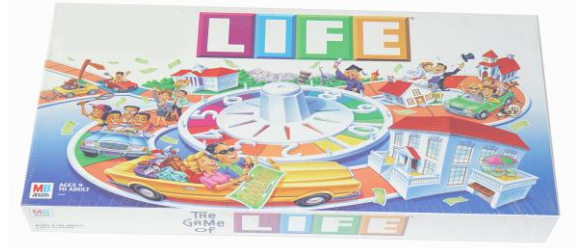


Life Is a Game

How to Turn Anything into a Game



+ Keep Track

- Example 1: To help a student notice punctuation when reading, have him or her keep track of all the question marks.
- Example 2: Keep track of all the sentences a student reads exactly the way they are written.

+ Reward a Behavior

- Example 1: Offer targeted praise: "I like how you remembered to start your sentence with a capital letter."
- Example 2: Every time the student completes and masters a literacy activity, they get a sticker.

+ Use the Big White Board

- Example 1: Review long vowel a by having the student brainstorm long a words on the big white board.
- Example 2: Let the student teach you about all the short vowels on the white board; you be the student.

+ Time It

- Example 1: "By the end of next week, I want us to be able to read all of our sight words in one minute."
- Example 2: "I know you can choose a book today in one minute."

+ Compete

- Example 1: "Let's see who can write the longest sentence with our new word today."
- Example 2: "I'm going to quiz you on four of your vocabulary words and then you can quiz me."

+ Act It Out

- Example 1: In a book with lots of dialog, divide up the characters and each read your character's lines.
- Example 2: Each act out a new vocabulary word, like limped or moaned.

