

## ARE GAMES JUST FOR FUN?

*Do they only need to be about colours, shapes, or the alphabet to be educational?  
Think again...with your involvement, most games can teach all that and much more...*

### GAMES TEACH:

**Social Skills:** turn taking, losing “with grace” (sportsmanship), interacting positively with others

**Listening Skills:** following instructions, understanding rules, answering questions

**Talking Skills:** building vocabulary, asking questions, describing

**Literacy skills:** reading, learning letters and sounds, spelling words

GAMES WITH NO MATERIALS		
GAME	DESCRIPTION	WHAT IT TEACHES
<b>I SPY</b> 	Take turns giving clues to allow another person to guess an object. You may use pictures or objects in your environment.	<ul style="list-style-type: none"> <li>- turn taking</li> <li>- asking questions (i.e. “Is it a...?”)</li> <li>- concepts (i.e. “I spy something that is <b>above</b> the fridge/<b>beside</b> the chair)</li> <li>- initial sound identification (i.e. “I spy something that starts with the sound mmmm”)</li> <li>- negation (i.e. ‘It isn’t _____’)</li> </ul>
<b>SIMON SAYS</b> 	A leader gives directions to follow. If the leader says “Simon Says”, follow the direction (i.e., “ <i>Simon Says touch your knees</i> ”). If the leader does not say “Simon Says”, do not follow the direction (i.e., “ <i>Touch your knees</i> ”).	<ul style="list-style-type: none"> <li>- listening skills, following directions</li> <li>- vocabulary (i.e. body parts and action words)</li> <li>- giving instructions (you may have the children take turns being the leader)</li> <li>- concepts (i.e. hands <b>behind</b> head, shake hands <b>quickly</b>, touch nose <b>slowly</b>)</li> </ul>
<b>STORY TELLER</b> 	Teacher introduces the topic of the story (with or without using pictures). The children sit in a circle and take turns adding to the story. Simplify the game by retelling a story from a book which has been read.	<ul style="list-style-type: none"> <li>- listening skills</li> <li>- memory skills</li> <li>- sequencing the story line</li> <li>- using connector words (i.e. then, after, when)</li> </ul>
<b>20 QUESTIONS</b> 	The leader thinks of or hides an object and the children ask a variety of questions to determine what it is.	<ul style="list-style-type: none"> <li>- asking questions</li> <li>- describing objects</li> <li>- reasoning skills</li> <li>- category words (i.e. toys, clothes, animals)</li> </ul>

STORE BOUGHT GAMES		
GAME	DESCRIPTION	WHAT IT TEACHES
<b>GUESS WHO?</b> 	Players guess which character the other person has. They ask questions about the character's appearance (i.e. "Is it a boy?" Does he have glasses?")	<ul style="list-style-type: none"> <li>- reasoning skills</li> <li>- describing skills (ie. hair colour, gender)</li> <li>- asking and answering questions</li> <li>- turn taking</li> <li>- listening skills</li> </ul>
<b>MEMORY GAMES / CONCENTRATION</b> 	Put pairs of pictures face down and take turns picking two. The goal is to find two pictures that match. The child has to label the pictures or use them in a sentence.	<ul style="list-style-type: none"> <li>- vocabulary</li> <li>- visual memory</li> <li>- turn taking</li> <li>- concepts (ie. same / different , pair)</li> </ul>
<b>CANDYLAND / SNAKES AND LADDERS / MONOPOLY</b>	These are examples of turn taking games.	<ul style="list-style-type: none"> <li>- numbers, counting</li> <li>- colours</li> <li>- turn taking</li> <li>- concepts (ie. start/ beginning; finish / end)</li> </ul>
<b>CARD GAMES</b> 	Can use traditional cards or picture cards (ie. <i>Go Fish, Old Maid</i> ).	<ul style="list-style-type: none"> <li>- asking and answering questions (i.e. Do you have a...?")</li> <li>- turn taking</li> <li>- reasoning skills</li> </ul>
<b>SCRABBLE / BOGGLE</b> 	These are examples of word / spelling games.	<ul style="list-style-type: none"> <li>- understanding letters, words and spelling</li> <li>- turn taking</li> </ul>
<b>SCATEGORIES</b> 	Each player is given a list with several categories (i.e. animals, food). One player rolls a dice with letters. Each player writes one word for each category that starts with that letter.	<ul style="list-style-type: none"> <li>- word retrieval</li> <li>- reading</li> <li>- spelling</li> <li>- vocabulary development</li> </ul>
<b>TABOO</b> 	A player has his partner guess the word on his card. The player gives clues to help his partner guess the word.	<ul style="list-style-type: none"> <li>- turn-taking</li> <li>- word retrieval</li> <li>- making semantic associations</li> <li>- reading</li> </ul>

**What else can you think of?**

Choose some of your classroom games. Explore the range of skills that can be taught while playing these games. You'll be surprised by how much can be learned while playing a simple board game!!!