

# Mystery Message

Author: Paul M.

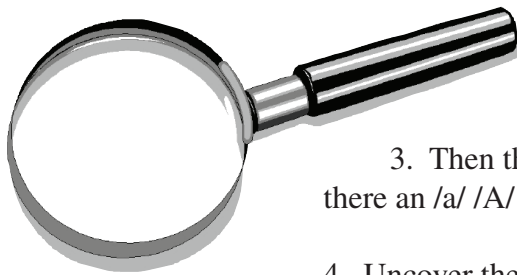
Grade Level: all

Materials Needed:  
Flashcards

1. Use the flashcards to make a mystery sentence. This sentence can be directly related to your subject, be something that interests the student, or simply be a word that ties into other learning or unit studies.
2. Laying the cards face down in front of the child, position the sentence so that it reads left to right from *the child's point of view*.
3. Give a clue to what the words or pictures on the flashcards are.
4. The child begins to try to guess the sentence. Uncover the flashcards answered correctly.
5. Assign an ascending point value to each card. Many students can play together. The highest score wins. (Or the winner could be the first student who correctly guesses the whole sentence.)

SWR Variation:

1. Use a few phonogram cards to make a mystery word. This word can be one from the *Wise Guide* lists, a word that interests the student, or simply a word that ties into other learning or unit studies.



2. Laying the cards face down in front of the student, position the word so that it reads left to right from the *student's point of view*.
3. Then the student begins to try to guess the word saying, "Is there an /a/ /A/ /ah/ in this word?"
4. Uncover the phonograms phrased correctly, if your word contains that letter.
5. Assign an ascending point value to each card. Many students can play together. The highest score wins. (Or the winner could be the first student who correctly guesses the whole word.)



1. Hide your flashcards (which you could even write out on Post-It® notes) in various locations.
2. Set a timer in order to give the kids time to search and bring the cards back to you. Each child must answer/identify his cards to earn them.
3. The player with the most correctly identified cards (not the person who found the most cards) wins the treasure hunt.

## Academic Treasure Hunt

Author: anon.

Grade Level: all

Materials Needed:  
Flashcards



### SWR Variation:

1. Hide your phonogram or spelling cards (or SWR information to be learned, which you could even write out on Post-It® notes) in various locations.
2. After setting a timer, send the students to search for the cards and bring them back to you. Each child must identify the phonograms on his cards to earn them.
3. The player with the most correctly identified cards (not found cards) wins the treasure hunt.

