

# TOP 5 LITERACY LESSON STARTERS

@DALESIDEBOTTOM

## WORD CHAINS

**RESOURCES:**  
NONE

**DESCRIPTION:**

START THIS GAME WITH STUDENTS SITTING IN A CIRCLE. START THEM OFF WITH A SLOW RHYTHM CLAP. THEN THE FIRST STUDENT SAYS ANY WORD TO THE TIME OF THE RHYTHM. THE NEXT STUDENT MUST THEN SAY A WORD THAT BEGINS WITH THE LAST LETTER OF THE PREVIOUS WORD.

FOR EXAMPLE: MAGIC . . . CRICKET . . . TOY . . . YELL . . . LUCKY . . . YELLOW. THE GAME STARTS OVER WHEN A STUDENT MISSES A TURN OR SAYS A WRONG WORD.

## SCAVENGER HUNT

**RESOURCES:**  
PEN AND PAPER FOR EACH GROUP

**DESCRIPTION:**

SPLIT THE CLASS INTO GROUPS OF FOUR STUDENTS. IN THESE GROUPS THE STUDENTS MUST USE ALL 26 LETTERS OF THE ALPHABET FOR THE SCAVENGER HUNT. THE STUDENTS NEED TO FIND SOMETHING IN THE CLASSROOM THAT THEY CAN SEE THAT BEGINS WITH EACH LETTER OF THE ALPHABET. THEY NEED ONLY ONE THING FOR EACH LETTER. THE FIRST GROUP TO FIND THINGS FOR ALL 26 LETTERS READS OUT THEIR WORDS. IF THE WORDS ARE ALL OK, THIS GROUP IS THE WINNER. IF ANY ARE NOT OK, THE GAME CONTINUES UNTIL ANOTHER GROUP FINISHES.

## TELEPHONE Pictionary



**RESOURCES:**  
PAPER AND PENCILS



**DESCRIPTION:**

TELEPHONE Pictionary STARTS WITH THE CLASS SITTING IN A CIRCLE. THE TEACHER SELECTS ONE STUDENT TO WRITE A SENTENCE OR PHRASE. THIS CAN BE ANYTHING! (THE STRANGER THE BEGINNING SENTENCE, THE FUNNIER THE FINAL RESULT WILL BE.) THE STUDENT SITTING NEXT THE FIRST STUDENT LOOKS AT WHAT WAS WRITTEN AND DRAWS A PICTURE TO MATCH THE SENTENCE. THEY FOLD THE PAPER OVER SO THAT ONLY THE PICTURE CAN BE SEEN AND PASS IT TO THE NEXT STUDENT. THE THIRD STUDENT LOOKS AT THE PICTURE AND WRITES A CAPTION OR SENTENCE FOR THE PICTURE THAT THEY SEE. THEY FOLD THE PAPER OVER AGAIN, SO THAT ONLY THE SENTENCE CAN BE SEEN, AND PASS THE PAPER TO THE NEXT STUDENT. CONTINUE LIKE THIS UNTIL EVERYONE HAS HAD A TURN. THE GAME SHOULD END WITH A SENTENCE, NOT A PICTURE, SO IT MAY BE THAT ONE STUDENT HAS TWO TURNS. WHEN EVERYONE HAS HAD A TURN, OPEN THE PAPER AND HAVE A GOOD LAUGH AS A CLASS.



## MINISTERS CAT

**RESOURCES:**  
NONE

**DESCRIPTION:**

THE CLASS STARTS THIS GAME BY SITTING IN A CIRCLE. THE TEACHER PICKS A STUDENT WHO DESCRIBES THE MINISTER'S CAT WITH ANY ADJECTIVE THAT STARTS WITH THE LETTER 'A'; FOR EXAMPLE, "THE MINISTER'S CAT IS AN AMAZING CAT." THE NEXT STUDENT MUST ALSO USE THE LETTER 'A', SUCH AS, "THE MINISTER'S CAT IS AN ANGRY CAT." CONTINUE ALL THE WAY AROUND THE CIRCLE. WHEN IT COMES BACK TO THE FIRST STUDENT THE LETTER 'B' IS USED; FOR EXAMPLE, "THE MINISTER'S CAT IS A BOLD CAT." ANY STUDENT THAT IS UNABLE TO COME UP WITH AN ADJECTIVE CAN PASS ON THEIR TURN OR THEY CAN BE ELIMINATED IF YOU WANT TO HAVE A COMPETITIVE GAME.

## WIZARD

**RESOURCES:**  
DICTIONARY, PAPER AND PENS FOR EACH GROUP

**DESCRIPTION:**

SPLIT THE CLASS INTO FOUR EVEN TEAMS. THEY EACH NEED A PIECE OF PAPER AND PEN. THE TEACHER FINDS ANY WORD IN THE DICTIONARY AND WRITES THE WORD ON THE BOARD. EACH GROUP THEN GETS FIVE MINUTES TO WRITE DOWN WHAT THEY THINK THE WORD MEANS. ONCE THEY HAVE DONE THIS, THE TEACHER READS OUT THE RIGHT MEANING AS WELL AS THE FOUR THE GROUPS HAVE MADE UP. YOU SCORE A POINT IF YOU GUESS THE RIGHT ANSWER, AND YOU ALSO SCORE A POINT IF ANOTHER GROUP PICKS YOUR EXPLANATION WHEN THEY ARE VOTING. THE AIM IS TO TRY AND COME UP WITH ANSWERS THAT ARE VERY CONVINCING SO OTHER GROUPS VOTE FOR THEM. THE WINNING GROUP WILL BE THE TEAM WITH THE MOST POINTS AT THE END OF THE SESSION.



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