

Spelling Shed Coffee Morning

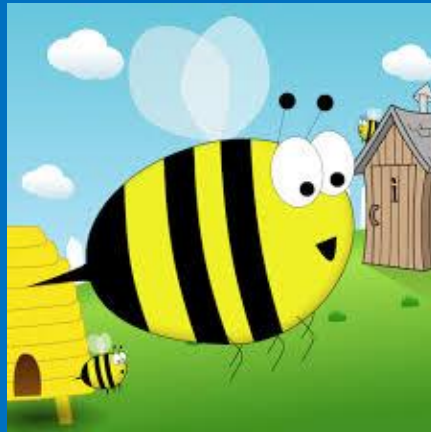


What Makes an Effective Speller?

“An effective speller draws upon the entire rich linguistic tapestry of a word to spell it correctly. The threads of this tapestry can be identified as phonological knowledge (including phonetic awareness), orthographic knowledge, morphological knowledge (which includes semantic knowledge), etymological knowledge and visual knowledge.”

Adoniou (2014, p. 145)

Spelling Shed combines the elements Adoniou discusses to create a curriculum which equips learners with the skills they need to become effective spellers.



Phonological Knowledge

Phonological knowledge is knowing the phonemes (sounds) in English and the graphemes (letters) to represent them.

around

Memorized Words

We build up a mental lexicon, a store of words we know and are committed to our visual memory.

The phonology, morphology, etymology, and orthography of the words helps us to build this bank of memorized words.



Orthographic Knowledge

Ortho meaning *correct* and *graph* meaning *to do with writing*.

Orthographic knowledge allows learners to understand which letter sequences are possible in order to become effective spellers.



For example, at a glance we can tell that *ighdea* is probably an incorrect way to spell *idea*. We know this because the grapheme 'igh' does not usually appear at the beginning of a word.

Morphological and Etymological Knowledge

Morphology is the study of the form of words while etymology focuses on their origins.

Once you know, for instance, that *tri* means **three**, you can deduce that a triangle has three sides and that a tricycle has three wheels.



Etymology explains why a word is spelled in a certain way.

Take *photograph* as an example.

Ph is a Greek spelling of the phoneme /f/.

Photo is the Greek root meaning light.

Graph is the Greek root meaning writing.

Together, a photograph is an image *written* with light onto the paper.

Rewards and Scores

Every game awards a score and/or Honey Pots, depending how well students have done. When students select 'Play!' under any of the different Shed games, there will be a scoreboard at the top of the page which shows the student's scores for that specific set of Shed games. The number of Honey Pots stays the same throughout all Shed games.

Scoring

★ 77,716 🏆 501,304 🏆 17,455,702 🪄 989,744



Shed Score

This is the main score used for leagues to show current performance. It is the total score **from the past seven days**. This score may go down, as well as up. It is a rolling total which is calculated live, and the score is cached after each game play. *For example, if you earned 30 million points on Wednesday, the following Tuesday those points would still be included in the shed score, but on Wednesday, those points are now more than 7 days old, so they stop being included in the shed score.*



Highest Score

This is the highest score you have from a single game.



Total Score

This is the total score to date.



Honey Pots

This is the in game 'money' and can be used to buy accessories for your avatar.

There are several different ways of scoring on the games.

! VERY IMPORTANT! !

Remember, the Shed Score can go DOWN as well as up because it is based on the past seven days only. !

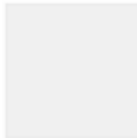

















Honey Pots

Typically, one Honey Pot is rewarded for each correct answer, but some games will reward extra Honey Pots for streaks of correct answers. Honey Pots can be used by students to purchase customizations for their account avatar as seen in the image. Honey Pots can be used to buy clothes, accessories, and backgrounds for your avatar. Students can access customizations at any time by clicking on their avatar icon. Teachers can add or remove Honey Pots for each user. Some teachers use Honey Pots as rewards for good behavior in the classroom.



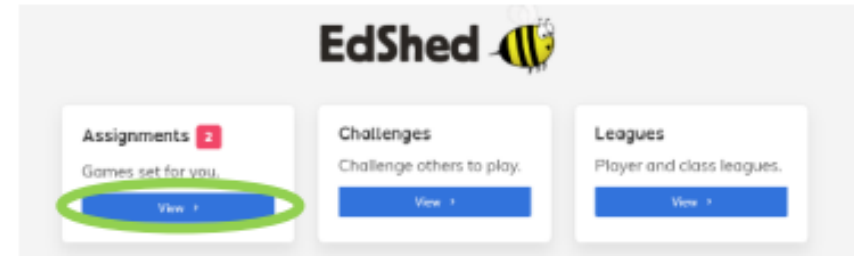
Face Hair Shirt Background Accessory 🍯2240

Face

					
			500	500	500
					
500	500	500	500	500	500
					

Assignments





When students select view under the Assignments tab, they are directed to the page below. There are tabs to see a list of their current and past assignments. The Assignments page is global to all available games. Students can easily view their Assignments and jump right into them from this menu.





Assignments

Assignments
Past Assignments

Task	Due ↑	Progress	Status	
The soft -g (with /j/ sound) before e, i, and y (spelled -dge) <small>Spelling Shed The soft -g (with /j/ sound) before e, i, and y (spelled -dge)</small>	03/19/2021 12:00 AM	0/2	 Egg 0 / 200	
Week 20: Long "u" -ew, -ue <small>Spelling Shed Long "u" (making the /yoo/ sound) -ew, -ue</small>	05/12/2021 12:00 AM	4/4	 Drone 700 / 1,000	

When students click 'Play', on a Spelling Shed Assignment, it will bring up a choice of available games to play with that list. *Only 'Spelling Practice' games will contribute to completing the assignment.*

The "hamburger" icon on the top left will pull up a menu that can take them back to the main page or to the other parts of EdShed.

Spelling Practice

- Spelling Bee**: The original Spelling Shed game!
- Penalty Spell-out**: Score goals and spell words!
- Hungry Horses**: Feed the horses!
- Shed Load**: Load the bee hives on the truck!

Word Games

- Missing Word**: Can you spell the missing word?
- Definitions**: Match the words with the definitions!

Bonus Games

Spelling Shed Game Menu

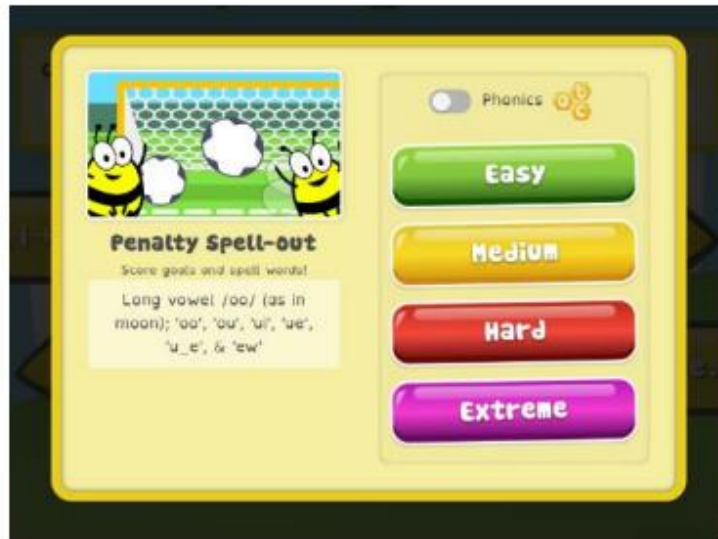
The Spelling Shed Menu page is personalized to the individual student. Current assignments will populate here as well as any other lists available to that student. If they select a list from this menu, the same game menu will pop up.



The screenshot shows the Spelling Shed game menu. At the top, the title "Spelling Shed" is displayed in a yellow, bubbly font. Below the title is a "Curriculum" dropdown menu with the text "— Choose a stage —". The main area features four yellow buttons with black outlines: "Short a & i + s, t, p, n, ...", "Long vowel /oo/ Cas In...", "Latin Adjective suffi...", and "More...". The background is a colorful illustration of a farm scene with a green field, a white fence, a yellow beehive, and a wooden barn. A cartoon bee is on the roof of the barn, and another is on the ground near the beehive. At the bottom, there are several small icons: a gear for "Settings", a person for "Logout", and three icons representing statistics: a gold coin for "0", a trophy for "269,310", a trophy for "788,952", and a gold coin for "97,391".

'Bonus and Word Games' are extra fun and practice that help expand vocabulary acquisition and give students a chance to earn points and rewards, but they don't count towards completing an assignment.

Play



On Spelling Shed, when students choose a game to play, they have the option to spell words letter by letter, or by graphemes. If it is an assignment, the mode can be set by teachers. If it is free play, students have the option to choose the mode. When the 'Phonics' filter is clicked to green, they will spell words by graphemes.



In addition, four difficulty options will appear. Students have the ability to choose the level of difficulty they are comfortable with to practice the words.

- **Easy (1pt)**- The word is read aloud, you are shown the word, and you will only see the letters you need to spell it.
- **Medium (2 pts)** – The word is read aloud, and you will only have the letters you need.
- **Hard (3 pts)** – The word is read aloud, but you will have a few extra letters added.
- **Extreme (4 pts)**- The word is read aloud, and you have a full keyboard of letters.

The teacher will be able to see which levels the student chose for each game.

Extra Games

Beekeeper is a Hangman-style game where you have to guess the letters of a word before you lose all the bees. The less wrong letters you choose, the more bees you save. In this game, students earn Honey Pots only.



The **Missing Word** and **Definitions** games help boost vocabulary acquisition. In Missing Words, students must spell the correct word to fill in the gap in the sentence. In Definitions, students must choose the correct word for the definition shown. In this game, students earn points only.

The **Buzz** game gives you a random selection of letters and/or graphemes and you have to spell as many different words as you can within the time limit.

This game is located on the Spelling Shed menu page on the bottom right. There are two different levels for this game. On the easy level, you can use any of the letters given to spell a word in any order, whereas the hard level only lets you create words using letters that are directly next to each other. Students earn both points and Honey Pots.

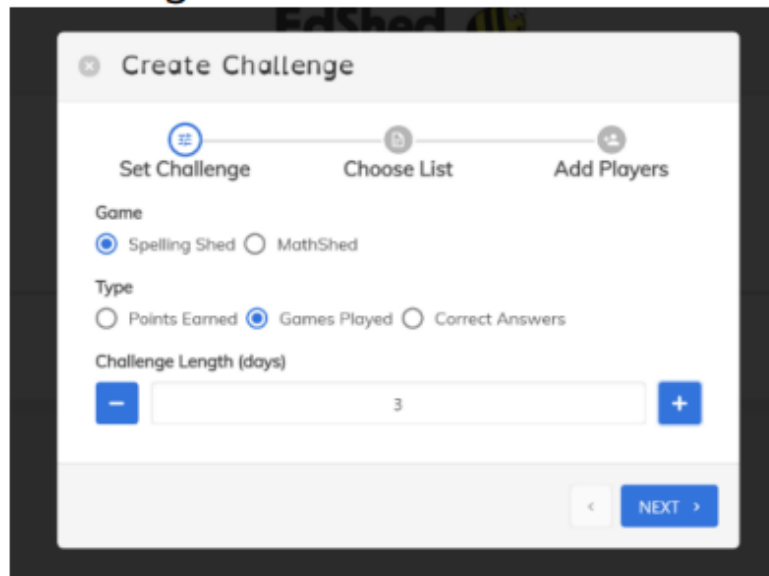


Challenges

Challenges are a hybrid combination of Spelling Shed's Hive (live) Game and Custom Leagues. Students can create challenges and invite their friends to play games with each other.

To create a challenge, students will click the green plus icon on the top right. They will select a Spelling or Math game, how the game will be scored, and length of the challenge.

There is a choice of three different types of scoring that can be used to win a challenge.



Create Challenge

Set Challenge Choose List Add Players

Game
 Spelling Shed MathShed

Type
 Points Earned Games Played Correct Answers

Challenge Length (days)
- 3 +

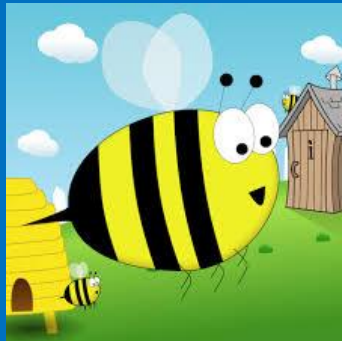
< **NEXT** >



- 1) **Points Earned** - The sum of your score on every game that you play in the challenge.
- 2) **Games Played** - The number of games that you play in the challenge.
- 3) **Correct Answers** - The number of correct answers given.

Quotes from the children

- Year 3 – Spelling Shed. Yes, we really like it. The extra awards that we can get for working hard. We like being able to play at home. It keeps your score so you can improve. It helps us to get better.
- Year 5 – Yes, I love Spelling Shed. It is fun. It includes games but we are still learning. We can write and type. It is helping us to learn better because we are able to revisit and practice much more regularly both at home and at school. It has different settings so you can have the right spellings for you and everyone can have a go. They have different levels so you can challenge yourself and practice more and more. It helps us to learn from our mistakes.
- Year 4 - Yes, definitely because it is a fun way to learn and encourages more people to go on and practice the spelling. The games are fun. The lessons are more fun and accessible for everyone. It allows us to revisit the spelling rules, the starter is linked to the last lesson and we can practice as much as we like. Any words that we find tricky the computer system makes us practice these words more and more until we are secure in them. The certificates encourage us to practice more too and makes us try even harder the following week.



- Year 6 - I like the new Spelling Shed as I do find it is better than last year's scheme. We have access at home and we can gain lots of points. There are games which test your knowledge. It gives you advice on how to improve.