

# Word Chains

**Word chains help children with their spelling because they encourage them to recognise possible letter combinations. The idea is to create a word chain in which the last two letters of a word form the first two letters of the next. Like this:**

metal>>almost>>stone>>nest>>stare>>reverse>>seat>>

**...and so on.**

- ⇒ **You score 2 points for each letter used.**
- ⇒ **If you have to find a word from a dictionary you only score 1 point for each letter.**
- ⇒ **You can challenge the previous player if you think they couldn't follow their own word.**
- ⇒ **If you make a successful challenge, your opponent loses the score for that word and loses their turn.**

**A typical chain will make the scoring clearer:  
Bill and Sophie play a game.**

Word	Comments
<b>Picture</b>	Chosen at random from the dictionary. (No score for the first word)
<b>replace</b>	Bill didn't use a dictionary so scores double: 14 points
<b>celebration</b>	Sophie referred to the dictionary to find this word so only scores single points: 11
<b>onion</b>	Bill scores 10
<b>once</b>	Sophie scores 8
<b>cemetery</b>	Bill scores 16. But Sophie challenges the word "cemetery" - she believes he doesn't know a word starting ry-. She's right, so Bill loses his 16 points and his turn. She can replace cemetery with another ce- word.
<b>certain</b>	Sophie scores 14