

# GAMES on the GO



Name 2 or 3 things that belong to the same category, and 1 thing that doesn't belong to that group. Have your child tell you which one doesn't fit. For example, if you say, "lettuce, broccoli, shoes, celery" your child would identify shoes as the one that doesn't belong.



Have a bag of objects or choose an item in the room. Start by saying "I am thinking of a word and it sounds like this...", then sound out each sound of the word. (For example, cat would be c... a...t...). The child must blend all of the sounds to make the word. As they get better at guessing, they can take a turn.



Take turns guessing things that you see around you. Pick something that you can both see, but don't say what it is. Give clues until your child guesses what you are describing. For example, you can say: "I spy something long." or "I spy something that you eat with."



Take turns thinking of a person, place or thing. Don't say what you're thinking of. The other person asks questions to guess what you are thinking of. You can only say "yes" or "no" when you answer. Don't forget: only 20 questions allowed!



Say a list of 3 to 5 numbers. Say each number individually to your child. For example, "3-6-9-4-5". (Don't say "thirty six thousand, nine hundred forty-five".) Have your child say the numbers back to you, in the right order. As this gets easier for the m, add one more number. You can take turns, too.



Take turns giving giving clues to guess objects or people. Start with familiar characters or objects that your child likes. For example, if you are describing Spider-Man, you can say, "I'm thinking of a person that is a superhero. He is red and blue, he can shoot a web and climb up walls."



Take turns building a story. Each person adds to the story. Model story words such as "first", "next", "then", "suddenly", "finally". Highlight key story parts: characters, setting, story problems, feelings, events & story solution.



Start with compound words such as "rainbow". Ask your child to say the word and then take a part of that word away. "Say cowboy, but don't say cow" ... "boy" You can make it harder by taking away a sound. "Say 'sat', say it again, but don't say the /s/ sound" ... "at"