



CONCEPTS COVERED: Note names

STUDENT LEVEL: Late beginner/grade 1

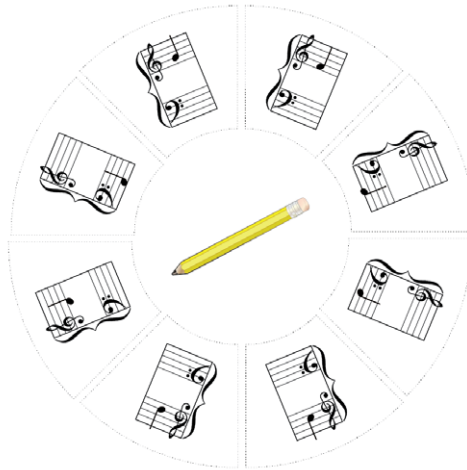


Whirlword

Whirlword

HOW TO PLAY

- Lay out 8 of the cards in a circle, note side up.
- Put a pencil/pen in the centre to act as the spinner.



- One player spins the pencil and then all players try to shout out a word that begins with the letter of the note it's pointing toward. E.g. if it lands on D and a player shouts "DUCK!" they are the winner of that round.
- The winner takes this card, replaces it with a new one from the deck and spins the pencil.
- Continue in this way until all the cards are gone.
- The winner is the one with the most cards at the end.

Optional extra: Pick a theme (animals, countries, sports) for the words on each round if just saying any word is easy for your students.

ASSEMBLY

To assemble this game:

- Print out the game cards (pages 3-12).
- Cut around the cards using the coloured backing as a guide.
- Laminate if desired.

LEARNING OBJECTIVE

In *Whirlword*, students learn to identify note names quickly, from the side and upside down.

