



### **School Age Language Activities**

#### **Fun Letters (Kindergarten - 3<sup>rd</sup> grade)**

School age children can use finger paint to practice writing alphabet letters, numbers, names, and simple words.

#### **Storytelling (Kindergarten - 6<sup>th</sup> grade)**

Exchange stories about daily events. Broaden their imagination with some books of their choosing to expand their stories.

#### **Tongue Twisters (3<sup>rd</sup> - 6<sup>th</sup> grade)**

Tongue Twisters are an excellent way to teach children correct pronunciation and enunciation of words. It is a fun way to train their tongue to pronounce words. Start with simple words and then move onto harder ones.

#### **Hangman (Kindergarten - 3<sup>rd</sup> grade)**

To play Hangman, you have the choice to play this in a whole group or in teams. First, one player comes up with a word or phrase for the puzzle. That player draws a dash for each letter in the puzzle, leaving a space between words, then draws the gallows above the dashes. Now, the other players guess letters one at a time that they think are in the secret word or phrase. If they guess right, the player who made the puzzle writes in the letter over any corresponding dashes. If they guess wrong, the player who made the puzzle draws a head hanging off of the gallows and writes down the incorrect letter for the guessing players to use as a reference. Each time the guessing players choose a wrong letter, a new body part is added to the hangman. The hangman should consist of a head, a body, 2 arms, and 2 legs. If the guessing player correctly guesses the puzzle or fills in all of the letters before the hangman is complete, they win. If they don't, the player who came up with the puzzle wins.

#### **Charades (Kindergarten - 6<sup>th</sup> grade)**

Choose a player to start the game. The player thinks of a book title, a famous name, a movie, or song title. Choose something that the students will know. If you like choose a category like Disney. The player then acts out the theme they chose. Some clues are, to indicate a book-pretend to read a book or to indicate a song-pretend to sing. The first person to guess correctly wins the point.

#### **Homonyms (Kindergarten - 4<sup>th</sup> grade)**

This promotes listening and comprehension skills by playing with words that sound the same but have different meanings. Allow your children to think of words that sound alike and let them try to define each one. This is also a good gauge of how much your children's vocabulary has expanded and if their understanding of the words is correct.

#### **Songs (Kindergarten - 6<sup>th</sup> grade)**

Aside from harnessing their musical abilities, songs can also help children learn new words. Lyrics have a sense of rhyme and rhythm so it will be easy and entertaining for them to sing along. In addition, simply putting a tune to an activity can be a fun game that you can play with your children.

#### **Riddles (Kindergarten - 6<sup>th</sup> grade)**

## Action for Children



Riddles are fun ways to use words and paint pictures of scenes or situations. Read or say riddles aloud to each other and explain to your children the different definitions of a single word e.g. school as in a place of learning or school as in a group of fish to help them understand the riddle better.

### **Jokes (Kindergarten - 6<sup>th</sup> grade)**

Telling age-appropriate puns will also help foster good humor and creativity in children. This also encourages wordplay and imagination. You can read through kid-friendly joke books and take turns telling witty stories. Avoid being too critical of their gags, speech, or articulation. Instead, model proper pronunciation or grammar by repeating the statement back to them in the correct way.

### **Search for Awesome Language While Reading (Kindergarten - 6<sup>th</sup> grade)**

Armed with an arsenal of sticky notes, the students can jot down any sentences or phrasing they feel deserves the title awesome. Afterwards have the students sort them into categories such as language that show rich detail or emotion, is easy to visualize, or uses a simile or metaphor. This activity helps students pay closer attention to the details in the story, boosting their comprehension as well as their knowledge of author's craft.