



The Guessing Game

Objective

To provide students with additional keyboarding practice by using a guessing game

Materials

List of words containing letters your students have learned

Time

Approximately 20 minutes for each game played

Procedure

Prior to playing the "Guessing Game" with your class, you will need to prepare a list of words that contain new letters you are about to teach your students.

Then, near the end of the period or to start the next day, you start the game by slowly spelling each word from your list. For instance if the letter "c" was introduced, one of the words in your list might be "chuckle."

You start the game by saying "c," then "h," "u," and so on. The first student to say the word gets a point. Of course, all of the students have to key the word in as the teacher spells it and should finish keying in the word after it has been guessed.

Here are two simple rules to keep the game organized:

1. No guessing until at least two letters have been said
2. Students cannot guess more than one time per letter said, unless only one letter is remaining

Prizes can be awarded to the winner.

