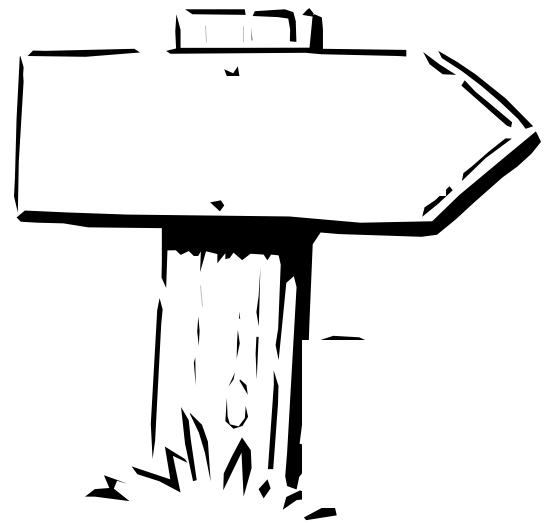
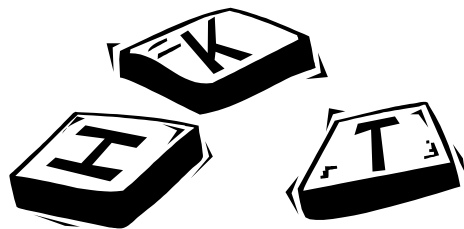
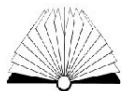


# How to Kit

## More Literacy Games





## How to Kits and Literacy Activities

This *How to Kit* was developed to help organizations celebrate literacy in the NWT. It is one in a series of *How to Kits* that you can download from the NWT Literacy Council website at [www.nwt.literacy.ca](http://www.nwt.literacy.ca). You are welcome to photocopy and use the activities in your programs, or adapt them to your needs.

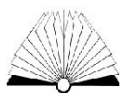
### How to Kits Developed to Date:

- ✓ 1-2-3 Rhyme with Me
- ✓ Community Book Swap
- ✓ Family Reading Party
- ✓ Games Night
- ✓ Literacy Treasure Hunt
- ✓ Pyjamas and Book Party
- ✓ Reading Circles and Story Extenders
- ✓ Scattergories
- ✓ Storytime on the Radio
- ✓ Family Literacy Activities Night
- ✓ Book Making
- ✓ Literacy Games for Adults
- ✓ Get Caught Reading & Other Promotion Ideas
- ✓ Election
- ✓ Environmental Print Games
- ✓ Involving Families in Children's Learning
- ✓ Literacy Activities for Holidays – Thanksgiving, Halloween, Christmas, Valentine's Day, Easter, Birthdays
- ✓ Puppet Making
- ✓ Writing Contest
- ✓ Culture and Traditions
- ✓ Books in the Home
- ✓ Facilitating a Workshop
- ✓ Talking Books
- ✓ Readers Theatre
- ✓ Family Literacy Night Activities
- ✓ Books in the Home Kit – *Love You Forever*
- ✓ Word & Picture Bingos

You will find more activities on our website. Download them and use them at home or in your program.

NWT Literacy Council  
Box 761  
Yellowknife, NT X1A 2N6  
Phone: 867-873-9262 Fax: 867-873-2176  
Toll Free in the NWT: 1-866-599-6758  
Email: [nwtliteracy@nwtliteracy.ca](mailto:nwtliteracy@nwtliteracy.ca)

Website: [www.nwt.literacy.ca](http://www.nwt.literacy.ca)





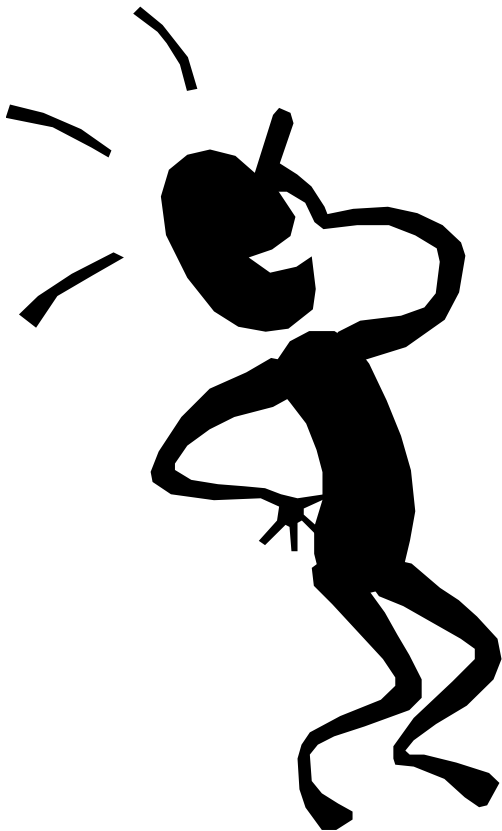
# More Literacy Games

People of all ages can play literacy games. They can be a lot of fun.

They can:

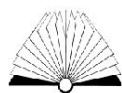
- help reduce tension
- make the learning environment more comfortable
- help build positive relationships, and . . .
- they're also educational.

Play them in any language—English, French, or an Aboriginal language!



In this *How to Kit*, you will find ...

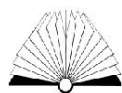
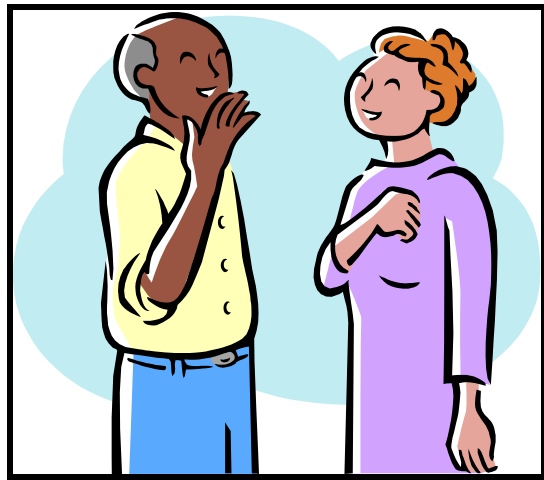
- ✓ A variety of literacy games for adults, and supporting materials
- ✓ Ideas on how to adapt them to create more games
- ✓ Suggestions for adapting them to French or the Aboriginal languages





## See the Light

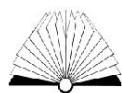
1. Two players leave the room and secretly decide upon a word.
2. They come back to the room and carry on a conversation between themselves to help throw some light on what the word is. While talking, they give hints about the word but they do not actually say the word.
3. All the other players must try to guess the word by listening to the conversation.
4. If a player thinks he knows what the word is, he calls out "I see the light", and then whispers his guess to one of the two lead players.
5. If he is correct, he joins the first two players in the conversation while the rest of the players continue to guess.
6. If he is incorrect, he continues to listen and to guess the word.
7. The game continues until everyone has figured out the word.





## The Human Alphabet

1. Prepare for the game by making two decks of alphabet cards. Use index cards or squares of paper and write out the letters of the alphabet, one letter on each card. Make a few extra vowels.
2. Each team receives a deck of alphabet cards which they spread out, letters facing up, on a table or on the floor.
3. Call out a word.
4. Each team must spell out the word using the cards. Each team lines up so that the word is spelled correctly and can be read from left to right.
5. The first team to correctly spell the word and display it in the correct order wins a point.

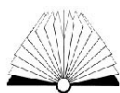
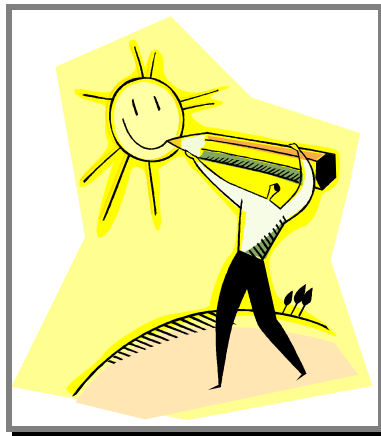




## Telephone Pictionary

1. You need a pad of paper and a pen or pencil.
2. The first person begins by writing a sentence or phrase. This can be anything! (The stranger your beginning sentence, the funnier the final result will be.)
3. The second person looks at what was written and draws a picture to match the sentence. They fold the paper over so that only the picture can be seen and pass it to the next person.
4. The third person looks at the picture and writes a caption or sentence for the picture that they see. They fold the paper over again, so that only the sentence can be seen, and pass the paper to the next person.
5. Continue like this until everyone has had a turn.

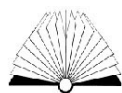
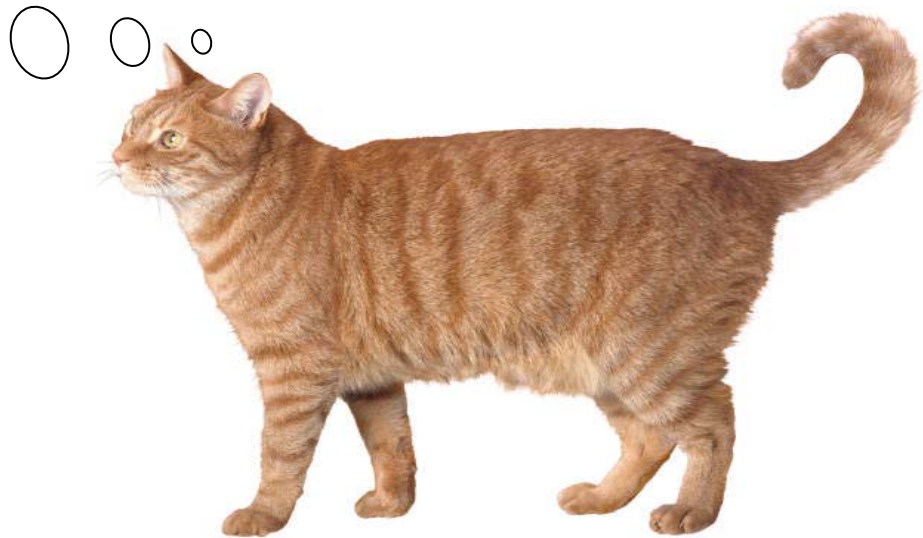
The game should end with a sentence, not a picture, so it may be that one person has two turns. When everyone has had a turn, open the paper and have a good laugh!!





## The Minister's Cat

1. All players sit in a circle.
2. The first player describes the minister's cat with any adjective that starts with the letter "A". Example: *"The minister's cat is an adorable cat."*
3. The next player must also use the letter "A" - such as *"The minister's cat is an angry cat."* Continue all the way around the circle.
4. When it comes back to the first player the letter "B" is used - example: *"The minister's cat is a bashful cat."*
5. Anyone unable to come up with an adjective can pass on their turn.





# How, Why, When and Where

(A variation of Twenty Questions)

1. One player thinks of the name of an object or thing.
2. The other players must guess what that object is by asking one of these four questions:

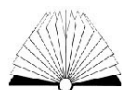
*"How do you like it?"*

*"Why do you like it?"*

*"When do you like it?"*

*"Where do you like it?"*

3. Each player can ask only one question per turn.
4. When a player correctly guesses the word, it becomes their turn to think of an object or thing and be questioned.





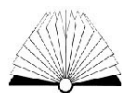


## BUZZ - A Counting Game

This is a game of counting.  
Sounds easy, but there's more!

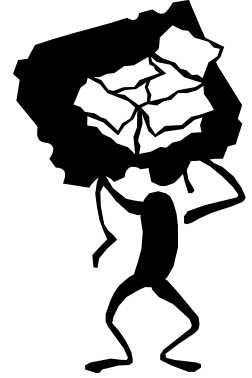
Each time someone comes to the number seven, or any number with a seven in it (7, 17, 27, 37, 47, 57, 67, 70, 71, 72, 73, 74, etc) or any number that can be divided by seven (7, 14, 21, 28, 35, 42, 49, 56, 63, 70, 77, etc ) you must say the word "**Buzz**" instead of the number.

1. Form a circle.
2. The first person begins the game by saying, "One".
3. The next person continues, "Two".
4. Continue counting. When a player comes to the number seven, they will say, "**Buzz**".
5. The game will sound like this: 1, 2, 3, 4, 5, 6, *buzz*, 8, 9, 10, 11, 12, 13, *buzz*, 15, 16, *buzz*, 18, 19, 20, *buzz*, 22, 23, 24, 25, 26, *buzz*, *buzz*, 29, 30, 31, 32, 33, 34, *buzz*, 36, *buzz*, 38, 39, 40, 41, *buzz*, 43, 44, 45, 46, *buzz*, etc.
6. When anyone makes a mistake by saying seven, or seventeen, or twenty-one etc., they step out of the game.
7. Play this counting game in French or an Aboriginal language.





## Charades



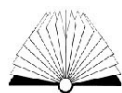
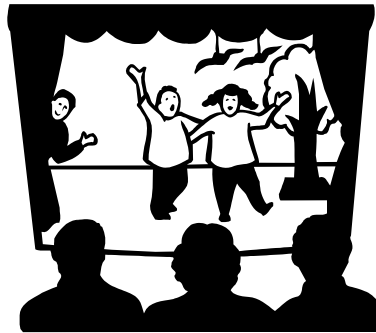
1. You need many short sentences or phrases written on strips of paper. For example:

He goes bowling every week.

She often orders pizza for supper.

My father went to hunt ducks last weekend.

2. Put the strips of paper in a box or bag.
3. Divide participants into groups of 4 or 5.
4. One participant from one team draws a sentence or phrase out of the bag. They then act out the charade (the sentence or phrase), while the rest of the team tries to guess what it is.
5. The team gets one point if they guess the complete sentence within the time limit.
6. Other teams must watch quietly until it is their team's turn.

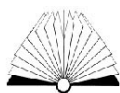


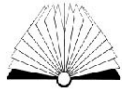


# I Packed My Grandmother's Suitcase...

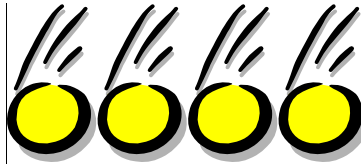
1. In a circle, the game begins with the first person saying, "I packed my grandmother's suitcase and in it I packed a \_\_\_\_\_". In the blank they say a word that starts with the letter **A**.
2. The next person continues and says, "I packed my grandmother's suitcase and in it I packed a \_\_\_\_\_ *and they repeat the word used for the letter A*, and a \_\_\_\_\_". This player says a word that starts with the letter **B**.
3. Continue playing until you reach the letter **Z**.

The game becomes more difficult as you go along because you have to remember all of the words used for each letter of the alphabet!





# Code Breaker – A Game of Deduction

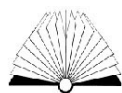


This game is similar to the board game *Mastermind*. It is played with two people. One person makes a coloured code by making a row of four coloured dots. The other person must guess the correct sequence of the coloured code.

What you will need:

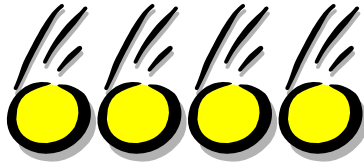
- ✓ a piece of paper with lines drawn on it as shown in the example
- ✓ six coloured markers
- ✓ a book to hide the codemaker's code

1. Codemaker: Begin the game by making a row of four dots using any combination of six colours. The colours can be used more than once and you can even choose to make the four dots all the same colour. Draw this code in the box across the top of the paper. Use a book or something else to hide your code!
2. Codebreaker: You now have ten tries to guess the code. Use the coloured markers to draw your guess on the decoding board.
3. Codemaker: After each guess, give the codebreaker some feedback.
  - a) Draw a star for each dot that is the correct colour and in the correct space.
  - b) Draw a circle for each dot that is the right colour but in the wrong space.
4. Codebreaker: With this new information, make another guess.
5. Continue guessing and giving feedback until either the codebreaker guesses correctly, or ten guesses have been made. Switch positions and play again.

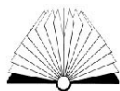




# Code Breaker



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## Expression Skits

There are a variety of ways to make reading aloud with children fun. One way is to read with lots of expression. Here is a fun and entertaining exercise to practice using expression in your voice.

1. Model a sentence like the one below to show how the meaning of a sentence can be changed by emphasizing a particular word. Model the sentence again while, for example, pretending to cry. Again, although you're saying the very same words, the implied message has changed.

"*Mary* had a little lamb." "Mary *had* a little lamb."  
"Mary had a *little* lamb." "Mary had a little *lamb*."

3. As a group, repeat the dialogue below. Keep a neutral, expressionless tone. Repeat the dialogue a few times until everyone seems to know it.

A: Hi, how are you?

B: Fine, thank you. And you?

A: Just great. What have you been doing lately?

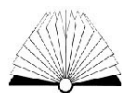
B: Oh, not much. But I've been keeping busy.

A: Well...it's been good to see you.

B: Yes, it has...well, bye!

A: Goodbye.

4. Match everyone into pairs and give each pair a situation. For example, two people who have met before but can't remember where, or two people who are angry with each other. Use your imagination!

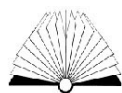




5. Each pair will repeat the dialogue from above, but will use gestures, body language and the expression of their voice to convey the situation.
6. The others in the group guess at what the situation might be.

Some sample situations:

1. Two athletes who will compete in a match tomorrow
2. A sick person in hospital and a friend who visits
3. Two old people who are almost deaf
4. A divorced couple meeting on the street
5. A couple who's love is doomed by marriage promised to others
6. A teacher and a student
7. Two people who are angry at each other
8. A landlady and her overdue tenant
9. Two people who have met before, but can't remember where
10. Two spies who are meeting late at night
11. Two old friends who run into each other
12. A detective and a criminal

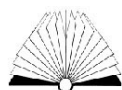
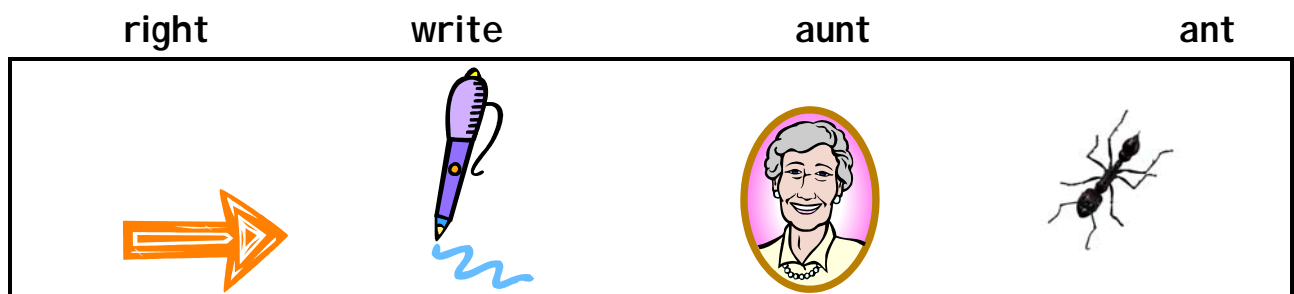




## Right Write

Homophones are words that sound the same, but are spelled differently and have different meanings. Played like *Go Fish*, in this game players try to get pairs of homophones. The first person to get rid of all of your cards wins.

1. You will need a deck of "Right Write" cards. Use index cards and write out the homophones with a pen or marker, or print a copy of the attached list of homophones onto a piece of cardstock paper.
2. Go over the list of words together to review the meaning of each word.
3. Shuffle the cards and deal seven cards to each player.
4. Place the remaining cards face down in a "pick up" pile. Make a discard pile by flipping over the top card from the deck and laying it down face up next to the pick up pile.
5. Choose one person to begin. They pick the top card from either the pick up pile or the discard pile. They look at the cards in their hand, and check to see if they have any matching homophones. If yes, they set the pair down and either state the meaning of each word, or use each word in a sentence. They discard one card from their hand onto the discard pile, and their turn is done.
6. It's now the next person's turn. This continues until one player has no more cards left in their hand. The first player to get rid of all of their cards is the winner!

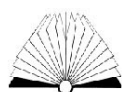






# Right Write Homophone List

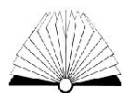
ant	aunt	know	no
ate	eight	lead	led
bare	bear	mail	male
be	bee	main	mane
blew	blue	meat	meet
board	bored	one	won
bold	bowled	pail	pale

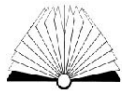




## Celebrate Literacy in the NWT

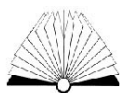
brake	break	pair	pear
buy	by	passed	past
cell	sell	peace	piece
cent	scent	peer	pier
cents	sense	plain	plane
cheap	cheep	praise	prays
chews	choose	pray	prey
close	clothes	rap	wrap





## Celebrate Literacy in the NWT

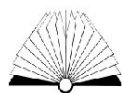
coarse	course	real	reel
creak	creek	right	write
days	daze	ring	wring
dear	deer	road	rowed
die	dye	rose	rows
do	due	sail	sale
doe	dough	sea	see
ewe	you	seam	seem





## Celebrate Literacy in the NWT

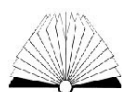
eye	I	sew	so
fair	fare	shear	sheer
feat	feet	side	sighed
fir	fur	some	sum
foul	fowl	son	sun
genes	jeans	stake	steak
grate	great	suite	sweet
groan	grown	tacks	tax

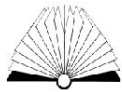




## Celebrate Literacy in the NWT

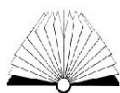
guessed	guest	tail	tale
hair	hare	tea	tee
hay	hey	their	there
heal	heel	threw	through
hear	here	tide	tied
hi	high	wait	weight
hoarse	horse	way	weigh
hole	whole	weak	week





## Celebrate Literacy in the NWT

in	inn	wear	where
knew	new	would	wood
knot	not		





## What's the Question?

1. Write one fact on the board. For example:
  - Yellow, or
  - 5 years, or
  - MacDonald's
2. Participants try to guess the question that matches each fact.

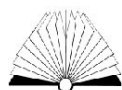
For example:

Yellow:           What's your favourite colour?  
                      What colour is your car?  
                      What colour is your parka?

5 years:           How old is your child?  
                      How long have you been married?  
                      How long have you lived in Yellowknife?

MacDonald's:    What is your favourite food?  
                      Where do you work?  
                      Where are you going to have breakfast?

3. The person who guesses correctly gets to write the next fact on the board.

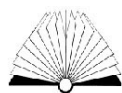




# Running Dictation



1. Choose one or more short pieces of text (about 5 lines).
2. Make enough copies of the text for each pair of participants to get one. (You can use different texts for each pair if you like, but they need to be the same length and difficulty.)
3. Stick the texts up around the room at some distance from where the participants are sitting.
4. One person in each pair sits on a chair with a pencil and paper. Their partner has to stand up and run to where the text is. They read it (probably chunk by chunk), memorize it and run back to their partner. They have to dictate it to their partner, helping in any way they can without writing it. For example, “Actually, community has two ‘m’s”, and so on.
5. The winners are the first pair with the first absolutely correct version of the text.



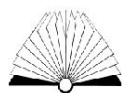




## Community Scavenger Hunt

Holding a scavenger hunt is a great way to have lots of fun with your friends, family and neighbours.

1. Prepare a list of items that each team must find or use the list on the next page.
2. Give each team the list of items that they must find.
3. Give each team a bag to hold their collected items.
4. As a group, decide and set the rules. For example,
  - ✓ Teams must ask the owner's permission before borrowing something.
  - ✓ Teams must return anything that they've borrowed.
  - ✓ Teams must be back by \_\_\_\_\_. (*decide the time*)
5. You may wish to add different items to the list. You might include that teams must get the signature of a particular person in town... the mayor, the chief, a teacher. (*Be sure to have their permission first!*)
7. The first team to come back with all of the items wins.
8. You may wish to assign point values to each of the items. Items that are more difficult to find get a higher point value. The team with highest number of points would be the winner.
9. Finish the day with a barbeque and award the prizes!

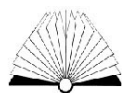




## Community Scavenger Hunt

With your team, try to collect all of the items that are listed below.  
Have fun and good luck!

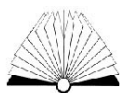
- An object that is round.
- A copy of the newspaper from two weeks ago dated \_\_\_\_\_.
- A flyer advertising a community event.
- Something in writing that tells how many people live in the community.
- A used stamp.
- The phone number of the school.
- A receipt from the store.
- A list of safety tips from the fire hall.
- A candy bar wrapper.
- Three pennies dated from a year in the 1980s.





## Celebrate Literacy in the NWT

- Something with a picture of a bear on it.
- Something written in your Aboriginal language.
- A copy of the most recent local newspaper.
- An object that is square shaped.
- An object that is a triangle shaped.
- Something that you use at school.
- A black shoelace.
- A piece of un-chewed gum.
- Two paper clips.
- A yellow sock.
- An *NWT Literacy Council* pencil or eraser.
- A ball of any size.
- A map of the Northwest Territories.
- A pocket dictionary.
- Something found in the playground.

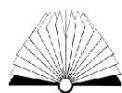
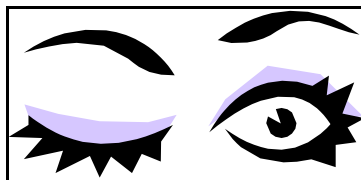




# Assassin

The object of this game is to talk to as many people as you can to collect answers to questions. Whoever gets the most answers wins. There is one catch... there is an "assassin" in the room! If you get winked at you've been killed and you must step out of the game.

1. Have each participant write out a list of about 10-15 questions or sentence starters. You may choose to do this as a group, or you may use the sentence starters that are listed below.
2. Decide who is to be the killer. Do this by having everyone close their eyes. Tap one person on the shoulder. He or she will be the assassin. If it's a large group choose two people.
3. Allow time for people to circulate asking questions to as many people as they can.
4. The killer or killers also circulates and asks questions. While doing this they quietly "kill" people by winking at them.
5. When a person is winked at, he or she steps out of the game.
6. After about five minutes, or whenever it seems most appropriate, have everyone stop.
7. Find out who gathered the most answers. Talk about some of the new and interesting things people may have learned about the other participants.





# Assassin Sentence Starters

1. I like people who . . .
2. The funniest thing I ever saw was . . .
3. I'd like to have . . .
4. The riskiest thing I ever did was . . .
5. I hate it when . . .
6. My favourite music is . . .
7. Last night, I . . .
8. The best gift I ever received was . . .
9. In the future, I'll . . .
10. I wish . . .
11. I could not live without . . .
12. I have never . . .
13. Everybody should . . .
14. .... makes me feel good.
15. If I had a \$1,000,000 I would . . .

