

## FUN WITH DIY OG GAMES

(submitted by Melissa Sansobrina, OG Tutor)

As OG tutors, we know that there are certain “must-haves” in every lesson. We must always have visual and auditory drill, and we must always have reading and spelling of single words and connected text. But once all the hard work is done, games are a fantastic way to extend our OG lessons and bring them to life from a different angle.

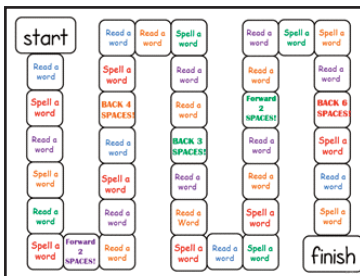
I feel there are many benefits to OG based games. Firstly, games give the student a mental break from the rigors of a traditional lesson and inject a little bit of fun into the session. Secondly, games allow the instructor and student to view the material from a new perspective and apply skills in a unique way. Finally, games allow the instructor to observe the student’s level of understanding when they are completely focused on the task at hand (there is usually very little yawning or daydreaming during a good game!)

OG based games do not have to be complicated to be effective. Most of the games I use with my students are very “DIY”; they can be printed on your computer and use minimal supplies. A few of my favorite OG games are listed below:

**GRID GAMES:** Some games can be made with the creation of a simple grid in Word or Google Doc. By placing words in the grid, you can test a specific concept or concepts and play a few different games. *Tic-Tac-Toe* and *OG Bingo* are a few of my “go-to” games for younger students that use a grid format. Tic-Tac-Toe is a simple game to do with younger students. The student must correctly read the word before placing their x or o in the box. Bingo can be played the same way, and you can use dry-erase foam dice from the dollar store to select the concepts you want to call out.

*Connect 4* and *Words and Boxes* are two other grid games that are suitable for older students. A grid of 6 rows and 7 columns can be used for Connect 4. Players must first read words along the bottom row to place their “chip”, and (like Connect 4) they may only build up from the bottom row or on top of other chips. *Words and Boxes* is played just like the old pencil-and-paper game *Dots and Boxes*, except players must connect lines between two words to complete their boxes. *Words and Boxes* is best played with an odd number of squares, and the grid size can be customized to the instructor’s needs.

**BOARD GAMES:** *Read a Word/Spell a Word* is a simple board game that I like to do with younger students. You can create a game deck by printing words on index cards. Then, players can take turns rolling a die and move their game piece along the board. Players can land on a variety of spaces that either gain/lose spots or ask them to read or spell a word. There are many printable game boards online, and the tutor can simply add the task to each game space as needed. A die, game pieces (such as colored chips or cubes), and a writing surface are all that is needed to play this simple game.



(continued on next page)



In celebration of Poetry Month, please write an original poem during one of your sessions and submit it to us to display in the tutoring center.



We hope you enjoyed your prizes and celebrating National Reading Month!



UPCOMING **EVENTS** 

**April 18 - 22:** Daytime office hours only; no evening tutoring  
**April 28:** Office hours with Kate from 7-9pm; email for ZOOM link

## STUDENT SPOTLIGHT: VIVIAN

(submitted by Helen Dawson, OG Trainee)

It is a pleasure to work with Vivian as my practicum student. She is a wonderful young lady. Vivian tries so hard, even when it is difficult. She loves to please and does not like to make a mistake. She is funny, she loves a little prank. She has a beautiful smile, which is great to see first thing in the morning. She has made amazing progress during our time together. She has not missed one session! Vivian just had her birthday in February and she got a new hairdo for her American Girl Doll at the shop. I hope you enjoy getting to know her.



**What do you love to do outside of school?** I like dance, art, American Girl dolls, and soccer.

**What is your favorite book?** I like my princess book and my *Dog on a Log* book.

**Why do you like this book?** I like the *Dog on a Log* books because I can read it by myself.

**Do you think your reading has improved this year and in what way?** Yes, I can read by myself which makes me happy.

**What is your least favorite subject in school and why?** Social Studies because it is boring.

**What is your favorite subject in school?** I love art and library because they are fun.

**What are your goals for the rest of the year?** I want to be a soccer coach and tell everyone how to play.

**What are your plans for the summer?** I am going to camp. It is the one I go to every year. It is so much fun. I do art, zip lining, gymnastics, and dance.

## FUN WITH DIY OG GAMES

All five games listed above can also be played in virtual sessions! The instructor can make "game pieces" out of simple shapes and move them in a Word or PowerPoint document on a shared screen.


**CARD GAMES:** *Go Fish!* and *OG Uno* are two other games I love to make for my students. I use PowerPoint Slides to make grids and print out the game cards for my concepts. For *Go Fish!* I might make cards with a variety of suffixes that a student has learned, and we can "fish" for the 4 cards that fit a particular criteria (for example: "Do you have any words with the suffix that means "past tense"?") *OG Uno* can be played like the real game, asking the students to match the card with another card's color or concept (for example, you can put down a red "train" card on top of a blue "gain" card because both cards have vowel team **ai**).

I do have a few "store-bought" games that I use as well. *Uno Dare!* is a commercial card game that is played like *Uno* but has "dare" cards in the deck. Whenever I play a "dare" card in the deck, the student must spell a word of my choice. If the student plays a "dare" card, they get to ask me a trivia question of their choice!

I also use the games *Spot it!* and *Blink* to strengthen other skills related to successful reading. *Spot It!* is a game that asks players to quickly identify matching images on a pair of cards, and it's a great way to help students with Rapid Automatized Naming (RAN) skills. *Blink* asks players to match cards based on the number, color, or shapes on cards, and is a great executive functioning and logic activity.

**INTERNET RESOURCES:** When I want to get more sophisticated with my games, I turn to the internet. [WordWall.com](http://WordWall.com) is my favorite website for games and printables, and it has many options to choose from for every skill level. There are also community-shared games in Wordwall that can be edited for your own use and are great for inspiration. For older students, Jeopardy is a great quiz game, and a customizable version can be found at [jeopardylabs.com](http://jeopardylabs.com) these games can also be played in virtual sessions when shared with the student.

I hope these tips have been helpful for you and your OG lessons. Creating and playing games with my students is one of the best parts of my job!



### LITERACY NASSAU'S OG SUMMER INTENSIVE PROGRAM


**CHOOSE ONE OR BOTH SESSIONS:**

**JULY 11- JULY 29**

**AUGUST 1- AUGUST 19**  
**MONDAY-FRIDAY FROM 9:15 -12:00**

*Building literacy skills for students with dyslexia, or other language-based learning disabilities, who want summer support.*

Literacy Nassau is very excited to invite you to join us for another year of our literacy-based summer program. The purpose is two-fold. It is to prevent summer regression for current students through maintenance of previously taught Orton Gillingham concepts and to provide exposure of OG principles for students who are new to OG. All of this will be done in a relaxed, fun atmosphere.



**Very limited spots available per session.**  
To hold your place a \$200 deposit is required with your application.

**This is an Early Bird Special Offer of \$1,680 that must be paid in full by April 15<sup>th</sup>.**

[kquijano@literacynassau.org](mailto:kquijano@literacynassau.org)  
1 Ivy Lane, Wantagh  
516-867-3580  
[www.literacynassau.org](http://www.literacynassau.org)

Orton-Gillingham (OG) based instruction will be incorporated through multisensory games, arts and crafts, and a variety of other indoor/outdoor activities. This summer program is designed for students who are 6-12 years old and are identified with dyslexia or who otherwise struggle with reading, writing, and spelling.

Students will be in small groups based on their age/ability level. Lessons and activities are guided by teachers who are certified through the Orton-Gillingham Academy (OGA).

#### Daily Schedule:

- OG-based reading/writing lesson
- Snack break
- OG-based game, craft, or activity
- Lesson Review/Read Aloud

Tuition: \$1,920 (cash/check)  
\$1,960 (credit) per session.

