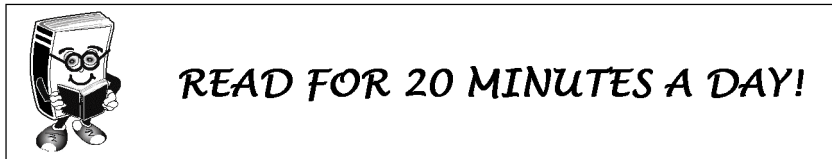


ASK QUESTIONS

To stimulate and educate players, ask questions when their pawn is near the appropriate landmark.

- ✓ What kind of ice cream did you get?
- ✓ What do fire safety people tell you to do?
- ✓ Who works in a hospital?
- ✓ Where are you going on the train?
- ✓ What do you put on a letter before mailing it?
- ✓ What number do you call in case of an emergency?
- ✓ What do you like most about school?
- ✓ What book did you sign out at the library?



To help develop reading comprehension, ask questions.

- ✓ Who are the characters in the story?
- ✓ What is the setting?
- ✓ What is the problem in the story?
- ✓ How is the problem solved?
- ✓ How does the story begin?
- ✓ How does the story end?

Erudition means extensive knowledge acquired chiefly from books. The goal of this game is to help children jump-start their road to reading in a fun environment by playing with the letters of the alphabet, consonant and short vowel sounds, and sight words.



The board is designed to move pawns in a manner similar to how we read. Please note this to emergent readers to reinforce we read left to right and top to bottom.

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ERUDITION™

OBJECT

Move your pawn through the streets and be the first to cross the finish line at the library.




CONTENTS

Game board - 5 pawns - Die - 4 decks of cards (blue, green, yellow and red)

HOW TO PLAY

1. The youngest player goes first. Play continues clockwise.
2. Roll the die and move that number of spaces.
3. There are four decks of cards. Player selects a card from one of the decks based on her reading readiness.
 - ✓ Blue cards – letters of the alphabet and their consonant or short vowel sounds
 - ✓ Green cards – beginner level sight words
 - ✓ Yellow cards – intermediate level sight words*
 - ✓ Red cards – advanced level sight words*

** If a sight word is an irregular verb, the card contains both its present and past tense. Irregular verbs do not follow the "ed" rule for past tense.*

4. If a player correctly identifies the card's information (sight word(s)* or letter and sound), she earns a bonus roll and rolls the die again and moves accordingly. A player's turn is over after one bonus roll. If a player does not correctly identify a card, she does not earn a bonus roll and her turn is over.
5.  If a player lands on a **stop sign**, he must draw two bonus cards and correctly identify both cards to earn a bonus roll. If a player lands on a stop sign on his bonus roll, the game proceeds with the next player's turn.
6.  If a player lands on a **yield sign**, her turn is over and she yields her bonus roll to the player to her left. For example, if player A lands on a yield sign, her turn is over and player B selects a card and, if he correctly identifies it, earns a bonus roll. Player B then proceeds to take his turn as described in items 2 through 4 above. If a player lands on a yield sign on his bonus roll, the game proceeds with the next player's turn.
7.  If a player lands on an **all aboard space** she takes a ride through the train station and stops on the other all aboard space. If she has not yet had a bonus roll, she selects a card and, if she correctly identifies it, earns a bonus roll.

TEACHING TIPS

ASSESS READING READINESS

If a player does not know the letters of the alphabet and their sounds, begin with the blue cards. Prior to playing the game, review each card, emphasizing the upper and lower case letters as well as their consonant and short vowel sounds.

If a player knows the alphabet and their basic phonetic sounds, use the appropriate sight word cards. The cards are categorized into three groups – beginner (green), intermediate (yellow), and advanced (red).

LIMIT THE NUMBER OF SIGHT WORD CARDS

This technique is particularly useful for emergent readers to build confidence and avoid becoming overwhelmed. Select 10-15 cards and review each one with players before playing the game.

When reviewing:

1. Show the card.
2. Say the word.
3. Read the definition.

Limit the cards used during that game to those reviewed. Upon completion of the game, review the cards again. As a player progresses, the number of cards used should increase.

START WITH THE MORE COMMON SIGHT WORDS

If you are introducing sight words, begin with the following words.

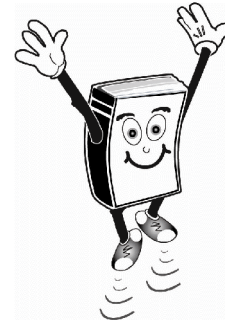
- | | | | | |
|--------|--------|--------|---------|--------|
| 1. the | 4. a | 7. it | 10. we | 13. my |
| 2. to | 5. I | 8. in | 11. can | 14. on |
| 3. and | 6. you | 9. for | 12. me | 15. at |

USE SYLLABICATION TO DECODE

Show a player how the sight word cards divide certain words into syllables using a centered dot. If a player does not immediately recognize a word, encourage him to look at the syllabication and divide the word into chunks to decode it.

ALTERNATIVE PLAY

To enhance Erudition's scalability, consider using one of the following alternatives for a player to earn a bonus roll.



USE EACH SIGHT WORD IN A SENTENCE

After identifying a sight word, a player must use the word in a sentence to earn a bonus roll. This adds entertainment for everyone while reinforcing the context of these words.

MAXIMIZE EXPOSURE TO THE GAME CARDS

This technique is best used when a fluent reader is playing with an emergent reader. Select an emergent reader to identify the fluent reader's sight word card and the fluent reader must define the word and/or use it in a sentence to earn a bonus roll.

INCORPORATE A SIGHT WORD BLITZ

A sight word blitz is best used when a fluent reader is playing with an upper emergent reader. A sight word blitz requires a player to quickly identify a set amount of cards (e.g. ten) instead of just one on her turn. A blitz useful when a player knows most of the words and through repetition reinforces instant recognition. Consider incorporating a sight word blitz when landing on the stop signs or for each turn.

PRACTICE SPELLING SIGHT WORDS

After mastering recognition of the sight words, shift the focus to spelling them correctly; many of the words do not follow typical phonics or spelling rules. For example, player A reads the word and definition to player B. Player B must correctly spell the sight word to earn a bonus roll.

CHALLENGE FLUENT READERS

For more advanced players, focus on sight word definitions. This technique levels the playing field while enhancing a fluent reader's comprehension skills. Under this approach, player A reads only the definition to player B. Player B must correctly identify the sight word to earn a bonus roll.