Give me 5

A fun, quick game of listing items.

Name a category/sub-category, can your partner list 5 items from it?

Make it harder by putting a time limit on it, or easier by naming 3 things.

E.g. name 5 things at the park (reinforce the word equipment). Name 5 countries. Name 5 dinosaurs.

Name the Category

Another quick and sometimes challenging game.

List 5-6 items from one category and see if your partner can name the category e.g. potatoes, peas, carrots, brocolli and cauliflower.

Take turns. Think of sub-category groups, so not just food, but vegetables and healthy food too.

Vocabulary

Top Tip

"what does ....mean?"

Have you heard that recently? Or asked your child what a word means that they have read, to be met with "I don't know".

These ideas take 10-15 seconds and help children make important links that strengthens their language, not just for that specific word.

*tell them a definition - or look it up with them

*category & sub-category - tell them what group it belongs to e.g. it is a food, it is a vegetable

*quick description - e.g. it has spiky leaves, it is yellow inside and juicy

*links/opposites - link it to other items they know in that category e.g like a melon

*make a sentence of your own

Thinking Cap

Giving clues and guessing game. Put on your 'invisible' thinking cap and gradually give clues about the object/word you are thinking of. Whoever guesses first takes the next turn.

I am thinking of an animal.

It is starts with 'b'.

It is a woodland animal.

It is quite big.

It lives on the woodland floor.

It is black and white stripped.

Same & Opposite

A quick game that is great for reinforcing the relationships between words.

It also reinforces the vocabulary for literacy:

antonym = opposite

synonym = same/similar meaning

Take it in turns to call out a word and your partner replies with a synonym or an antonym.

All the games will 'exercise' the language centres of children's brains. It doesn't matter if they need more time or can only think of 1 idea the first time.
Start off using categories/areas they are motivated by e.g. sports, characters or familiar with e.g. things in your bedroom/classroom.