



## Contents

- 4 double-sided playing boards
- 16 picture discs • 16 word cards
- 62 hexagonal tiles (60 letters, 2 whirlwinds)
- 1 sand timer

# Buzz Words

Race to make the most words in this fun, fast-paced literacy game!

## GAME 1

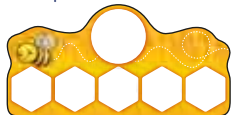
### Race to Spell!

For this game you will need:

- playing boards • picture discs
- hexagonal tiles • sand timer

### Setting up the game

Each player takes a playing board and places it, honey side up, in front of them.



Place the picture discs, face down, in a pile.



Spread all the hexagonal tiles, face down, on the table (see note below).



Place the sand timer in reach of all players.

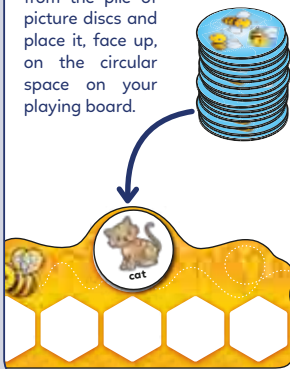


**NOTE:** For very young players the whirlwind tiles can be removed from play and Step 4 (Turning over a whirlwind tile) skipped.

## 1 How to play

The youngest player starts.

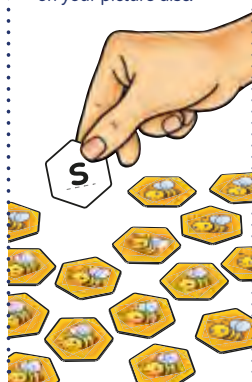
Take the top card from the pile of picture discs and place it, face up, on the circular space on your playing board.



Turn over the sand timer (another player can do this for you).



Quickly turn over the hexagonal tiles, **one at a time**, looking for the letters to spell the word on your picture disc.

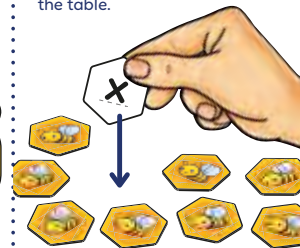


If you turn over a letter that **IS** in your word, place the letter in the correct position on your board.



**Note:** you can find the letters of your word in any order.

If the letter is **NOT** in your word return the letter, face down, to the table.



Continue looking for the letters to spell your word until the timer runs out.

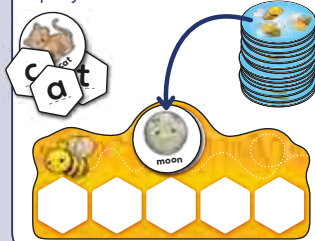
**Note:** as you turn over the tiles try to allow the other players to see what letter is underneath.

## 2 Spelling a word before the timer runs out

If you find all the letters to spell your word before the timer runs out, shout **'Buzz Word!'** and quickly brush the picture disc and letters on your board to one side, out of play.



Turn over another picture disc and continue by looking for the letters to spell your new word.



## 3 When the timer runs out

Your turn ends when the sand timer runs out. Keep your board, together with the picture disc and any letters you have found, in front of you.



**Play passes to the next player.**

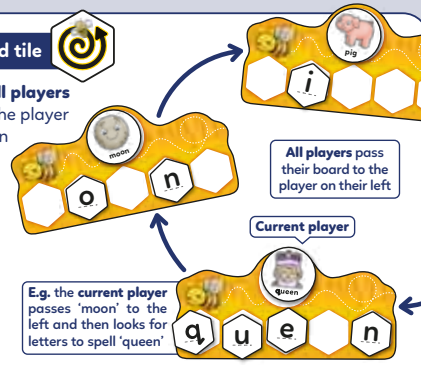


**On your next turn,** if you have an unfinished word in front of you, start by looking for the letters to spell **that** word and then continue as before.

## 4 Turning over a whirlwind tile

If you turn over a whirlwind tile, **all players** must quickly pass their board to the player on their left. The player whose turn it currently is turns the whirlwind tile back over and, if the sand timer is still running, continues looking for the letters to spell the word that is now in front of them.

**Note:** If the board passed to the current player has no picture disc on it, take one from the pile and continue looking for letters.



E.g. the current player passes 'moon' to the left and then looks for letters to spell 'queen'

## 5 End of the game

The game ends when a player finds all the letters to spell their word and there are **no more picture discs** left in the pile.

Players then count how many words they have spelled by counting the used picture discs they have brushed to one side of them.

## 6 The winner

The winner is the player who has spelled the most words!



## MORE Buzz Words fun!

Turn over the page for three more Buzz Words games - **Grab the Word**, **Pick a Pair** and **Make a Match** - plus ideas on how to use the contents for fun activities!



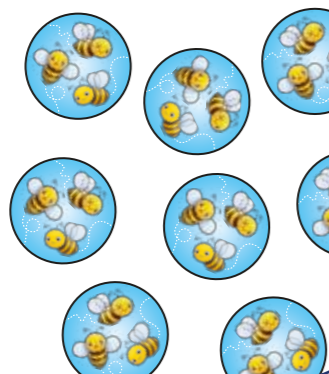
# GAME 2 Grab the Word!

For this game you will need:  
• word cards • picture discs

## Setting up

Spread out the word cards, word side up, within reach of all players.

Spread out the picture discs, picture side down, to one side of the word cards.



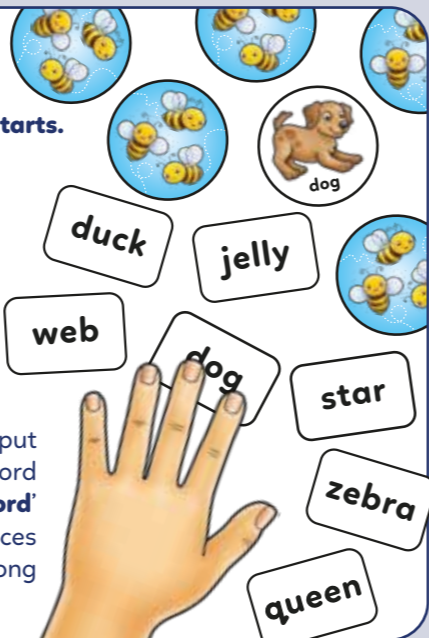
## 1 How to play

The youngest player starts.

Quickly turn over one of the picture discs leaving it face up on the table.

All of the players look for the matching word card.

The **first player** to put their hand on the word and shout **'Buzz Word'** wins the card and places it in front of them along with the picture disc.



## 2 Continue playing

The next player turns over another picture disc and **all** players look for the matching word again.

Play continues until there is only one word card and one picture disc left on the table.

**NOTE:** Turning over the picture cards can be done by a supervising adult instead of the players.

## 3 The winner

The winner is the player with the most pairs at the end of the game.



# Buzz Words Activities

Below are some ideas for how the contents of Buzz Words can also be used for a variety of learning activities.

## Number of each letter included in the box

a - 4   b - 2   c - 3   d - 2   e - 6   f - 2   g - 3   h - 1   i - 3  
j - 1   k - 2   l - 2   m - 2   n - 4   o - 4   p - 2   q - 1   r - 2  
s - 3   t - 3   u - 3   v - 1   w - 1   x - 1   y - 1   z - 1

## Learning Letter Sounds

Help your child learn the sounds that different letters make.

Show different letters to your child and ask them what sound each letter makes. As your child becomes more confident, group letters together to make digraphs and ask them what sound each digraph makes. Digraphs are pairs of letters that are put together to make another sound, eg. **c** and **h** to make **ch**. Here is a list of digraphs:

### Consonant digraphs:

sh (as in ship)   ch (as in chop)   ck (as in pick)   wh (as in what)   ph (as in phone)  
ng (as in sing)   th (as in there)   th (as in thick)

### Vowel digraphs:

ai (as in rain)   ey (as in they)   oa (as in coat)   ou (as in count)   ow (as in town)  
ow (as in snow)   ue (as in glue)   ui (as in fruit)   oe (as in toe)   ea (as in beach)  
ea (as in head)   oo (as in wood)   oo (as in moon)   ie (as in pie)   ie (as in chief)

As your child begins to master digraphs you can then ask them to find the letters that make a particular sound, eg. 'Show me all the letters that make the sound **c** (as in cat)'. Your child should show you **c**, **k** and **ck**.

# GAME 3 Pick a Pair!

For this game you will need:  
• word cards • picture discs

## Setting up

Keeping them separate from each other, spread out all the picture discs and word cards, face down, on the table.



## 1 How to play

The youngest player starts.

Turn over one picture disc and one word card.

If they **match** shout **'Buzz Word'** and place the cards in front of you. You can now try to find another pair by turning over two more cards.

If they **do not match**, return them face down to the table.

**Play passes to the next player.**



## 2 Continue playing

Play continues until there are no more cards left to turn over.

## 3 The winner

The winner is the player with the most pairs at the end of the game.



**NOTE:** Pick a Pair can be enjoyed as a **game for 2-4 players** or as a **single player activity**.

# GAME 4 Make a Match!

For this game you will need:  
• word cards • picture discs • playing boards

## Setting up

Spread all the word cards, word side down, on the table.

Each player takes a playing board and places it, blue side up, in front of them.

Cover the circles on your board with your picture discs, picture side up.

Deal four picture discs to each player and place any unused discs to one side, out of play.



## 1 How to play

The youngest player starts.

Turn over a word card and say the word out loud.

If the word card **matches** one of your picture discs, shout **'Buzz Word'** and place the word on top of the matching disc.

**Play passes to the next player.**



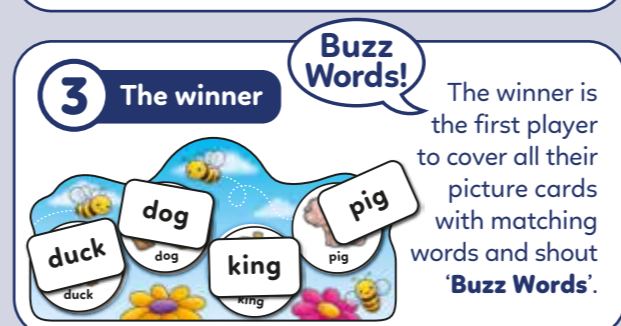
## 2 No match

If the word card **does not match**, show the word to the other players and return it, face down, to the table. **Play passes to the next player.**

Play continues until one player has matched word cards to all their picture discs.

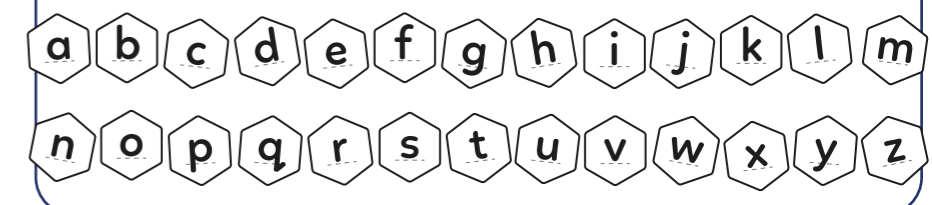
## 3 The winner

The winner is the first player to cover all their picture cards with matching words and shout **'Buzz Words'**.



## Learning the Alphabet

Help your child learn their **a to z** by laying out one of each letter in alphabetical order.



## Spell your Name

Use the letter tiles to help your child learn to spell their name.

