

BRIGHT IDEAS

(The spelling, coloring, learning game)
Created by Sidney Goldberg

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BRIG**HT** IDEAS

Level 1, color and have fun. Level 2, play the spelling game. Level 3, make a sentence.

The object of this game is to instill in children the fun of spelling and the joy of learning.

There is a pad with 25 large pages with the 26 letters of the alphabet. On each letter there is a icon, A, picture of an apple, and info, "*Did you know there are 114 different apples?*" This info is changed with each letter. The child draws on each letter and upon completion of drawing, spelling and creating a sentence, discards page of this pad.

To start the game each child cuts and selects a card. The lowest card deals clockwise, seven cards to each player, from a deck of a 90 with the various letters of the alphabet, each having a point value.

A E I O x10 - pt. Value 1. N R S T x5 -Pt. value 2. B C D F G H K L M P UV x2 – pt. value 3. J Q X Y Z x1 – pt. value 5. JOKER x1 – 0.

The object of the game is to make as many two to seven letter words as possible. A one minute sand timer is used. The size of the word enables the child to move that many squares around the board.

The letters used in creating a word are kept before child to be used at the end of game and new letters are drawn to replace letters used.

Landing on RAINY DAY the child loses its next turn.

Passing SUNNY DAY child gets one new card. Landing on SUNNY DAY the child picks two new cards.

Spelling one of the words of any square gives ownership to child of that square and picks additional card as a bonus. If a child lands on square that is owned, owner then selects one card from child blindly, thus the owner has more cards to spell with and the child has one less. Spelling a seven-letter word, in addition to the points, 10 point are had as a bonus. A child may add on to a word, ie. SP added to LICE making it SPLICE and the new total of points are added to new child and word is moved to that side.

When challenged, the word is looked up in dictionary. If challenger is correct he blindly selects one-letter from child, if wrong child selects one letter blindly from challenger.

When there are no more cards, all have the opportunity to construct a sentence using all of their words. Child may use additional words to help formulate a complete sentence. One point is deducted for every new word used. The one with the highest point score wins. Should a child be able to construct a sentence with all the words created by every child, that child automatically wins