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Titolo	Classroom literacy games : fun-packed activities for ages 7-13 // Heather Butler
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ISBN	1-136-72884-8 1-283-46087-4 9786613460875 1-136-72885-6 0-203-81739-7
Descrizione fisica	1 online resource (129 p.)
Classificazione	EDU000000EDU010000EDU029000
Disciplina	372.6 373.133/7 373.1337
Soggetti	Language arts (Elementary) - Activity programs Language arts (Middle school) - Activity programs Educational games Individualized instruction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"A David Fulton book"--Cover.
Nota di contenuto	Classroom Literacy Games Fun-packed activities for ages 7-13; Copyright; Contents; Acknowledgements; 1 Punctuation Pieces; 2 In Other Words; 3 Four Starters; 4 Cunning Connectives; 5 Cool Sentences; Index
Sommario/riassunto	"Children enjoyed it so much they didn't realise they were being worked so hard.' - Jo Miles - Learning Support Assistant at Manor Farm Community Junior School, Hazlemere, Buckinghamshire 'Great speaking and listening activity setting up ideas for the Big Write. The games extended the children's vocabulary. Purposeful learning - love it!' - Liz Pilgrim - Senior teacher at Manor Farm Community Junior School, Hazlemere, Buckinghamshire Educational games played in groups or pairs help develop key language and social skills. Based on a range of material to extend vocabulary, punctuation and cross curricular

creativity, Classroom Literacy Games for VCOP contains original games with suggestions how to develop writing tasks after playing them. Each game is differentiated four ways and aims to teach the VCOP initiative to higher KS1, KS2 and lower KS3. Printed with dyslexia-friendly fonts, these cross-curricular games are suitable for mixed ability classrooms, small groups or one-to-one teaching situations. As either photocopiable resources to be used in the classroom or as homework activities, these games will create situations to generate creative writing and for the children to create their own games. They can also be used for EAL, 'guided reading' and weekly 'Big Write' exercises. With minimal preparation time required and a vast number of games, these user-friendly, pick-up-and-go activities will be of interest to any practicing primary and lower KS3 teacher"-- Provided by publisher.
