

Fun with words

Here are some further ideas, including quick starter activities, games and longer projects to reinforce the learning in this chapter.

Feelings

- Children draw an emoticon on a whiteboard. Others guess what it represents. See how many different suggestions they can come up with.

Wearing words

- Have a 'Read me' day when children wear clothes that have writing on them and encourage everyone to read everyone else. Extend this to involve the whole school, perhaps as part of World Book Day, or as a fundraising event.

Sharing comics

- Ask the children to bring in comics they have read to make a class box that can be shared. Good examples of onomatopoeia can be added to a class collection.

Number-plate game

- Challenge the children to think of words that include letters in car number plates, in the order in which they occur. For example, from 'AL 58 WTN' you can make 'ALWays' or 'WaiTiNg'. As an alternative game, find phrases or sentences using the letters to start each word, such as *Ants Leap While They Nod* (nonsense is acceptable).

Word match

- Play a game where four or five words are displayed and the children have to see how many portmanteau words they can invent by combining any of the given words. Challenge them to also provide definitions for their new words.

Crossed words

- The clues on photocopiable page 114 'Shopping-list fun' are similar to those in crosswords, so provide a range of crosswords for the children to complete at registration time or even a wet playtime.

Find me!

- Challenge the class to find words that have smaller words hidden in them, for partners to discover. This could be a quick five- or ten-minute dictionary activity.

Emoticon faces

- Encourage one child to make facial expressions for others to guess the emotion they are trying to convey.

Guess my word

- Ask individual children or pairs to invent a portmanteau word. The others should work out what the two original words were and guess what the newly-created word could mean. The class could be given a particular genre for their new words, such as fantasy, horror or adventure.

All mixed up

- Extend photocopiable page 115 'Jumbled instructions' by asking the children to write two or three sentences on a whiteboard, giving instructions for carrying out a simple task, where they have deliberately put the spaces in the wrong place. They then challenge each other to read the jumbled text correctly. This could also be done on the computer.