

# Games That Promote Language

## Categorizing

- Scattagories by Parker Brothers
- SLAPaGORIES by Parker Brothers
- \*TriBond by Big Fun A Go Go (also good for associations)
- \*Outburst by Hersch and Co.
- Word Trio by Discovery Toys
- \*A to Z Junior by Discovery Toys
- Frazzle



## Definitions

- Balderdash (Dictionary) by Mattell or homemade
- In a Pickle by Gamewright
- \*Apples to Apples by Out of the Box
- Pictionary by Parker Brothers
- Password by Endless Games
- \*20 Questions by University Games
- Inside Story Flashcards by Inside Story
- Buzzword
- Taboo
- Catch Phrase
- Charades Party Game-Family Charades in a Box by Outset Media.  
Other versions available



## Miscellaneous

- \*Cranium by Cranium Corp.- vocabulary, describing
- Creator: The Race to Build It Board Game by Lego- sequencing, following directions, prepositions
- Chomp by Gamewright- sequencing, analysis
- Never Ending Stories by Discovery Toys- Narrative composition, predicting
- Silly Sentences by School Zone- Sentence creation and structure, parts of speech, grammar
- \*30 Second Mysteries by University Games- Inferencing, problem solving, asking/answering questions
- Guess Who? and Guess Where? By Milton Bradley- asking and answering questions, categorization, problem solving by deduction
- Candyland- colors
- Hi Ho Cherry O- counting, subtracting
- Yahtzee-(modified) adding double and triple digits
- \*Clue- inferencing, problem solving
- Cat in the Hat, I Can do That- Following Directions
- Stare!- memory, information recall
- Animal Soup- describing

# “Car Games”

- I Spy- One person picks something in the car without telling the other players but says "I spy something with my little eye something that (give clue). The other players then take turns guessing. If the correct object has not been guessed, then another clue is given. Continue to do this until the answer has been found.
- 5 Things- One person names three things in one category. The first person who guesses the category and names an additional two items is the winner and it is then their turn to go.
- Categories- One person chooses the category (examples: things that are red, singers, movies, cartoons, books etc.). People in the care take turns naming items in the category. You only have 5 seconds to name something, if you can't within 5 seconds, you lose and are out of the game. The remaining players play again with a different category. The person who just got out of the game decides the category.
- Simon Says- One person is the leader and gives the rest of the players directions (ex. tap your finger). The players are only supposed to follow the directive if the leader says "Simon says" first. If a player follows the directive without the leader saying "Simon says" first, they are out of the game. Continue playing until there is only one winner left.

\*indicates junior versions available

