

Games to Play with Trainertext Character Cards

Word Change

Create a word in Trainertext characters and ask the child to change one character to turn it into a different word. So you may have the bear, ant and toad to make the word 'bat' and then ask the child to change it to 'bit' by switching in the igloo or maybe 'hat' by switching in the horse.

The child can also set a word for you to change too.

Word Builder

Like Word Change, but this time the child builds the whole word.

The child can also set you to build a word.

Anagram

You put a selection of 3-10 cards on the table and the game is to see who can make the longest word with them.

Word Guess

You think of a word and give a clue to what it is, like a riddle. If the child cannot guess the riddle, you put a first card down to start spelling the word. The child keeps trying to guess the word as you add more cards. So the word might be 'glass' and the clue "It keeps things out, it keeps things in and it lets one thing through". If the child doesn't guess it, you put down the goat as the first card, to see if he or she can then guess it. If not you put down the lion and keep going until the child guesses the word.

I spy

Spy something and put down a first card, for the beginning of the name of the object. So if you have spied a desk, you would put down a duck. If the child cannot guess it, you put down the egg. Again you continue until the object is guessed.

The child can also do the same for you.

Word Match

Write three words on three cards. Then create three words with Trainertext image cards. Then ask the child to put each word with the right card.