

## Book-based reading games

**Playing a book-based reading game** encourages children to work together as well as providing

- opportunities for children to re-read some of the text
- opportunities for children to re-enact the story
- a context for reading practice which is pleasurable, meaningful and highly motivating

Here we have included two types of game, one or the other of which can be used for most stories.

Choose your game to suit the narrative shape of a story.

**Track game:** *suits stories in which the characters take a journey (for example, 'Beegu', 'The snail and the whale', 'Where the Wild Things Are')*

<p><b>What you need:</b></p> <ul style="list-style-type: none"><li>• A sheet of A2 card</li><li>• A pack of blank 'playing cards'</li><li>• Numbered dice</li><li>• Laminator</li><li>• Small models of the characters to act as counters</li></ul>	<p><b>Playing the game</b></p> <ol style="list-style-type: none"><li>1. Players sit around the board and take turns to roll the die</li><li>2. If they throw an 'odd number' they move their counter that number of squares and pick up and read a card aloud.</li><li>3. The winner is the first one home.</li></ol>
<p><b>What you do:</b></p> <ol style="list-style-type: none"><li>1. Draw a circular track on the card.</li><li>2. Select pieces of text from the story and add instructions, for example, '<i>so he was sent to bed without any supper</i>' Miss a turn.</li><li>3. Put a variety of these extracts onto separate cards and stack in the middle of the board.</li><li>4. Illustrate the board, add 3D features</li></ol>	

Encourage the children to share the reading between them OR help children by reading the cards with them.

**Word Bingo games:** suits stories which use repetitive phrases of 6 to 8 words. Choose sentences which are memorable, (for example, 'No Dinner', 'Mister .Magnolia', 'Aarrggh, Spider')

<b><i>Look</i></b>	<b><i>at</i></b>	<b><i>me.</i></b>
<b><i>I</i></b>	<b><i>can</i></b>	<b><i>dance!</i></b>

<b><i>But</i></b>	<b><i>Mister</i></b>	<b><i>Magnolia</i></b>	<b><i>had</i></b>
<b><i>only</i></b>	<b><i>one</i></b>	<b><i>boot</i></b>	<b><i>!</i></b>

<p><b>What you need:</b></p> <ul style="list-style-type: none"> <li>• 6 sheets of A4 card</li> <li>• Felt-tip pens</li> <li>• Laminator</li> </ul>	<p><b>Playing the game:</b></p> <ol style="list-style-type: none"> <li>1. Each child chooses a base board and places it in front of them.</li> <li>2. The adult reads through the phrases with the children.</li> <li>3. The adult holds up each card in turn, handing it to the first child who can accurately match it to a word on their base board.</li> <li>4. Play continues until all boards are complete.</li> </ol>
<p><b>What you do:</b></p> <ol style="list-style-type: none"> <li>1. Rule each piece of card into 6 or 8 equal pieces.</li> <li>2. Write the sentence onto each pair of boards-one word per square.</li> <li>3. Cut up one board from each pair into sets of individual cards.</li> <li>4. Add illustrations.</li> <li>5. Laminate to make the game more durable.</li> </ol>	

