

“Creative Combos The Alphabet Edition”

Objective:

Create as many valid word combinations as possible using the alphabet flashcards.



Setup:

Shuffle the alphabet flashcards and place them face down in a pile. Each player draws 5 cards to start.

How to Play:

On their turn, a player tries to form a word using the letters in their hand.

Players can trade one card per turn with the draw pile if needed.

Longer words or words using rarer letters earn more points.

The game continues until all cards are used or a time limit is reached.

Scoring Rules:

Each valid word earns points based on the following system:

Basic Scoring:

3-letter word = 1 point

4-letter word = 2 points

5-letter word = 3 points

6+ letter word = 5 points

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Difficulty Levels:



Easy: Players can use any combination of letters to create words. No penalties for unused cards.

Medium: Words must be at least 4 letters long. Players can only swap two cards per game.

Hard: Words must be at least 5 letters long. No card swaps allowed. Players must use all their cards before drawing new ones.

Enjoy the game and have fun forming words

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Teacher's Extensions

Game Variations:



1. Speed Round

Players have a set time (e.g., 30 seconds) to create a word on their turn.

If they can't form a word in time, they must discard a card and draw a new one.

2. Category Challenge

Before the game starts, pick a category (e.g., animals, food, cities). Players can only form words that fit the chosen category.

3. Word Chain

Each new word must start with the last letter of the previous player's word.

Example: "Cat" → "Tree" → "Elephant"

4. Scramble Mode

Players must arrange all their cards to form the longest word possible.

No trading or drawing new cards.

5. Team Play

Players work in teams to build words together.

Teammates can swap one card with each other per turn.