



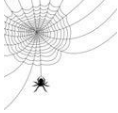
















## CONQUERING LITERACY ACTIVITY 37: HAUNTED CASTLE (AP TP23)

Put the counters on 'start'. Players roll the dice and move the appropriate number of spaces. If they land on a 'spell' square they must spell a word from the pack of 'qu' cards correctly to get an extra turn. The first person out of the castle is the winner.

<b>Start</b> 						
<b>Spell..</b> 	→	<b>Black cat.</b>  <b>Spell..</b>		<b>Lost!</b> <b>Go back 2.</b>		
<b>Bump into wall.</b> <b>Miss a go.</b>		<b>Secret tunnel.</b> <b>Go on 5.</b>	<b>Spell...</b> 	←	<b>Trapped!</b>  <b>Miss a go.</b>	
	→	<b>Troll!</b>  <b>Miss a go.</b>	<b>Spell..</b> 	<b>Run from...</b>  <b>Go on 2.</b>	 <b>Spell..</b>	
<b>Mix a spell.</b>  <b>Go on 3.</b>		<b>Grab a hat.</b>  <b>Spell..</b>		←	<b>Spell..</b> 	
	→	<b>Cast a spell.</b>  <b>Go on 6.</b>	 <b>Spell..</b>	<b>Kick rats' nest.</b> <b>Miss a go.</b>	<b>Spell..</b> 	
<b>Finish</b> 		<b>Spell..</b> 	<b>Trip up.</b> <b>Miss a go.</b>	<b>Gremlins!</b>  <b>Spell..</b>	←	<b>Drop bag.</b> <b>Go back 4.</b>

Cut up the cards below and place them in a pile face down ready to play the 'Haunted Castle' spelling game. The 'teacher' turns over the top card. S/he reads the word, asks the learner to repeat it and then to spell it. If they spell it correctly they can roll the dice again. If they spell it incorrectly the 'teacher' shows them the correct spelling before placing the card at the bottom of the pack.

quin	quick	sequin
squid	quell	quiz
quill	quintet	quit
equipment	squint	quest