas de los dados tirados. (Los jugadores no deberán tocar los dados.)
4. Cuando el tiempo se termine, haga que cada jugador lea las palabras de su lista en voz alta. El resto de los jugadores escucharán y tacharán de su lista las palabras enunciadas por otros jugadores. Cuando algún jugador lea una palabra cuestionable, deberá usarla en un enunciado o encontrarla en el diccionario. Los estudiantes deberán tachar y eliminar palabras que no sean aceptadas por el maestro o responsable de grupo.
5. Los jugadores contarán las palabras que no hayan sido tachadas o eliminadas de su lista. Cada palabra vale igual que el número de sílabas que la componen. Los jugadores compararán puntos para determinar al ganador del juego.



Variante del juego

- Use los dados mixtos con espacios para sílabas libres para hacer el juego más abierto y flexible.

Related Really Good Stuff Products

Magical Lenticular Spanish Syllable Cards (#306328)

Spanish Syllable Star Puzzles (#305765)

Spanish Syllable Slide and Learns™ (#305035)

Spanish Syllable Puzzles (#305064)