

# Really Good Stuff® Teaching Guide

## Roll and Read: Spanish High-Frequency Words (Tira y lee: palabras de uso frecuente en español)

Congratulations on your purchase of this Really Good Stuff® **Roll and Read: Spanish High-Frequency Words**, an engaging game that helps students master reading and writing high-frequency words.

### Meeting Common Core State Standards

Really Good Stuff **Roll and Read: Spanish High-Frequency Words** aligns with the following Common Core State Standards for Spanish Language Arts:

#### Phonics and Word Recognition

**RF.K.3.c.** Read common high-frequency words by sight.

#### Fonética y reconocimiento de palabras

**DF.K.3.c.** Leer a simple viste palabras comunes de uso frecuente (ejemplo: el, la, veo, gusta, un, una, mi, es).

#### This Really Good Stuff product includes:

- 8 Game Mats
- 4 Foam Dice
- 120 Transparent Chips
- 2 Sand Timers
- Storage Box
- This Really Good Stuff Teaching Guide

Ideal for literacy centers, the **Roll and Read: Spanish High-Frequency Words** game features 120 of the first words readers must learn. Emergent readers are already familiar with high-frequency words as part of their listening and speaking vocabularies, but reading and spelling those words often causes confusion. By reading and tracing one word at a time, students internalize its appearance and recognize it in other contexts, building reading confidence and fluency.

#### Managing Roll and Read: Spanish High-Frequency Words

- Make copies of the included record sheet for data collection as a progress-monitoring tool and as a guide for students' targeted practice.
- When using a game at a literacy center, be sure to demonstrate how to store the materials in the box and leave the center tidy when the activity is complete.
- Visit our Web site [www.reallygoodstuff.com](http://www.reallygoodstuff.com) to download Really Good Stuff Teaching Guides.

#### Introducing Roll and Read: Spanish High-Frequency Words

**Roll and Read** (el juego de **Tira y lee**) gives students practice reading and writing the most common high-frequency words. There are eight two-sided game mats that are divided into four color-coded sets of two. Each color-coded set targets the same 30 high-frequency words, so students playing together will encounter an identical list of words placed in different positions on the mat. Game mats 1 and 2 feature the first 30 words students need to master, game mats 3 and 4 feature the second 30 words, and so on. Altogether, students get practice reading 120 high-frequency words.

TIRA Y LEE					
	2	3	4	5	6
A	siempre	todo	aquí	hay	vayan
B	quién	eso	mira	cada	quiero
C	abajo	mientras	pronto	ser	ahí
D	como	había	algo	detrás	ahora
E	rojo	entre	está	porque	ya
F	cundo	mucho	ellos	para	así

Students read and cover words on Side A.

TIRA Y LEE					
	2	3	4	5	6
A	siempre	todo	aquí	hay	vayan
B	quién	eso	mira	cada	quiero
C	abajo	mientras	pronto	ser	ahí
D	como	había	algo	detrás	ahora
E	rojo	entre	está	porque	ya
F	cundo	mucho	ellos	para	así

Students read and trace words on Side B.

Depending on your students' needs, use one side of the game mat to practice reading the words and the other side to practice reading and tracing the words. Use the *Roll and Read Record Sheet Reproducible* to monitor student progress.

#### Model the Roll and Read: Spanish High-Frequency Words Game

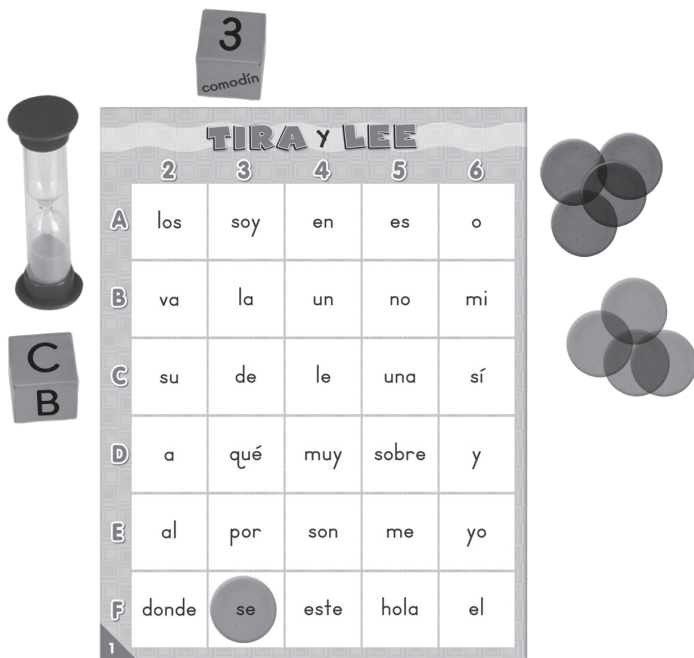
To begin, model how to use the game mat. Start with game mats 1 and 2, two dice, a handful of game chips, a sand timer, and two dry erase crayons. Place one game mat in front of your students, starting with the side that requires reading only. Show students how each die is unique—one has letters to match the vertical axis of the grid, and the other has numbers to match the horizontal axis. Demonstrate how to use the dice together to locate a word: Roll the *Letter Die* first and put your finger on the corresponding row, and then roll the *Number Die* and move your finger along that row until you reach the correct column. Have a student read the word. If the word is read correctly, the student covers it with a game chip. If the word is not read correctly, the turn is over and the word remains uncovered.

All teaching guides can be found online.

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Note: If the Number Die lands on *comodín*, students get to pick any numbered column.



### Practice Playing Roll and Read

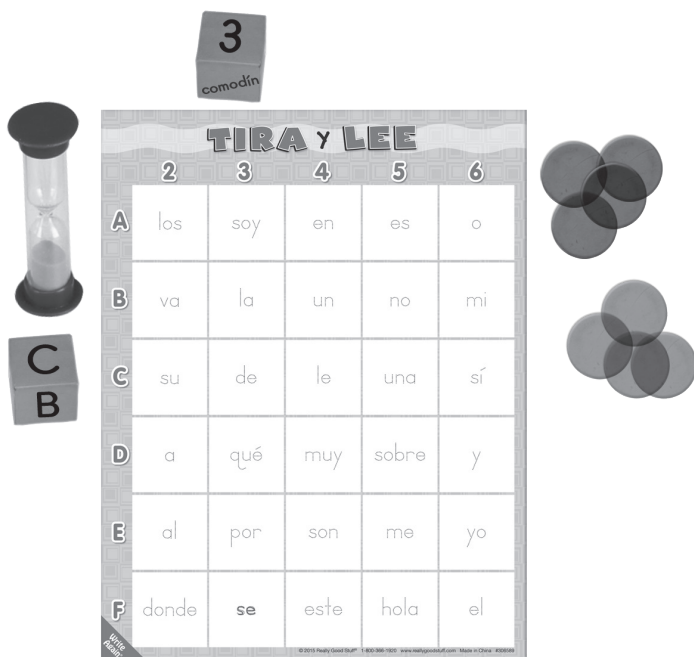
Using the materials from the demonstration on the left, place the game mats in front of your group with the read-only side up. Explain to students that the object of the game is to cover as many words as possible in three minutes. Have students take turns rolling the dice, finding and reading the words, and then covering them with chips. If students land on a word that is already covered, they get to roll again. They play until the sand timer runs out. Both students count the number of words they covered and read them aloud (with or without moving the transparent chip). The student who reads and covers the most words is the winner.

Turn the game mats over and pass out the dry erase crayons. Follow the steps described above, but have students trace the words instead of covering them.

### Variations

- For individual play using the sand timer—roll, read, and cover as many words as you can in three minutes. Play again and try to beat your previous score.
- Play until one student has an entire row or column covered or traced.
- Play a blackout version in which all the words must be covered or traced to win.
- Challenge students to use each word correctly in a sentence after covering or tracing it.

Turn the game mat over. Explain to students that on this side of the game mat, they will roll the dice, find and read the words, but instead of placing a chip over them, they will use a dry erase crayon to trace them.



### Modifications

If locating a word using the two dice is challenging, modify the activity.

- Have students roll one die only and then pick a word in that row or column.
- Have students work in pairs. One student rolls the Letter Die and places his or her finger on that letter on the game mat; the other student rolls the Number Die and places his or her finger on that number on the game mat. Students then slide their fingers along the row and column until they reach the connecting point. They read the word together.

### Tira y lee: Palabras de uso frecuente en español

*Dos estudiantes*

*Objetivo: Leer palabras de uso frecuente*

*Materiales: Un Juego de Tapetes de color, dos Dados (un Dado con Letras y un Dado con Números), Fichas de Juego, dos Crayones Borrables (opcional), Reloj de Arena (opcional)*

*Antes de comenzar, decida cuándo termina el juego:*

- cuando cuatro palabras en la fila queden cubiertas
- cuando una fila o columna entera quede cubierta
- cuando todas las palabras en el tapete estén cubiertas
- por el número de palabras cubiertas en tres minutos

### Lado A (Sólo Lectura)

1. Coloque un tapete de juego frente a cada jugador. Ponga las fichas de juego entre los tapetes de juego. Decida quién empieza y cuándo terminará el juego.
2. El jugador 1 tira ambos dados. El jugador 1 encuentra y lee la palabra que corresponda a la fila y columna tirada. Si la palabra es leída correctamente, cúbrala con una ficha de juego. Si la palabra es leída incorrectamente se termina el turno.
3. El jugador 2 procede de la misma manera.
4. Si los jugadores tiran los dados y encuentran que la palabra ya ha sido cubierta, pueden tomar otro turno. Si el Dado con Números cae en comodín, los jugadores podrán escoger cualquier columna numerada.
5. El juego continua hasta que llegue al final pactado con anterioridad.
6. El ganador o la ganadora, leerá en voz alta las palabras que haya cubierto.

### Lado B (Lee y Marca)

1. Coloque un tapete de juego y un crayón borrable frente a cada jugador. Decida quién comienza y cuándo termina el juego.
2. El jugador 1 tira ambos dados. El jugador 1 encuentra y lee la palabra que corresponda a la fila y columna tirada. Si la palabra es leída correctamente, el jugador la marca. Si la palabra es leída incorrectamente se termina el turno.
3. El jugador 2 procede de la misma manera.
4. El juego continua hasta que llegue al final pactado con anterioridad.
5. El ganador o la ganadora, leerá en voz alta las palabras que haya marcado.

### Roll and Read: Spanish High-Frequency Words

*Two students*

*Object: To read high-frequency words*

*Materials: One color-coded set of Game Mats, two Dice (one Letter Die and one Number Die), Game Chips, two Dry Erase Crayons (optional), Sand Timer (optional)*

*Before play, decide on how the game will end:*

- four words in a row are covered
- an entire row or column is covered
- all the words on the game mat are covered
- number of covered words in three minutes

### For Side A (Read Only)

1. Place one game mat in front of each player. Place the game chips in between the game mats. Decide on the order of play and how the game will end.
2. Player 1 rolls both dice. Player 1 finds and reads the word that matches the row and column rolled. If the word is read correctly, cover it with a game chip. If the word is read incorrectly, the turn is over.
3. Player 2 does the same.
4. If players roll the dice to find a word that is already covered, they get to take another turn. If the Number Die lands on comodín, players get to select any numbered column.
5. Play continues until the decided-upon ending is reached.
6. The winner reads his or her covered words aloud.

### For Side B (Read and Trace)

1. Place one game mat and one dry erase crayon in front of each player. Decide on the order of play and on how the game will end.
2. Player 1 rolls both dice. Player 1 finds and reads the word that matches the row and column rolled. If the word is read correctly, the player traces it. If the word is read incorrectly, the player does not trace it and the turn is over.
3. Player 2 does the same.
4. Play continues until the decided upon ending is reached.
5. The winner reads his or her traced words aloud.

### Related Really Good Stuff Products

Make-A-Word Center™ Spanish High-Frequency Words (#306611)

EZread™ Spanish High Frequency Word Phrase Flash Cards Emergent Readers (#303895)

EZread™ Spanish High Frequency Word Phrase Flash Cards Beginning Readers (#303892)

Nombre: \_\_\_\_\_

### Tira y lee: palabras de uso frecuente

Tapetes del juego 1 & 2	✓
los	
va	
su	
a	
al	
donde	
soy	
la	
de	
qué	
por	
se	
en	
un	
le	
muy	
son	
este	
es	
no	
una	
sobre	
me	
hola	
o	
mi	
sí	
y	
yo	
el	

Tapetes del juego 3 & 4	✓
ir	
tu	
otro	
ella	
mamá	
dice	
unos	
tengo	
casa	
mis	
papá	
era	
del	
tus	
con	
esa	
dijo	
les	
veo	
las	
más	
estoy	
también	
solo	
fue	
gusta	
pero	
sus	
tan	
voy	

Tapetes del juego 5 & 6	✓
siempre	
quién	
abajo	
como	
rojo	
cuando	
todo	
eso	
mientras	
había	
entre	
mucho	
aquí	
mira	
pronto	
algo	
está	
ellos	
hay	
cada	
ser	
detrás	
porque	
para	
vayan	
quiero	
ahí	
ahora	
ya	
así	

Tapetes del juego 7 & 8	✓
sin	
malo	
puedo	
usa	
gracias	
carro	
deseo	
arriba	
tiene	
hace	
gente	
vez	
nadie	
ese	
amigo	
creo	
bonito	
come	
fui	
da	
uno	
noche	
nada	
chico	
llega	
lo	
dos	
antes	
año	
vamos	