



WORD CARD GAMES

RHYMING CIRCLE/SQUARE

Materials:

Word cards

Die

Markers

- Using the word cards, place the cards in a square or circle on the table.
- Players chose a starting word and place a marker on the starting word.
- Toss the die to see who will go first.
- First player throws the die and moves their marker to a word. In order to hold their place, the player has to read the word and then, say a word that rhymes with the word.
- If a player cannot say a rhyming word, then the player must go back to their last position.
- First player to get all the way around the circle/square is the winner.

NOT!

Materials:

Word cards

Not cards

Lucky duck cards

- Players take turns drawing the word cards. When a NOT card is drawn, all that player's cards must be placed back in the pile face down. When time is up (if game is timed), the player with the most cards is the winner.
- If a player pulls the 'lucky duck' card, the player can play the card when the players player pulls a NOT card.

BANGO

Materials:

2 decks of word cards

Chips

- Each player is dealt five cards from one of the word card decks.

- Taking turns, each player picks up a card from the other deck and then calls out the word. If a player has that card, they cover it with a chip.
- The first player to get a chip on each of their five card calls out “Bango!” The player then, claims the chips from the other players.

RUNAWY VOWELS

Objective: To write a complete sentence without using a vowel.

E.g. Without using the vowel ‘a’ – The boy gulped down two big Cokes.



WORKING WITH MAGNETIC LETTERS

FIND THE WORD

Using the magnetic letters, scramble several words. Ask the student to unscramble the words.

E.g. yob = boy eth = the

BUILD THE WORD

Build several words with the magnetic letters. Show the student how to change the word by adding or taking away a letter to make a new word.

E.g. me becomes he
 hat becomes sat
 dog becomes bog

RHYMING PAIRS

Make a 3-letter word with the magnetic letters such as bug. Say the word and add a word with the magnetic letters that rhymes such as rug.

SPAGHETTI WORD

Make a 'spaghetti' word with the magnetic letters such as Vancouver.
Ask the student to make as little words out of Vancouver.



WORKING WITH SENTENCES

BY THE NUMBERS

Objective: To create sentences by the numbers by following the directions.

Write a 2-word sentence in which each word has 2 letters.
Write a 3-word sentence in which each word has 3 letters.
Write a 4-word sentence in which each word has 4 letters.
Write a 5-word sentence in which each word has 5 letters.

TONUE TWISTER SENTENCES

Objective: To write tongue twister sentences where most of the words in the sentence begin with the same letter.

E.g. The six sleek sheiks sixth sheep is sick.

OUT, WORD OUT!

Objective: To write sentences of at least 6 words without including one of the most common words (*the, of, and, to, a, in, that, is, I, it, for, and as*).

ABC SENTENCE

Objective: To create a sentence in which all the words are in alphabetical order. Sentences may begin with any letter of the alphabet.

E.g. My niece opens packages quickly.

BUILD UPS

Objective: Use the pattern of blanks and word below to build a sentence. Other words can be substituted for the word tiger.

_____ _____ _____ tigers _____

_____ tigers _____ _____

_____ _____ tigers

Tigers _____

