

### Games for Alphabetic Principle

- 1) Hunt for letters you know all around you
- 2) Sort the letters into different groups (curved lines, straight lines, sticking up, hanging down)
- 3) Draw letters on each others backs and see if you can guess which letter it is.
- 4) Look carefully at letters and how they change (n upside down is u) (what's the difference between O and Q).
- 5) Play make a word – start with consonant changes, then try vowels i.e. spell m-o-p. Now change it to t-o-p, now change it to t-o-m.

### Games for Comprehension

- 1) Write a letter to somebody from the book, or the author of the book.
- 2) When you finish reading, how would you change the ending to the book?
- 3) Try to think of new titles for a book you are reading.
- 4) Write predictions during your reading
- 5) Make text:text connections, text:self connections, and text:world connections
- 6) Ask lots of “what would happen if...” questions
- 7) Have a ‘silent’ conversation. Write instructions for each other to follow.