

Practice Makes Perfect

Games and Drills

- **Instead of paper and pencil practice,**
 - write letters or spelling words in shaving cream or pudding
 - use dry-erase crayons on desk
 - write on the windows with dry-erase markers.
- **Can You Find?**
 - Place word cards in a pocket chart (line on chalk board tray, or write on board). Start the game by saying one of the words and asking student A to find it and bring it to you. Student A then says a word for student B to bring to you. Student B then says a word for Student C and so on until everyone has a turn or the words are gone.
 - Variation: Teacher gives a clue for a word in the chart and students try to find the word she is describing.
- **Who Has the Word That Means...?**
 - Give each student several word cards. They will lay the cards face up on their work space. The teacher will give a clue (a meaning or sentence with a missing word). The student who has the card hands it to the teacher. The teacher then gives another clue and so on until the cards are done.
 - Variation: Give several cards to each student. They choose one of their cards to use in a sentence.
- **Climb the Mountain/Cross the Stream**
 - Write sounds/words in a mountain shape on the board. Student climbs up and back down saying the words.
 - Lay word cards on the floor. These are rocks to “step” on (say) as students cross stream.
- **Change Out a Letter**
 - Say a word for student to segment and spell (using letter tiles, magnetic letters, or letter cards works best). Example: mop. Then have them change out one letter to make the word say “top”. Then change it to “tap”, “tip”, “tin”, etc. This can be done as a group exercise with each student taking a turn or each student can have his own letters and work individually.
- **Around the Circle**
 - Give each student a word/phrase/or sentence card. Student reads card to himself. Students walk around teacher’s desk in a circle, read the card to teacher, and get a new card.
 - Fun treat: When the stack of cards is empty give each student a small treat (animal cracker, M&M, etc.) instead of another card.
- **I Have _____. Who Has _____?**
 - Have students sit in a circle around a table or on the floor. (They need to be able to see all the cards.)
 - Give each student several (2-5 depending on ability and size of group) sound or word cards. Have them lay the cards face up in front of them. The cards should be visible to everyone.
 - Teacher starts the game by saying, “Who has ___?” and names one of the cards in front of a student.
 - The student with that card replies, “I have ___” and hands the card to the teacher. That student then finds a card in front of someone else and asks, “Who has ___?”
 - Play continues until all the cards are gone.