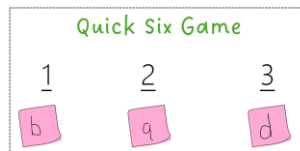


Quick Six Game

Rapid letter recognition is developed through knowledge of the letter pattern and through repeated exposures. The Quick Six Game provides students with repeated exposures to letters. This activity can also be used for rapid word recognition.

How to Use

1. Under each number write a letter or a word that your student should practice.
2. These letters or words can be written on post-it-notes. This is an easy way to provide differentiated instruction. Each student can have a different set of letters or words to practice. Be sure to review the words with the students before playing the game.



3. One student will be the reader. One student will be the timekeeper and scorekeeper.
4. The student who is the reader will need a die and a scorecard. The scorecard can be for the individual or for the group.
5. The timekeeper will tell the reader when to begin and to stop. It is recommended that the reader reads for one minute or less.
6. The reader will roll the die, determine the number that shows, and then read the letter or word that is under that number.
7. Scorekeeper will make a tally mark for each letter or word read correctly. At the end of the time, scorekeeper counts the tally marks, and the reader records the number on the scorecard.
8. Change roles until each person has had a chance to be the reader.
9. More than one round can be played.

Reader's Name	Round 1	Round 2
Joey		
Sally		
Steve		

Quick Six Game

Scorecard

Reader's Name	Round 1	Round 2

Reader's Name	Round 1	Round 2

Reader's Name	Round 1	Round 2

Quick Six Game

1

2

3

4

5

6