

Games to play

Shannon's Game

- The object of this game is to establish familiarity with the serial order of letters in words.
- The teacher thinks of a word and writes the initial letter followed by a dash for each subsequent letter, e.g. **b - - -**.
- The children suggest possibilities for the next letter in sequence.
- If they are correct the letter is inserted e.g. **br - -**. If not, the letter is written in one of two lists, one for letters which were incorrect but possible, such as in this example **a, e, i, o, u**, and **l**, and one for impossible letters in our writing system.
- Each time an impossible letter is offered, part of an animal, e.g. a mouse, is drawn.
- Letters must be attempted in order left to right (unlike *Hangman*).
- The children's aim is to complete the word before the teacher completes the mouse.

Lotto

- For the game of *Lotto*, the caller requires a baseboard with 16 pictures.
- The players have a board with 4 pictures, each of which rhymes with one on the base-board.
- The caller names a picture on the baseboard which she then covers up to remind her that she has called it.
- The players look for a picture on their cards which rhymes and the one who has it places a counter on it.
- The first to cover all four pictures says '*Bingo*' and the caller checks her card.

A Word-building Cube Game

- You will need two blank cubes.
- The children stick three rimes (2 of each rime) on one cube, e.g. **ay, ow, ight**, and six onsets on the other cube, e.g. **sl, r, l, s, b, m** and underline the letters.
- They throw the cubes and see which words are made.
- They will get lots more practice at reading the words.
- If some of the resulting words are meaningless, the children could look them up in a simple dictionary and/or invent and draw an animal/space creature for that word and write its name beside it.