

Games

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1. Create several word cards and lay them on the table. Then read a story and when a student hears one of the words he grabs the card. One point per card.
2. Get a couple detailed pictures. Teacher makes false statements about the picture. When a student hears a false statement, he says stop and must say the correct thing.
3. Have several "what's the difference" pages (I have some) and have students work in pairs to identify differences. (Bees enough copies)
4. Name a category and students must give examples of things in the category (colors, fruits, vegetables, countries,...)
5. each student writes three statements about themselves. Two are true and one is a lie. Other students must guess which is the lie.
6. Take some words and change each letter to the letter that precedes it in the alphabet. (Example - house becomes gntrd) Students must say what the words are (they are told how the words were formed) - should have an alphabet chart available.
7. Roll some letter dice and make words (maybe in crossword form)
8. Roll some picture dice (maybe 3) and tell a story about the pictures. Manos has a set and so do I.
9. Make some grids (4x4 or 5x5). Teacher randomly calls out letters - students write the letters in the grid to form words
10. Have some tokens or beans (one less than the number of students) on the table. First student reads then stops and grabs a token. Students try to grab a token - one without a token reads next.