

# Paperback



Grades 2-5

## Audience & Play



- » Ages 10+
- » 2-5 Players
- » 40 Minutes

## Board Game Description



Players start with a deck of letter cards and wild cards. Each hand they form words, and purchase more powerful letters based on how well their word scored. Most letters have abilities that activate when they are used in a word, such as drawing more cards or double letter score. Players buy wilds to gain victory points.

## Skills & Mechanics



- » Educational Games
- » Spelling Games
- » Language Games
- » Card Games
- » Tabletop Games

## Alignments



### Common Core

**CCSS.ELA-LITERACY.L.2.2** Language. Demonstrate command of the conventions of standard English capitalization, punctuation, and spelling when writing.

### TEKS

**110.12.(b)(3):** English Language Arts and Reading. Students use the relationships between letters and sounds, spelling patterns, and morphological analysis to decode written English.