







Ghostly Letters

Print and laminate ghost letter cards. Shuffle cards well. Call one student forward to draw a card. This student must give word clues to help other students guess the letter. For example:

It's in the word *dog*, but not in the word *Dad*.

It's in the word *book*, but not in the word *bag*.

The first student to guess the correct letter draws the next card and gives the next set of clues.

Variation: Instead of giving clues, the card holder simply answers questions about the letter. For example:

Is it in the word *dog*? (Yes.)

Is it in the word *Dad*? (No.)

Is it in the word *book*? (Yes.)

Is it in the word *bag*? (No.)

Is it the letter *Oo*? (Yes.)