

Suggestions for Game Playing over the Summer

The summer time will give us a chance to play lots of different games at home. Games was a previous theme of the week and you can find lots of suggestions for games here: <https://ncse.ie/theme-of-the-week-games>

This document outlines some strategies for language and pragmatics:

Beginning

- Make a plan- Give child a choice of which game to play first, next last.....
- Make sure the child has enough vocabulary to play the game. 'Pre-teach' the essential words while having a chat about how to play the game.
- Briefly model how game is played.
- Include rituals of game playing such as rolling a die, flipping a coin to see who goes first as these support fairness and turn-taking and build numeracy (first, next last, after you, highest, lowest, same)

Middle

- Swap roles so child has opportunities for expressive and receptive language and can feel in charge. When swapping roles, also swap seats for emphasis.
- Think aloud so child learns about reasoning and deduction
- Use specific words for all objects
- Express excitement, disappointment so child hears how others feel
- If appropriate, and for sake of numeracy, 'keep score' by making a visual record, running tally, scoreboard.

End

- End a game *before* a child gets frustrated.
- Put child in charge of putting things away by giving instruction to adult helper (sequencing, prepositions, giving directions) Adult helper can ask questions ' ('where does this go?' , 'On the middle shelf?') or misplace things so child can correct.
- Reflect briefly on the game. 'You found loads of pairs today!'