

# Family Literacy Games



Let the games begin.....

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# Why play family literacy games?



Try your hand at these next few slides to discover why...

	<b>B</b>	<b>I</b>	<b>N</b>	<b>G</b>	<b>O</b>
<b>1</b>	Adults	hope	burst	when a phone number	is interactive
<b>2</b>	Armadillos	forget	burnt	when information	is boring
<b>3</b>	Children	despair	best	when a significant birth date	is intergalactic
<b>4</b>	Canaries	learn	beast	when Morse code	is ethereal
<b>5</b>	Adults & Children	remember	baste	when favourite authors	hasn't occurred

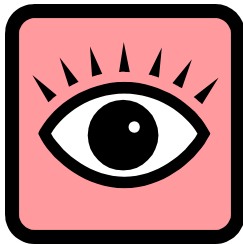
Answer: Use your imaginary bingo dauber to mark and link these words on your game board: B5, I4, N3, G2, O1

# BINGO!

- We understand and remember new information much more easily if we have the opportunity to explore it using a variety of our five senses.
- Muscle memory, gained when learning is interactive, strengthens retrieval of new information.
- Games model the value of play in our lives.

# Through family literacy games:

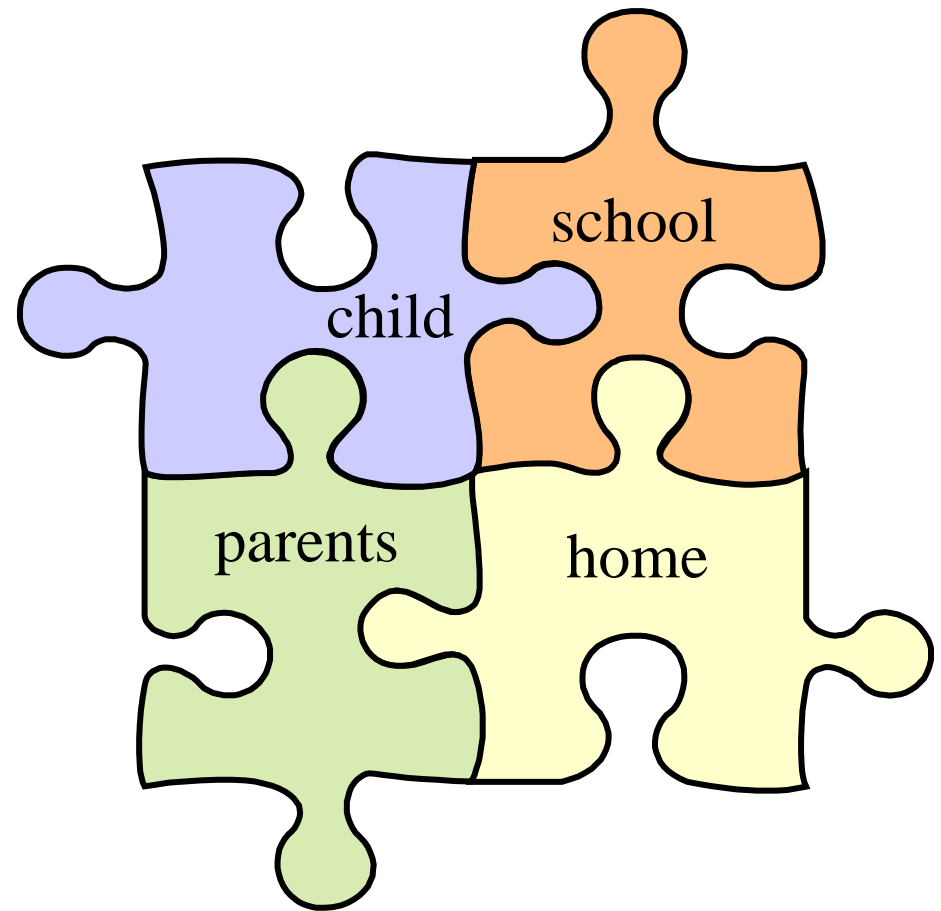
- Parents and caregivers become partners in their children's literacy acquisition, regardless of their own ability to read well.



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*How would a child and parent with low literacy skills read this picture sentence together?*

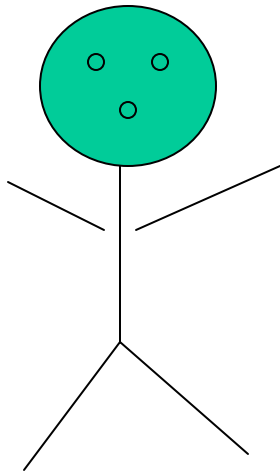
- Family literacy events that are planned with schools nurture a positive and involved relationship between parents and the school community.
- The best family literacy programs reinforce literacy concepts in the home environment.



Let's not leave you hanging about the most important reason for family literacy games....

Letters already used to decode the 3 word sentence in this game of Hangman :

a e i o u b c d e f s t m r



I t    i s    f u    \_\_\_\_\_ !

# Rules of Play

1. Parents and children play together on the same team.
2. Games depend on teamwork and build on the collective strengths of the team rather than focus on individual weaknesses.
3. Atmosphere is fun and affirms the knowledge and abilities of every participant.
4. Everyone leaves with at least one new literacy game to play at home.

# Your game plan...

## **One month before:**

1. Begin advertising through the newspaper, school newsletter, local library and book stores, daycares and nursery schools (*See Poster Template*)
2. Recruit educators and volunteers (may be senior elementary or high school students) to lead and assist with game stations

## **One week before:**

1. Prepare game materials and book displays for each game station, as well as signage for game stations, entranceways and games night agenda (*See Welcome Sign, Station Signs, and Family Literacy Games Program templates*)
2. Train staff and game station volunteers (why and how each game will be played)
3. Prepare volunteer certificates for helpers at the event (*See Certificate of Appreciation Template*)

## **The big day...**

1. Allow 1- 1 ½ hours for set-up.
2. The event will last about 1 ½ hours (5 game stations at 15 minutes each plus a 15-minute closing story time.)
3. If you are expecting a large number of participants, prepare game stations in separate spaces so that game players can rotate simultaneously through the game stations without distracting other participants playing different literacy games. Some games require more space than others, and some require the ability to listen carefully.

3. Identify game stations with a sign for each station that also briefly outlines the literacy skill that will be explored. (*See Game Station Signs*)
4. Set up games specific to each station and a small display of books that reinforce the literacy components of that particular station.

# Meet and Greet

- Assign greeters to welcome families and help each parent and child fill out a name tag to wear.
  - If there are 40 or more participants, split the group into 5 teams by placing a coloured sticker on each participant's name tag.
  - Use a total of 5 different coloured stickers.
  - Be sure that one family unit has one colour; the next family unit has a different colour; the third has yet a different colour; etc. This will allow you to easily separate the large group into 5 colour teams before you begin the games. Each team will begin at a different game station and be able to rotate from station to station in a more reasonably sized grouping.

# Introductions Please

- After welcoming families and introducing yourself and organizers, introduce the early and emergent literacy skills to be explored through family literacy games.
- This is crucial. Unless families have a framework for understanding why they are playing these games, they may have fun but they won't go home with a better understanding of literacy acquisition.

Which early and emergent literacy skills are explored through these games?

Let's pause for a minute to think about this ....

Look carefully at this word....

ylimaf

1. Spell it as quickly as you can.
2. Pronounce it aloud. Is it easier to say or spell?
3. Cover up the word on the screen with your hand. Can you remember which two letters are the tallest and where they appear in the word?
4. Does this word remind you of anything or anyone?
5. How would you respond to the statement that polar bears are not typical pets of a suburban ylimaf?

**Have you already guessed?**

**‘Ylimaf’ is ‘family’ spelled backwards.**

With your new understanding of  
‘ylimaf’ are some of the questions  
now easier to answer?

What literacy skills were you using to decode the text and meaning of 'ylimaf'?

Questions 1 through 5 asked you to draw on your abilities to:

1. Recognize and name alphabet letters
2. Make the connection between letters (and letter combinations) and the sounds we hear in speech
3. Attend to visual details
4. Use prior knowledge to try to understand the meaning of new vocabulary
5. Use syntax clues found in oral language to help predict what printed words and ideas will make the most sense

These are the same early and emergent literacy skills we will target with parents and children through family literacy games.

# Divide and Conquer

- Divide the group into teams according to the coloured sticker on each participant's name tag. A minimum of 8-10 participants per team is ideal. Keep this in mind when splitting the large group into teams, to maximum of 5 teams.
- Assign a different game station to each team.
- Helpers for the game stations guide each team to their first game station.

# Move it! Move it!

- Allow 15 minutes for the games at each station.
- If the event is held in a school, use the p.a. system to announce when teams rotate from one station to the next. (A two-minute warning before the announcement to rotate may work well too.)

# Closing or Bedtime Story

- After everyone has rotated through all of the game stations, gather as one large group again for a story time together.
- This could be an opportunity for the local librarian to read one or two children's stories and invite families to visit the community library.
- Use the story time to model to parents how they can engage their children with books. It may be through encouraging children to chime in, using character voices, or asking a few questions about the story as it is being read.

# Wrapping Up

- After the story, you may wish to hold a draw for a child's book and an adult's book about literacy (e.g. "Reading Magic" by Mem Fox or "How to Make a Reader for Life" by Paul Kropp) ( *See Family Literacy Games Evaluation and Draw Template* )
- Thank organizers, volunteers, and give special thanks given to the parents for bringing their children to Family Literacy Games.