Families READ | Games to Go

MOVE Your Body

Combining movement and literacy learning

Phonics

Target Practice. Set up a target for your child to throw something at (a bean bag, a stuffed animal or another soft object will work great).

- Adult says a word and the child must produce a rhyming word. If the word rhymes they try to hit the target.
- Adult says a letter blend and to throw at the target, the child must think of a word that includes the blend (parent says "ch" and the child says "chop".)
- Adult says "grapes" and the child says "gr".
- Gameplay could include beginning sounds, ending sounds, blending sounds, vowels, etc

Fluency

Flashlight fun. Turn off the lights and have the child search for things with a flashlight. Search for things that start with "k" and other letters

- Search for rhyming items. Find something that rhymes with "bork" (nonsense words are fine!) Child thinks "fork" and shines the light on silverware.
- Tape words to the wall. The child has to find them and read them. The words could follow the same rule (bam, cam, Pam OR deck, peck, meck). This is also a fun way to read sight words.

Vocabulary

String word hunt. String some yarn around the room and tape words to it. Tell the child where to start and to follow the string.

- Tape all long o sounding words and have them figure out the rule (boat, snow, poke, most)
- Write a sentence on each piece of paper to practice fluency.
- Tape vocabulary words to practice and define.
- Tape a word and have them think of a word that rhymes

This same activity could be done by putting tape on the floor. The child can walk as on a balance beam or ride on a toy.

Comprehension

Long jump. The child reads a page and then steps up to the starting line. How far can they jump? Place a marker where they land and then read the next page. Repeat.

- Child completes a story book. To practice comprehension
- Adult asks, "What is the story about?" The child answers and then gets a jump.
- Adult asks, "Who are the main characters?" The child tries to beat their best jump.
- Adult asks, "Where is the setting of the story?" The child tries to beat their best jump.
- Adult asks, "What is the problem in the story?" (jump)
- Adult asks, "How is the problem solved?" (jump)
- Adult asks, "What is your favorite part?" (jump)

Phonemic Awareness

The muck is yuck! The object of the game is to not touch the floor because it's filled with yucky muck! Instead kids can walk on pillows or bright pieces of paper taped to the floor. (Whichever you choose, place them in a way that the child will not fall).

- The adult says a word ("bat"). The child pulls the first sound off the word ("b") and then jumps to the next spot.
- The adult says a word ("bat"). The child blends the sounds together quickly and restates the word. (/b/ /ă/ /t/….bat) The child jumps on the spaces (keep it fun and non-restrictive by giving them a few jumps before the next word)
- The adult says a word. The child stretches the sounds out and restates the word. (bbbbbaaaaattttt….bat)
- Add a phoneme: Parent says "bat" and asks the child to add ch = "batch"
- Remove a phoneme: Parent says "guide" and the child removes the final phoneme = "guy". Parent says "blast" and the child removes the initial phoneme = last.



DEPARTMENT OF EDUCATION

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