**Wheel of Fortune (Dice Game)**

The objective: To earn points by guessing the consonants of a mystery word or phrase

Material required: A whiteboard, markers & dice

The play:

* Teacher chooses a word or phrase and draws a tile for every letter in the word or phrase. (Stick to a theme). If it is a phrase, separate the words with a few spaces or a slash.
	+ Eg: \_\_\_\_\_ \_\_\_\_\_ \_\_\_\_\_ \_\_\_\_\_ \_\_\_\_\_ \_\_\_\_\_ \_\_\_\_\_
* Students are divided into two teams. Teams alternate back and forth, until one team decides to solve by stating the word or phrase. (Wait – it gets tricky)
* Team rolls the dice (there are 2). The roll determines the number of points they win for a correct guess. If the letter appears more than once, they get double or triple points (eg: roll a total of 8 – there are 2 letter t’s – they get 16 points)
* Play goes to the other team. They roll the dice and guess another letter.
* Vowels cost 5 points to purchase (they almost never buy vowels because they can usually guess the word or phrase without them, but sometimes it is beneficial to buy a vowel if they are stuck)
* On their turn, a team can guess the word instead of rolling the dice. They get 1 point for a correct guess. (A team will usually do this if they are in the lead)
* THE CATCH – If any team rolls snake eyes (two one’s) they lose all their points!