

Games & Activities

Here are some quick games and activities that take very little preparation. Use them to teach your student basic skills and to keep your student motivated. Please see the following pages for sample activities and instructions.



Word Games for Improving Reading and Writing

Sample Flashcards

Phonics Prefixes/Suffixes

chair

chin

chip

r

s

c

at

Sight Words

the

this

then

un like ly

un friend ly

Syllables

car rot

cab

far mer

cur i ous

fur i ous

Vocabulary

democracy

dictatorship

A system of government

Concentration

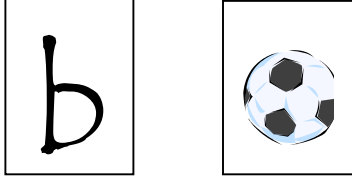
This game provides a fun way to practice the following literacy skills: letter recognition, matching upper and lower case letters, word families and rhyming, initial consonant sounds, and blends, digraphs and short vowel sounds.

Think about the letter sounds your student needs to work on. If he/she is still unfamiliar with most of the sounds, limit your selection for each game. Perhaps you will choose letter sounds that frequently appear in a book your student is reading. Maybe there are some letter sounds he/she consistently has more trouble with. As your student gets better at this, you can add more letter sounds to the game.

To Make: You and your student can have fun making this game together. Print each letter clearly and boldly on individual 3x5 inch index cards. Have your student cut from

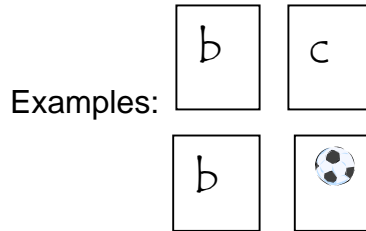
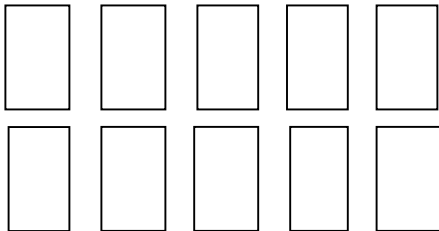
magazines or draw his/her own simple pictures of objects that begin with each letter to be studied. Each drawing or cutout goes on an index card.

Example: If you are working on the sound of the letter be, one card would have the letter b printed on it. The other card may have a picture of a bed, a ball, or a balloon.



Create as many pairs of these cards as you deem appropriate for your student but give him/her the freedom to decide on the pictures. Just make sure each picture corresponds with a letter card. You may make more than one pair per letter sound.

To Start: Shuffle the cards well and place all of them face down in neat rows.



To Play: Players take turns flipping over two cards at a time. For each letter card flipped, the player must name the letter and the sound it makes. For each picture card, the player must say what it is and then say what sound it starts with. If the cards match (and the player recognizes this), the cards are taken by that player. If the two cards turned up do not match, the cards are replaced face down and the next player takes a turn.

Object: For each player to collect as many pairs as possible.

Variations:

Similarities and Differences

- Choose 3-10 words for students to learn
- Write each word on two cards so that you can have a pile of 6-20 cards
- Have students set cards on the table face up and match cards
- You can use words that teach the same phonics or word structure skills
- You can also use similar words (blue, blend, black) to help students learn to tell words apart

Vocabulary Definitions

- Write vocabulary words on one set of cards and their definitions on another set
- Put the cards face up on the table

- Have students match words and definitions

Go Fish!

- Pass all the cards out the to students (deal the deck)
- Students look for matching cards in their hand
- They put down any matching cards on the table in front of them and then read the words
- Students take turns drawing cards from each other- each time they get a match they must place the cards on the table and then read the word

Board Games

You can use any word cards with any board game. Simple board games like Candy Land work best.

- Play the game with all the regular rules
- Place a stack of word cards face down in the center of the board
- Each time a student takes a turn, they must also draw a word card and read it before they can roll.

Word Tic Tac Toe

said	if	again
after	any	our
then	give	write

Have child read the word and use it in a sentence. If they can do this correctly, they get an X or an O on the square.

Sight Word Bingo

sat	that	for	ride	here
okay	was	feed	run	he
this	so	had	do	bring
from	by	take	three	like
book	say	room	look	boat

Make up game boards such as this one above. Write site words on flashcards. Have student read the word on flashcards. Use pennies or markers to cover squares.

Math Games

Bring a deck of cards, dice and or index cards to your tutoring session and play these quick and easy games.

Addition/Subtraction Top-It

Materials: 4 math card decks, #1-10 only *or* a basic set of playing cards with all face cards removed

Aces marked as '1'.
one penny

Players: 2-3

Directions: One player shuffles the cards and places the cards number side down on the playing surface. Each player turns over two cards and calls out the sum. Player with the highest sum wins the round and takes all the cards.

In case of a tie, each player turns over two more cards and calls out the sum. The player with the highest sum wins the round and takes all the cards from both plays.

Play ends when there are not enough cards for every player to take a turn.

The player with the most cards wins.

Penny: A penny is used to decide the variations of the game.

1. Flip a penny to choose whether the player with most or least amount of cards wins.
2. Heads or tails determines if you only can take cards with even numbered answers or odd numbered.

Ninety Nine

Materials: Standard deck of cards without jokers

Aces equal 1 or 11

A "4" reverses the order of play (ex. clockwise to counterclockwise).

A "10" subtracts 10 points from the score.

A "9" holds the score.

Face cards count as 10 points.

All other cards count as their face value.

Variation: Kings are 99 automatically.

Players: 2 or more

Directions:

1. Shuffle and deal three cards to each player. All other cards are placed face down in the center of the table.
2. Player to the left of the dealer begins by placing a card face up in the center of the table and saying its value. (For instance, if he places a queen down he says, "10")

3. After that player has placed his card down and said the value he must immediately draw a new card from the stack of cards placed face down. If he forgets to draw a card before the next player had played, they cannot draw a card and must play with the disadvantage of not having the extra card.
4. Next player places a card on top of the card played by the previous player, adds the two scores and announces the total. (For instance, if she places a 7 on top of the queen she says, "17")
5. The next player places a card on top of other cards and announces the total.
6. The play continues in this manner, using the specially valued cards from above during play until one player reaches 99 exactly and then no one else can play a card. If the player before reaches 99 and you cannot play, you must fold and wait until everyone but one player is out. The player who last plays is the winner of the game.

Variation: You can play to a certain score and get points for each person you force to fold. For instance, if you reach 99 and the ext player cannot play, you get one point. If the next player can place a card (a 4, 9, or 10), you continue to play until no one else can play.

Addition/Multiplication Bingo

Materials: Math Card Deck #1-10 only
One 4x4 grid per player (fold any size square)
12- 15 pennies or counters per player

Players: 2 players

Directions: Each player makes a 4x4 grid and writes any numbers from 1-18, one to a box, on the grid. Players may write the same number twice, but no more than twice.

The cards are shuffled and placed face down in a stack. Player takes turns taking the top two cards from the stack. If the sum of the numbers is a number on their grid, they place a penny or counter on top of that number. If there is already a counter there, they place another on top of it.

The first player to get four counters in a row, column, or diagonal calls "BINGO!" If, by the time the cards have all been used, no player has gotten four in a row, the player with more counters on the grid wins.

Variation: Create more extensive grids: 5x5, 9x9, etc. Use to drill all math facts.