

Spelliarmus

A game for 4 or more players

You will need

A Spelliarmus Spinner
A list of spellings
Pencils and paper

- 1) Split the players into 2 teams. In each team players take it in turns to be the spellcaster, who will duel, and the umpire.
- 2) The umpire from Team 1 chooses a spelling and spins the spinner.
- 3) Both spellcasters race to complete the task, using that spelling, with the umpires judging when they have completed it.

Spell It! - Spell the word correctly. After the attempt, if it is wrong, they must restart. The umpire is only allowed to say whether an attempt is right or wrong. **1 Point**

Spell It Race - Spellcasters have 1 minute to write the spelling as many times as possible. The winner is the one with the most correct spellings. **1 Point**

Spell It Backwards - Spell the word backwards. After the attempt, if it is wrong, they must restart. **2 Points**

Dictionary Race - The spellcasters race to find the chosen word in the dictionary. When found, place a finger on the word. **3 Points**

Synonym Spot - The spellcasters must find 3 synonyms for the word. Thesauruses can be used to help. **3 Points**

Use It - Each spellcaster must use the word correctly in 3 sentences. The umpire is only allowed to say if an attempt is correct. **3 Points**

Upon completing the task, Spellcasters shout 'Spelliarmus' at their opponent, casting the spell with their magic wand (pencil). The first to do this wins the points for their team

- 4) After each duel, the spellcasters swap and another round begins, with Team 2 choosing the spelling.

Spelliarmus

A game for 2 Players

You will need

A Spelliarmus Spinner
A list of spellings
Pencils and paper

- 1) Player 2 chooses the spelling for Player 1.
- 2) Player 1 spins the spinner and completes the task.

Spell It! - Spell the word correctly. **1 Point**

Spell It Race - Both players have 1 minute to write the spelling as many times as possible. The winner is the one with the most correct spellings. **1 Point**

Spell It Backwards - Spell the word backwards. **2 Points**

Dictionary Race - Both players race to find the chosen word in the dictionary. When found, place a finger on the word. **3 Points**

Synonym Spot - Both players race to find 3 synonyms for the word. Thesauruses can be used to help. **3 Points**

Use It - Both players must use the word correctly in 3 written sentences. **3 Points**

If players are racing, upon completing the task, Spellcasters shout 'Spelliarmus' at their opponent, casting the spell with their magic wand (pencil). The first to do this wins the points.

- 5) In the next round, players swap with Player 1 choosing the spelling for Player 2.

The Spelliarmus Spinner

Cut out, laminate, and make a small hole in the middle.

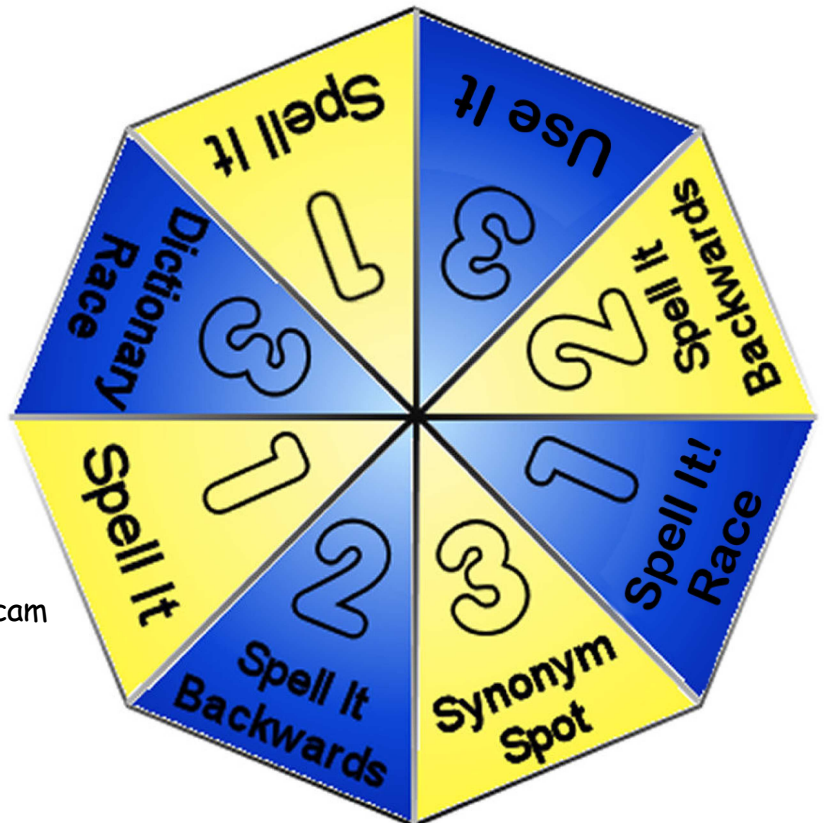
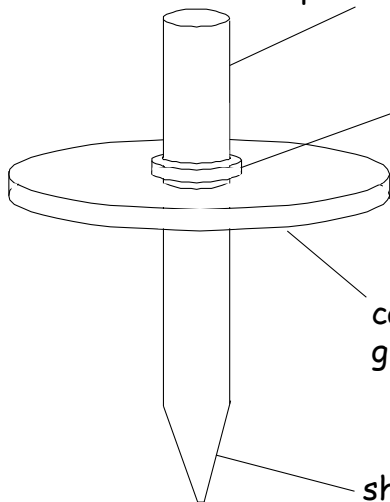
The Spinner

dowel or a section of pencil

blue tac, to hold spinner in place

cardboard wheel or cam glued onto the dowel

sharpened to a blunt point



Alternatively, the rules can be stuck on the back of the spinner, prior to laminating.

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4 Players

- 1) Split the players into 2 teams. In each team players take it in turns to be the spellcaster, who will duel, and the umpire.
- 2) The umpire from Team 1 chooses a spelling and spins the spinner.
- 3) Both spellcasters race to complete the task, using that spelling, with the umpires judging when they have completed it.

Spell It! - Spell the word correctly. After the attempt, if it is wrong, they must restart. The umpire is only allowed to say whether an attempt is right or wrong.

Spell It Race - Spellcasters have 1 minute to write the word as many times as possible. The winner is the player with the most correct spellings

Spell It Backwards - Spell the word backwards. After the attempt, if it is wrong, they must restart.

Dictionary Race - The spellcasters race to find the chosen word in the dictionary. When found, place a finger on the word.

Synonym Spot - The spellcasters must find 3 synonyms for the word.

Thesauruses can be used to help.

Use It - Each spellcaster must use the word correctly in 3 sentences. The umpire is only allowed to say whether an attempt is right or wrong.

Upon completing the task, spellcasters shout 'Spelliarmus' and cast the spell using their magic wands (pencils). The first to do this wins the points for their team.

- 4) After each duel, spellcasters swap and another round begins, with Team 2 choosing the spelling.

Spelliarmus

2 Players

- 1) Player 2 chooses the spelling for Player 1.
- 2) Player 1 spins the spinner and completes the task.

Spell It! - Spell the word correctly.

Spell It Race - Players have 1 minute to write the word as many times as possible. The winner is the player with the most correct spellings

Spell It Backwards - Spell the word backwards.

Dictionary Race - Both players race to find the chosen word in the dictionary.

When found, place a finger on the word.

Synonym Spot - Both players race to find 3 synonyms for the word.

Thesauruses can be used to help.

Use It - Both players race to use the word correctly in 3 written sentences.

If players are racing, upon completing the task, spellcasters shout 'Spelliarmus' and cast the spell using their magic wands (pencils). The first to do this wins the points.

- 4) In the next round players swap, with Player 1 choosing the spelling for Player 2.