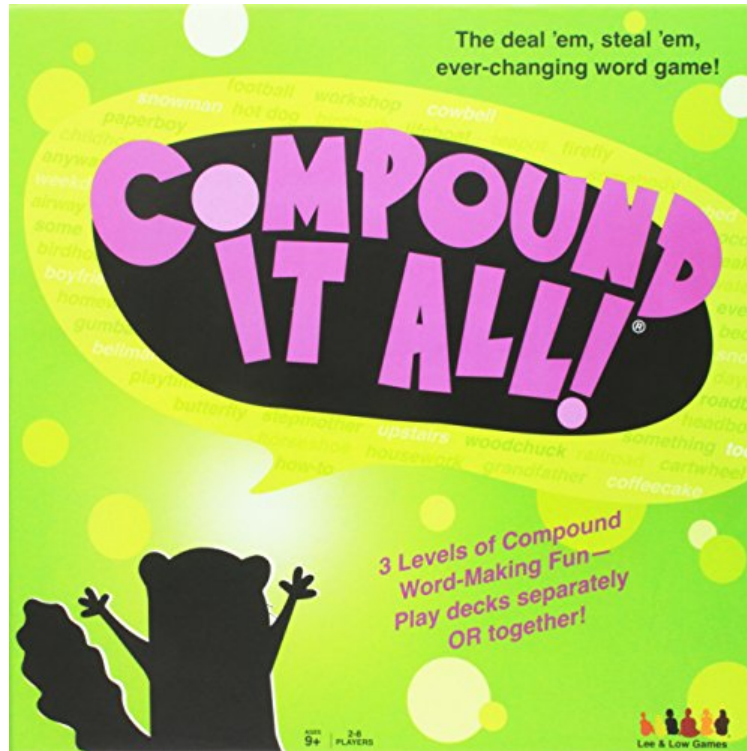


(Download free pdf) Compound It All!: The Compound Word Building Game

Compound It All!: The Compound Word Building Game

Game

audiobook | *ebooks | Download PDF | ePub | DOC



 Download

 Read Online

#2512062 in Books Lee Low Books 2014-11-15PDF # 1 9.20 x 2.80 x 9.20l, 1.67 Binding: Game3 decks of 52 cards including 4 list cards per deck2-8 playersAges 9+ | File size: 51.Mb

Game : Compound It All!: The Compound Word Building Game before purchasing it in order to gage whether or not it would be worth my time, and all praised Compound It All!: The Compound Word Building Game:

0 of 0 people found the following review helpful. Great Idea for a game.By CatlockSuper fun game.. Great teaching tool for both kids and adults.1 of 1 people found the following review helpful. Compound it All can be CONFOUNDING!By Selena PalmerCompound it All is loads of fun, and there's some suspense when playing, as one never knows what melds another player can take away from you! This game can be exciting for children and adults together (pssst, it's also educational, but no need to tell the kids!). There are different levels of play, so that, in an adults only game, there's an advanced deck. Another deck caters to adults children together, and a third deck can be played by children alone (but, adults can join in, too, and still have fun). My grandsons (ages 12+ 9) enjoyed Compound it All even with differing reading skills; as I was playing with them, and they "stole" my melds, I just wanted to yell, "CONFOUND it ALL!" Read the rules carefully, out loud, and make sure everyone understands them...that's worth the time and the effort! This game would work out fantastically in elementary, middle and high schools!1 of 1 people found the following review helpful. My New Favorite Game!By Galena EmiraI bought this game in my local bookstore and loved it so much that I have bought it for my whole family: 3 siblings, parents, nieces and nephews and brought it to a game night chili cookoff where 17 people played at once (that's a few too many, LOL).If you've ever played 500 Rummy, you already know the rules, but Compound It All is played with word cards that can be combined to make compound words. There's the fun of being clever but also the joy of stealing someone

else's "SnowMan" to make "SnowBall". The fewer combinations that can be made with a word, the higher the point value. And there's always the dictionary to back you up (FYI, "Hot Bath" is NOT a compound word!) Highly recommend this game as fun for any age!

Simple to learn, difficult to master! Compound It All! is a compound word building game that will expand your vocabulary, critical thinking skills, and even your math skills. This unique word-building card game can be used in the classroom, but is equally fun to play with friends and family. Compound It All: Quickly and easily builds vocabulary Demonstrates in an accessible way how compound words work Offers multiple difficulty levels, making it great for differentiated instruction Can be played by both children and adults, and is equally enjoyable for all Expands to nine decks of varied difficulty levels, which can be used individually or in any combination. Teaches not only the concept of compound words but also positive and negative integers Makes learning FUN! Basic game play: Each player is dealt 5-7 cards depending on number of players and tries to build compound words, using words in their hand, draw discard piles, and "stealing" words from opponents by making new compound words. Round ends when first person runs out of cards, but winner is determined by which player has the most points."

Compound It All! is a fun game that encourages interdisciplinary thinking for all ages! It can be used as a differentiated form of vocabulary instruction or used as a classroom center. Add on the calculating of points and you've got your math too! Not only does Compound it All! offer a choice of ability levels, but variations of games within each level. You get several games in one! What a great game, even for adults, to increase your brain elasticity!-- Kimberly DeNaples "Kimberly DeNaples, Elementary School Librarian "I must say that I found the game creative, fun and made for deep critical thinking. As an educator, for kids to play a card game to develop vocabulary and compound words along with math skills through game play is always a win win situation. I would not hesitate to allow this game into our classrooms as a learning tool. It would encourage the skills of collaboration, communication and 21st century learning. The game allows teachers to differentiate instruction and will meet a variety of learning styles which will allow the teacher to meet the students individual needs resulting in growth and achievement. The game is also another way for adults to interact and will expand their knowledge and thinking skills as it can pertain to crossword puzzles and word searches. I would also promote this type of card playing during recess as it is recreational but connects to curriculum and will expand vocabulary use. I look forward to integrating this activity into our school and playing it at social outings for recreation and fun.--Steven Preville "Steven Preville ""About the Author Danny and Kim Adlerman are a husband and wife author/illustrator/musician team. They hold degrees from, respectively, Boston University and the University of Buffalo. They are also publishing consultants, and have written and/or co-written several picture books for children. They live in Metuchen, New Jersey, with their children.