

## Scooby Doo

Set of concept cards

Cards with Scooby Doo Graphic

Cards that say "FREE" on them

Winner Die

Using one set of concept cards, shuffle the cards with the Scooby Doo picture cards and the free cards. Place cards face down in the center of the players. Ask each child one at a time to take a card and identify the word/concept card. If they can they keep the card, if they cannot, you say the word/concept and the child that chose the card puts it back in the pile. Now the next child can choose the same card and say the concept and keep it, or they can choose a different card. Basically if a child is a good listener and follows the other cards they can end up with cards they didn't know just by choosing the one that was just put back. There are also FREE cards that the children just get to keep if they pick them. At any time in the game when a child draws a "Scooby Doo" everyone says, "Rut Roh!" and that child must put all of the cards that they have acquired back into the pile.

For example, if playing with the high frequency words, the child must identify the word. To keep the game multi-leveled you could ask for a letter in the word or the number of letters in the word. But if word recognition is the goal, you can still allow everyone to play by having multiple copies of the same words. For example if a child chooses the word "the" but doesn't know the word, you say the word and the child returns it to the pile. The next child can pick it up and say the word and keep the card. With several copies of the word there is the likelihood that a child will choose a card that has already been chosen and identified and they can repeat what they remember.

When it is time to end the game, ask the child to tell how many cards they each have. Roll the winner die to see who wins. I love this part because it can be the child that has 1 card, NO cards, or more than 2 or 3 cards. You never know who wins with "Scooby". Sure cuts down on hurt feelings and bragging. Most of the time there are several winners each time you play.