INTERACTIVE LITERACY GAMES

Read directions for each game in the links provided. See suggestions for modifications to incorporate reading and spelling.

1. <u>Odd Word Out:</u> focus on phonemic awareness; auditory component
   http://www.smartfirstgraders.com/support-files/oddball-word-game.pdf

   Modifications to include reading and spelling (may exclude upper-level WRS words)
   a. Materials: index cards, all same color
      Before session: tutor creates cards for each word in "Odd Word Out" list
      In session: tutor and student use cards to play Go Fish or similar card game based on making pairs of matching words (approx. 5 words sets per game; 15 total)
   b. Materials: index cards, multiple colors
      During session: student creates a card for each word, uses different color cards for different word patterns

2. <u>I Spy:</u> focus on phonemic awareness; kinesthetic and tactile components
   http://www.smartfirstgraders.com/phonemic-awareness-games.html "Breaking Sounds Apart"

   Modifications to include spelling
   a. Materials: index cards or student notebook
   b. During session: after each object is "tagged," student returns to notebook to spell the word
   c. For more advanced students or to increase the pace: time tagging/spelling for each word to make it a race; students can try to beat their time

3. <u>Sound Scavenger Hunt:</u> focus on phonemic awareness; auditory, kinesthetic, and tactile components
   http://www.smartfirstgraders.com/phonemic-awareness-games.html "Breaking Sounds Apart"

4. <u>Pound and Sound:</u> focus on phonemic awareness; auditory, tactile, and kinesthetic components
   https://www.youtube.com/watch?v=W1ISjc9MvSY

5. <u>Elkonin Sound Boxes:</u> focus on phonemic awareness; auditory, tactile, and kinesthetic components
   https://www.readingrockets.org/content/pdfs/Elkonin-soundbox.pdf

6. <u>More phonemic awareness activities</u>:
   http://www.smartfirstgraders.com/phonemic-awareness-games.html

7. <u>Dinner Time:</u> focus on phonemic awareness; mainly auditory component. Tutors substitute nonsense words for real ones, ask students to identify the correct initial sound.

Sample script

Tutor: "I want a scramburger for dinner."

Student: "Not a *scram*burger -- a *ham*burger!"

Tutor: "Which word is wrong?

Student: "Scramburger."

Tutor: "Which sound is wrong?"

> Guide students to (1) repeat the incorrect sound (**/scr/**), (2) identify the incorrect *initial* sound (**/s/**), (3) point to that letter (**s**) on WRS sound cards or magnetic tiles.

Tutor: "Which sound would be right?"

> Guide students to (1) say the correct *initial* sound (**/h/**) and (2) point to that letter (**h**) on WRS sound cards or magnetic tiles.

Sample real / nonsense words:

apple / mapple   cake / glake   spaghetti / basghetti   pancake / cancake

broccoli / croccoli   banana / fanana   carrot / blarrot   cheese / skeese

hamburger / scramburger   tomato / dromato   pickle / blickle   jam / plam
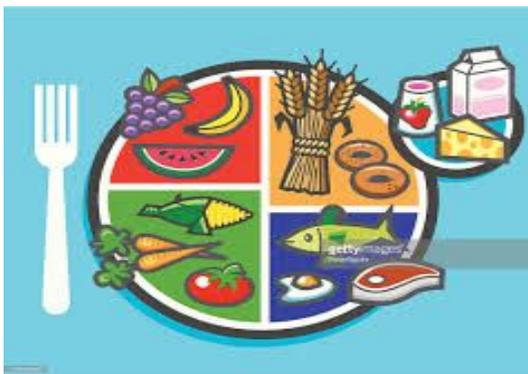
Notes:

Student doesn't need to spell the whole word, just identify and correct the *initial* sound.

Tutor can supplement the game with visuals.

Students can practice with WRS nonsense words -- or make up their own!

8. <u>Hippety Hop Sight Word game:</u> focus on memorizing sight words; kinesthetic component
   https://www.learning4kids.net/2012/11/14/hippity-hop-sight-word-game/

9. <u>More sight word activities:</u>
   https://sightwords.com/sight-words/games/

10. <u>Drive-thru blending:</u> focus on blending; auditory, kinesthetic, and tactile components
    https://www.youtube.com/watch?v=0cHVWMPuBYY

11. <u>Reading Rockets:</u> Education website with a large collection of VATK games and demos.

12. <u>Explode the Code:</u> Phonics workbook series containing many activities that can be turned into games. See YL director to access materials.

13. <u>Large library of VATK games, books, and other materials</u>. See YL director to access materials.