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## Round Robin

Dorothy E. Smith

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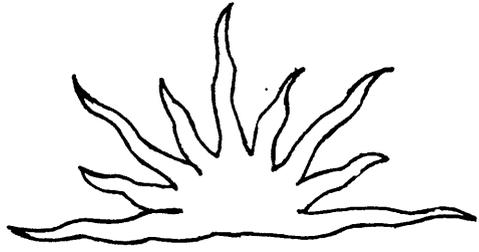
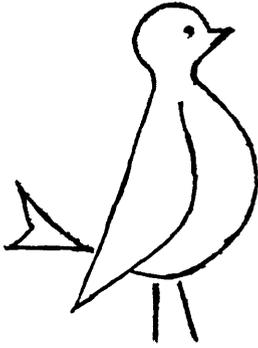
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## ROUND ROBIN

*Dorothy E. Smith, Editor*

Dear Editor,

The activities suggested here are intended for independent learning in an English class at the junior high school level. The lesson plans offered are ways to present vocabulary games to the entire class, so that they may play on their own.

### **BLENDS AND ENDS**

#### **Lesson Plan**

**Objectives:** Through the use of these cards, students should be able to form words, learning new words and recognizing roots, prefixes and suffixes, rhyming words, and the possibilities for individual experimentation with familiar words.

**Materials:** Enough card decks for groups of two students each. The cards are made in the following way:

one set of cards is made up of a consonant blend (i.e.: BL, BR, CH, CL, CR, SH, PR, etc.) per card plus one joker card. (26 cards)

the other set is made up of 34 cards, each containing one ending (i.e.: AT, AND, INK, ANCE, etc.) plus one joker card.

**Student Orientation:** Rules of the Game and Method of Play:

1. Shuffle each deck of cards.
2. Deal each player four cards from the consonant deck and lay rhyme ending deck face down on table.
3. Each player draws one card from the ending pack.

4. He lays down combinations of one blend plus one end that he can for as many consonants as he can.
5. Example: Cards in hand: PR, ST, BL, and GR, he draws AND. Then he can lay down: STAND, BLAND, and GRAND.
6. At least two consonant blends must be laid down for each ending. If this is not possible, the player adds the rhyming card to his hand.
7. A single word being held can be played as soon as another blend appears so he can make another word.
8. If a player lays down his complete hand or all blends, he draws 4 more blends.
9. Points are scored by counting the number of rhyming words laid down and subtracting the number of cards left in the players hand at the end of the game.
10. Jokers are wild and may be treated as any letter combination desired.

Variations on the game:

Roots and ends: cards are made with root words and suffixes instead of consonant blends and endings.

Roots and starts: cards are made with root words and prefixes.

### **HINK PINK**

#### **Lesson Plan**

Objectives: To increase student awareness of synonyms and rhyming words, and to give him practice in using both.

Materials: None (although a few examples may be a good idea)

Student Orientation: This game is for an entire class to play. Someone begins by saying, "I have a hink pink," and then gives a brief description. The others then try to guess which two words will solve the hink pink. Examples are given below.

#### *HINK PINK*

enormous flatboat  
 homely girl  
 angry father  
 bashful lad  
 fat fish  
 obese feline

#### *Solution*

large barge  
 plain Jane  
 mad dad  
 coy boy  
 stout trout  
 fat cat

Variations can be easily adapted: a HINKY PINKY is 2 two syllable rhyming words, and a HINKETY PINKETY is 2 three syllable words, etc. Examples of each of these are given:

*HINKY PINKY*

happy canine  
cautious scholar  
kitchen knife  
convenient confection  
happy captain

*Solution*

jolly collie  
prudent student  
butter cutter  
handy candy  
chipper skipper

*HINKETY PINKETY*

evil cleric  
white house boss  
happier canine  
more silent civil disturber

*Solution*

sinister minister  
resident president  
merrier terrier  
quieter rioter

## Advanced three word HINKY PINKIES:

nectar wrecked her  
kick her quicker  
bend her fender  
place in basin

sister missed her  
slam her hammer  
hoist her oyster  
kiss us, Mrs.

Sincerely,  
Mary Sue Moore