

“GOTCHA”

- Every student in the reading group/class plays “Gotcha”
- Individual students earn points, not a team game.
- Reading material must challenge average reader in group/class.
- Everyone must have same material, short story, novel or textbook.
- There are 2 parts to the game. Oral reading and questions.
- All students are players for oral reading and answering questions.

The difference between the 2 categories is simply in the way students are given their turn. One side oral reading in sequence and every player in class reads; the other side for the beginning of the question/answer portion and every player in class has a turn at answering questions.

RULES OF THE GAME

- Student reads a line, not a sentence. Line is from left margin to right margin.
- Start reading on one side of class or group and reading continues in sequence, student to student, from that side.
- New reader always starts with the next line.
- Basic Rule – Reader reads two lines, margin to margin, orally and loud enough that all players clearly hear the words.
- All players listen to the reader and follow every word being read.
- If reader miscalls a word, any player may say, **GOTCHA**, and raise hand.
- When **GOTCHA** is called, reader stops reading immediately.
- Teacher listens carefully - calls on first player to say, **GOTCHA**, and asks player to say miscalled word.
- Player calling **GOTCHA** must say word correctly or the second student calling **GOTCHA** is called on to say word correctly. This continues until word is pronounced by another player.
- During first 2 or 3 game days, if student calling **GOTCHA** is wrong, the reader simply continues reading. Later, if player calling **GOTCHA** is wrong, player loses a point.
- If oral reader successfully reads 2 lines without having a **GOTCHA**, gets 2 points.
- Reader may miscall a word but if no **GOTCHA** is called, then reader is successful.
- Reader may choose to read 3rd line for a bonus point. If reader gets a **GOTCHA** on 3rd line, they lose the 2 points earned, plus the bonus point.
- Oral reader may ‘bluff’ a word by reading as if word was known. If no **GOTCHA** called, reader continues and may be successful.
- If reader miscalls a word, then players must call **GOTCHA** before the reader finishes saying the second word after the missed word.
- Initially, teacher may allow student to stop at a difficult word and ask to use the 3-Step System to help in saying the word. This is reader’s choice.
- Teacher prints word on board and student must use the 3-Step System without any hints or comments from teacher or other students.
- Once word is marked, reader has one and only one chance to say word correctly.
- Any player may call **GOTCHA** after the one chance try if word is miscalled.
- If reader successfully uses the 3-Step System, teacher may give bonus point to encourage use of system and effort to try.
- The reading sequence always follows the same way.

After each reader, the game goes to questioning and answers.

- This part of the game starts on the opposite side of the group/class from the oral reading side.
- When oral reader finishes reading by a **GOTCHA** or being successful, then teacher develops a question.
- Question is asked to the first player on the question side of the group.

Ideas for Questions

- Questions may be about any part of: grammar, vocabulary, recall of a detail, prefix or suffix identification, main idea, inference explanation, finding a metaphor or simile, irony, personification, denouement, climax, pronoun referent, etc. Be creative and seek difficult questions.
- First student on question side gets the question and answers immediately.
- If student doesn't know answer, then the next student on that side gets the same question.
- This continues until the question is correctly answered.
- If the question goes around to every student in group or class without being answered, then it goes back to the first student, again, for the second time.
- The question continues for 3 full times unless it is correctly answered.
- For points on the 1st try, the student answering gets one point; on the 2nd go around, the question is worth 2 points; and on the 3rd go around, it is worth 3 points.
- Some students will use this as a strategy to allow the question to go around until it is worth 3 points and answer it on their turn to gain points.
- Once the question is answered, then oral reading for the next student in sequence begins using the same rules.
- Round robin oral reading continues until everyone has a chance to read orally unless time runs out. In this case, the next reader in line would be the first reader when played again.
- Occasionally, the question may be so difficult that it starts with 2 points and goes up to 5 or more points. This is especially appropriate when reading subject matter textbooks.

Teacher's Help

Score keeper may be responsible student, aide, or parent volunteer.

In oral reading, teacher may ask players to help identify the 1st, 2nd, and 3rd players to call **GOTCHA**.