

Chapter 1 : 5 Super Simple Reading Games for Beginning ESL Students

Teachers can develop essential literacy skills with these kid-pleasing, ready-to-go card games! Each book in this series includes 15 easy-to-make, easy-to-play games that provide hands-on fun with ABC's, word families, beginning and ending sounds, long and short vowels, and sight words.

Print What your child most wants and needs is to be with you with no goal in mind beyond the joy of spending time together. He wants you to take pleasure in him, play with him, and listen to him. Nothing bolsters his self-esteem more! So why not pull out an old board game tonight? Playing games is an easy and excellent way to spend unhurried, enjoyable time together. As an added bonus, board games are also rich in learning opportunities. Even simple board games like Chutes and Ladders offer meta-messages and life skills: Your luck can change in an instant for the better or for the worse. The message inherent in board games is: Just when you feel despondent, you might hit the jackpot and ascend up high, if you stay in the game for just a few more moves. Board games have distinct boundaries. Living in a complex society, children need clear limits to feel safe. By circumscribing the playing field much as tennis courts and football fields will do later board games can help your child weave her wild and erratic side into a more organized, mature, and socially acceptable personality. When a playing piece falls to a lower level, our kids really feel sad; when it rises up high, they are remarkably proud and happy, even if we adults know that it happened only by chance. For 3, 4, and even 5 year olds, winning is critical to a feeling of mastery. So I am also fine with a 6 year old "amending" the rules to win if he feels she has to. At the start of the game, you might want to ask, "Are we playing by regular or cheating rules today? A younger child may be responsible for rolling the dice which he considers important, since that is where the luck comes from, and an older child the job of sorting the Monopoly money. As children approach 5, they have more sophisticated thinking skills and can begin to incorporate and exercise their number, letter, and word knowledge in literacy-based games. By 6, children may prefer more cognitively challenging games like checkers, which require and help develop planning, strategy, persistence, and critical thinking skills. Here are some of our favorite game picks for 5 and 6 year olds. This is the younger cousin of the tremendously educational and challenging Scrabble, which we all know and love. Using large yellow letter tiles, players match letters to words already written on one side of the board. The reverse side has an open grid where older children can create their own words. Fosters literacy and language skills. The prelude to Boggle is one of the best learning games for older kids is Boggle Junior, in which players link pictures to letters and words. The game comes with 6-sided letter cubes and numerous picture cards that have the name of the object spelled below. Older children can hide the written words and spell the word just using the picture. Teaches letters, words, spelling, and matching skills. As in Bingo, the first one to finish a complete line of items wins. Encourages matching skills and quick thinking. As they do in its senior sibling, players roll dice to move around the game board and buy real estate. The game is shorter and uses smaller dollar denominations so kids can figure out winnings and penalties more quickly. Develops math, color recognition, reading, reasoning, and social skills. Each player gets a large, easy-to-handle piece shaped like a ghost, which she moves through an extra-large maze in an attempt to reach a treasure. While the path may appear straight, the walls move and shift, so getting there is a challenge. This game imparts the idea of impermanence and change, since a path that was open just a moment ago might now be closed and vice versa. Players have to figure out what to do when circumstances change unexpectedly a good life skill to learn. Teaches spatial relations and relies on some manual dexterity.

Chapter 2 : Reading Flash Card 4-Pack Introduces Essential Early Reading Skills | School Zone

Fifteen exciting, easy-to-make and easy-to-play card games that give children practice in recognizing and reading sight words-an essential building block in achieving reading fluency!

Verb Vine We have lots of printable reading games for elementary grades. This colorful game board will have your third, fourth and fifth graders reading and working with lots of interesting verbs. Be sure to view the screen shot of the board, then print the pdf. Reading, working with verbs, other word skills
Grade level: Be the first player to reach END on the game board
Supplies: PDF game board, word cards, a standard die, game piece for each player
Print the game board and word cards. Print and laminate the game board and word cards. Cut the cards apart. Give each child a game piece to move around the board. Shuffle the cards and place them face down on the table. Player 1 rolls the die and moves forward that number of spaces. He draws a word card and tries to make a new word, following the instructions on the game board. For example, if he rolls a 2 and draws the word forget, he might give overlook, or not remember for his answer. If a player is unable to think of an answer, he goes back to where he began that turn. It is not always possible to perform each task on every word. His turn is over. Other players follow in turn. If players use all the cards before the game ends, the cards should be shuffled and reused. The first player to reach the END wins. Players do not have to reach it on an exact count. Accurate reading comprehension is a must! Students can add additional directions, making this a game to reuse throughout the school year.
Four Score - Build reading and writing skills with this fun activity. This game gives students practice using antonyms.
Target Time - Target practice has never been this educational! Use this fun format for your upper grade students to practice their reading fluency. The game board can be used for other skill practice as well. Players read and complete sentences with high-frequency words as they race to the finish line.
Grades Sight Word Bingo: A ready-to-print Bingo game with some of the most basic sight words for beginning readers. Kids will enjoy this reading activity as they gain practice reading common words, phonics, making sensible sentences.

10 Critical Thinking Card Games Easy-to-Play, Reproducible Card and Board Games That Build Kids' Critical Thinking Skills-And Help Them Succeed on Tests, Elaine Richard, Aug 1,

Have you ever looked up a phone number and repeated it over and over to yourself until you dialed it correctly? This draws on your working memory; however, just moments after dialling the telephone number, chances are you have forgotten it. This is because the number was not "committed" to your long-term memory. And, while working memory is reliable for quick recall of bits of information like phone numbers, it can hold only a few pieces of information and only for a very short time. To remember things for a longer time, you must connect the new information with information you already have, "committing" it to your long-term memory, which stores more information and for a longer period of time. There are, of course, many "serious" techniques for improving your memory. And you can find many in Mind Tools memory techniques section. But you can also have a bit of fun "working out" with memory games. This article introduces several games to workout your memory, individually or in a team.

Story Telling One way to remember the information you need to commit to long-term memory is to make up a story that "connects" the items or facts you need to remember, thus making them easier to recall. This helps to "connect" the data to an image and better cement it in your long-term memory.

Finding This Article Useful? For an example, read our article on story telling technique. Practice by laying out 20 or more objects on the table and trying to remember them. Each member of the group takes his or her turn to add to the story by including another object. In the orchard, ripe apples were falling from the trees. But the gate to the orchard was locked and John had brought the wrong key. So he called Sue from his mobile phone to see if she could help. Once all the objects have been included in the story, remove them all from the room. See who can remember the most items. Now tell the story again as a group, taking it in turns. The group will probably be able to remember the whole story and so recall all the items.

Matching Pairs Pexeso involves matching pairs of like cards or tiles from a large group, when one of each group is hidden. You play Pexeso with a set of cards or tiles that includes pairs of picture or numbers. You can play using half a pack of standard playing cards – just remove 2 of the 4 suits, so you have just 2 aces, 2 kings, 2 queens and so on. Start by laying out 24 of the cards, making sure the 24 cards consists of 12 matched pairs. Once face down, move the cards around so that you do not know where any single card is located. Turn one card over at a time, take a look at the number or object, and then turn it face down again. Repeat this process until you turn over a card that matches a card you turned over earlier. As you find a matched pair, remove them from the group. The number of cards dwindles until all the pairs are matched. Time yourself and see how you improve get faster each time you play. As you get better, increase the number of cards you start with, moving from the original 24 to 30, then to 36, 42 and so on. First, look at a picture of the completed puzzle. Give yourself a few minutes to commit it to memory. Next, mix up the pieces to the jigsaw puzzle. Now, work to put it back together without looking at the picture of the completed puzzle again until you are done.

Trivia Quizzes A great way to improve how well you recall information is to play trivia quizzes. The trivia can be about anything – movies, history, even about your specific business. Whilst you can easily purchase trivia quiz board games and books, you can also make up your own questions when you are playing in a group. Each person submits a list of questions and answers! When you play with a new set of trivia questions, you rely on your recall of prior knowledge and experience to find the answers. If you play with the same questions in a few days or weeks later, you will also rely on memory of playing the game last time. Both new questions and re-runs are good for building you memory skills. Subscribe to our free newsletter, or join the Mind Tools Club and really supercharge your career!

Chapter 4 : Reading Games – Free Online Reading Comprehension Games for Kids – JumpStart

In Smartmouth, by ThinkFun, players race to make the best word in 60 seconds. Players roll the die to determine the word category, slide the Letter Getter to reveal two letter tiles and, using those letters, shout out a word that fits the given category before the timer runs out.

The games are specially designed to develop important abilities or teach specific skills or concepts. When a collection of games is organized to cover a complete subject, then the games become a tremendous support system that practically assures success. It also makes sure no important reading skills are missed. What advantage can this be for your child? Truly, even small differences can result in greatly increased success opportunities! The games are designed to put into instant action powerful teaching methods and particular learning principles, conditions, and strategies that would best teach or develop each specific skill or concept. This means parents do not have to be professional teachers or learning experts to provide the best learning conditions for their children. Even professional teachers at school can extend their impact to additional individuals and small groups within the classroom without one-to-one assistance and still be assured each learning activity is appropriate, effective, and targeted to specific learning objectives. An added advantage is that players become increasingly aware of the power of learning strategies and start making it a habit to apply these same principles in other learning situations. The games are fun! This means players will want to spend many extra hours developing the skills the games are targeted to achieve. Time spent playing the games will not be experienced as work or study! The games are instantly available and require no hard-to-store pieces. The best games are game ideas that use items that are usually around anyway, like paper, pencils, dice, cards, etc. This means players have instant access to all of the games and do not need to learn complex instructions. The games are economical and you do not need to continually buy new ones as your child progresses from grade to grade. For example, in the Learning Success Reading Games for School Success book, there are over games covering the most important reading skills from Pre-school through the Eighth grade. It is a complete support system for each child through all of those years! Readiness Alphabet Slap - Make a set of alphabet cards or buy a set at the store. Shuffle the cards and then call out a letter. Start placing the cards face up on the table. First player to slap the right card when it comes up wins it. Name another letter and continue until all cards are played. Player with the most cards at the end of the game wins. If playing the game with one player, place the cards down at an even rate. If the player does not slap the right card before the next card is placed down, the card belongs to the dealer. The game could also be played with words that have particular phonic or letter patterns. Letter Scavenger Hunt - Each player or group is given a set of letters or phonetic elements e. Players try to locate examples of these in their surroundings, such as on signs if you are traveling or in newspapers, books, or on television. Word Attack Step to Prizes - A prize is set a certain distance from the player. The player may take as big steps as he can to reach the prize, but for each step he takes he must say a new word having the chosen sound in it. No word, no step. The sound is m and the player takes a step when he says moon. He takes another step when he says man. When he reaches the prize, he gets it. Sound Duel - A champion is selected to start the game. Another player then challenges the champion to a duel. The leader could determine the sound or letter pattern to be used in the duel, or the challenger could get his choice. The challenger first says a word with the sound in it. The champion must defend by saying another word with that same sound. The same sound is used throughout the duel. Play continues back and forth until one of the duelists is unable to think of a new word by a slow count to 5 or makes a mistake by saying a word that in fact does not contain the right sound. This, of course, is fatal and the other duelist wins. When the game is over, the leader reviews the sounds, the words written, and possibly some additional words that could have been used. A parent could play the game with a child by having the child win if he can reach a certain total of words in the duel. Using blank index cards, write each word in the top left corner along with a short definition. Discuss the words and then have the player draw a picture on each of the cards that illustrates the meaning of the word written at the top. The picture can be silly. What is important is that the player uses his creative imagination to come up with it. Visual associative memory is a powerful force to make something part of our

permanent memory. The cards could also be used to play in games or challenges, such as getting five cards in a row correct. The cards with the pictures showing could be placed on the refrigerator for everyone to admire and enjoy. Definition Pickup - Write new vocabulary words on cards. Discuss their definitions, and then place them face down in rows on a table. Players take turns picking up a card. If the player can give the correct definition for the word, and then use the word in a sentence, he keeps the card and can take another turn. Whenever he makes a mistake, the correct definition is discussed and the card is placed in a used pile. When all remaining cards have been won, the used pile is shuffled and placed in rows on the table and the game continues until those, too, have been taken. Comprehension Three to Five Sentences - Have each player read a story or watch a television program and then try to write or tell what the story was about in three to five sentences. This means the player must be able to identify the plot of the story rather than just tell loosely connected details. Teach players that the plot or problem is the key part of any story. Once the plot or problem is clearly established, summarizing is easy. Cartoon Strips - After a player has read a story or watched a television program, have him draw a cartoon strip illustrating it. Doing so will help the player learn about cause and effect and how one event leads to another. Speed Words Per Minute - How many words can you read per minute? Read for 10 minutes, and then divide the number of words read by This gives you your average words per minute reading rate. Try different types of reading, such as fiction, history, poetry, science, the newspaper. Does your reading speed change according to the type of reading? It should, but many people try to read the same way regardless of what they are reading or their purpose in reading it. You will read more effectively if you take into consideration what you are reading and why you are reading it. Some ways to increase reading speed include using your fingers to direct your eyes smoothly across a page, reading more than one word at a time, and reducing the amount of mouthing the words or hearing yourself as you read. Here are some possible speed standards for relatively light reading at different grade levels. Grade 2 ; Grade 3 ; Grade 4 ; Grade 5 ; Grade 6 ; Grade 7 ; Grade 8 Fast Action - Two players or teams. Leader writes directions for doing certain things on cards which players may not see before the game starts. First to complete their actions wins. One player could play the game by being timed and trying to beat his best previous time. Parents should share with their children the books or articles they are reading and children should do the same with their parents and siblings. Good times for this include mealtimes, special family sharing time held each week, or right after regular reading time set aside each evening. [Click Here to Order Now](#) To order by phone:

Chapter 5 : Working Memory Card Games - Boost Your Reading, Math Skills

Build students' reading comprehension skills with these fun and easy-to-play games that give kids practice in identifying the main idea, understanding plot, predicting outcomes, recognizing cause and effect, and more.

Do you start projects but never finish them? Do you struggle with math? A poor working memory could be to blame. To help fix these problems, make your working memory stronger! A fun and effective way to improve your working memory is to play working memory card games. All you need is a deck of standard playing cards or a deck of Blink cards. You can use either type of cards. Below I explain how to play three working memory card games using the Blink cards or the playing cards. Whenever you have a free moment, get out the deck of playing cards or Blink cards and play a quick hand or two. And for some variety, play Brain Power Zoo , a working memory game you can play in your browser here on this site. Give these working memory card games a fair shot, and practice every day for 8 weeks. Then notice how your working memory has improved! Working Memory Card Games - Instructions The three working memory card games explained below are played with standard playing cards or using a deck of Blink cards, if you have those. The games are called: The rules are explained in more detail below. If you have Blink cards, watch the following 2-minute video. It explains how to play the "Number, Color, Shape" working memory game using a deck of Blink cards. For instructions on how to play working memory card games with regular playing cards, see below. See below for the rules for those games. Blink Cards Playing Cards Those games use the same rules as with regular playing cards below but with slight modifications for Blink cards. Below are the rules for playing working memory card games. For each of these games, hold the deck face-up in one hand, then place the cards down one at a time on the table. To prepare the deck for this game, remove the Jokers then shuffle the deck. Hold the deck face-up in one hand. Start dealing one card at a time face up on the table. As you place each card down, say out loud the number, color, or suit of the card. For the first card, say the number. For the second card, say the color. For the third card, say the suit. Then repeat this sequence. Out loud, as you set down each card face-up in a pile on the table, say "five", "black", "Hearts", "King", "black". Repeat as you go through the rest of the deck card-by-card. Over time and with practice, try to go faster while remaining accurate. The game is "Number, Color, Shape" not suit when played with Blink cards. Say the number of objects on the first card, the color of the objects on the second card, and the shape of the objects on the third card. Repeat as you go through the deck. This game is similar to Number, Color, Suit but a little more challenging. For the second card, say the number AND the color. Repeat this sequence for all the cards in the deck. Try to go faster as you get better at the game over time. This game uses the number cards only. Prepare the deck for this game by removing all face cards and Jokers then shuffling the deck. Alternate adding and subtracting as you place the each card on the table. For example, suppose the first six cards you deal are So as you place each of these cards down, say out loud The idea is to perform this mental addition as quickly as you can while remaining accurate. Over days and weeks of practice, try to increase the speed at which you deal the cards. By the way, if you want more practice with mental math, check out the free online math games here on my site. Simply count the number of shapes on the card and use that as the number to which you add one or subtract one. Play These Games Daily for Maximum Brain Boost Keep a deck of cards in your car, backpack, purse to play the working memory card games in free moments during your day. It takes time for the brain to strengthen, so make sure to play the games every day for at least 8 weeks to notice improvement. And if you child is having the same trouble with reading comprehension, projects, or math, have them play the working memory games too. This gives an extra boost to the effectiveness of the working memory training. I learned about the working memory games above through the work of Carol Brown , a special needs consultant and working memory expert at Equipping Minds, a cognitive skills training company. If you or your child have learning challenges, you might want to check out their services. I am not affiliated with Carol Brown or Equipping Minds and receive no compensation from her or her company. Feel free to leave a comment as well.

Chapter 6 : The Benefits of Board Games | Scholastic | Parents

We have lots of printable reading games for elementary grades. This colorful game board will have your third, fourth and fifth graders reading and working with lots of interesting verbs. Be sure to view the screen shot of the board, then print the pdf.

Start by having each student in your class make a construction paper house. The house can be elaborate or simple as best fits your class. Then each house gets a name. You can create the names using the vocabulary words you want your students to practice reading, for example the Bat Cave, the Basket Building, or the Goal Home. You might want to write these names ahead of time on labels so you can easily stick them to each house. Label each house with a name. Now have students position their houses around the area you are using for your tape town, and make sure you have a school in the town, too. Then use wide painters tape to make roads throughout your town. These roads will also need names made up from your vocabulary unit: Use your prewritten labels to give each street a name. One student starts at the school with a toy car. Play continues until everyone is at the school and the party starts. It works best with small groups two to four students , but you can modify it for larger groups or the entire class. Start by getting a set of simple blocks and writing one reading word on each block. Use stickers or labels if you want to change the words each time you play. Put the blocks in a bag. Students take turns drawing one block from the bag, reading the word written on it, and then placing that on their stack. They can only use one hand when placing it, and they cannot touch any of the blocks they have already placed on the tower. Students take turns until all the blocks are gone or until only one tower remains. Throw the blocks back in the bag and you are ready to play again! In this version, instead of drawing color cards your students will be drawing reading cards. Start by making two identical sets of cards to use in the game on two different colors of index cards or card stock. Each set should have five copies each of ten reading words for a total of fifty cards in each set. Students set up the game by taking one set of cards, shuffling them, and then arranging them in random order to form a road on the playing surface. The other set of cards is the draw pile. Each player gets a game piece if you are looking for a fun craft that you can use over and over in class, try making your own personalized game pieces , draws a word from the draw pile, reads it, and looks for the first appearance of that word on the road in front of their game piece. She then moves her piece to that space. Players take turns drawing words and moving to the closest appearance of that word on the road in front of them. If players run out of draw cards, shuffle the discarded ones and use them again. The first player to reach the end of the road wins the game. This game uses two simple puzzles with around twenty pieces each that you can find at almost any dollar store. If you have a large class, you might want one puzzle for each group of four or five students if you want everyone to do activity at the same time. You will need access to the BACKS of the puzzle pieces, so either assemble it face down or plan to flip it once you have the puzzle together. Plan a short story, which you will write on the back of the puzzle “ one word per piece. Do this for each puzzle using a different color marker to label each puzzle. Put the pieces for each puzzle in a separate bag, and you are ready to play. Either divide your class into teams or have individuals play. On their turn, students pull one piece for their puzzle out of the bag and read the word on the piece. If they read it correctly, they keep the piece and try to fit it into their puzzle. If they read the word incorrectly, they must put the piece back in the bag. They must then read the entire story aloud to win the game. This simple reading game takes advantage of that inherent desire to pop, pop, pop our way to happiness. Start with a small piece of bubble wrap one where the bubbles are about the size of a quarter , and write a secret sentence on it, one word to a bubble. Make sure you leave plenty of bubbles between the ones you write on. Then write a reading or vocabulary word on each of the remaining bubbles. To play, call out one of the reading or vocabulary words you want your students to read. When they find that word, they pop the bubble. Continue calling out and popping one word at a time until only the words from the secret sentence remain. If you enjoyed this article, please help spread it by clicking one of those sharing buttons below. And if you are interested in more, you should follow our Facebook page where we share more about creative, non-boring ways to teach English.

Chapter 7 : 12 Awesome Board Games that Teach Reading and Language Skills! – Engaged Family Ga

Playing games is a great way to provide additional practice with early reading skills. Here are six games parents or tutors can use to help young readers practice word recognition, spelling patterns, and letter-sound knowledge.

We are bombarded with choices daily- from the endless ABC Mouse commercials to the learning description at the introduction to every Noggin cartoon to the countless app ads on our smartphones. How do we know which choice is right for our children? Do these things even work? We are going to be delving into these questions and more over the course of several podcast episodes and articles on www. We are going to break the idea of learning into different topics and touch on these concepts separately. We have already talked about board games that help teach Math concepts Read it here! The first two editions of our learning through gaming series will specifically focus on Literacy and Language. We will be talking about History and Science shortly thereafter! Before we go into the actual games, we need to discuss learning styles. Visual learners are going to enjoy games with lots of graphics, bright colors, fun artwork, and maybe charts. Auditory learners will enjoy games where they get to listen to snippets of stories and hear others have discussions about different aspects of the game. Kinesthetic learners enjoy games where they get to be hands-on that have lots of pieces to move and manipulate. These games are designed to drill down and reinforce specific learning concepts like letter recognition, language acquisition, phonics, reading comprehension, storytelling mechanics and so forth. Lakeshore Learning and Edupress are staples in the educational field. Please take the opportunity to go onto their websites and search for the topics you were looking to reinforce at home. But, there is no denying that this type of game is a useful learning tool. They at least add a skin of fun over traditional learning. Here at Engaged Family Gaming, we have come up with 12 games that are a lot of fun to play that teach some of these Literacy concepts as well. It has retained its popularity through the years think Words With Friends because it is fun to play and challenging. The tile must be placed in a crossword pattern words flow left to right in rows or downwards in columns. The words must be standard and acceptable words in an agreed upon dictionary. Players score points based on the numbers on their letter tiles and can add bonuses from cues on the gameboard. Scrabble has many variations, including a Junior version designed to help younger kids with letter matching and recognition. This is a great game for kinesthetic learners because there are small pieces to manipulate which these learners LOVE to handle. It is a letter tile game that comes in a fun banana shaped zip up pouch. It is easily portable and gives you more freedom than Scrabble because you play independently for speed while making your individual crossword board. There are no complications from trying to get the perfect spot on the board, or waiting for a slow player to make a decision, or from losing out on the triple letter space. This game moves quickly because you are working against a clock. In our playtests of this game, we found that this game can be more of a challenge for younger players because it lacks some of the structure built into Scrabble, but some of your outside the box players will enjoy this one much more. Much like Scrabble, this game appeals to kinesthetic learners because of the tile manipulation. Also, since there is no game board, please make sure to play this one on a smooth surface. The tablecloth became way more of a hindrance during play than any of us anticipated. The original game comes in a box with 9 cubes dice with different images on each side. Players simply roll the cubes and let the pictures spark their imagination and tell a story out loud based on the pictures on their cubes. There are several expansions to the base game with different themes actions, voyages, clues, Batman, intergalactic, etc. The rules suggest playing solitaire or with others. This game can definitely be played with younger players. My oldest finds a way to use these as story starters for creative inspiration in his writing activities. They can also help early learners with literacy development and problem-solving. Again, because this game involves dice rolling, it is great for kinesthetic learners. Finally, because of the creative images on the cubes, this game works as a great inspiration for visual learners. All around, these are a terrific learning tool to add to your arsenal. The player has to name an object that fits the attributes on their cards and then play them to the grid. The more cards you play, the faster you score. Gamewright has a few party games in this style, but we like this one because it is simple to play, plays very quickly, and the statements are easy to read for early readers. Our early readers love this game because it

encourages creativity, imagination, and helps them reinforce their reading comprehension skills. Play the fourth word card to claim the set, unless one of your opponents can trump with a larger word. The player with the most sets at the end is the BIG winner! This game is more abstract than *FitzIt* and really encourages creativity and imagination. The scenarios get very outrageous and it requires players to think outside of the box and invent options that seem preposterous. Players must race to come up with and shout out a word from one of the picture cards in their hand. The word MUST begin with the last letter of the word previously called. The first player to get rid of all of their cards will win the round. This game is an awesome game for visual learners! The fast paced nature of this game might make it more challenging for younger players who are slower to process what they are seeing in front of them. If play around the table gets too excitable and loud, you may lose younger auditory learners as well. But, be prepared to be surprised by the creative words kids come up with from the images that adults would not normally think of. Players roll the die to determine the word category, slide the Letter Getter to reveal two letter tiles and, using those letters, shout out a word that fits the given category before the timer runs out. The player who calls out the first word and the player with the highest-ranking word both collect a letter tile for the round. Once all tiles are gone, the player with the most tiles wins. The categories of adjective, verb, natural objects, famous people, man made objects, etc. The game includes dice rolling and manipulating the letter tiles and the timer and slider which will appeal to kinesthetic learners, while the picture cues on the dice will appeal to visual learners. Because answers are shouted out loud, auditory learners will be engaged as well. The original *Zingo* is a matching game that encourages pre-readers and early readers to match pictures and words to their challenge cards. This game is designed to develop early literacy skills for very young players. *Zingo Sight Words* and *Zingo Word Builder* are also available and these games introduce more challenging literacy skills. Our children request these games regularly and LOVE to play them. While these are learning games at their core, they use fun and exciting game mechanics to keep young players engaged! Players take turns forming a word using a seven-card hand and a three-card community card pool, scoring money and stock rewards based on length and letter strength in their word. When enough of the alphabet has been claimed, players finish the current turn, then score all money, stock and letter patents owned. The game has an awesome antique look and style that really appealed to my family. The game mechanics were easy to understand and fun to play, but our younger players had difficulty competing with adult players. The game aesthetic really appealed to us more than other games in this genre and encouraged discussion about some of the historical and antique aspects mentioned in the game. The cards are uniquely illustrated and fun. Players are supposed to be an author trying to finish kitschy paperback novels. There is no age recommendation for the game, but we have found that the player should be at least 8 years old to grasp the game mechanics. Players start with a deck of letter cards and wild cards. Each hand they form words, and purchase more powerful letters based on how well their word scored. Most letters have abilities that activate when then are used in a word, such as drawing more cards or double letter score. Players buy wilds to gain victory points. This game functions similarly to the other word building games in this list and emphasized the same skills but it has the added game mechanic of a deckbuilder. Each player starts the game with six random cards. Players then take turns being the storyteller. The player whose turn it is to be storyteller looks at the six images in his or her hand. From one of these, he or she makes up a sentence or phrase that might describe it and says it out loud without showing the card to the other players. Each other player then selects from among their own six cards the one that best matches the sentence given by the storyteller. Then, each player gives their selected card to the storyteller, without showing it to the others. The storyteller shuffles his or her chosen card with the cards received from the other players, and all cards are then dealt face up. If nobody or everybody finds the correct picture, the storyteller scores 0, and each of the other players scores 2. Otherwise the storyteller and all players who found the correct answer score 3. Players other than the storyteller score 1 point for each vote their own pictures receive. A large part of the skill of the game comes from being able, when acting as the storyteller, to offer a title which is neither too obscure such that no other player can identify it nor too obvious such that every player is able to guess it. The game ends when a player reaches the end of the board 30 points. The games are designed to look like beautiful hardbound storybooks with classically illustrated covers and spines. Each game takes about 20 minutes to play through

and they all have different mechanics and designs. They and are designed to be played by players ages 7 and up. We have included them here because they have sparked interest in the classic stories that they are based on in our household. The stories released so far are: Interestingly, my middle child was reading some of these stories in his guided reading group, so these were a great tie in to encourage him to discuss the stories and enhance his reading comprehension.

Chapter 8 : Ten Sample Reading Games

This is the third book of scholastic card games I have purchased. I love using the games in my 6th grade classroom. My students are always excited when I pull out my bin of Language Arts Card Games and they don't even realize they are learning.

Chapter 9 : Main Idea | Free Reading Skills Game for Kids & Elementary Students

The three working memory card games explained below are played with standard playing cards or using a deck of Blink cards, if you have those. You don't need a computer to play them, just the deck of cards.