Reading Games for Kids

Silly Voices

Sit with your reader and start reading a book. Choose a word that frequently occurs in the book, such as a character name, place or random word and assign a specific voice to the word. Now, as you read the story, whenever that word occurs, it should be read by you and your reader in the voice you’ve assigned to it. Make the voices loud, soft, squeaky or as silly as you want.

Reading Pictures

Open any page of a picture book. Ask your reader what they think is going on in the picture and let them describe it to you. Encourage them to use complete sentences, be as descriptive as possible and make predictions based on what they see.

Play “I Spy”

As you are reading, stop on a page and play I spy by saying, “I spy a word that begins with the letter M,” and let your reader guess the word. You could also spy a word that rhymes with another word or provide the definition of the word you spy and let your reader guess the word.

Put the Story Together

Choose a simple story that your child has read. Write each of the main story events on different pieces of paper or notecards. Shuffle them and hand them to your reader. Let them arrange the cards in the order that they happened in the story.
Stop & Jots are when you stop while reading to think about what you have read. In this case, you will think about the questions in each square below. While reading your book, write your Stop & Jots on sticky notes, then place them on the squares below, or you can write directly in the squares.

**Connection**
What connections to yourself, other texts, or the world can you make?

**Question**
What do you wonder?

**Prediction**
What do you think will happen next?

**Strong Reaction**
What made you feel something? Why?
Retell It

Use the boxes to draw or write what happened at each point in the story.

**Beginning**
What happened at the beginning of the story?

**Middle**
What happened in the middle of the story?

**End**
What happened at the end of the story?