

Word Wall Games



Snap

To play snap you will need two of each keyword on individual pieces of paper, shuffle them and divide out between at least two players, then take it in turns to lay down a word. If the words match say "snap" the child tries to read the word. Initially help may be required, so either sound out the word, or the beginning of the word, until it should become more instant to read it.

Pairs

To play pairs you will need two of each word on individual pieces of paper or card. Put all the cards face down, and then simply turn over two cards till you get a pair. Once you get a pair try and sound out, or read the word. This helps with memory too, as you try to remember where you saw the word before. The child could play this game on their own, or it can be played as a game with two people taking it in turns to turn over two words. Everytime you get a match, pick those words up and you keep them, the winner is the person with the most sets of pairs.

Ask a question

To help learn the key words you can also play ask a question. Pick five to ten keywords to learn, making sure they are ones that you can use as an answer. Some more obviously lend themselves to this, but most of them can be, if you think creatively. Then ask your child a question and they pick the right answer from their key words. So if one of your keywords is cat, a question like, 'what purrs?', and they have to pick cat from the 5 keywords they have.

Finding the words in books

To also help not see words in isolation, and as part of reading, it's useful to get the child used to seeing the key words in books. So they aren't just words you have to learn, but there is a purpose to learning them. So initially pick just one key word the child is going to read in the book, then find a book that has a few of that word in, preferably a book they are interested in, or even comic, magazine whatever interests them. You read to them, guide under the words with your finger and they read all the keywords. They may need prompting, especially initially, but in time they will come to spot the word themselves. Once they have got used to spotting one word, you can move onto spotting more, and eventually you can progress onto reading together.

Combining with physical activities

You can get them to run to the word and back to you see how quick they can do it, and they have to try and get the right word. Another way to help this type of child is to hopscotch except with words instead of numbers, where they jump or hop on the words you are saying. Also using cars, trains, trucks in play to drive to the right word too.

Hunt the words

Use one set of word cards. Hide a number of them around a room (your child must not look). The child has to find the cards and bring them back to you saying the words they find as they find them.

Shout out loud

Use one set of word cards. Spread the word cards out face down. Take it in turns to turn over one card at a time. The first person to shout the word out loud wins the card. Keep going until all the cards have been won. You can play this with silly voices. Before you turn over a card you have to decide what sort of voice you have to use to say the word e.g. whisper the word, say it like a gorilla, roar it like a lion, squeak it like a mouse.

Hunt the words

Use one set of word cards. Hide a number of them around a room (your child must not look). The child has to find the cards and bring them back to you saying the words they find as they find them.

Splat the word

Use one set of word cards. Spread a number of cards out on a table or the floor. Ask someone to say one of the words. Whoever is first to splat the word with their hand (or the back of a spoon) wins the word.

I'm thinking of a word

Use one set of word cards. Spread a number of cards out. You pick a word but don't tell your child which word you are thinking of. Say "I'm thinking of a word, the word begins with....." The child has to guess what the word might be from the ones spread out. If they guess correctly they can keep the card. If they can't guess then give them another clue " I'm thinking of a word that hassounds" or ".....ends with....." or "....has the word ant in it." Keep giving clues until they guess the word.