Pop! Scooby-Doo™! Zap! & More
By Donna Whyte

These games teach and practice basic learning concepts. By utilizing the different sets of character and concepts cards, you can create many versions and levels of the games using the same directions.

Each game uses 1 set of Character cards and 1 set of Concept cards. The cards are formatted to print on Avery or compatible business cards. When printing, be sure to choose "Actual Size" in the Page Sizing & Handling section in the Print Setup… options. You will need a container such as a shoe box, gift bag, beach pail or coffee can in which to place the cards and a Winner Die.

Character cards:

Scooby-Doo™ – "Ruh-roh!"
Popcorn – "Pop!"
Lightning – "Zap!"
Scared Turkey - "Uh oh!"
Spider - "Yikes!"
Leprechaun - "Gotcha!"
Alligator - "Snap!"

Concept cards:

Alphabet
Colors
Positional Words
Number Before
Opposites
Contractions
Initial, Medial, Ending Sounds with/without letter

Shapes ~ Basic
Shapes ~ 3D
Number After
Addition
Number Between
Fractions

Sight Words (High Frequency Words) ~ 100 Words

One of the ways to ensure that all students can participate in the game is to use limited numbers of the set of concept cards and/or put multiple copies of the same cards into the container. This allows a higher chance that the children will have seen or heard a particular card and is more able to answer correctly.

In our example we'll choose the Scooby-Doo™ Character cards and the 100 Sight Words Concept cards. To begin the game, place any number of the 100 Sight Words Concept cards in the container. You might want to add 6 copies of 5 words that you would like the students to practice. They would have 30 cards to play with but all would have one of the 5 practice words. Add all or a few of the Scooby-Doo™ Character cards to the container. Students take turns picking cards. Each time they pick one of the Sight Words Concept cards they must read the card aloud. If they are correct, they keep the card. For games using the other Concept cards the players must identify the shape/color/letter/letter sound etc. on the card or follow the directions on the card.

If they don't know the answer then anyone in the group can say the answer. Once the correct answer is given, the card is returned to the container. This will allow children the chance to draw the card again and try to remember the answer that was previously given, allowing children of all levels to play the game.

If a Character card is drawn they say the phrase on the Character card, in this scenario, "Ruh-roh!" for Scooby-Doo™, and then the child who picked the card must return one of their Concept cards to the container. This is a second way for students to gain review of the concepts, as a card that was previously read is now returned to the container. If they have no cards, then they lose a turn and play goes

to the next player. The player ends their turn by placing the Character card on the table by the container.

The game ends when all of the Concept cards are drawn and correctly answered. The winner is determined by rolling the Winner Die and the player who has the number of cards indicated by the roll of the Winner Die wins. I love that any child can be the winner. From the one with 0 cards to several children that might have 2, 3 or more.

Following are two templates for the Winner Die; one already filled out and the other a "Make your own" blank. Cut out the die, fold along the dotted lines and glue where indicated.

does not   doesn't   had not   hadn't   has not

hasn't   have not   haven't   he is   he's

front   back   give   take   good

bad   happy   sad   hard   soft