

Word Jumble



Rules

- 1. Give each player a Word Jumble sheet.
- 2. Choose one player to start: that player rolls a set of player dice. For an easier game, re-roll until you have at least two vowels.
- 3. Each player records the letters in the boxes on their Word Jumble sheet (each sheet has room for four rounds) and then the starting player starts the two-minute timer.
- 4. Each player writes down as many words as they can using the rolled letters.
- 5. When the time is up, calculate your scores using the scoring chart below. Whoever has the highest score wins!

Letter count	Score
3	1 point
4	2 points
5	5 points
6	10 points
7	25 points



Word Jumble



FINAL SCORE:	FINAL SCORE:	
FINAL SCORE:	FINAL SCORE:	





Rules

Roll the dice to find words that match your bingo card!

- 1. Print out all four bingo cards and give each player their own card and set of Dice Words dice.
- 2. In each round, players will roll their dice using Dice Words rules and try to create a word that matches a square on their bingo card before the timer runs out.
- 3. If you roll a word that matches, write it in the square below the prompt.

The first person to fill in a row, column, or diagonal of five squares and declare bingo wins!

Solo Variation

Play against yourself and try to beat your own record!

- 1. To prepare, print out all four bingo cards and choose one to start with.
- 2. In each round, roll your dice using Dice Words rules and try to create a word that matches a square on your bingo card before the hourglass runs out.
- 3. If you roll a word that matches, write it in the square below the prompt.
- 4. Make a tally mark on your card for each round until you get bingo. Then, move on to the next card.

Can you beat your own record on each new sheet to get bingo in the fewest possible rounds?





A word with three vowels	A six-letter word	A verb	A type of animal	A word that starts with a consonant
A word that starts and ends with a consonant	A word that ends with a vowel	A type of plant	A word with only one vowel	An adjective
A word describing emotion	A word with repeat letters	Free space	A type of drink	An article of clothing
A type of food	A plural	A color word	A five-letter word	A word that ends with a consonant
A three-letter word	A word that starts with a vowel	A four-letter word	Something you would find at home	A noun





A noun	A type of animal	An word describing emotion	A word that starts with a vowel	A word with only one vowel
An article of clothing	A word with three vowels	A word that starts and ends with a consonant	An adjective	A plural
				
A word that ends with a vowel	A color word	Free	A word describing flavor	A word that ends with a consonant
		space		
A six-letter word	A verb	A type of drink	A three-letter word	A type of plant
A word that starts with a consonant	A type of food	A five-letter word	Something you would find at school	A four-letter word





An adjective	A word that ends with a vowel	Something loud	A noun	A five-letter word
A three-letter word	A type of food	A word describing flavor	A word that starts and ends with a consonant	A word that starts with a consonant
A type of plant	An article of clothing	Free	A six-letter word	A type of animal
		space		
A four-letter word	A type of drink	A plural	A word with three vowels	A color word
A word that ends with a consonant	A verb	An word describing emotion	A word that starts with a vowel	A word with only one vowel





A word that ends with a consonant	A noun	A type of drink	A word that ends with a vowel	A three-letter word
A word describing flavor	An article of clothing	A plural	Something smelly	A word that starts with a consonant
A word that starts and ends with a consonant	A five-letter word	Free	A word with three vowels	A type of plant
		space		
A word with only one vowel	A type of food	A six-letter word	An word describing emotion	A verb
A four-letter word	A type of animal	A color word	A word that starts with a vowel	An adjective



Word Chain



Rules

- 1. Give each player a Roll and Climb sheet and a set of Dice Words dice.
- 2. Each player rolls all seven dice until they can make a starting word with at least four letters.
- 3. Once they have their starting word, they record that word on the first line of the roll and climb sheet and fill in the letters from <u>all seven dice</u> in the boxes next to it.
- 4. Start the timer at the beginning of each subsequent round. Each player must <u>re-roll only one die</u> and attempt to make a new word with <u>at least four letters</u> before the timer runs out.
- 5. If a player succeeds in making a new word in a round, they record that word and fill in the boxes with the new set of letters on the dice.
- 6. If they do not succeed in making a new word, they only fill in the boxes.
- 7. At the end of ten rounds, whoever has the most valid words wins. In case of a tie, whoever used the most total letters (adding up the length of each word) across all ten rounds wins.



Word Chain



1.	
2	
3	
4	
5	
6	
7.	
10	