

GAMES TO HELP CHILDREN WITH DYSLEXIA

Rhyming games - one person says a word, e.g. tin, then each person thinks of a rhyming word, e.g. bin, thin, etc. When someone can no longer think of a word to rhyme, he must start a new one.

Odd one out strings. - *sat, sit, map tin, bin, sin, bat*
Can the child identify the odd one out?

Rhyming Snap - use picture cards including words that rhyme. Play it normally but make sure players name the pictures as they play.

I Spy - vary it so that it makes child think about final sounds, or particular syllables, e.g. *I spy something that ends with the sound l.*

Moving Letters - using variations on a word, either adding or changing it. e.g. *it, hit, hot, hop*

I Went to the Supermarket - children have to find words with particular sounds.