

## Games for **Vocabulary**

- 1) Choose familiar words and make flashcards with the synonym (opposite) on the back
- 2) Choose a word and look at the different ways it can look i.e. jump, jumps, jumped, jumping. Look for examples of each.
- 3) Play fill in the blank. "I \_\_\_\_\_ to the park". See how many different words you can put in the blank.
- 4) Pick 5 -10 letters from the alphabet. Choose a category i.e. animals, and see if they can find a word for each letter that they picked.
- 5) Write a short story together. Now remove some of the words and replace them with new words to change the story. See how silly you can make it.
- 6) Choose some words from a story your child is reading. Put them on cards and have your child sort them. How many different ways can you group them? i.e. by starting sound, by number of syllables, by meaning.
- 7) For each new word you find, write it down, write down the opposite, draw a picture of what it means, write a sentence with it. Review these regularly.

## Games for **Accuracy/Fluency**

- 1) **Cross Checking**  
Write down 5 -10 words that your child is familiar with. Say a sentence that will have one of these words in it but don't say the actual word. Let your child guess what word will fit best in the sentence. You can move on to writing the sentences down.
- 2) Play hangman with familiar words
- 3) Give your child a jumbled up sentence and see if they can put it back in the right order i.e. my like play to with I dog
- 4) When you read books together, read the page first then let them read it again.
- 5) Make your own word search with familiar words and see how quickly you can find them.
- 6) Write down a sentence, but cover up one word. Let your child make 5 guesses about the word, then show them the first letter. Let them change their guesses. Uncover the end of the word, see if that changes their guess.
- 7) Write down a row of letters but with one real word somewhere in the middle. Say the word and see how quickly they can find it.