

## **SCORING TUTORIAL - INSTRUCTIONS FOR USE**

This is recommended for all beginners – it is impossible to play Scrabble® well, until one can quickly and accurately compare the value of various moves. Many players come to clubs or tournaments, after using computer Scrabble® games (eg UBISOFT), where the scores are computed for them – and therefore they struggle with this aspect.

This tutorial can be used on its own, as an introduction to the game, for absolute beginners. If this is the case, then the teacher should work through each move with the student/s, explaining the rules of play and benefits of each move. For example – the first move illustrates the fact that the game begins on the centre square. It also illustrates the principle of placing the high-scoring letters on premium squares. If one wants to delve even deeper into this move, one could include the fact that it is beneficial to the rest of the game to commence play in the top left-hand quadrant. THIS REQUIRES A TEACHER WITH SOME EXPERIENCE IN THE GAME, AS A FACILITATOR

If you are not an experienced player, you should first work through the BEGINNERS COACHING CLINIC with your student.

If you are working with one person, or a group, the most effective way is to set students up with a board plus set of tiles (it is fastest to have the tiles placed faceup on the table next to each player, so they can locate the correct tiles quickly). Two or more students may share boards and tiles if necessary.

At the end of the tutorial is a sample SCORE SHEET. Copy one of these for each student. You may also like to give each student the page with details of how to score the first three moves. Work through each move slowly and carefully, until each student achieves the same score, before moving on.

Some students may find it possible to work through this on their own – however, it is still recommended to work with a real scrabble board and tiles.

Note that this is merely an exercise in scoring – there is no element of strategy, and neither are there two opponents, as in real life.

Thankyou to Graham Wakefield, England, for developing this tutorial.

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(World English-language Scrabble® Players Association)

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