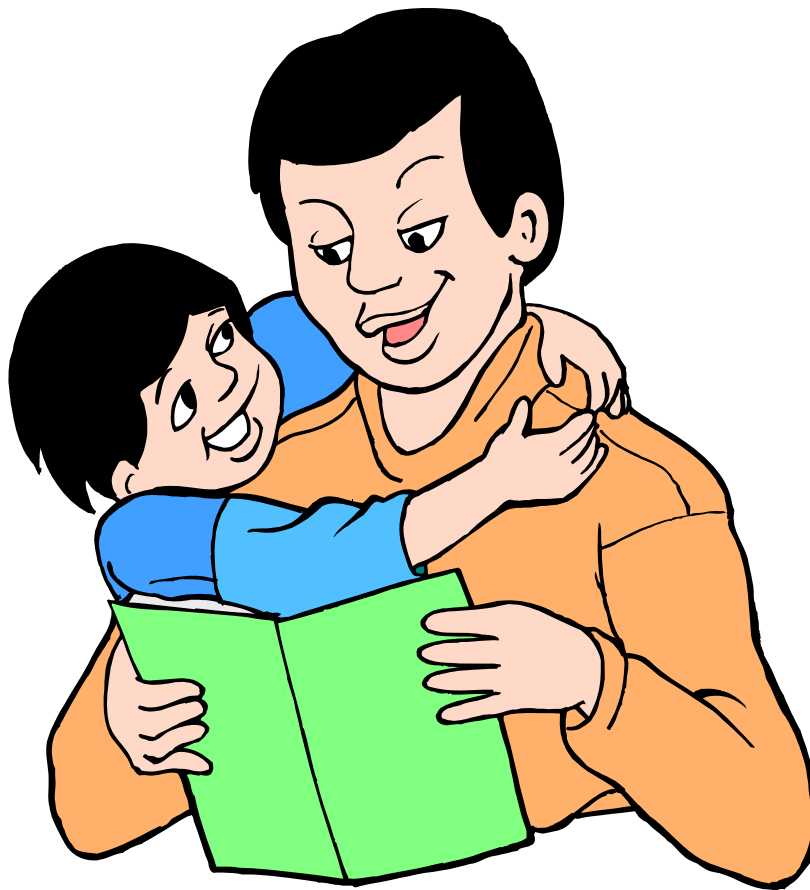


More Fun Ideas

For Ages 4, 5, and up



Reading is it!

Ages: 5 and up

What you need:

- Magazines
- Books



Directions:

- The best way for your learner to practice reading skills is to read about the subjects she finds most interesting.
- Make a list of topics that learner really likes. Children go through cycles of what they love - change the topics as their interests change.
- Ask your learner to help pick magazines, books, and other reading materials that focus on the topics of interest. For example, if your learner loves cars, borrow a car magazine, books about cars, and an autobiography of a racecar driver from the library.

Adapted from *50 Fun Ways to Improve Reading*, which was created as part of the *Bridges to Reading* kit, developed by [Schwab Learning](#).



Shopping Trip

Learners listen for the first sounds to connect language and reading.

Ages: 4 and up

What you need:

- Magazines or catalogs with pictures of objects that the learner knows.

Directions:

- Ask your learner to choose a magazine or catalog and invite her to go on a make-believe shopping trip.
- Ask your learner to close her eyes. Point to an object on the page and ask her to open her eyes. Ask "What are you going to buy?" If she says, "A hat," ask, "What sound does **hat** start with?"
- Say, "Good. **Hat** starts with the sound **h**."
- Repeat the steps and take turns shopping for something and naming the first sound of the word that describes it.





1-2-3

Each sound in a word is important. Help your learner begin to read. Practice this game of listening and naming each sound in a word.

Ages: 4 and up

What you need:

- Pictures of objects that your learner knows. The words for the objects should have three sounds such, as **s-u-n**, **m-a-n**, **d-o-g**, **c-a-t**, **p-i-g**, and **c-o-w**.

Directions:

- Sit across from your learner at a small table or on the floor. Put the pictures face down in the middle of the table.
- Say, "Let's play a game called 1-2-3. You pick a picture. When I hold up one finger, you say the first sound of the word that describes the picture. When I hold up two fingers, tell me the next sound. When I hold up three fingers, tell me the last sound."
- Say, "Let me show you how." Pick a picture and say the word, for example, **sun**. Hold up one finger and say **s**. Hold up two fingers and say **u**. Hold up three fingers and say **n**. "The sounds in **sun** are **s-u-n**."
- Say, "Now, you try." Your learner picks a picture and names the picture. "Good, that is a **dog**. Tell me the sounds in **dog**." Hold up one finger for the **d**. Hold up two fingers for the **o**. Hold up three fingers for the **g**. "Good, the sounds in **dog** are **d-o-g**."



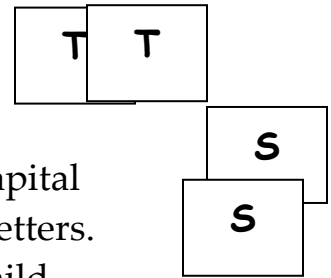
Same Sounds Game

Before they read words, children need to know the sounds of letters. This game gives children practice in matching sounds and letters.

Ages: 4 and up

What you need:

- Make a set of index cards or pieces of paper with a capital letter on each card. Make another set with the same letters. Start with 8 to 10 letters. Add more letters as your child learns more.



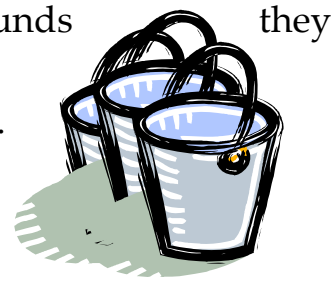
Directions:

- Mix up the alphabet cards and place them face down on the table.
- Say, "We're going to play a game where you try to find two of the same sounds. When you find two that are the same and you say the sound, you get to pick up the cards. Let me show you how."
- Turn over one card, for example **T**, and say the sound **t**. Turn over another card, for example **S**, and say the sound **s**. Ask, "Are the sounds the same?" Your learner says no. "That's right, they are not the same, so I don't get to pick the cards up."
- Say, "It's your turn to find the cards that are the same." Your learner turns over one card and says the sound, then picks a second card and says the sound. If they are the same, he keeps the cards. Then he picks two more cards. If the cards are not the same, turn the cards face down.
- Take turns playing.
- If your learner does not know the sound. Say "This sound is **s**."
- Keep going until all the cards are picked up.



Words I've Heard and Silly Words

When children learn to read, they use the letter sounds already know to make new words. In this game, children make words, some familiar and some not.



Ages: 5 and up

What you need:

- Three containers (small boxes or margarine tubs). Small pieces of paper with letters that have sounds your learner knows. Make several copies of the letters that are used often in words, such as **a, s, t, r, e, n, i, g**.

Directions:

- Sit beside your learner and put the three containers in front of you. Put the vowels in the middle container and put consonants in the first and last containers.
- Say, "We're going to use letters in these containers to make words. We will make some words you know and some silly words. I'll show you how to make a word."
- Pick a letter from the first container and say its sound, for example **t**. Pick a letter from the next container, for example, **i**. Pick a letter from the last container, for example, **g**. Put the sounds together, **t-i-g**. The word is **tig**.
- Ask your learner, "Do you know this word or is it a silly word? That's right, it's a silly word."
- Say, "Okay, it's your turn to make a word." Ask your learner to pick a letter from each container and make a new word.



Name Collage

Mary

This activity helps learners develop pre-reading skills, small-motor skills, and creativity.

Ages: 5 and up

What you need:

- Construction paper
- Scissors
- Glue
- Magazines
- Newspapers

Directions:

- Ask your learner to draw and cut out each letter in her name from large pieces of construction paper.
- Ask her to look in the magazines and newspapers for pictures and words that describe her hobbies, likes, family, talents, favorite school subjects, and foods.
- Glue the pictures on the letters to create her own personal collage.
- Hang the finished project on the refrigerator or on the door to her room.



Family Collage Writing Activity

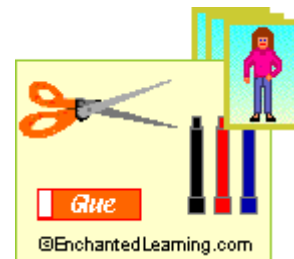


Make a great family collage - cut out pictures of family members and glue them to poster board. Older kids can write things on their collage.




Ages: 4 and up

What you need:

- Family photos
- Scissors
- Glue
- Thick paper or posterboard
- Markers to decorate the collage



Directions:

	<ul style="list-style-type: none">• Cut out some pictures of family members from photos. Ask your parents before you cut any photos!
	<ul style="list-style-type: none">• Glue the pictures onto the paper or poster board.
	<ul style="list-style-type: none">• Decorate the collage - use markers.• For older kids: Label the pictures and write the dates. Describe what people are doing.

Adapted from enchanted learning <http://www.enchantedlearning.com/crafts/familytree/semicircle/>



Meet Your Match Card Game

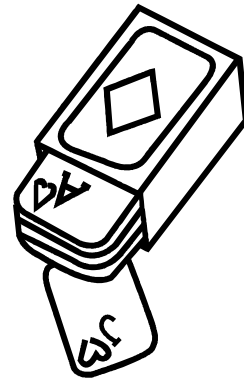
Ages: 4 and up

What you need:

- Deck of cards

Directions:

- Here's a game that you are almost sure to lose, but it's great fun to play anyway. Play alone or with a friend.
- Take the jokers out of the deck of cards.
- Shuffle and put the pack face down on the table.
- Call out the names of the cards in their regular sequence – "Ace, two, three, four," right up through "king." As you say each card's name, turn over the top card of the deck. The point of the game is to be wrong every time. You score a point for every 'wrong' call.
- The funny thing is, it's almost impossible to get through the whole deck without coming up with a match.



Adapted from 101 Things for Kids to Do by Shari Lewis, Random House, New York, 1987



Letter Bingo & Letter Sounds Bingo

Ages: 4 – 6

What you need:

- Bingo cards
- Bingo marker
- Crayons/ markers






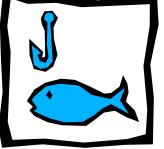
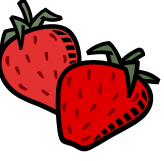










Directions:

- Make your own bingo cards with letters of the alphabet. See the sample.
- Use the letters you want to reinforce. For letter sounds, begin with common consonants such as b, t, m, s, and r. Don't overwhelm learners with too many letters.
- Call out the letters or letter sounds such as, "buh" for bat. Ask learners to cover that letter or sound with a cheerio, coin, or whatever else fits.
- Or make letter tiles with cardboard and ask children to place the tiles on their bingo boards.



More Fun Ideas

Sample Bingo Card

A 	C 	F 	G 	F 
T 	S 	B 	D 	H 
K 	N 	P 	R 	V 
J 	Q 	M 	L 	W 



Alphabet and Reading Poems

Ages: 5 and up

What do you need:

- Exercise book or poetry book
- Photocopies
- Markers, crayons etc.

Directions:

- Photocopy the poems.
- Ask your learner to paste them into an exercise book.
- Decorate the cover of the poem book.
- Draw pictures to go with each poem.
- Say the poems together. Point to each word as you go. Do the actions to the poems. Make up tunes to go with the poems.
- Make up new poems to go in your poem book.



More Fun Ideas

The Alphabet Monster

I'm the Alphabet Monster
And Nothing tastes better
To the Alphabet Monster
Than eating a letter.
A "j" and an "a"
And a "c" and a "k"
And the million more letters
I munch every day.
I'm hungry now.
What shall I do?
I think I'll eat
a "y"
an "o"
and a "u" that means YOU



The Alphabet Song

A-B C-D E-F G
Say the alphabet with me,
H-I J-K L-M N
O-P Q-R S and T
Read it back out loud to me,
U-V W X-Y-Z
Now it's always in your head.
Write it down with ink and pen,



More Fun Ideas

Books

I like books
I really do --
Books with stories
And pictures, too.
Books of birds
And things that grow
Books of people
We should know.
Books of animals
And places, too,
I like books.



Now That I Can Read

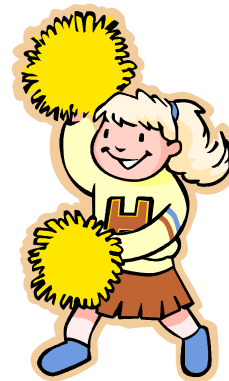
I used to need somebody
To sit and read to me.
I'd look at every page they read
And listen carefully
But now that I am in first grade.
I'm filling up a shelf
With stories, poems, and other books
That I can read by myself



More Fun Ideas

Vowel Cheer

Give me an "A"
Give me an "E"
Give me an "I"
Give me an "O"
Give me a "U"
What do you have?
VOWELS!!!!



Funny Words

They give my mind the jitters
The sound the same to you and me,
But are spelled with different letters.
There's see and sea
And be and bee

It's terribly confusing!
There's new and knew
And through and threw
it's really not amusing!
There's deer and dear
And here and hear
it's horribly disturbing!
There's there and their
And bare and bear
It's really most perturbing!
English has some funny words



More Fun Ideas

Learning to Read

I'm trying hard to learn to read
But what's a kid to do
When there's a NO and a GO and a
SO and a HO
And then there's a word like TO!



Reading BONE and CONE and LONE
and TONE
Can almost be kind of fun,
But I get upset when I have to believe
That D-O-N-E spells DONE!

It's plain to see a kid like me
Sure needs a helping hand.
No matter how much I really try
I just don't understand.

I'm trying hard to learn to read.
Somehow that's what I'll do.
But for now if you'll just read to me
Someday I'll read to you.

Poems from <http://web.archive.org/web/20011005211835/members.home.net/henriksent/alphabet.htm>



What's Wrong?

This is a thinking activity. It is good for young children to try and figure out what is wrong or missing. It helps them learn about same and different.

Ages: 4 and up

What you need:

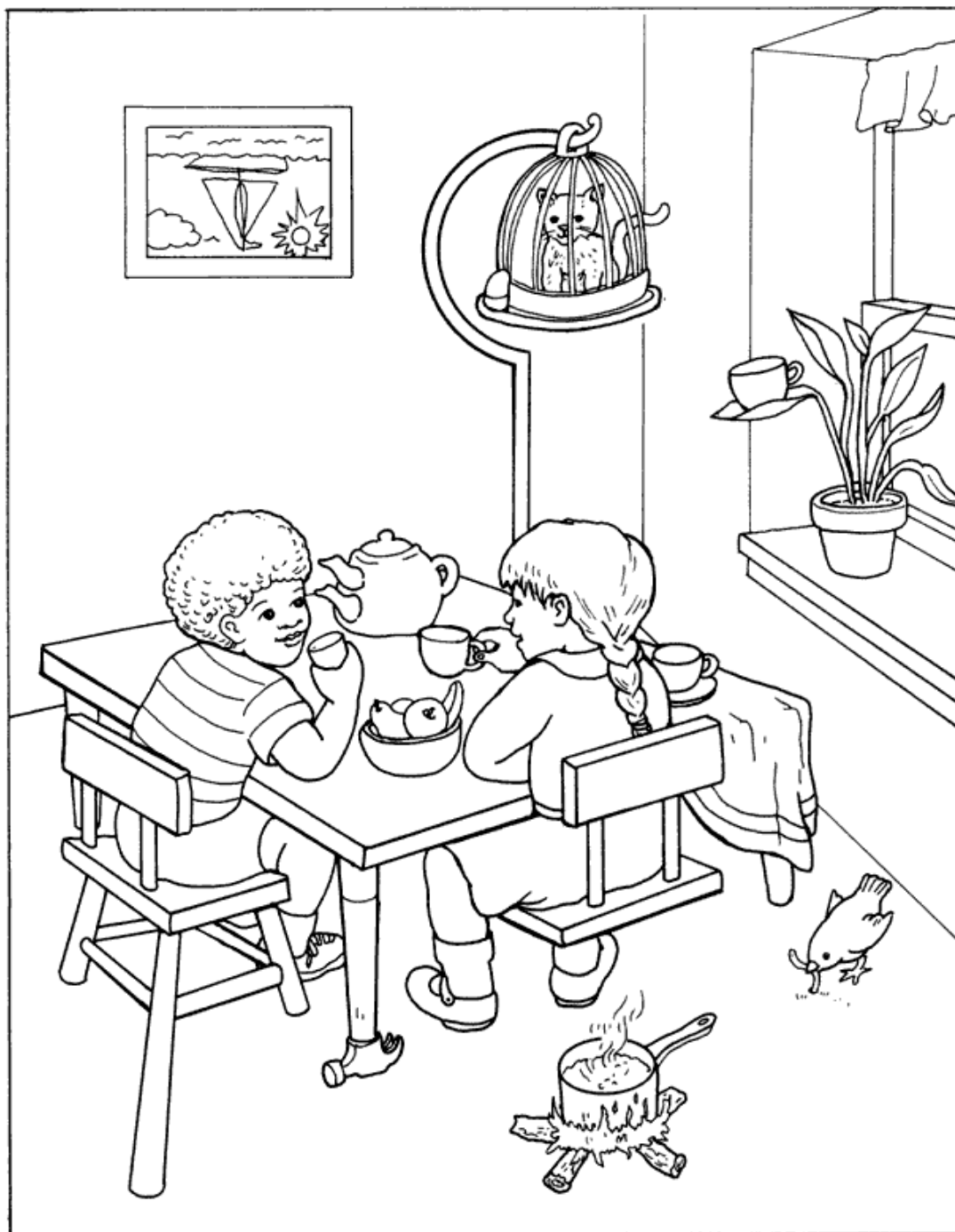
- Handout
- Your imagination

Directions:

- Use the following picture and ask your learner what is wrong in it. There are 10 things wrong.
- Make up your own picture with things that are wrong.
- Put items together like a banana, apple, grapes, and a carrot. Ask which one doesn't belong and why.
- You can have lots of fun with this kind of activity.



More Fun Ideas



Musical Instruments

Make some musical instruments to use when you sing with your child or learner. Singing is a great way to improve oral language in young children and lots of fun.

Ages: 4 and up

What you need:

- Ice cream containers
- Dowels or sticks
- Old glove
- Bells
- Toilet paper rolls
- Paper cups
- Tin foil pie pans or paper plates
- Beans, seeds, pebbles, sand, popcorn
- Paper towel roles
- Construction paper

Directions:

1. Drums

- Decorate an empty ice cream container from ice cream store. Use dowels or sticks for the drum sticks.

2. Finger Bell

- Use a glove and bells. Sew a bell on each finger and the thumb of the glove. Now wiggle your fingers.



More Fun Ideas

3. Shakers

- Make great shakers with toilet paper roles or paper towel roles. Put sand, pebbles, popcorn, or beans in them. Cover the ends with construction paper. Decorate them.

4. Paper Cup Maracas

- Put a few beans inside a paper but, cover the top with construction paper. Use popsicle sticks to make a handle.



5. Tambourine

- Fill tin-foil pie pans with seeds, or beans and staple or glue gun the pans together. Use heavy duty paper plates for a softer sound.



6. Rhythm Sticks

- Tap wooden dowels or hollow bamboo sticks together to make a rhythm sound.



More Fun Ideas

For Ages 6, 7, and up



Card Catalogue

Ages: 6 and up

What you need:

- 3" x 5" cards
- Pencil
- Small box



Directions:

- Your learner can use 3"x 5" cards and a box to make his own card catalogue. For each book he reads, ask him to write the title, author, and a brief description about the book on a card.
- Collect the cards in a box. Decorate the box and encourage your learner to share the catalogue with friends. Suggest that he keep track of the number of books in the catalogue.

Adapted from *50 Fun Ways to Improve Reading*, which was created as part of the *Bridges to Reading* kit, developed by [Schwab Learning](#).



Code Words

Ages: 7 and up

What you need:

- Paper or other writing surface
- Pen or pencil



Directions:

- Write down words with missing letters. Leave a space for the missing letters to be filled in later.
- For younger children, leave out vowels; for older children, leave out vowels, consonants, or a combination of both.
- Help your child figure out what letters are missing.
- Increase the level of difficulty as she gains confidence.

Example

Th_ c_t in the h_t

(Answer: The cat in the hat)

v_ll_yb_ll, p_nc_l, tea_he_, b_occ_li

(Answers: volleyball, pencil, teacher, broccoli.)

Adapted from *50 Fun Ways to Improve Reading*, which was created as part of the [Bridges to Reading](#) kit, developed by [Schwab Learning](#).



Paper Family Tree

Make a child's family tree from construction paper. Your learner can make a simple family tree and learn about their family's heritage.

Ages: 7 and up

What you will need:

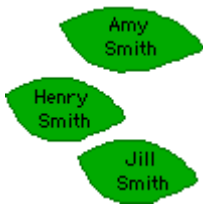
- Sky blue and green construction paper
- Crayons, paint, or markers
- Scissors
- Glue stick



Directions:



- Draw a large tree with many branches.



- Cut out leaves from the green construction paper.
- Each leaf represents a person in the family. It should be big enough to write a person's name. Cut enough leaves for the whole family. Include grandparents, aunts, cousins etc., if you want.
- Write the name of each person on a leaf. Include the relative's relationship to the child, such as "Grandma Joan Smith."



← The child and siblings
← The child's parents
← The child's grandparents

- Glue the leaves to the tree. Put the child's generation at the top of the tree, the parents at the second level, and the grandparents at the bottom.

Adapted from enchanted learning <http://www.enchantedlearning.com/crafts/familytree/semicircle/>



Love Letters

Ages: 6 and up

What you need:

- Pen or pencil
- Any kind of paper



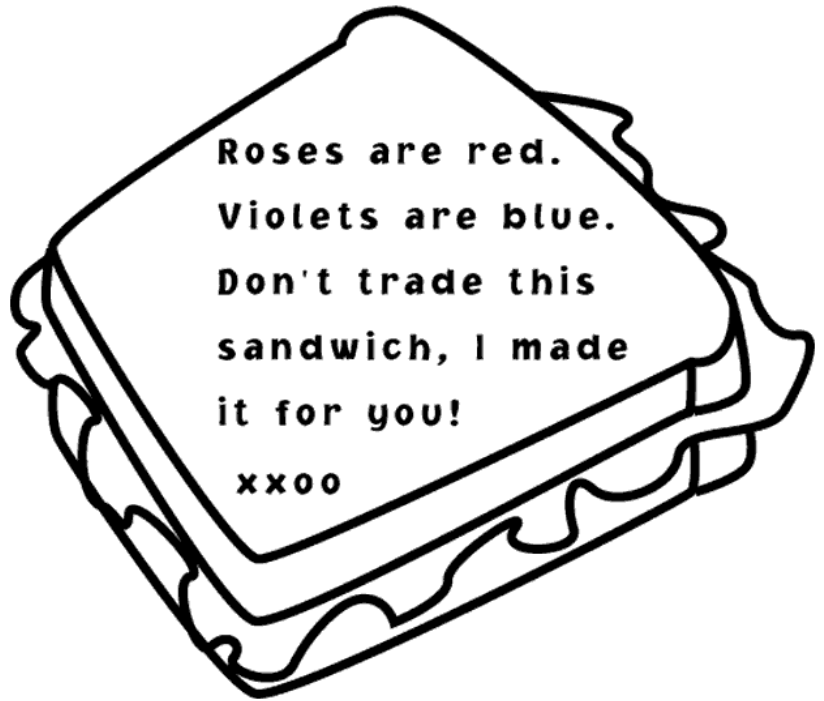
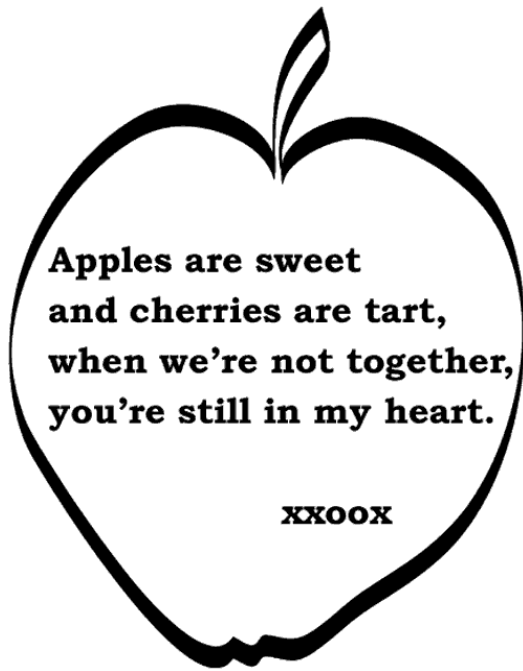
Directions:

- Write notes to your child or learner. Include words of encouragement, questions, and statements. Sample notes are on the following pages.
- Surprise him often with the letters.
- Mail them to him, hide them under his pillow, put them in his lunch bag, put them in his desk, stick them in his sock drawer, or tape them to the mirror in the bathroom.
- Ask him to write back to you. Save the letters to show how he improves. Save the letters for when he gets older.

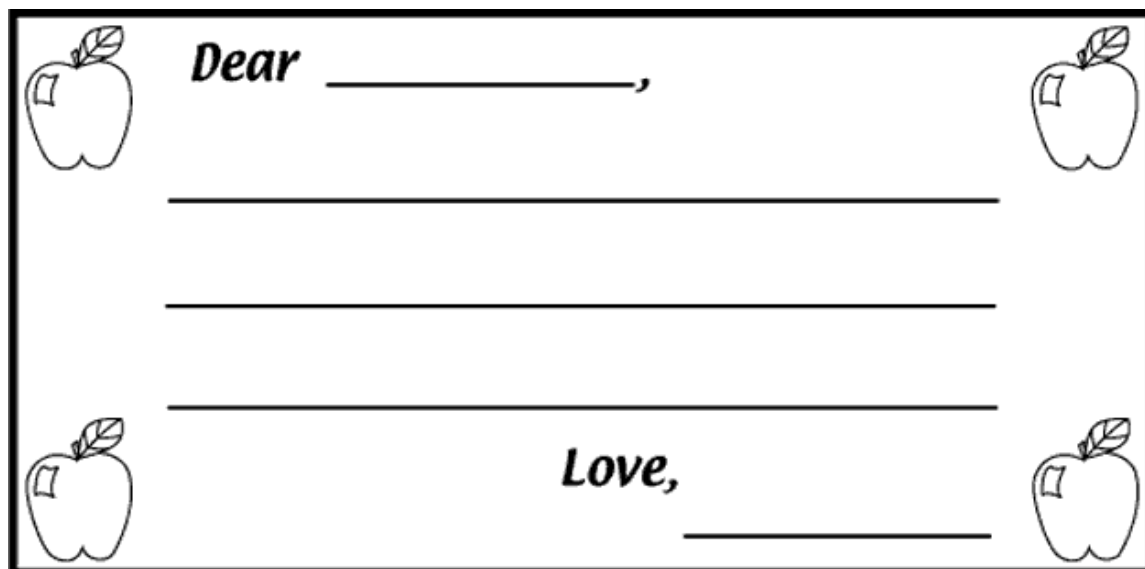
Adapted from *50 Fun Ways to Improve Reading*, which was created as part of the [Bridges to Reading Kit](#)



More Fun Ideas

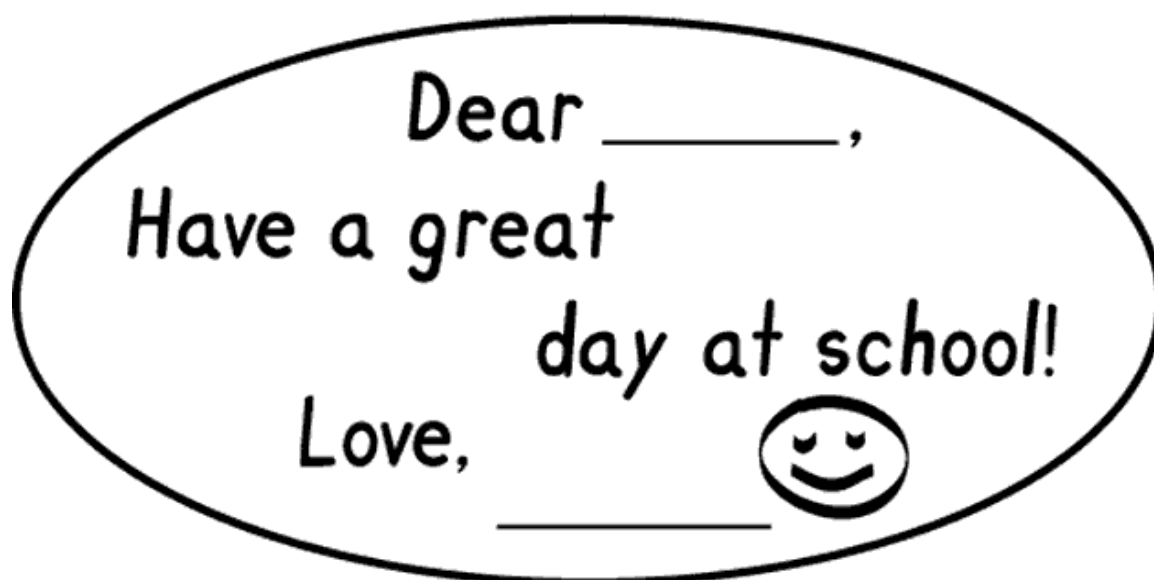


More Fun Ideas



Dear _____,

Love, _____




Dear _____,

Have a great

day at school!

Love, _____



Alphabet Counts

This activity gives your learner lots of practice in counting and adding.

Ages: 7 to 10

What you need:

- Your time only

Directions:

- Assign a value, 1 through 26, to each letter of the alphabet. Look at different words and add up the values of the letters. For example, if A is 1, C is 3, and E is worth 5, the value for the word ace is 9. Ask your learner to find an object with a really high value.
- Ask your learner to predict which family member's name is the highest value and which is the lowest. Then ask your learner to find the actual values of all their family members' names.
- In addition, they can guess the highest and lowest values for provinces, countries, animals, friends, planets, and so on.

A	B	C	D	E	F	G	H	I	J	K	L	M
1	2	3	4	5	6	7	8	9	10	11	12	13
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
14	15	16	17	18	19	20	21	22	23	24	25	26

Adapted
from 101 Things for Kids to Do by Shari Lewis, Random House, New York, 1987



More Fun Ideas

Go Fish

This is just like the card game but you use words! Two to four players can play.



Ages: 6 and up

What you need:

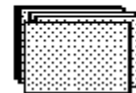
- Index cards
- Markers
- Words from a story

Directions:

- Pick 10 to 20 words from a book your learner is reading. Print each word clearly and boldly on two separate 3x5 inch index cards. Children may help – ask them to copy the words on the second card.
- Shuffle and deal 3 - 5 cards to each player. Place the rest of the deck face down.
- Players take turns asking each other for a card to match one held in his or her hand. If the opponent has a matching card, they give it to the person who asks, and the player takes another turn. If the opponent does not have a match, he or she says "Go Fish" and the player draws from the remaining deck of cards, and the next player takes a turn.
- Each time a player has a match, he or she reads the words, and puts down the pair, face up. Continue the game until the cards are all used up.



(Go Fish Ple)



More Fun Ideas

- Use rhyming words instead of matching words. In this case, players ask for "a word that sounds like 'night'..." At the end, the child can earn extra points by dictating or writing additional words that rhyme with the base words, or creating "silly" sentences using the rhymes.

Note

Adapt the game for older children, or more advanced readers: Variations can include vocabulary practice such as using homonyms (words that sound alike but are spelled differently and have different meanings: cent/scent; dear/deer, etc.), or contractions (can't; cannot, etc.).



Read Around Canada

Ages: 7 and up

What you need:

- Map of Canada
- Pins



Directions:

- Every time your learner completes a book they earn 1 kilometre for every two pages they read. They accumulate kilometres so they can 'travel' around the country.
- For example, if a child reads 100 pages she earns 50 kilometres to travel somewhere. This gives you a chance to talk about places and look the town up on the internet.
- Give incentives for a certain amount of kilometers. The incentives can be small things: stickers, a cookie, free time, computer time.



More Fun Ideas

Collage (Find the best words to describe a picture)

Ages: 7 and up

What you need:

- Magazines
- Newspapers
- Glue
- Scissors
- Paper



Directions:

- With your learner, look through old magazines and newspapers for photos that seem particularly interesting.
- Cut out the photos and glue each one to a piece of paper.
- Encourage your learner to look for words to use as captions for the pictures. They can be descriptive, humorous, or even just silly.
- Help your learner cut out words and glue them underneath the photos. For an added challenge, try to find different captions for each photo.
- For an online twist, log on to the Scholastic News Games & Quizzes <http://www.scholastic.com/kids/games.htm> area to play "Write the Caption." There's a new photo featured every week. Submit your best caption – it might be published on this site!



Letter Poems

Ages: 6 to 8

What you will need:

- Poems
- Card board
- Glue and scissors



Directions:

- Photocopy the alphabet poems.
- Paste them onto cardboard and then cut out each one.
- Ask your learner to read each poem.
- Ask them to try and make up a new poem.
- Try and put music to the poems and make up a song.

<p>Aa</p> <p>A is for apples. A is for ants. A is for alligators on my pants.</p>	<p>Bb</p> <p>B is for box. B is for bell. B is for bucket in my well.</p>	<p>Cc</p> <p>C is for cap. C is for cat. C is for cookies on my mat.</p>
<p>Dd</p> <p>D is for donut. D is for dog. D is for dinosaurs in the fog.</p>	<p>Ee</p> <p>E is for elephant. E is for eggs. E is for exercise for my legs.</p>	<p>Ff</p> <p>F is for Fred. F is for fish. F is for french fries in my dish.</p>



More Fun Ideas

<p>Gg G is for gate. G is for goat. G is for girl in my boat.</p>	<p>Hh H is for hippo. H is for hen. H is for Harry in my den.</p>	<p>Ii I is inside . I is for ink. I is for ice cream in my drink.</p>
<p>Jj J is for jelly. J is for jam. J is for jello on my tam.</p>	<p>Kk K is for ketchup. K is for key. K is for kitten just for me.</p>	<p>Ll L is for lemon. L is for leave. L is for lollipop up my sleeve.</p>
<p>Mm M is for monkey. M is for mitten. M is for milk on my kitten.</p>	<p>Nn N is for Nan. N is for nest. N is for nothing on my vest.</p>	<p>Oo O is for October. O is for ox. O is for oranges in my box.</p>
<p>Pp P is for pencils. P is for pan. P is for pickles in my can.</p>	<p>Qq Q is for Quincy. Q is for quail. Q is for quarters in my pail.</p>	<p>Rr R is for rain. R is for rose. R is for rabbit on my nose.</p>
<p>Ss S is for salamander. S is for snail. S is for spider in my pail.</p>	<p>Tt T is for teddy bear. T is for tie. T is for taffy in my pie.</p>	<p>Uu U is for umbrella. U is for up. U is for unicorn in my cup.</p>



More Fun Ideas

<p>Vv</p> <p>V is for vanilla. V is for van. V is for violins in my pan.</p>	<p>Ww</p> <p>W is for wheels. W is for wings. W is for Wendy on my swings.</p>	<p>Xx</p> <p>X is for x-ray. Xylophone too. X is for kisses I have for you!</p>
<p>Yy</p> <p>Y is for yellow. Y is for yarn. Y is for yo-yo in my barn.</p>	<p>Use these poems for making an alphabet book or just reading fun!</p>	<p>Zz</p> <p>Z is for Zelda. Z is for Zipper. Z is for zebra in my slipper.</p>



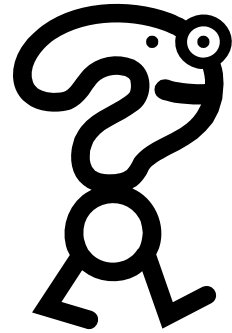
Mystery Person

Use this language experience activity with your family or several learners at one time. This activity reinforces the connection between written and spoken language and it is good for self-esteem.

Ages: 6 and up

What you need:

- Large chart paper.
- Markers



Directions:

- Write 'Mystery Person' at the top of the chart.
- Write and draw clues about a special person in the community, school, your family, or classroom.
- The children have to play detective to discover who the 'Mystery Person' is.
- Write the following clue: *My eyes are (color).*
- Use pictures and the appropriate color markers to illustrate the clues.
- Ask the learners to "read" the clue. Point to each word.
- Next, write the second clue. *My hair is (color).*
- Again, read the clue together.
- Continue writing and reading clues about the Mystery Person's favorite food, songs, stories, games, pets, family, etc.
- Tell the learners to smile when they know who it is.
- At the bottom of the chart write, "Who am I?"

From <http://www.literacyconnections.com/DrJeanMysteryPerson.html>



Writing in a Box

Writing in a Box promotes creativity and encourages story structure and impromptu writing.

Ages: 6 and up

What you need:

- Large shoe box or carton
- Miscellaneous items you have around the house like
 - An empty spool of thread
 - An old toothbrush
 - A curler
 - A baby shoe
 - A feather duster
 - A candle
 - A straw



Directions:

1. Put all the items in the box.
2. Ask your learner to pick three to five objects from the box.
3. Ask her to write a story in her journal or on paper that includes these items in the story.
4. Remind her to include an introduction, a well-developed body, and a conclusion in her story.
5. Ask her to read the story to you.



More Fun Ideas



More Fun Ideas

For Ages 8 and up



More Fun Ideas

Setting Goals

Ages: 8 and up

What you need:

- Paper or poster board
- Colorful markers



Directions:

- Help your learner choose a goal such as reading five "fat" books over the summer or winter, and help her reach that goal. For example take her to the library to select and borrow books.
- Draw a goal chart in the form of a thermometer. Fill in the "mercury" of the thermometer to track your learner's progress.
- Agree on a proper reward, and give it to your learner when the mercury reaches the "hot" part of the thermometer.

Adapted from *50 Fun Ways to Improve Reading*, which was created as part of the [Bridges to Reading](#) kit, developed by [Schwab Learning](#).



Detective Time

Ages 8 and up

What you need?

- Paper
- Pencil or pen



Directions

- Assign each alphabet letter a different code letter to create an alphabet code.
- Write a message to your child in code and have him decipher it.
- Ask your child to write a code message to you.

Example

Each letter is represented by the letter under it:

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M

Message: GUVF VF SHA!

Message un-coded: THIS IS FUN!

Adapted from *50 Fun Ways to Improve Reading*, which was created as part of the [Bridges to Reading](#) kit, developed by [Schwab Learning](#).



More Fun Ideas

Family news

Ages: 8 and up

What you need:

- Paper
- Pencil



Directions:

- The whole family can participate in this one.
- Ask each family member to write an article about some family news.
- Ask your children to illustrate the article and make-up cartoons.
- Send the newsletter to out-of-town family and friends.
- You can also do this with your class or a group of learners.

Adapted from *50 Fun Ways to Improve Reading*, which was created as part of the *Bridges to Reading* kit, developed by [Schwab Learning](#).



Semi-circular Ancestry Chart

This is a genealogy craft that records the names of your direct ancestors in an easy-to-read, unusual way.

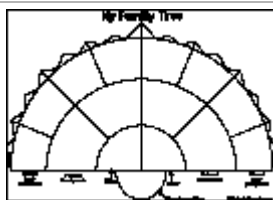
Ages: 8 and up

What you need:

- Handouts
- A pencil or pen
- Crayons, or markers

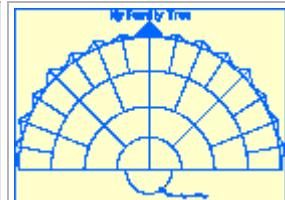


Directions:



Short Version

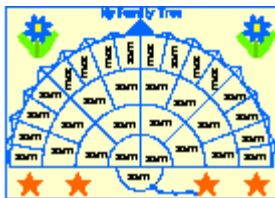
- Photocopy the semi-circular family tree diagram that lists up to great-grandparents or the long version that lists up to great-great-grandparents.



Long Version



- Fill in the sections of the family tree diagram. Add yourself, siblings, parents, grandparents, great-grandparents, and great-great-grandparents.



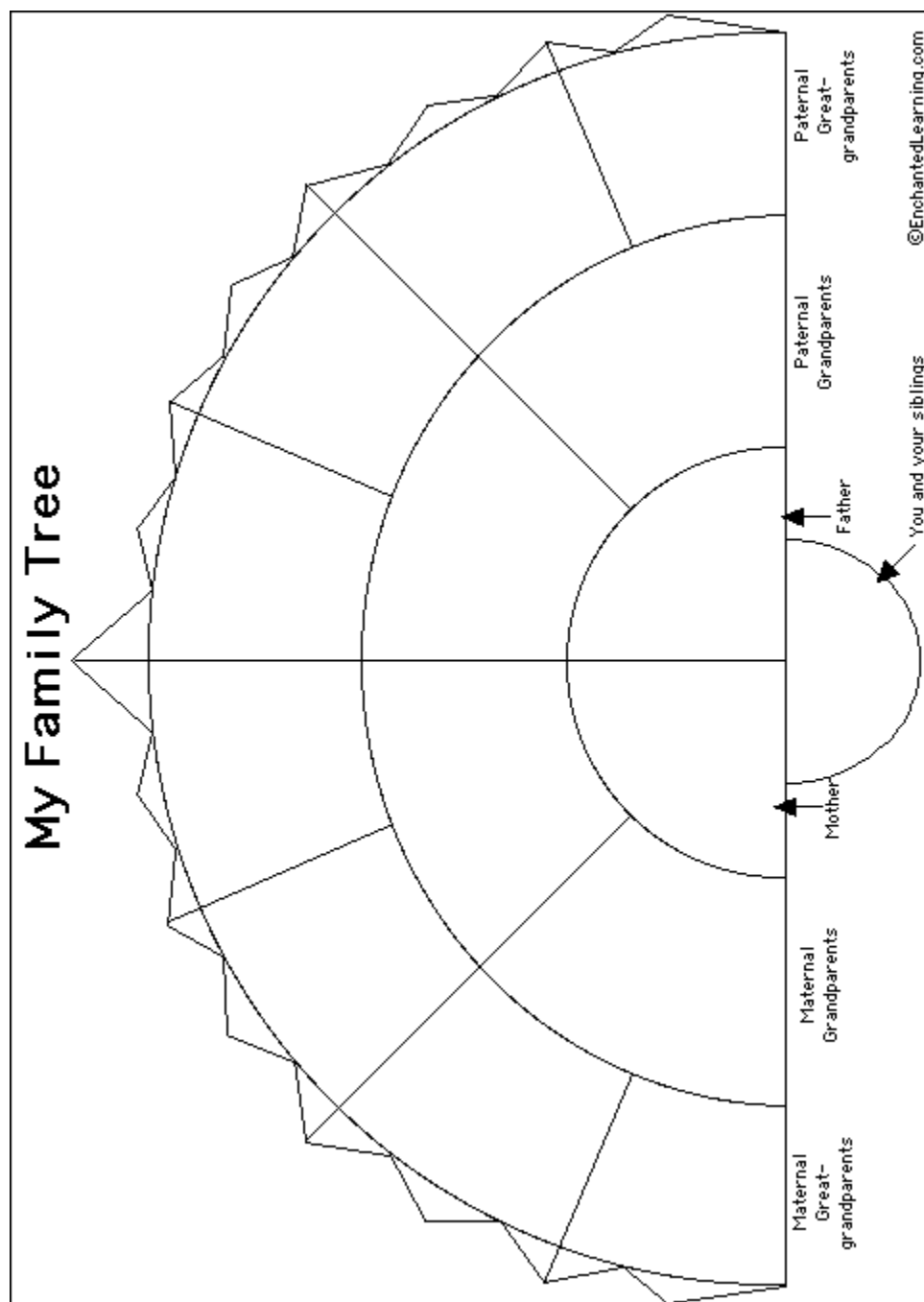
- Decorate your family tree and frame it.

Adapted from enchanted learning <http://www.enchantedlearning.com/crafts/familytree/semicircle/>



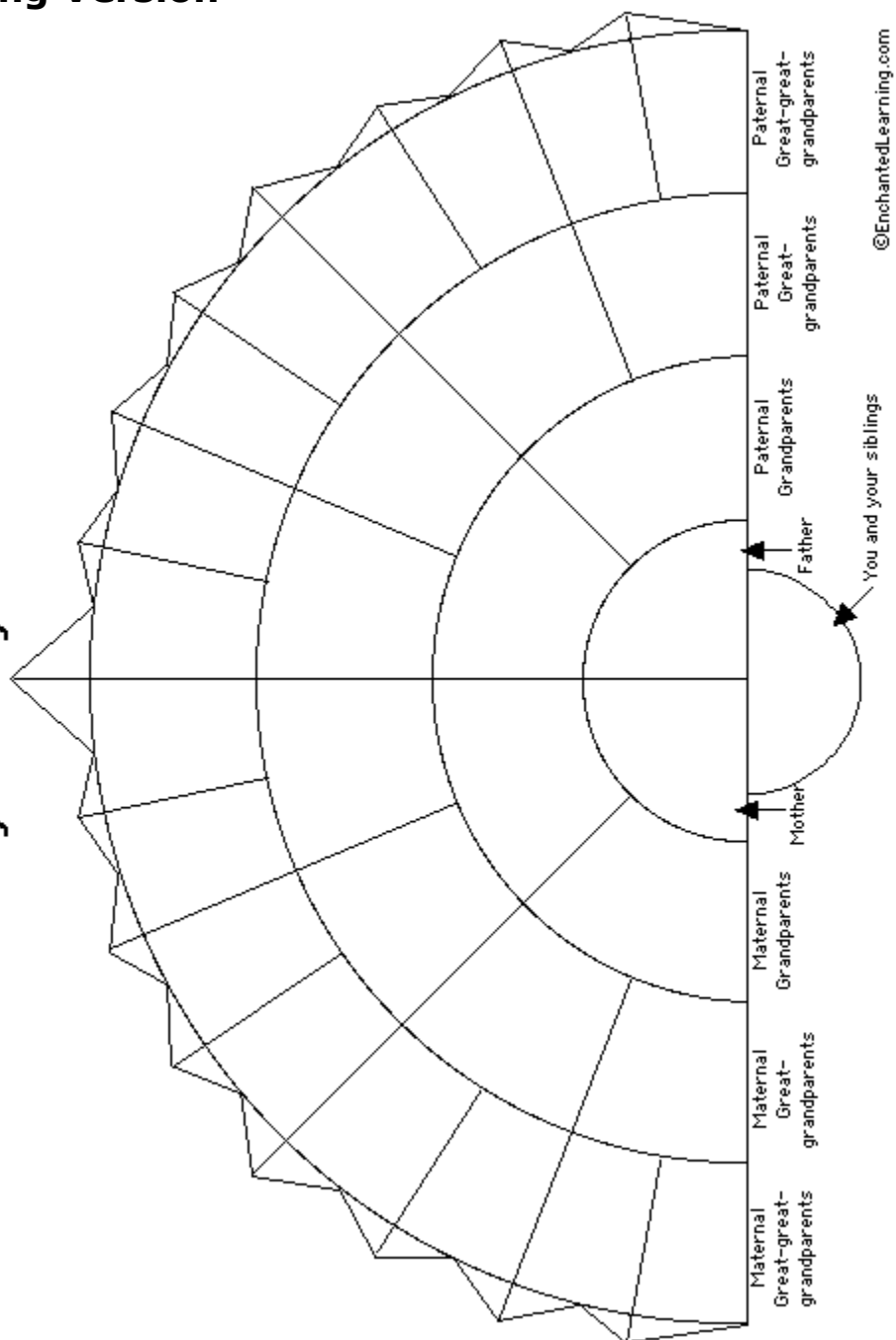
More Fun Ideas

Short Version



Long Version

My Family Tree



©EnchantedLearning.com



The Dictionary Game

Dictionaries have some funny words in them. Play game to expose your learner to new words and to him a chance to be creative.

Ages: 8 through adult

What you need:

- At least 4 players are needed to play this game.
- A dictionary
- 10 small pieces of paper per player
- Pens or pencils
- An envelope

Directions:

- Divide the players into equal teams.
- Ask a player from one team to pick an unusual word from the dictionary.
- All players, including the one with the dictionary, write a definition for the word on a slip of paper. Players try to make up crazy, silly, or semi-believable definitions, depending on their mood. The player with the dictionary writes the real definition. He can summarize or rephrase it.
- A player from the opposite team gathers all the slips of paper into an envelope. This player reads the definitions, numbering each one.
- All players, except the one with the dictionary, vote on which definition they think is correct.
- The second team keeps track of the definition each player voted for. Each player who voted for the right definition gets ten points. Players who voted for the wrong definition don't get any points.



More Fun Ideas

- Keep playing until you have gone through ten words. At the end, the player and team with the most points wins.



More Fun Ideas

Add a Word (variation of Alphabet counts)

Playing Add a Word is like eating popcorn – once you start, you get hooked and don't want to stop. it alone or with friends.



Ages: 8 and up

What you need:

- Pencil
- Paper
- Alphabet chart (look below)

Directions:

- For each player, write out the alphabet and under each letter write a number: 1 through 26, in order.
- Give each player a piece of paper. The challenge is to write down 12 three-letter words. Each letter is worth a certain number of points, so each word has a total value. For example, 'wow' (23 plus 15 plus 23) is worth 61 points; 'zoo' (26 plus 15 plus 15) is worth 56 points.
- The player with the highest 12 word total wins the game.

A	B	C	D	E	F	G	H	I	J	K	L	M
1	2	3	4	5	6	7	8	9	10	11	12	13
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
14	15	16	17	18	19	20	21	22	23	24	25	26

Adapted from 101 Things for Kids to Do by Shari Lewis, Random House, New York, 1987



Finger Math

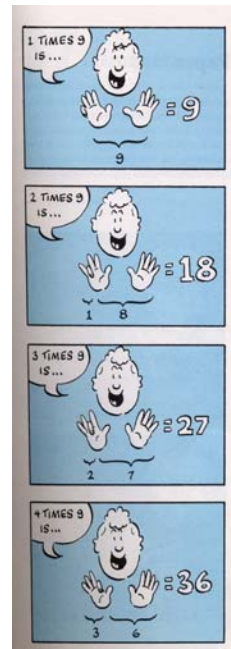
Ages: 8 and up

What you need:

- Your hands

Directions:

- Show your child or learner how you can multiply by nine on your fingers. Hold your two hands in front of you with thumbs facing each other. To figure out 1 times 9 equals, bend down the pinky of your left hand. What's left is the answer: 1 times 9 equals nine and there are 9 fingers sticking up.
- For 2 times 9, bend down your left ring finger. Again, what's left is the answer. On the left side of your ring finger is a 1 and on the other side 8 fingers are sticking up. So 2 times 9 equals 1 and 8 – 18.
- Let's try it for 5 times 9. Bend down your thumb or fifth finger on your left hand. How many fingers are left of your thumb? 4 And how many right of your thumb? 5. The answer is 45.



Adapted from 101 Things for Kids to Do by Shari Lewis, Random House, New York, 1987



Super Stumpers

Ages: 8 and up

Here are some extra-tricky riddles to try.

1. Lying there in the yard so neat,
Something very good to eat.
It has neither flesh nor bone,
But 21 days it walked alone.
What is it?
2. What word is always pronounced wrong?
3. How much dirt is in a hole a metre long, a metre wide, and a metre deep?



Answers:

1. Egg
2. Wrong
3. No matter how long, wide or deep it is, there's no dirt in a hole!

Adapted from 101 Things for Kids to Do by Shari Lewis, Random House, New York, 1987



Secret Story Words

Ages: 8 and up

What you need:

- Pieces of paper
- Tape
- Several learners



Directions:

- Put names of people, places, things, and vocabulary words from the book you are reading on small pieces of paper.
- Tape them to your learners' back. They wander around the room and ask questions that can only be answered by yes or no.
- When they figure out what their word is, they write down why it is important to the story.
- When everyone finishes, review the words. Start with the first person who guessed their secret story word correctly."

Idea from Janice Roehr JaniceR919@aol.com, a fifth grade teacher at J.H. Gaudet Middle School in Middletown, Rhode Island.



Cultural Show and Tell

Learners research their own cultural heritage and share it with their family or class for Show and Tell.

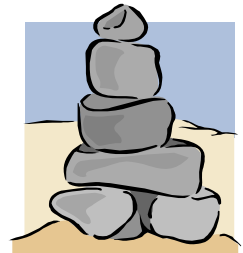
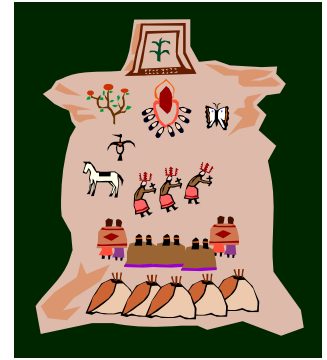
Ages: 9 and up

What you need:

- Information about learners' family ancestry.
- Elders to talk to about the old days.
- Reference sources such as encyclopedias, magazine articles, audiovisual materials, websites on the heritage of a different cultures

Directions:

- Explain to learners that many people have more than one cultural heritage because people from different cultures marry each other and have children. Tell them that you want them to learn as much as they can about their own cultural heritage and do a Show and Tell presentation about it.
- Tell learners to begin by asking family members about their cultural heritage and the traditions, symbols, and objects found in that heritage.
- Help them locate references to help them learn about their heritage. Ask them to take notes to use as aids during Show and Tell.
- Tell learners to include examples of things found in their cultural traditions. They might, for example, collect and organize personal or magazine photos that show aspects of their heritage, or make



More Fun Ideas

things or drawings of objects that play an important role in their heritage.

- When learners are ready, ask them to take turns giving their Show and Tell presentations to the class or community.



Make a Cultural Time Capsule

Make and bury a time capsule filled with materials that reflect the cultures and traditions found in your community.

Ages: 8 and up

What you need:

- A container you can seal against the elements such as a large plastic or metal box with a lid.
- Sealing materials - heavy-duty plastic bags or plastic sheets, waterproof tape.
- Learner's collections of print materials, photos, and small objects representative of cultural or traditional activities taking place in their community
- Art supplies - crayons, colored pencils or markers, long scrolls of drawing paper, etc.
- A shovel



Directions:

- Tell your learner that a time capsule is a container filled with things from the life, cultures, and traditions of a community at a certain time. Explain that we bury the capsule and hope that people in the future discover it. The things in the capsule are a historical record of a certain time period.
- Ask your learner to think about the way of life, cultures, and traditions of their community today.
- Ask them to gather small objects that reflect the community's current life. Offer some suggestions for items to collect: a local newspaper; advertisements or announcements about current events in the community; recent photos of public buildings, local celebrations, and



More Fun Ideas

local people; small toys, games, or clothing; a sampling of small products made in the area; and photos or drawings of local animals and plants.

- Put the things for the time capsule into a container and seal it. Bury it somewhere in the community.
- Ask your learner to write a story about the things he put in the time capsule. Ask him to answer the following questions:
 - What things did you choose to put in the time capsule?
 - Why did you choose those things?
 - What would you like to know about the past?
- Ask your learner to write a story about someone in the future who finds the capsule and takes the things out. What are they? What do they think about the capsule and the things inside?



Newspaper Activities

Ages: 8 and up

You will need:

- Newspaper articles, magazine articles
- Scissors



Directions:

- Separate the articles from the headlines. Put the headlines in one pile and the articles in another. Ask your learner to match the headlines to the articles.
- Repeat the above activity, but make things a little harder. Include some headlines without the articles and some articles without headlines.
- Give your learner a headline and ask her to write an article to go with it. Or give the learner the articles and ask her to make a headline.
- Give the learner a number of articles about the same story, but from different newspapers. Ask her to compare the stories from each newspaper. Ask her some of the following questions:
 - Are there any differences between the stories?
 - Are some stories biased towards one particular point of view?
 - Does one newspaper have more text than another?
 - Does one newspaper have more pictures than another?
 - How important is the story? Is it on the front page or in the middle of the newspaper?



Memory Shopping List

Any number of people can play this game.

Ages: 8 and up

What you need:

- Nothing

Directions:

- One person begins – they come up with a shopping item beginning with the letter "A."
- The next person repeats the first word and adds a word beginning with the letter "B."
- The third person has to repeat the first two words and add a shopping item beginning with the letter "C."
- The game continues until you reach "Z."

Example:

- A is for apple
- B is for banana
- C is for carrots
- D is for donuts
- E is for eggs
- F is for fish
- G is for grapes
- And so on....

Adapted from *50 Fun Ways to Improve Reading*, which was created as part of the *Bridges to Reading* kit, developed by [Schwab Learning](#).



More Fun Ideas



Home-made Books



Bound Book

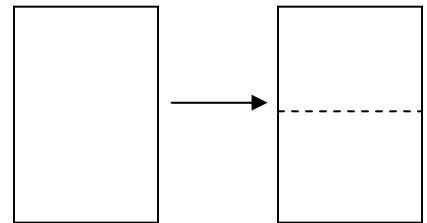
To make a simple bound book, similar to a hardcover book, all you need is a few supplies.

What you need:

- 8 pieces of 8 ½ X 11" paper
- Ruler
- Pen
- Sharp craft knife
- Adhesive shelf paper
- Cardboard
- Packaging tape
- Button thread or other thick thread
- Large needle
- Rubber Cement or glue

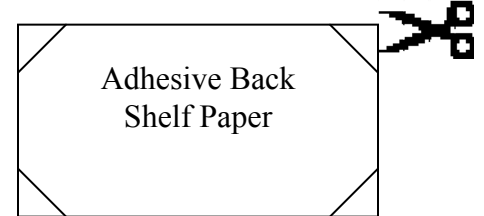
Directions:

- Take 8 pieces of 8 ½" x 11" paper and fold the paper in half to form a 16-page booklet measuring 8 ½" x 5 ½"
- Thread your needle with about 24 inches of heavy thread
- Begin at one end of the booklet's centre crease - sew large stitches about 1 inch apart. Leave a 2-inch 'tail' hanging from the first needle hole. When you reach the end of the crease, turn the booklet over. Now sew back, bringing the needle through the same holes on the other side of the book. Tie the two ends of your thread together on the outside of your booklet when you finish stitching the pages together. Trim the ends.



More Fun Ideas

- Cut two 6" x 9" rectangles from cardboard. A craft knife makes a neater cut than scissors.
- Lay the cut pieces side by side, leaving a half-inch space between them. Cover the center gap with packaging tape – this will attach the cardboard pieces together. This is the spine of your book. Your book will not shut if you do not leave a space.
- Cut a piece of adhesive backed shelf paper 15 x 20 inches. Do not peel off the backing yet! Place your book cover in the center of the shelf paper. Trim off a triangle at each corner. Mark a diagonal line about one half inch from the corner of the paper and trim. Peel off the backing from the shelf paper and place your book cover in the centre on the sticky side of the paper. Fold over the edges and your cover is done.
- The first and last pages of your booklet are the endpapers. Glue the first page flat against the cover. Rubber cement makes fewer wrinkles on your endpapers than regular glue, although regular glue will work fine.



More Fun Ideas

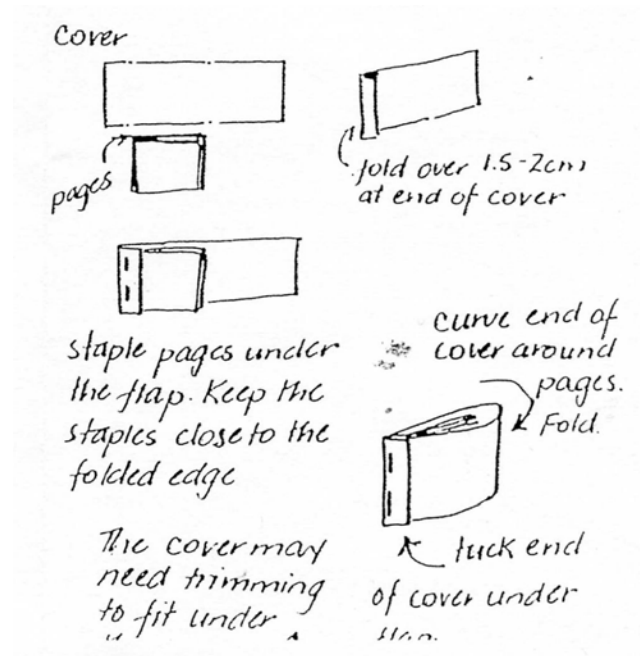
Match Book

What you need:

- Bristol board or construction paper
- 8 ½ X 11 inches paper
- Stapler
- Scissors

Directions:

- Cut a piece of Bristol board or construction paper to make a cover for your book.
- Fold the end 1.5 to 2 cm at the end of the cover.
- Take several 8 ½ X 11 inch pieces of paper and fold them in half.
- Staple the pages under the flap on the cover. Keep the staples close to the folded edge.
- Curve the end of the cover around the pages and then fold.
- Trim the cover to fit right.
- Tuck the end of the cover under the flap.



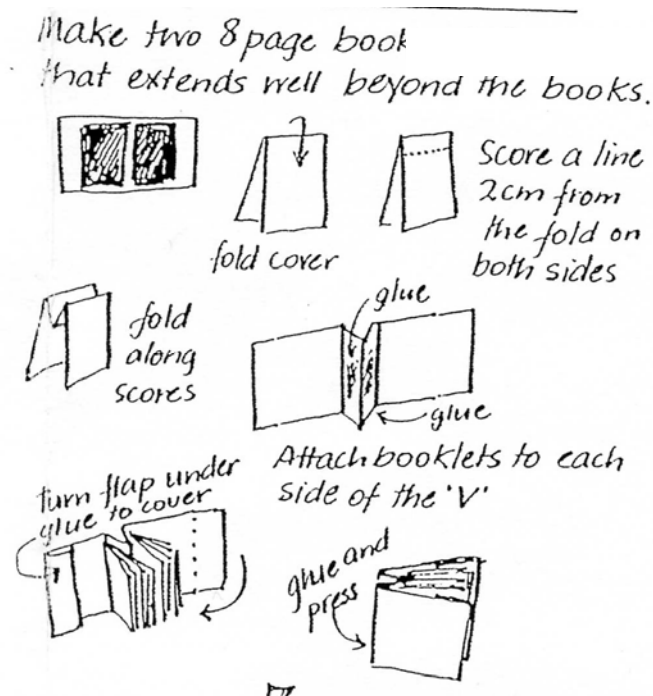
Sixteen Page Book

What you need:

- 4 sheet of 8 ½ X 11 inch paper
- Bristol board or construction paper
- Scissors

Directions:

- Make two 8-page books by folding 4 sheets of 8 ½ X 11-inch pages in half.
- Cut a cover that extends well beyond the books. Fold it in half and then fold and crease a line 2 cm from the top fold.
- Attach the booklets to each side of the 'V' with glue.
- Turn the cover flap under and glue it to the inside of the cover.
- Put glue between the spines and glue together.



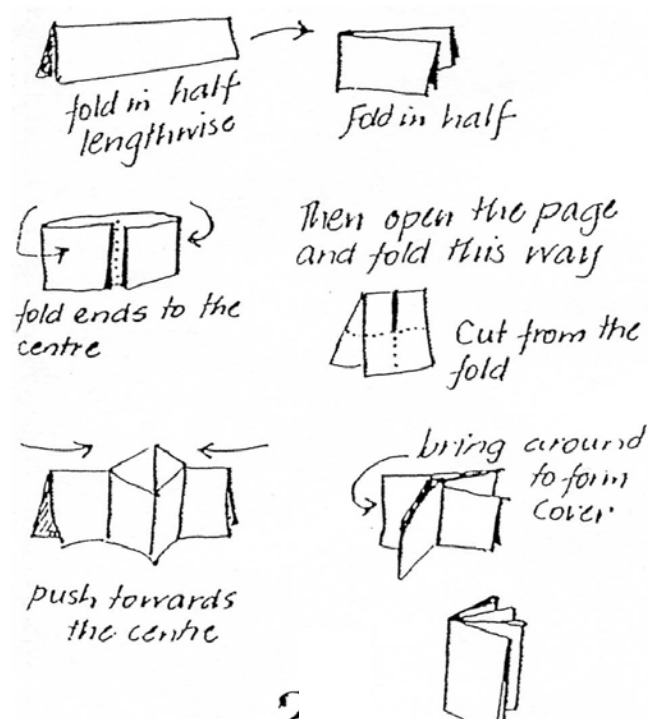
Eight Page Book

What you need:

- 8 ½ X 14 inch paper
- Scissors

Directions:

1. Fold a 8 ½ X 14-inch piece of paper in half lengthwise. Fold it in half again.
2. Open it up so that it is folded in half lengthwise again. Now fold the two ends into the centre.
3. Open the page and then fold it in half width-wise.
4. Cut along the fold as shown in the diagram.
5. Open it up lengthwise again and then push the two ends towards the centre.
6. Bring the front around to form the cover.



Circle Card

What you need:

- Paper
- Bristol board, card stock or construction paper
- Scissors


Directions:

1. Cut a circle the size you want to fit in your card.
2. Fold it into quarters as shown in the diagram on the next page.
Crease the folds on both sides of the paper.
3. Push sections 'a' and 'b' towards each other while also pulling points 'y' and 'z' towards the inside so that it looks just like the diagram.
4. Leave the circle folded and glue it to the inside of the card, gluing sides 'a' to the front and 'b' to the back inside cover.
5. When the cover opens the circle will flatten out.

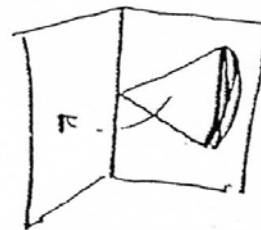
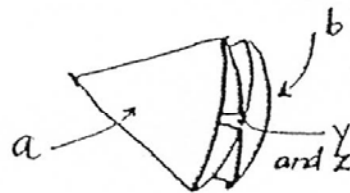


Circle Card

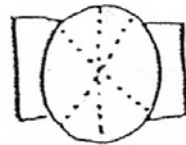
Cut a circle. Fold as indicated.

 Remember to crease folds on both sides of the paper.

Push sections a and b towards each other while also pulling points y and z towards the inside.



glue a and b to insides of cover.



When the cover opens, the circle will flatten out.



Quick Book

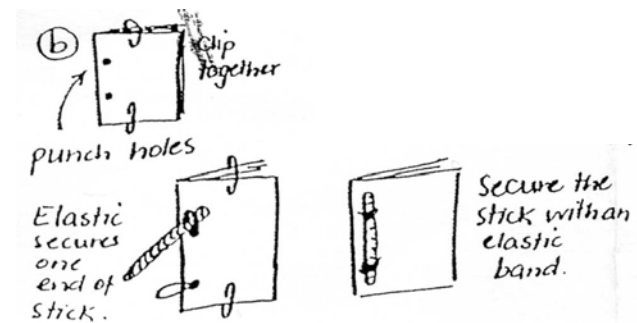
What you need:

- 8 ½ X 11 paper
- Straw, piece of wood, a twig, coffee stirrer, or popsicle stick
- Ribbon, elastics, or string
- Bristol board, cardstock or construction paper
- Scissors

Directions:

- Fold blank 8 ½ X 11-inch paper to make the inside of the book.
- Make a cover out of construction paper, bristol board or cardstock. Fold the cover the same way as the inside of the book.
- You can attach the cover this way:

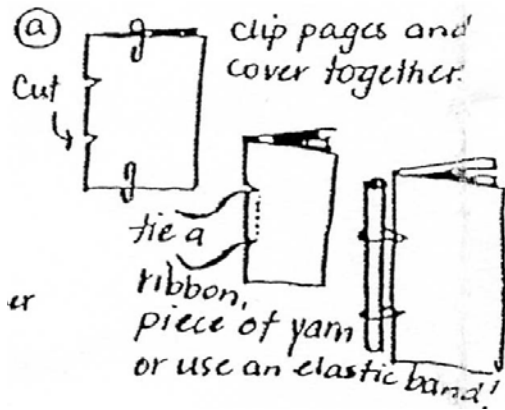
- Put the cover and pages together and then use a paper clip to keep them together.
- Cut two notches out of the folded side of the book.
- Thread a piece of ribbon, piece of yarn, or an elastic band through the pages and tie it around the stick or whatever you decide to use.



More Fun Ideas

- You can also attach the cover this way:

- a. Clip the pages together and punch two holes along the folded edge.
- b. Push an elastic through the holes and then thread the straw through the elastic. The straw will be secured by the elastic band.



Scenic Book

What you need:

- Colour paper
- Scissors
- Glue
- Bristol board, cardstock or construction paper
- Stapler



Directions:

1. Select a variety of coloured pages.
2. Cut across the page to make different layers.
3. Arrange the pages on top of each other so that the shortest page is at the front and the tallest is at the back.
4. Glue the pages together along the left side.
5. Make a cover and staple over pages.



Scenic Book

