

Jumpstart!: Literacy - Games and Activities for Ages 7-14

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Literacy Games

These resources and ideas are from activities I tried out in my BEES 1 placement with year 5/6 and were very successful.

I attended a training session which was aimed at teaching connectives daily as a warm up to literacy as a School target. We were introduced to warm up games, some of which were from a book written by the author Pie Corbett, I have referenced his book at the beginning of the pack.

The activities I have chosen are 'brain warm ups' that can be introduced as a quick 10 to 15 minute session before literacy.

Contents

- Creative Connections

Creative Connections

Play this game often - just give them a word and ask them to write down as many words as they can think of that are associated with it. Time them - a minute only, and then see who has written the largest number of words. Play this many times so that they get used to generating words and ideas rapidly. This is a fundamental creative writing skill.

If the children find this difficult, then you need to play it as a whole class. Provide a focus such as a picture, photo, object or a piece of film with not volume. Then, as a class, brainstorm as many words and ideas as possible.

Words which may generate ideas rapidly

Football	Bench Ball	Fairground	Playground
Swimming	Beach	Fireworks	Volcano
Holidays	Theme Park	Snow	Winter

Creative Connectives Focus

Please see images below covering topics such as extinction, save the rain forest, literacy and celebrity.



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Ink Waster

To warm up the brain and get into a creative mood - give the children a topic and ask them to write as much as they can in say, one minute. Time them and ask them to count the number of words then try again with another topic. They should write as rapidly as possible. This limbers up and frees up the mind.

Global warming

Recycling materials - plastic bags

Football is a dangerous sport and should be banned in Schools

If I had a special power I would like to - be invisible - fly - be the strongest person in the world - have powers to travel in time - and why

If I could own any type of pet I wanted I would like to have a - snake - elephant - and why

You could also use the same exercise but show a piece of action film with no volume for one or two minutes, and ask children to write as many words as they can during this time, as a consequence of the images and how they feel whilst viewing them.

Connectives Game

Children in pairs tell a story using two connectives unfortunately and luckily for instance

The King liked to eat doughnuts for breakfast every day unfortunately the cook fell ill and there weren't any luckily the local baker made chocolate eclaires instead unfortunately his doctor was not happy with his bad eating habits luckily

This activity can be extended to larger groups working with a selection of connectives. I would suggest you let the children choose their own connective so they are confident they know the meaning of the word they choose.

Adding Connectives

And

Also

As well as

Moreover

Too

Cause and Effect Connectives

because

so

therefore

thus

consequently

Sequencing Connectives

Next

Then

First, second, third

Finally

Meanwhile

Eventually

After

Before

Emphasising Connectives

Above all

In particular

Especially

Significantly

Indeed, Notably

Comparing Connectives

Equally, similarly, likewise, like

In the same way, as with

Qualifying Connectives

however

although

unless

except

if

as long as

Illustrating Connectives

for example

such as

for instance

as revealed by

Contrasting Connective

whereas, alternatively, otherwise,

instead of, unlike, on the other hand

