

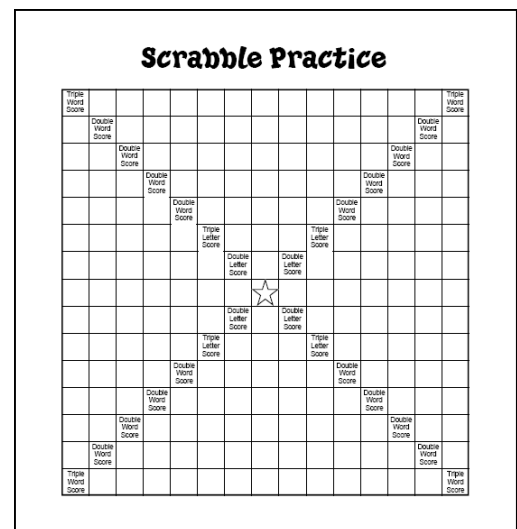
Stage a Scrabble Tournament!



Word games are both fun and educational. A Scrabble tournament is one way to involve the whole class or a club in the excitement of a well-known word game. You can visit the School Scrabble Program webpage (http://www.hasbro.com/scrabble/en_US/school.cfm) for information about how to stage an official Scrabble tournament, or you can play the simple version described on the next page in which pairs of students play against each other. Many families have a Scrabble game hidden in their closet somewhere, and students are often willing to bring in their game for the class tournament. Or for \$95.00 you can order a School Scrabble set which contains 6 Deluxe Scrabble boards and a Scrabble dictionary. For more information, go to http://www.hasbro.com/scrabble/en_US/kit.cfm.

Introducing Scrabble

Before you actually start the tournament, you need to teach the rules of the game. Don't assume that kids know how to play, even if they own a game board. Most kids today don't seem to know the basic rules of the game, let alone the finer points. You can introduce the game by using a transparency of the Scrabble Practice grid on the overhead projector or displaying it on a Smartboard. This practice grid is available from Teaching Resources at www.lauracandler.com. It's not exactly like the real board, but it's close enough for an introduction. Draw out 7 letters for yourself and 7 letters for the class. Write the class letters in huge blocks on the board with the number values clearly shown. Play against the class play and record your plays on the board. Use this as an opportunity to clarify the rules of the game. On the first day, don't worry about calculating the scores properly. However, before starting your tournament, be sure to teach students how to keep score using the proper point values for each letter and the values on the board.



If you have the computer version of Scrabble, set up an LCD projector and let your class play against the computer by working in cooperative learning teams. Students in teams can put their heads together to come up with a word to beat the computer. Call on each team to share their word and let the team with the best word come to the computer and play it. If you don't have the computer game, plan at least one day of practice play that doesn't count for points.

Scrabble Tournament Directions



Advanced Preparation

The directions for setting up the tournament will work for up to 28 students paired up as 14 sets of partners. Instead of letting the students choose partners, pair a weak student with a strong student to even out the teams. You can also let strong students play alone against a pair. A full tournament would take 4 class periods, but a modified version can be played by in less time. Print out the Scrabble Board Assignments and Scrabble Championship Standings pages from www.lauracandler.com before you read the rest of the directions. Assign each competing pair or individual a contestant number and record their names on the Scrabble Championship Standings chart. Depending on the number of students playing, set up 6 or 7 Scrabble Boards. Label each gameboard with a letter of the alphabet by making a small "tent" from an index card and setting it up next to the board. Assign teams according to the Scrabble Board Assignments diagram shown.

Playing the Tournament

1. For Round 1, set a time limit such as 30 or 45 minutes for the teams to play each other. Have students use a calculator to tally their points after each play. When the time is up, assign points for the players at each game board as follows:

Winning Team (Pair) - 3 points

Losing Team (Pair) - 1 point

Tied (scores within 10 points of each other) - 2 points each

2. After the tournament, fill out the Tournament Standings chart with the points earned by each team or individual on Day 1.

3. For Round 2, keep the same pairs together, but rotate their seating so they are playing a new person or pair. Assign seating according to the diagram for Day 2. Half the teams stay at the same table while the other teams move over one spot. Students play and record points as in Round 1.

4. Follow the same directions for Round 3. At the end of Round 3, tally all the points for each team.

5. Final Round - Pair up the top two teams at Tournament Table A, the next two teams at Tournament Table B, and so on. The only players who are trying to win the championship at this point are the two teams at Table A. However, the others are evenly matched and will enjoy playing each other to win 1, 2, or 3 points which will contribute to the final ranking.