Nombre y apellido: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Hora de clase: \_\_\_\_\_\_

**¡6 magicales!**

**Vocabulario útil:**

"¡tengo seis!"

"dame el lápiz"

"tramposo/a"

"gané"

1. to live \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1 - tira el dado

2 - cuando tiras un "6", toma el lápiz.

3 - escribe lo más posible

4 - cuando otra person tire un "6", pasa el lápiz a él/ella.

5 - la primera persona con todas las líneas correctamente escritas gana.

2. to read\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

3. to do\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

4. to dance \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

5 to sing \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

6. to write \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

7. to buy\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

8. to rest \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

9. to ride (a bike) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

10. to listen \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

11. to understand; comprehend \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

12. to play (sports) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

13. to play (a guitar) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

14. to use \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

15. to skate \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

16. to eat\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

17. to be (PLACE) \_\_\_\_\_\_\_\_\_\_\_\_\_

18. to be (POP TOP) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

19. to run \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

20. to have to \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

21. to prepare \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

22. to share \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

23. to drink \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

24. to ski\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

25. to work \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

26. to spend time with friends \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

27. to see \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

28. to watch; to look \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

29. to talk \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

30. to answer \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

31. to teach \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

32. to arrive \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

33. to get good/bad grades \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

34. to take notes\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

35. to need \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

36. to like \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

37. to love \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

37. to sell \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

38. to go on foot\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

38. to practice. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Instructions for teacher:**

Materials needed:

Dice - one die per group of 4 students

(optional) - prize for winner of each group

ONE pencil per group.

How to set up:

Explain the rules before having students divide into groups (things move more smoothly that way).

Rules:

Each group of four has one die.

Take turns spinning the die *(Instruct students to aim for their own sheet or else their spin doesn't count. This will prevent groups from carelessly spinning and dice ending up on the floor, etc.)*

When one person rolls a "6", that person takes the pencil from the center of the table and starts filling in their game sheet as fast as they can.

Once another person rolls a "6", that person says "¡tengo 6!, dame el lápiz" and takes the pencil to fill his card out as fast as possible. *(Point out and have students repeat the "expresiones útiles" at the top of the game sheet)*.

\*In this game, students will conjugate the -AR verbs in the first column, and then write the Spanish for the phrases in the second column. Yes, it's translation, but it really gets them thinking!\*

Play until one person fills out the card completely. *(This usually takes 15 to 20 minutes, depending on the difficulty of the questions on the card)*.

Once someone has a completely filled out card, he or she must bring it up to the teacher. The teacher will quickly go through it and circle any incorrect answers, sending the student back to his group to spin another 6 and have the chance to correct his answers.

Once a person has all of the blanks completed correctly, he is the winner.

Many times this game will be played towards the end of the period, and many groups do not get a definite winner. The game card can be assigned as homework for the next day, or the teacher can decide to allow the person with the most correct blanks filled in to be the winner.

Possible Prizes: free homework pass, candy

Playing the game:

Once students are set up in their groups of 4, make sure there is only *ONE* pencil in the group.

Give a die to each group and tell them to go!

Circulate to each group to address any concerns.

My students always LOVED this game, and it made a ton of practice writing into something fun!