

Language Activities

Playing is one of the most effective ways children learn. It builds your child's concentration and thinking skills as well as building their skills in using numbers, seeing patterns and being able to group things together. Playing games with others helps their social skills and gives them a chance to practice things they have heard and seen.

Children gain confidence in speaking through demonstrating their knowledge to others. Chatting and listening to your child will help build their communication skills. Talking about words and their meaning in everyday life will also help build your child's vocabulary – and your own!

Playing games that involve words are great for increasing your child's vocabulary. Games that involve dices and numbers help with maths and logical reasoning.

Family games ; Technology is brilliant! But your kids get big benefits out of this special family time. In addition to teaching them about teamwork, patience, and how to win and lose gracefully, games can actually benefit kids' brains and language development.

Please adapt activities according to your child's **ability and confidence**. For any game that involves writing , you could write the answer for your child, or s/he might use pictures rather than writing; for any verbal game, give your child enough time to think of answers—the “silent 10 second rule” is useful.

Above all—HAVE FUN!

Categories

Make sure each player has a pencil and piece of paper. Have a timer ready—e.g. on your mobile 'phone.

- Each player draws a 6x6-box grid on their piece of paper
- Agree on the 5 categories e.g animals, anything to do with sports; food ; girl / boys' names; countries; toys or games; household items; films etc
- To choose the letter for each round, any player mentally recites the alphabet—slowly or quickly—until someone shouts STOP! Or you might wish to make a set of alphabet cards for the game or throw dice to see who decides on the letter.
- Agree on a time limit to fill the columns— this will depend on your child's confidence .

SCORING - 2 points for each answer ; 1 point if someone else has put the same answer

<i>Girl's name</i>	<i>Boy's name</i>	<i>Place</i>	<i>Food</i>	<i>Animal</i>	<i>Points</i>
<i>Tesni</i>	<i>Tom</i>	<i>Tregarth</i>	<i>Tortilla</i>	<i>Tiger</i>	<i>10</i>
<i>Bethan</i>	<i>Brendan</i>	<i>Barcelona</i>	<i>Beans</i>	<i>Bat</i>	<i>8</i>
					Total



I Spy with a twist



- Choose a letter
- Send your children on a treasure hunt around the house to find things beginning with that letter
- They can write a list or draw quick pictures of what they find—or even take photos with a mobile 'phone
- Time up after 5 minutes ...or 10 if you want some peace and quiet!



I Spy with another twist



- Give your child/ren a ticklist and set of clues.
- Read through the clues with them.
- They have to draw each object. Examples :
Something minty in the bathroom
An orange object in the kitchen
A picture of a cat somewhere in the house
Something in the living room that keeps you warm
Something outside the house that makes a noise
Something in the kitchen that has a smell

Tell a Quick Story



A main character	1 unicorn	2 queen	3 dog	4 astronaut	5 octopus
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B a location	1 the moon	2 a castle	3 under the sea	4 a volcano	5 dark forest
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C an object	1 smelly socks	2 a huge ball	3 a magic cloak	4 rotten bananas	5 a tiny diamond
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D an action	1 a dance	2 a race	3 a theft	4 a feast	5 a battle
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E a second character	1 a chef	2 a giantess	3 a meerkat	4 an alien	5 a monster
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Write out the above cue cards, make up your own, or get your child to make some.

In turn, each player asks for a cue from each category e.g. A3, B1, C5 etc. You can jot these down for your child.

Players have only a few minutes to come up with a "story"; the story must be short. The cues don't have to be used in order.

e.g. " There was once an *astronaut* called Madge who decided to visit *a castle*. When she got there, her *socks were so smelly* that she had to take them off. The smell attracted a *monster* who smiled and asked Madge for a *dance*. She was very happy."

Hangman



Have a category for each game e.g. animals, things you can eat, songs; toys etc

[YouTube](#) ; [Howcast](#) ; [how to play hangman](#)

<https://www.youtube.com/watch?v=ywzCUesB61s>

Charades



If your memory needs refreshing, watch this clip :

<https://www.youtube.com/watch?v=5k046eyTqjo&t=22s>

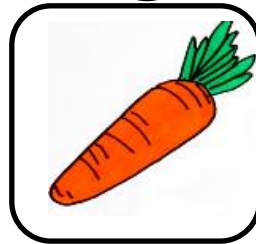
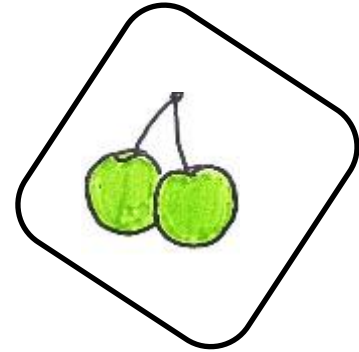
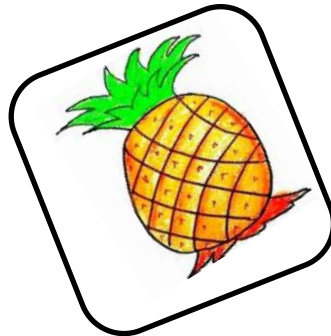
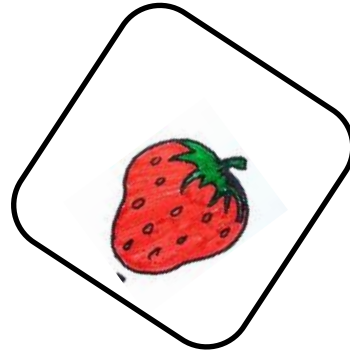
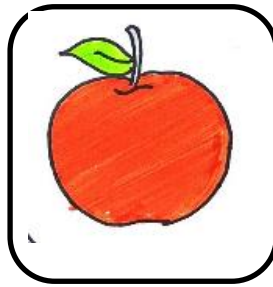
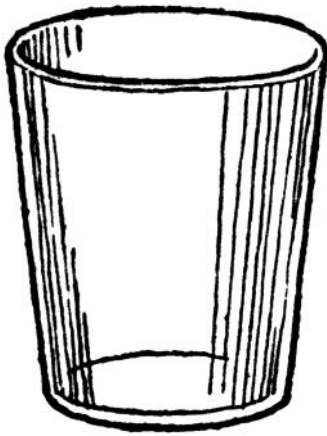
Skip to the middle part to see the gestures needed for the game

Some ideas

Film: Frozen ;How to train your Dragon; Angry Birds ; Tangled ;The Karate Kid ;Paddington Bear; The Lion King; The Jungle Book ;Happy Feet; Star Wars ;Ice Age

Books : The Cat in the Hat ;Diary of a Wimpy Kid ;Any of the Mister Men or Little Miss books (for instance, Little Miss Trouble or Mr. Tickle) ;Harry Potter and the Philosopher's Stone ;The Lion, the Witch and the Wardrobe ;Hunger Games ; War Horse ; Lord of the Rings

Syllable Smoothies



● ● ●
pine-app-le

Draw a selection of fruit /vegetables / Foods on to scraps of card or paper

Try to include 1-syllable words : grapes, egg, juice, cream

2-syllable words : lemon: apple ; yoghurt; melon

3-syllable words : pineapple; tomato; banana

The names are placed in a pile, face down. Each player gets 2 or 3 cards.

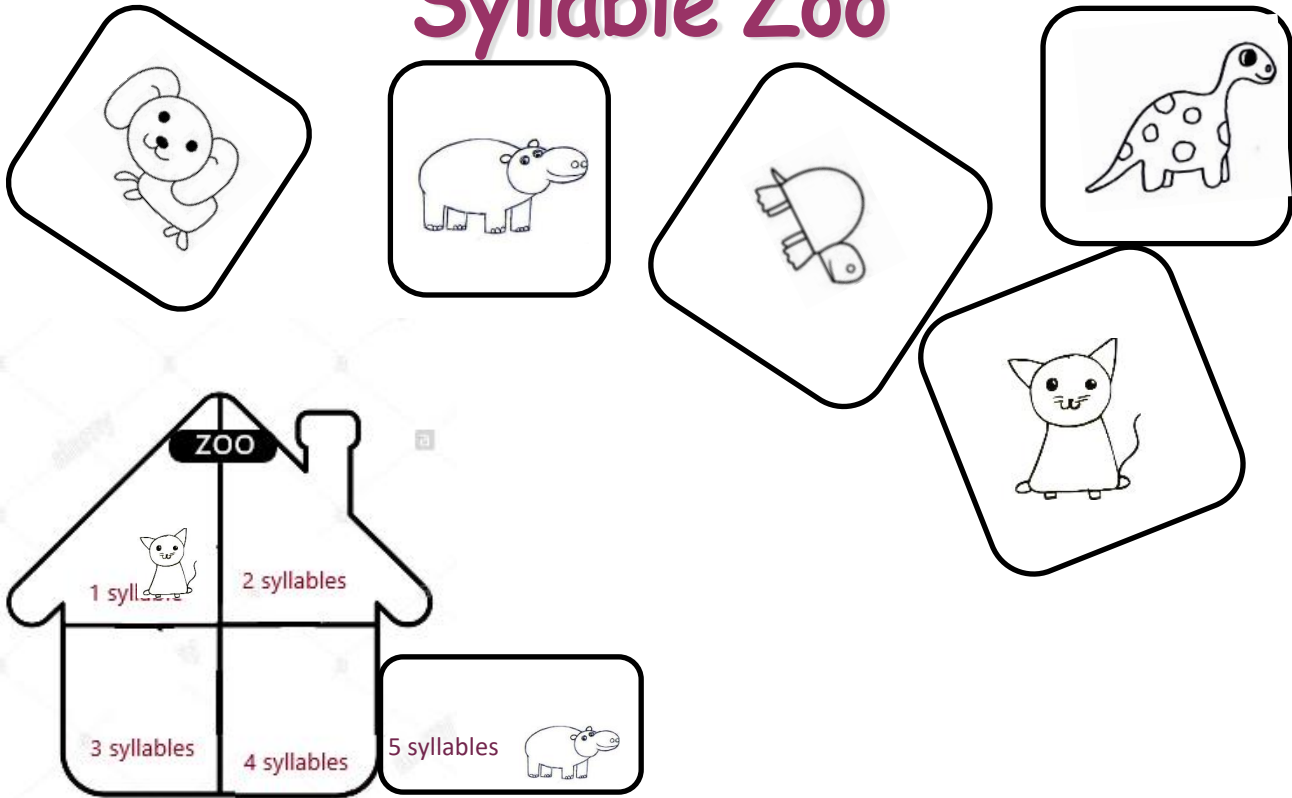
Clap the syllables on picture 1 and place it in your glass. Do the same for picture 2 . "Shake" your glass and add up your syllable points to find the winner.

e.g grape and apple = 1 + 2 = 3

Best of 3 turns!

Your child could think of some yukky ingredients to add to the game e.g. rotten eggs; slimy snail ; worms.....

Syllable Zoo



Draw a five-section "zoo" (see above) for each player.

Write or draw a selection of animals on to scraps of card or paper.

Your child could draw some of the pictures —look for "how to draw animals for kids" on the internet.

Or there are pictures available at <https://sightwords.com/phonemic-awareness/syllables/animal-sorting/>

Include 1-syllable words : dog; cat; fox; toad; horse; bear

2-syllable words : zebra; tiger; panda; giraffe

3-syllable names : gorilla; kangaroo; flamingo; elephant

4-syllable names : orang-utan; armadillo; anaconda; daddy longlegs

5-syllable names : hippopotamus; tyrannosaurus

The names are placed in a pile, face down. Each player takes a card in turn and claps the animal name. The animal is placed in the correct section. e.g the zebra goes in section 2, the cat in section 1 etc. of your zoo.

If the section is already filled, the animal picture goes to the bottom of the pile.

The winner is the first to fill every section.

This offers a great chance to look up animals on the Internet . Search "Amazing Animals Facts for Kids". Your child might also enjoy learning how to draw animals and creating his/ her own paper zoo!