



# BOHS LITERACY WIZ GAME

## INSTRUCTIONS FOR USE (UPPER-CASE LETTER GAME VERSION)

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### 1. PACKAGE CONTENTS

- 1 SPELLING TRAY (WITH 6 PEGS)
  - 52 LETTER TILES (**UPPER CASE**)
  - 60 DOUBLE-SIDED PICTURE CARDS (120 WORDS TOTAL)
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### 2. LEARNING PURPOSES

BY USING THE LITERACY WIZ GAME, CHILDREN WILL DEVELOP:

- **UPPER-CASE LETTER RECOGNITION**
  - **PHONICS AND SPELLING SKILLS**
  - **EARLY VOCABULARY EXPANSION**
  - **MEMORY, CONCENTRATION, AND FINE MOTOR SKILLS**
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### 3. GAME SETUP

1. PLACE THE TRAY AND **UPPER-CASE LETTER TILES** IN FRONT OF YOUR CHILD.
  2. SHUFFLE THE PICTURE CARDS AND KEEP THEM WITHIN EASY REACH.
  3. DECIDE WHICH GAME MODE TO PLAY (SEE BELOW).
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### 4. HOW TO PLAY

## A. SEE & SPELL MODE

1. PLACE A PICTURE CARD ON THE TRAY WITH THE **WORD VISIBLE (IN UPPER CASE)**.
2. ASK YOUR CHILD TO USE THE **UPPER-CASE LETTER TILES** TO SPELL OUT THE WORD THEY SEE ON THE CARD.
3. THE PICTURE AND WORD PROVIDE A CLEAR VISUAL AND SPELLING CUE.

## B. HIDE & SPELL MODE

1. PLACE A PICTURE CARD ON THE TRAY.
2. **COVER THE WORD** ON THE CARD USING THE FLAP.
3. SHOW ONLY THE PICTURE. ASK YOUR CHILD TO SPELL THE WORD USING THE **UPPER-CASE LETTER TILES**, RELYING ON THE PICTURE AS A CLUE.
4. ONCE COMPLETED, LIFT THE FLAP TO CHECK THE ANSWER.

## C. MAKE A SENTENCE MODE

1. PICK SEVERAL CARDS AT RANDOM.
  2. ASK YOUR CHILD TO USE THE WORDS ON THE SELECTED CARDS TO CREATE A SIMPLE SENTENCE **USING UPPER-CASE LETTERS**.
  3. THIS HELPS COMBINE VOCABULARY WITH EARLY GRAMMAR AND CREATIVITY.
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# 5. ADDITIONAL WAYS TO PLAY

- **SOLO OR GROUP PLAY:** CHILDREN CAN PLAY INDEPENDENTLY OR TAKE TURNS WITH FRIENDS/SIBLINGS.
  - **KEEP THE CARD CHALLENGE:** WHEN PLAYING IN A GROUP, WHOEVER SPELLS A WORD CORRECTLY **IN UPPER CASE** KEEPS THE CARD. THE PLAYER WITH THE MOST CARDS AT THE END WINS.
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# 6. EDUCATIONAL BENEFITS

- **VISUAL AIDS FOR SPELLING:** PICTURE AND WORD ASSOCIATION BUILDS VOCABULARY AND CONTEXT UNDERSTANDING.
- **6-PEG TRAY ADVANTAGE:** ALLOWS FOR SPELLING WORDS UP TO 6 LETTERS, EXPANDING VOCABULARY PRACTICE.

- **FINE MOTOR DEVELOPMENT:** HANDLING AND PLACING TILES AIDS HANDWRITING READINESS.
  - **UPPER-CASE LETTER FAMILIARIZATION:** TILES ARE **UPPER CASE**, HELPING CHILDREN RECOGNIZE THEM IN BOOKS, SIGS, AND LABELS.
  - **ATTENTION SPAN & MEMORY:** SPELLING AND MATCHING BOOST CONCENTRATION AND MEMORY.
  - **PARENT'S REST:** KIDS CAN PLAY ON THEIR OWN, GIVING CAREGIVERS A BREAK.
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## 7. SAFETY & CARE

- KEEP SMALL LETTER TILES AWAY FROM CHILDREN UNDER 3 YEARS OLD.
  - STORE ALL PARTS IN A SAFE, ACCESSIBLE PLACE AFTER PLAY.
  - SUPERVISE PLAY AS NEEDED FOR YOUNGER CHILDREN.
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ENJOY FUN, FOCUSED LEARNING WITH THE BOHS LITERACY WIZ GAME (**UPPER-CASE EDITION**)!