

Parent Connection

A Newsletter Full of Ideas to Help Your Child Become a Better Reader and Writer



Tip

Asking your child to give you a play-by-play is an effective way to improve vocabulary. It also helps your child practice with skills needed to become a good reader such as summarizing and sequencing events.

Focusing on one event makes this a manageable activity. After your child has been to a party, sports event, seen a movie, or played a game is a great time to give this a try.

Be sure to . . .

- Ask questions to guide your child through the sequence of events.
- Repeat portions of what your child says using new and interesting words.
- Praise when your child for explaining the situation well or using fascinating words.

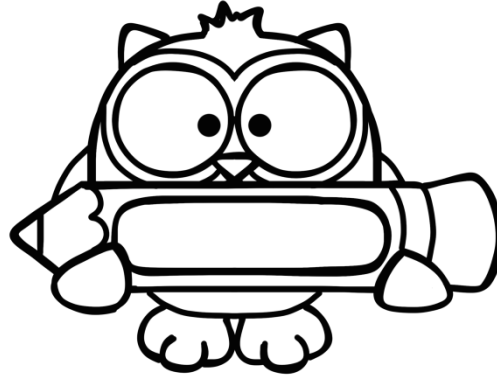
Thinking Outside the Box

One way to get your child writing is to ask him/her to help you create lists. Here are a few lists you could try:

- Shopping lists
- Suggested gifts to consider for family members for the upcoming holiday
- "To Do" lists
- Things to pack for a trip
- Activities your child wants to do during the holiday break
- Wish Lists ~ This could include activities as well as objects.



Free Online Resources



Each of these six websites provides free tools to help your child create his/her own story books.

<http://www.bookunitteacher.com/parent/3.htm>

Activity to Try

Play Pictionary. You don't need to run out and buy the board game. Make up your own list of words to draw. Be sure to include a variety of words such as words with prefixes, compound words, verbs, adjectives, or even your child's current list of vocabulary words. Write the words on strips of paper for the game.

You will need two teams or players. The first player selects a word and reads it silently. Start a timer. The player must then draw pictures of the word to show its meaning while the other team/player tries to guess the word. Record the time it took to correctly guess the word.

The next player/team takes a turn using a different word. Again the timer records the time. After several rounds, the team/player with the least total time wins the game.