

FAMILY GAME NIGHT

10 station activities

Punch cards

Event guide

Editable pages

GAME STATIONS

Visit the stations to complete your punch card!
Choose from these fun activities:

GAME

SPOT

Super Sentence Scramble
Beat the clock by building sentences using word cards.

Tic Tac Snack *ticket only
Create your own edible tic tac toe board and play!

Domino Dash
Play dominoes in a fun, unique way by making connections

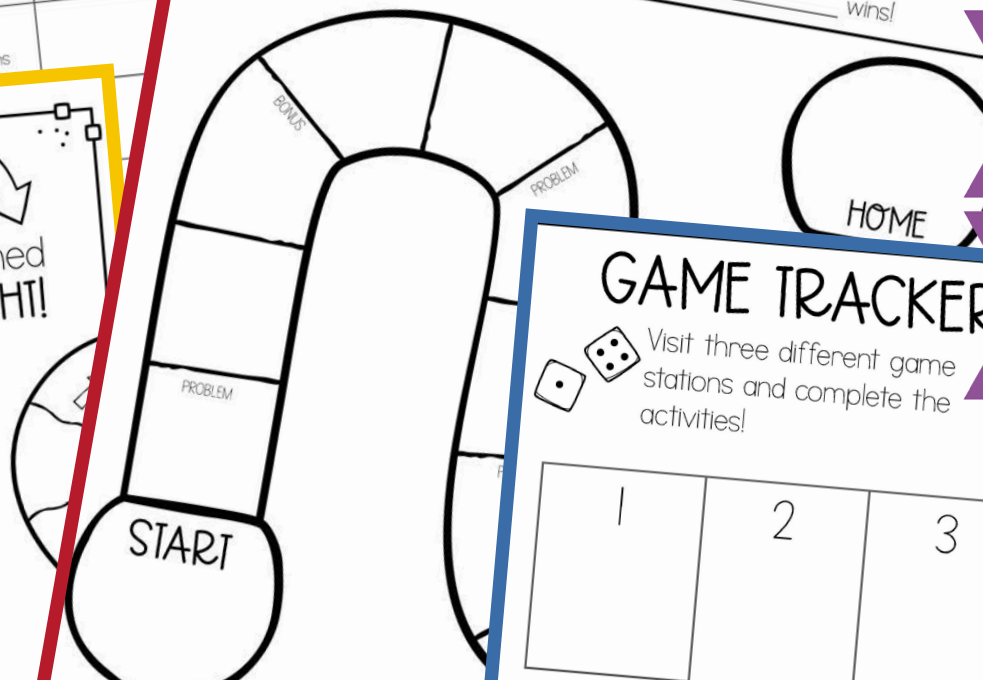
GAME ON!

Join us for a game-themed
FAMILY LITERACY NIGHT!



Join us for an
un night full of
reading and

Help the _____ get to _____!
1. Place all pieces on START.
2. Take turns spinning the spinner and moving across the board, following the directions.
3. The first to reach _____ wins!



GAME TRACKER

Visit three different game
stations and complete the
activities!

1	2	3
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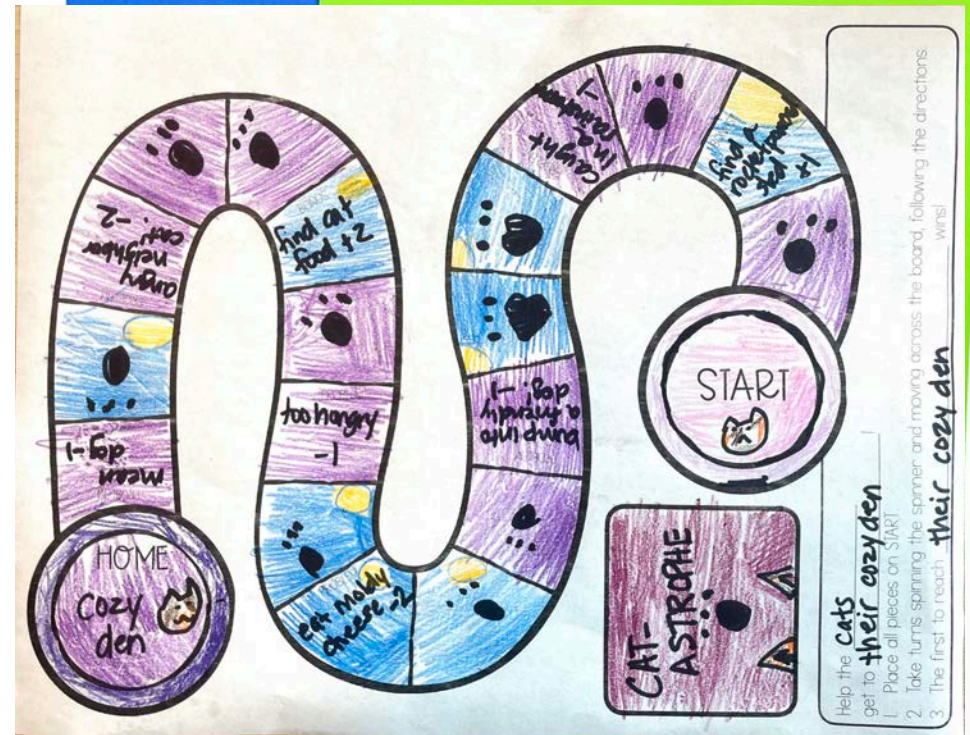
FAMILY LITERACY NIGHT STATIONS & ACTIVITIES

READY TO PLAN YOUR FAMILY LITERACY NIGHT?

THIS RESOURCE WILL HELP YOU...



- ✓ Plan an event your kids and families will love!
- ✓ Create ten activity stations
- ✓ Get parents and kids reading, writing, thinking, and talking together
- ✓ Organize your event with ease



USE PUNCH CARDS TO MOTIVATE!

**Editable: decide
how many stations
kids need to visit**

**Punch with a
hole punch or
use stickers**

GAME TRACKER
Visit three different game
stations and complete the
activities!

1	2	3
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**Kids can earn a
prize of your
choosing!**

PUNCH WITH A HOLE PUNCH, USE STICKERS, OR INITIAL

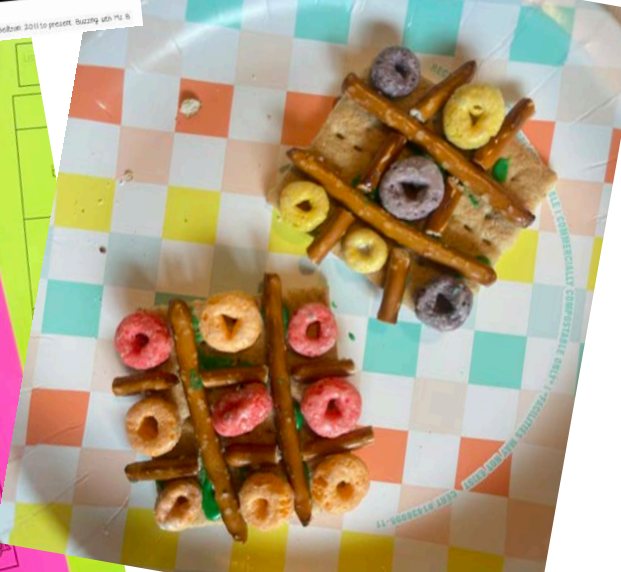
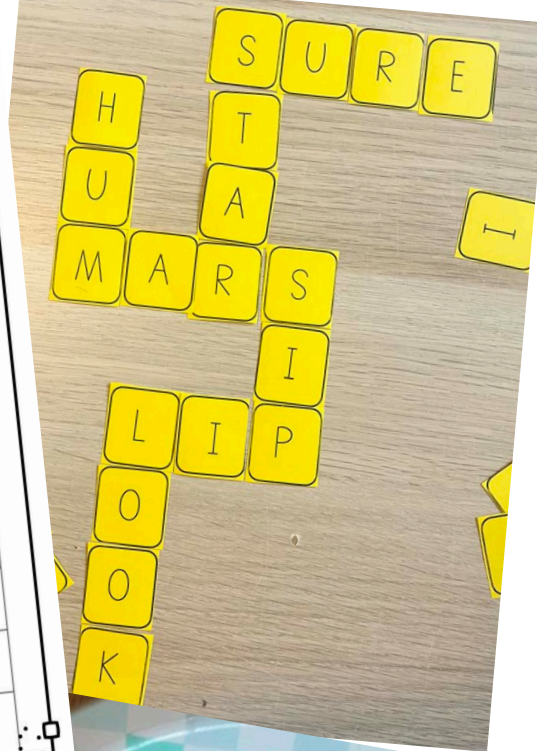
What stations are included?



- Super Sentence Builder: build sentences and beat the clock
- Tic Tac Snack: make a tic tac toe board and play
- Domino Dash: connect vocabulary words like dominoes
- Book Battle:: read two books and vote on the best one
- Character Quest: build your own board game
- Hop to It: listen to a story and play hopscotch to retell
- Alpha Links: play a game to build words out of letters
- Rhyme Time BINGO: play bingo with rhyming words
- Game Night: read a partner play together
- Roll & Read: roll the dice, read the words, and see who fills up their board first

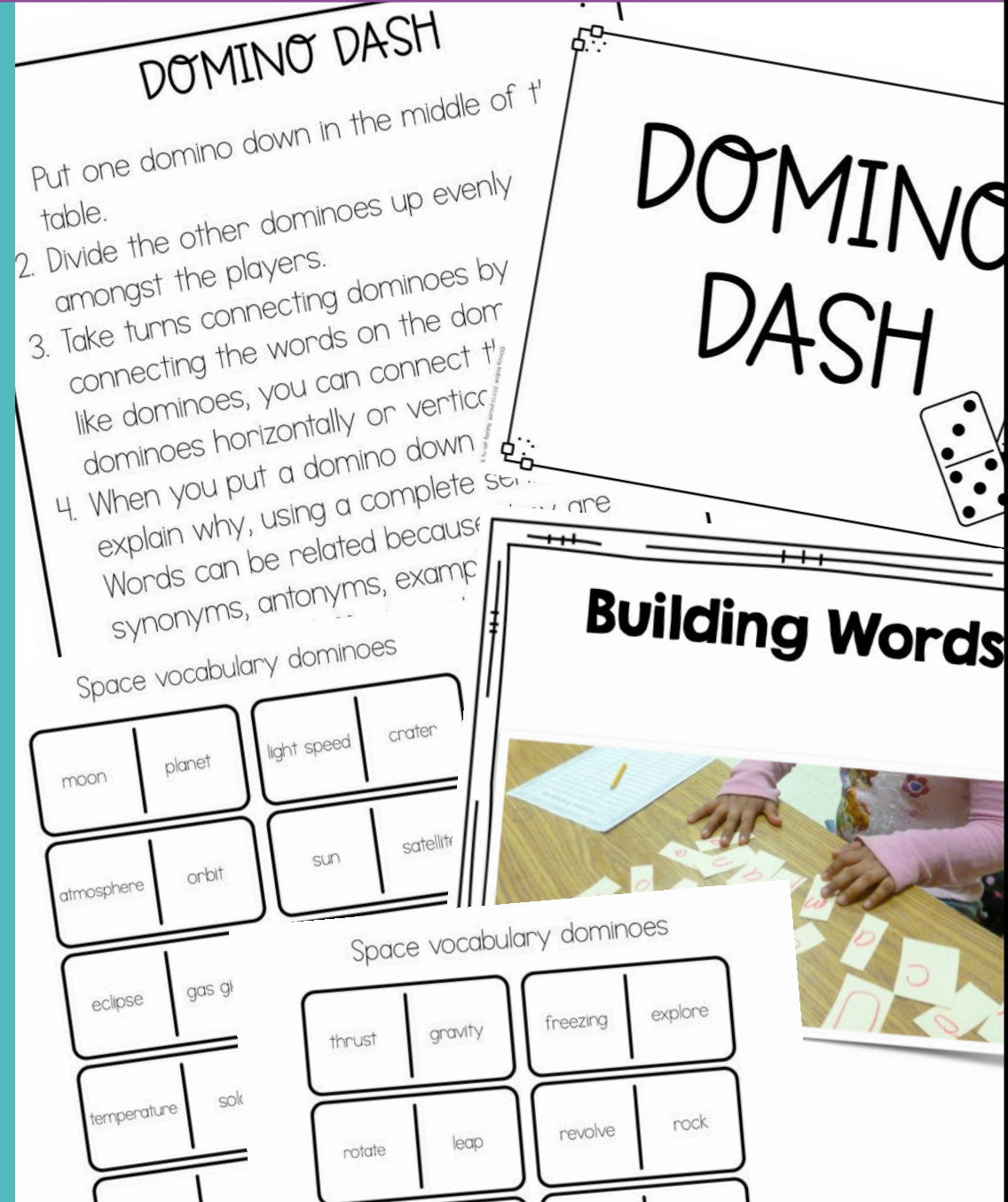
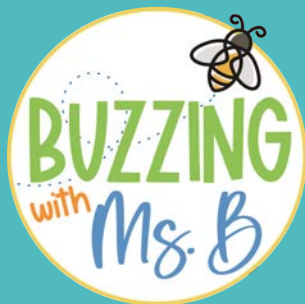
GAME STATIONS
Visit the stations to complete your punch card!
Choose from these fun activities:

GAME	SPOT
Super Sentence Scramble Beat the clock by building sentences using word cards.	
Tic Tac Snack *ticket only Create your own edible tic tac toe board and play!	
Domino Dash Play dominoes in a fun, unique way by making connections between words.	
Book Battle Read books together and vote on your favorite!	
Build-Your-Own-Game Build a game full of adventure and fun, and take it home to play!	
Hopscotch Story Listen to a story and retell it with a fun hopscotch activity.	
Alpha Links Play a word game by building words out of letters and connecting them.	
Rhyme Time BINGO Play BINGO with rhyming words.	
Game Night: a Partner Play Read a fun partner play together.	
Roll & Read See who can roll the dice and read all the letters or words on their game board the fastest.	



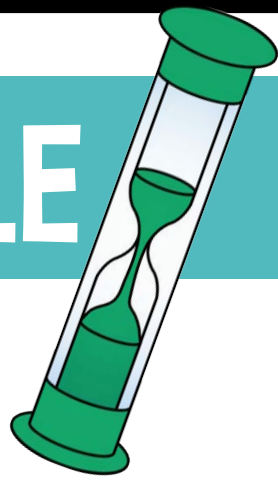
Each station includes...

- A Poster/sign
- Directions
- Tips
- Printable materials





SUPER SENTENCE SCRAMBLE



SUPER SENTENCE SCRAMBLE

SUPER SENTENCE SCRAMBLE

1. Cut up the word cards. Give each person one card. With the rest of the cards, make an upside-down stack in the middle of the table.
2. Set the timer for one minute seconds.
3. Take turns taking a word from the stack. If you can add the word to the words you already have to add to a sentence, do it!
4. If you can't, add it to a discard pile.
5. At the end of the minute, see who has made the longest sentence that is grammatically correct and makes sense. Silly sentences are accepted, but they have to be understandable!

KINDER

cat	dog	Mom
Dad	kid	bear

FIRST/SECOND

a	kid	sock
tall	yellow	fast
slowly	down	loudly
quietly	in	the
		table

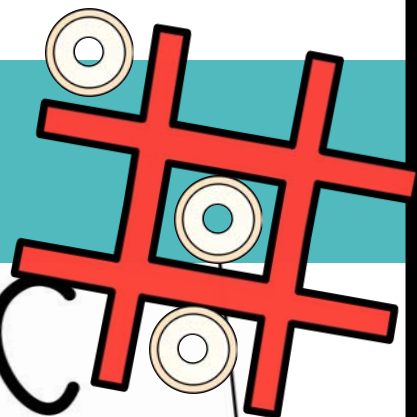
THIRD-FIFTH

the	room	under
desk	in	kitchen
at	my	school

**BUILD SENTENCES AND BEAT THE TIMER!
DIFFERENTIATED BY GRADE RANGE**



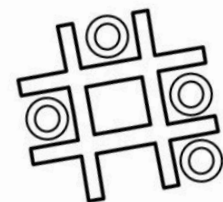
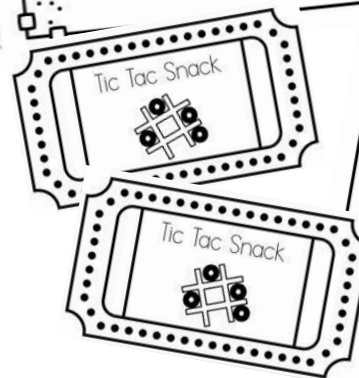
TIC TAC SNACK



TIC TAC SNACK

TIC TAC SNACK

1. Follow the directions on the card to create your own tic tac toe board!
2. Play with your family!



MAKE A TIC TAC TOE BOARD SNACK AND PLAY!



GAME NIGHT!

GAME NIGHT!

Cast of Characters:
Grandma
Ashante

Setting:
At home. Outside, there is a storm.

Ashante: I'm so bored.
Grandma: I can see that! It's too boring.
Ashante: I have nothing to do.
Grandma: Let's have a game of Old Maid.
Ashante: That does not sound fun.
Grandma: It will be fun!
Ashante: Fine.
Grandma: Here are your cards.
Ashante: I have some pairs!
Grandma: So do I! I am a pro.
Ashante: Oh no! I want to win.
Grandma: Let's see who has the best hand.
Ashante: I just need a few more cards.
Grandma: Yay! I won!
Ashante: You are so good at this!

GAME NIGHT!

Cast of Characters:
Grandma
Ashante

[At home, on a stormy afternoon.]
Grandma: What's going on, Ashante? You look a little down.
Ashante: *[disappointed]* I am down. I'm super disappointed we won't be going to movies.

Grandma: I know. I am too. I was looking forward to meeting your friend, but it's really coming down and it's not safe to drive.
Ashante: *[bored]* So now what am I going to do?
Grandma: Well... I have an idea!

Ashante: *[rolling his eyes]* Don't tell me, Game Night.
Grandma: *[shouting with joy]* GAME NIGHT!

Ashante: Why do you always want to play boring games?
Grandma: You're just mad because I always win!

Ashante: *[shocked]* That is so not true.
Grandma: *[getting the deck of cards out of a drawer]* Oh, it's true. I will continue my winning streak tonight! Let's play Old Maid!

Ashante: There is no way you are beating me at Old Maid. That's the easiest game ever!
Grandma: *[waving the cards around]* Oh then! Let's find out!

Ashante: Fine. Deal me in!
Grandma: *[dealing the cards between him and Ashante and beginning to make pairs]* Wow, look at all these pairs! I'm practically done already!

Ashante: *[laughing]* Grandma, I know you have the Old Maid.
Grandma: *[offended]* Why would you think something like that?

Ashante: Because I don't have it and there are only two of us!
Grandma: *[laughing]* Well, just because you know I have it doesn't mean you know which card it is!

Ashante: We'll see about that!
[The game continues with each player taking turns choosing cards from the other player's hand and making pairs.]

Grandma: Just two cards left to choose from, Ashante! Which one is the Old Maid? You'll never guess!
Ashante: *[nervously]* Hmm... maybe that one? Or... is it that one?

Grandma: Make your pick! 5 - 4 - 3 - 2 - 1!
Ashante: *[grabs a card]* Oh, fine!
Grandma: *[laughing]* Haha! I knew it! Here I go, about to continue my winning streak.

Ashante: Oh, Grandma!



GAME NIGHT!

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1. Decide who will read each part of the partner play.

2. Read...

together. Follow the directions to...

GAME NIGHT!

Cast of Characters:
Grandma
Ashante

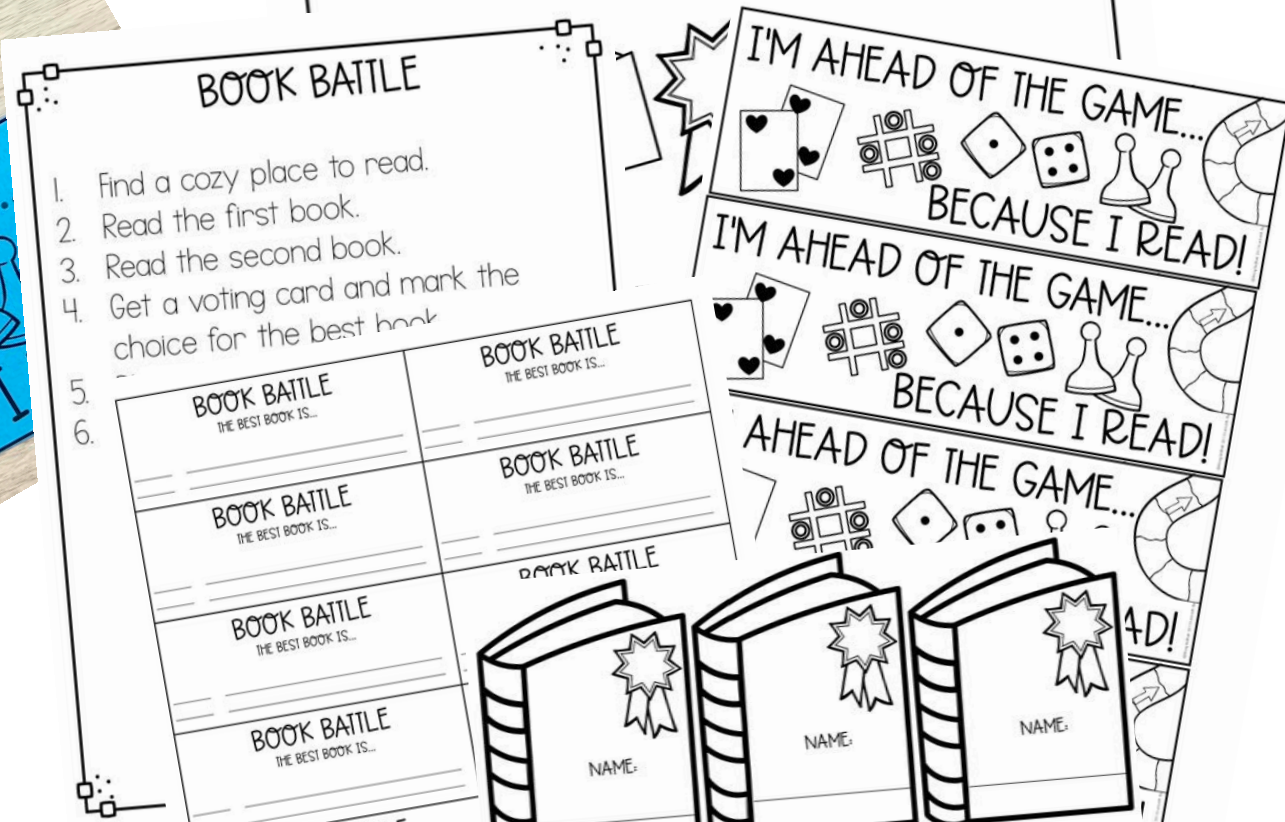
Setting:
At home. Outside, there is a storm.

Ashante: I'm so bored.

READ A PARTNER PLAY TOGETHER



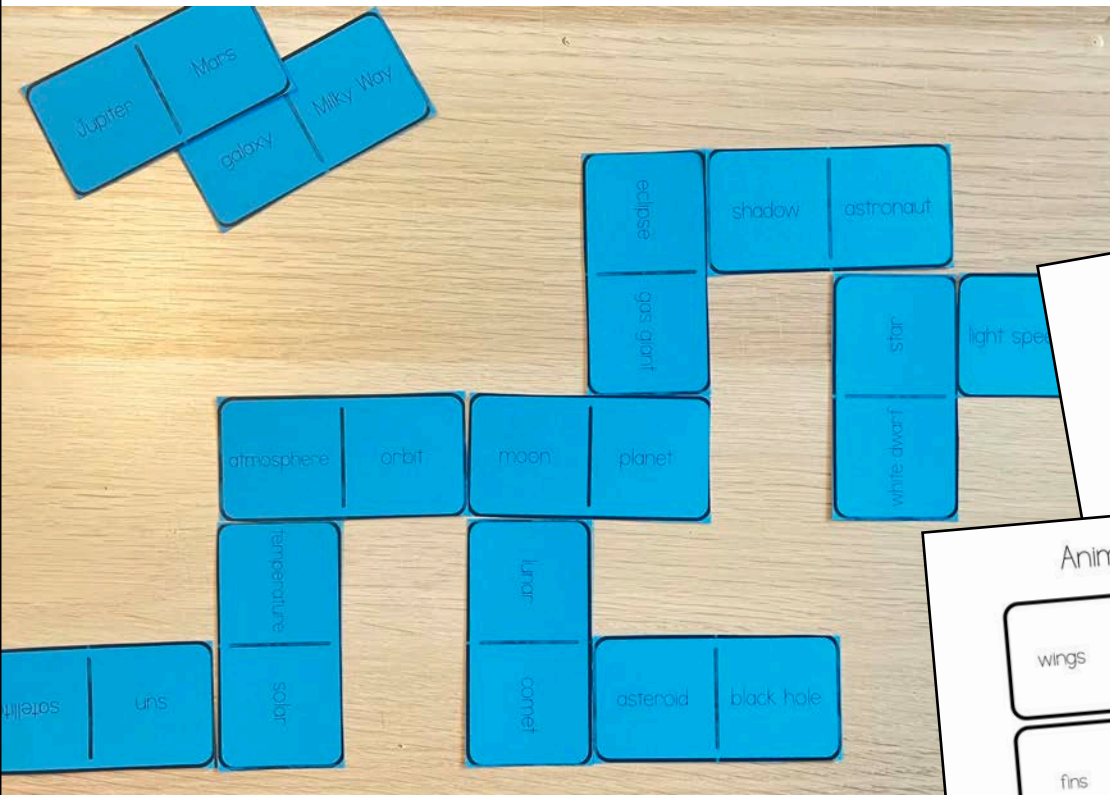
BOOK BATTLE



READ & VOTE ON YOUR FAVORITE BOOK!



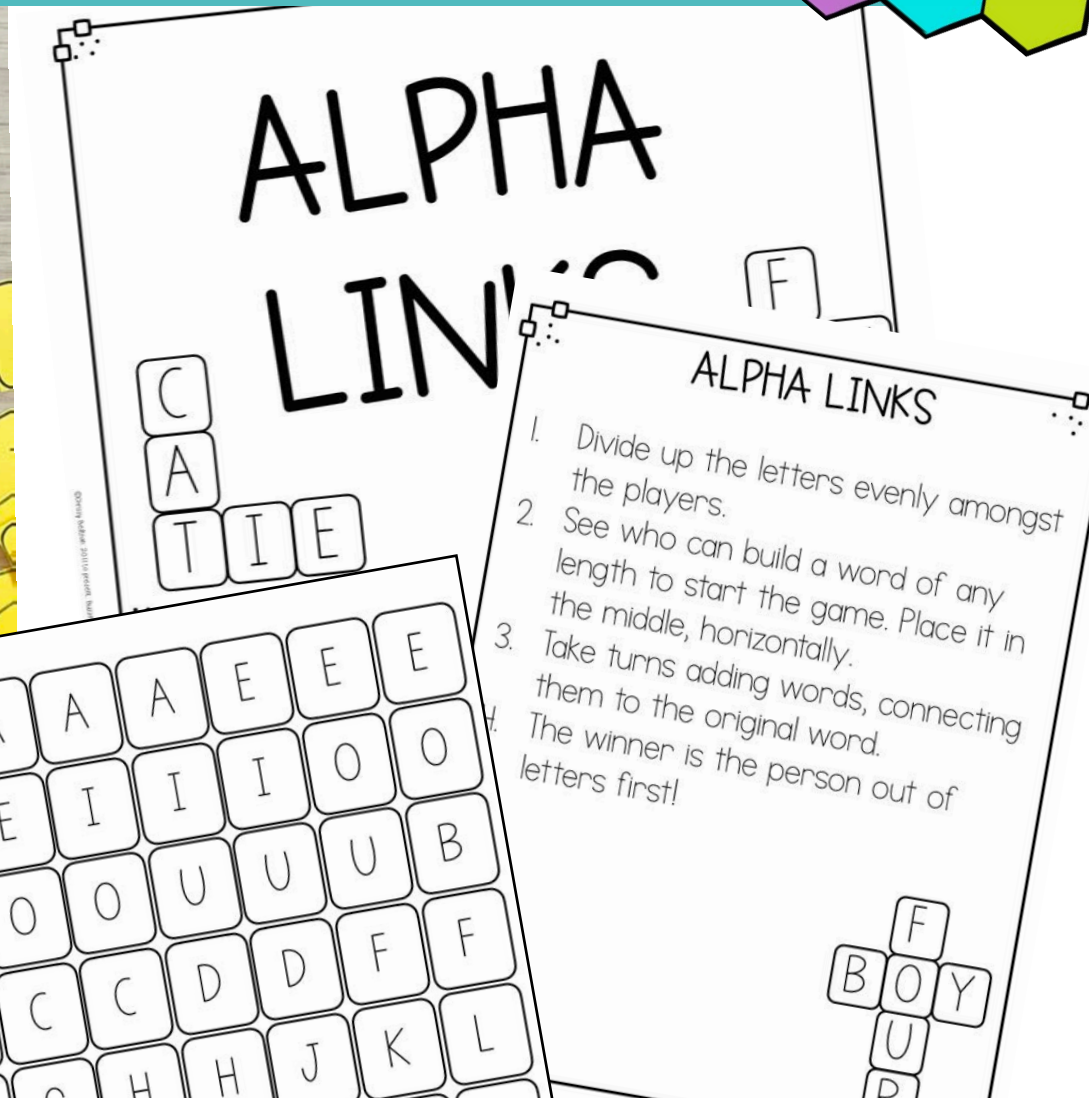
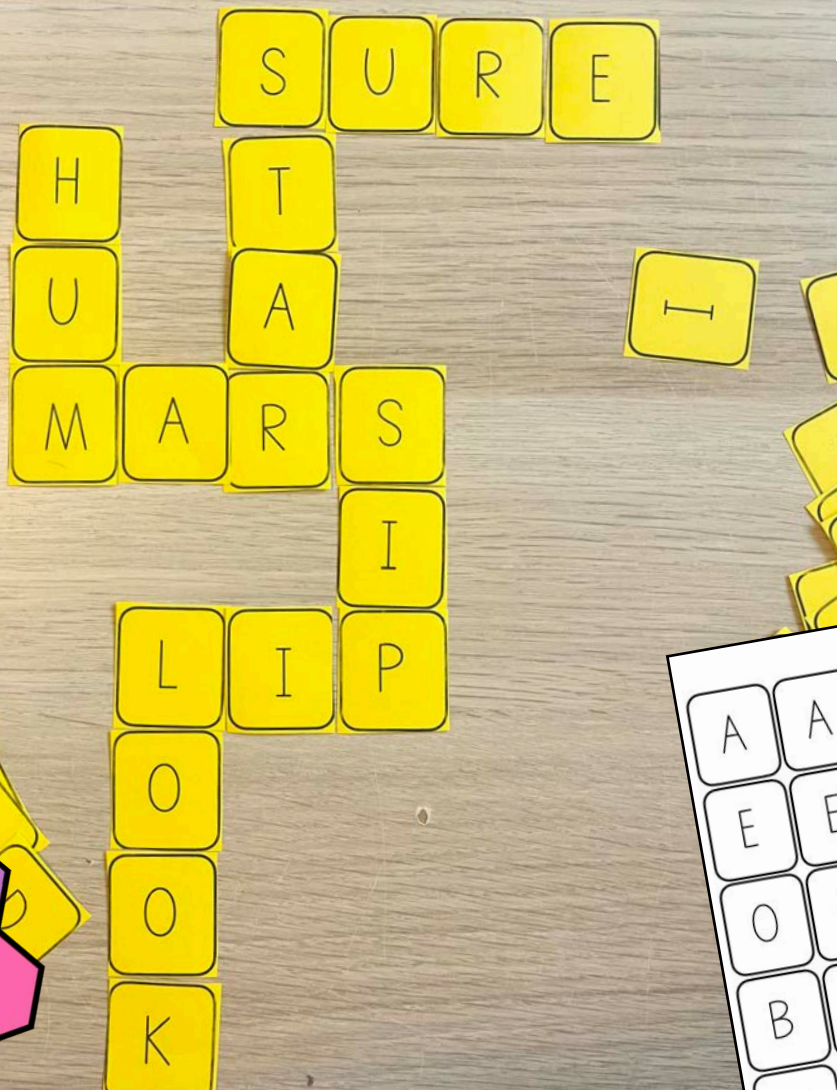
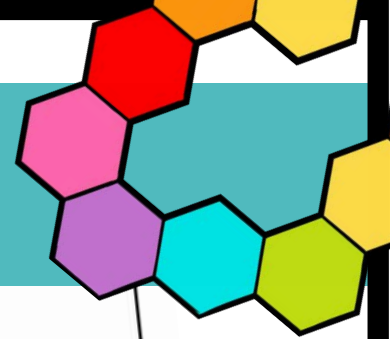
DOMINO DASH



CONNECT VOCABULARY WORDS TO PLAY



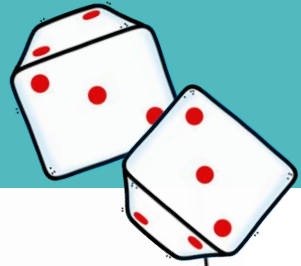
ALPHA LINKS



BUILD CONNECTING WORDS FROM LETTERS



ROLL & READ



ROLL & READ!

ONE-SYLLABLE WORDS

Take turns rolling the dice and reading one word from the row you rolled. Mark out the word you read. The first one who reads all their words correctly wins!

1	—	sit	rim
2	—	up	yuck
3	bun	mat	clap
4	—	—	shed
5	rod	cod	rot
6	—	shrill	seat

ROLL & READ!

MULTISYLLABIC WORDS: 2 SYLLABLES

Take turns rolling the dice and reading one word from the row you rolled. Mark out the word you read. The first one who reads all their words correctly wins!

1	—	picnic	ticket
2	—	—	—
3	silly	napkin	pull
4	—	tender	until
5	again	radish	—
6	—	—	—

ROLL & READ

ROLL & READ!

ONE-SYLLABLE WORDS

Take turns rolling the dice and reading one word from the row you rolled. Mark out the word you read. The first one who reads all their words correctly wins!

1	kid	sit	rim
2	—	—	yuck

- ### ROLL & READ
1. Each person needs a game board.
 2. Take turns rolling the die and reading a word from the matching row. Cross out the word after you read it.
 3. The first person to cross out their entire board wins!

ROLL & READ!

MULTISYLLABIC WORDS: 4 SYLLABLES

Take turns rolling the dice and reading one word from the row you rolled. Mark out the word you read. The first one who reads all their words correctly wins!

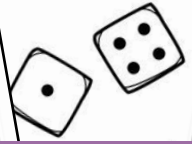
1	operator	activity	evaluate
2	—	—	—

ROLL & READ!

MULTISYLLABIC WORDS: 2 SYLLABLES

Take turns rolling the dice and reading one word from the row you rolled. Mark out the word you read. The first one who reads all their words correctly wins!

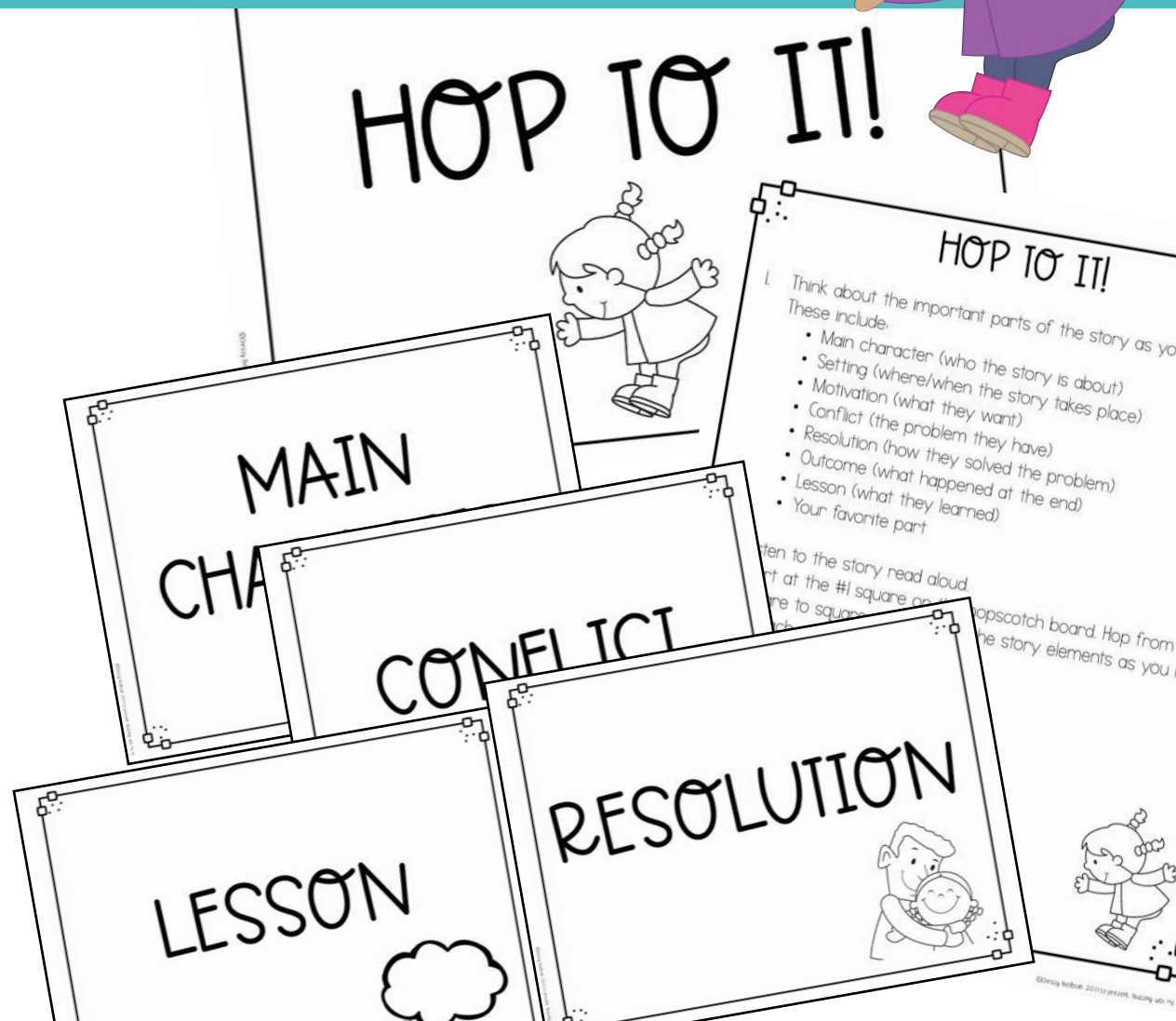
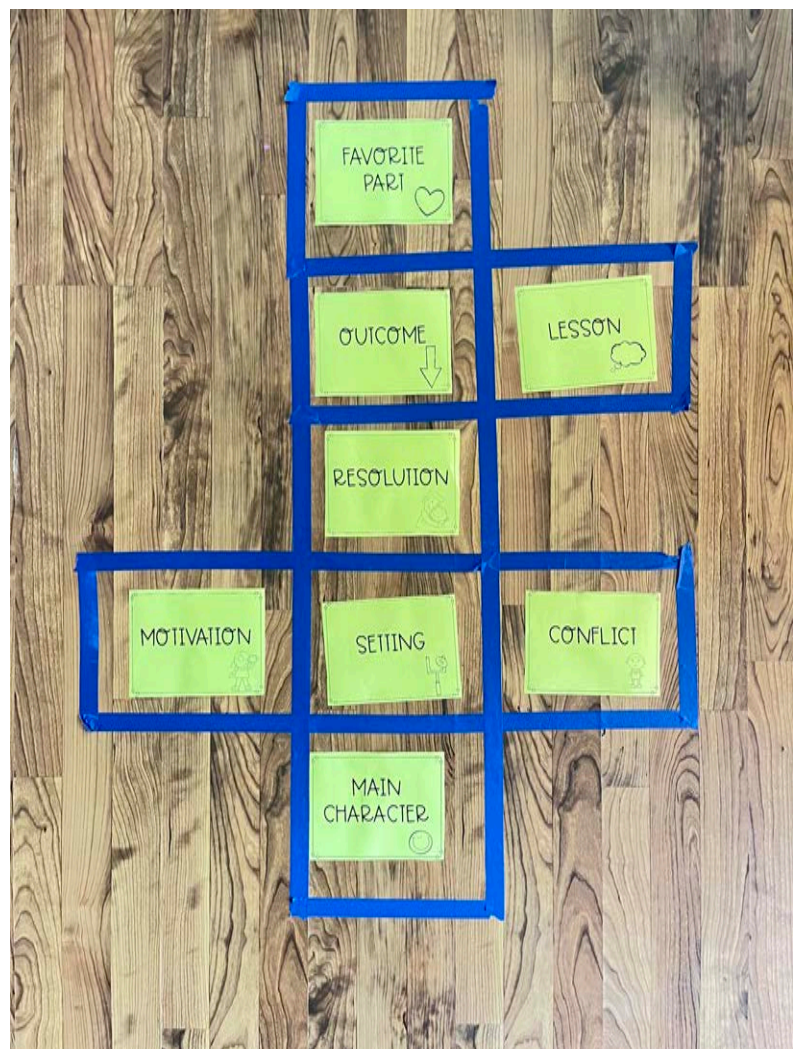
ten	picnic	ticket
—	—	—



ROLL A DICE AND READ THE WORDS



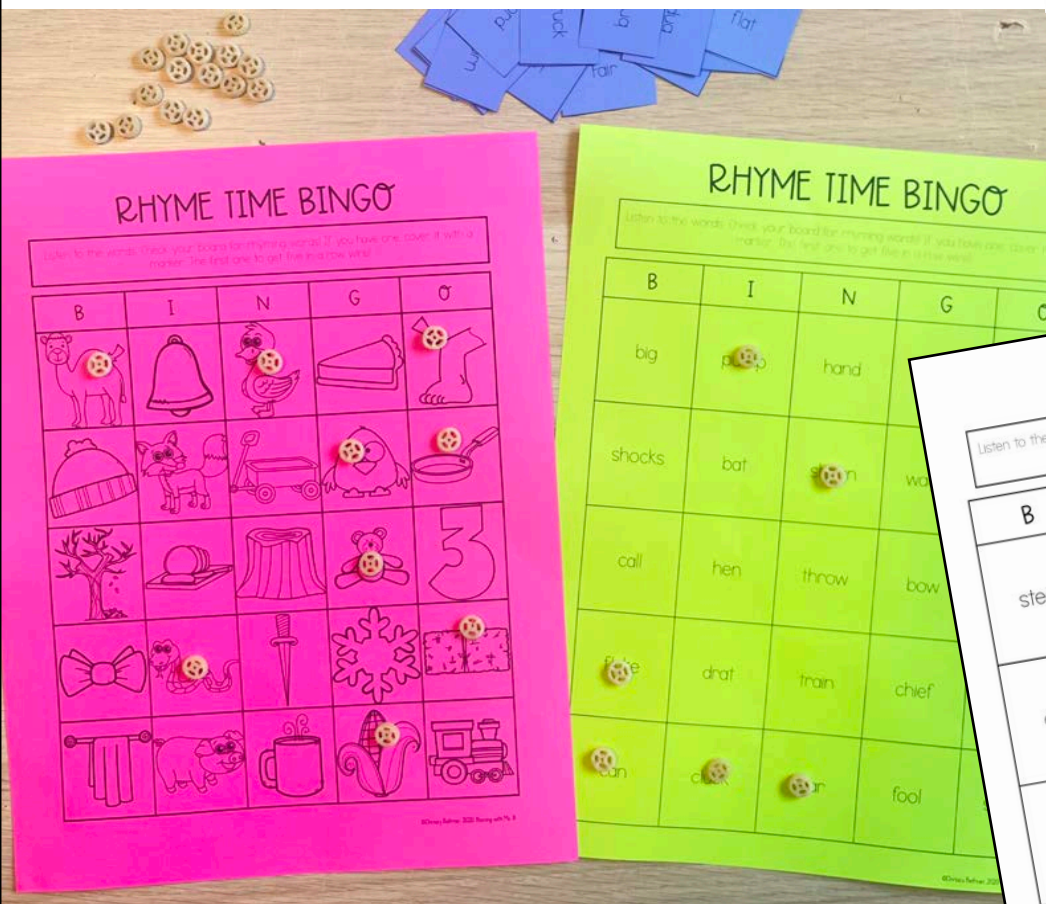
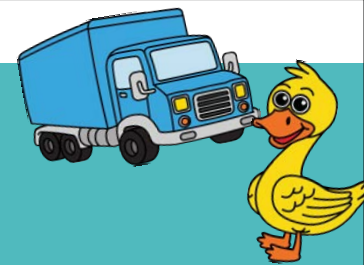
HOP TO IT!



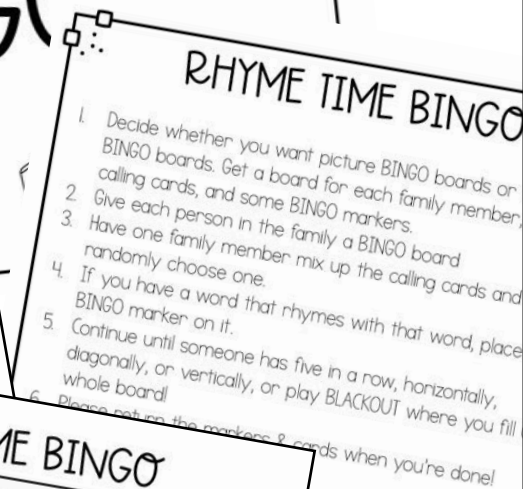
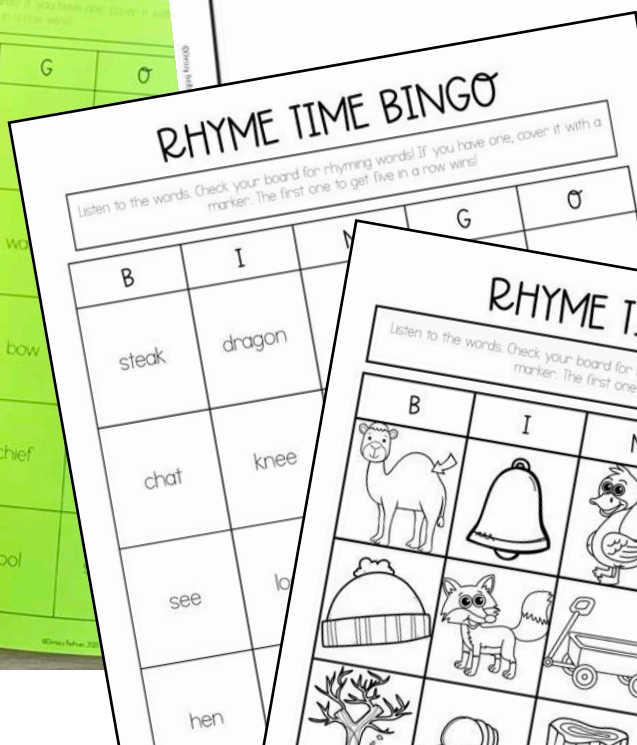
LISTEN TO A STORY AND RETELL WITH HOPSCOTCH



RHYME TIME BINGO



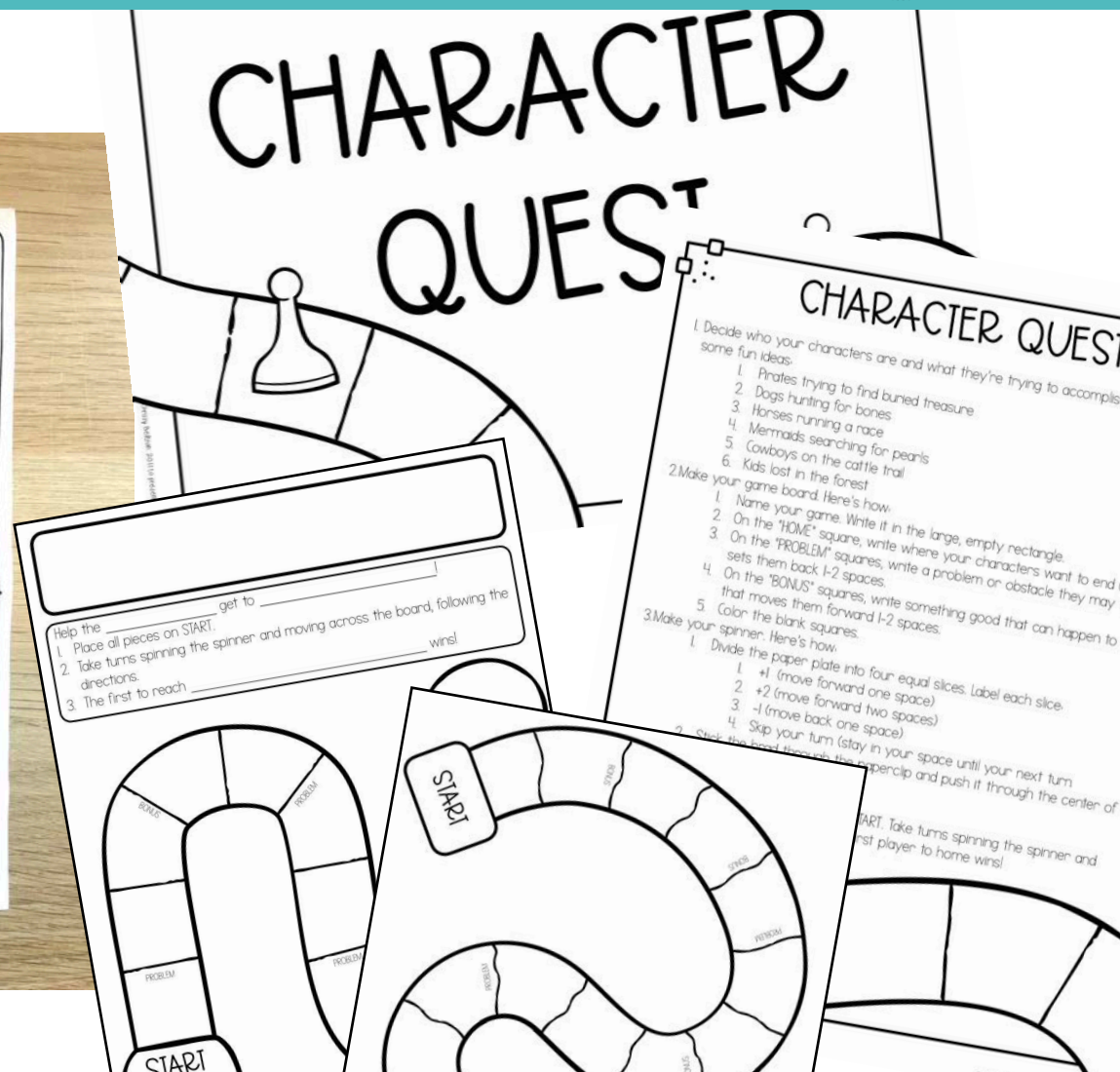
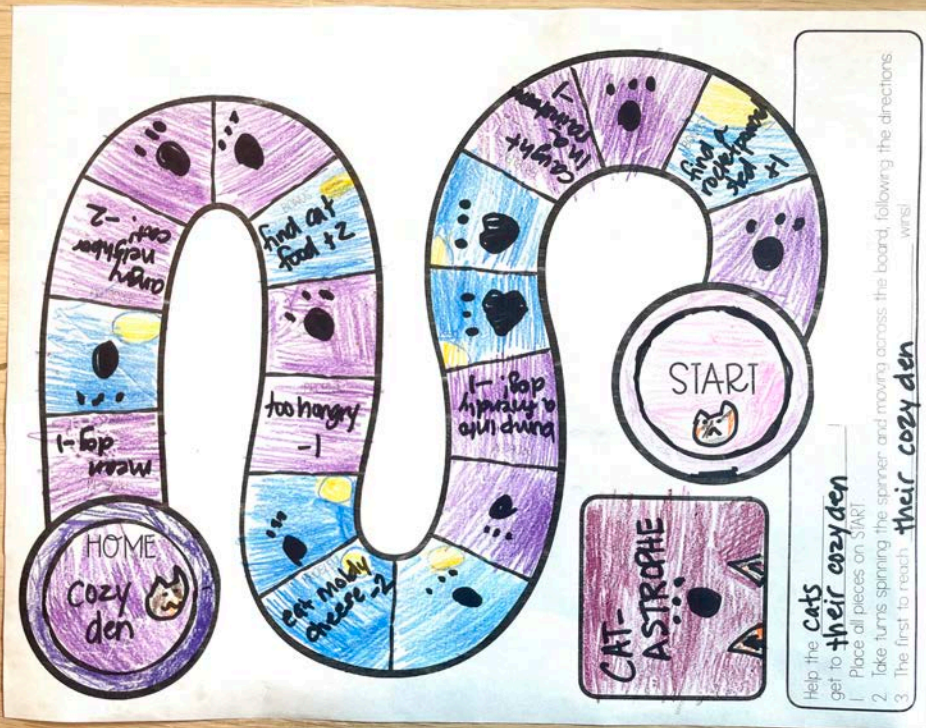
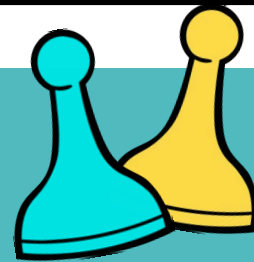
RHYME TIME BINGO



PLAY RHYMING WORD BINGO

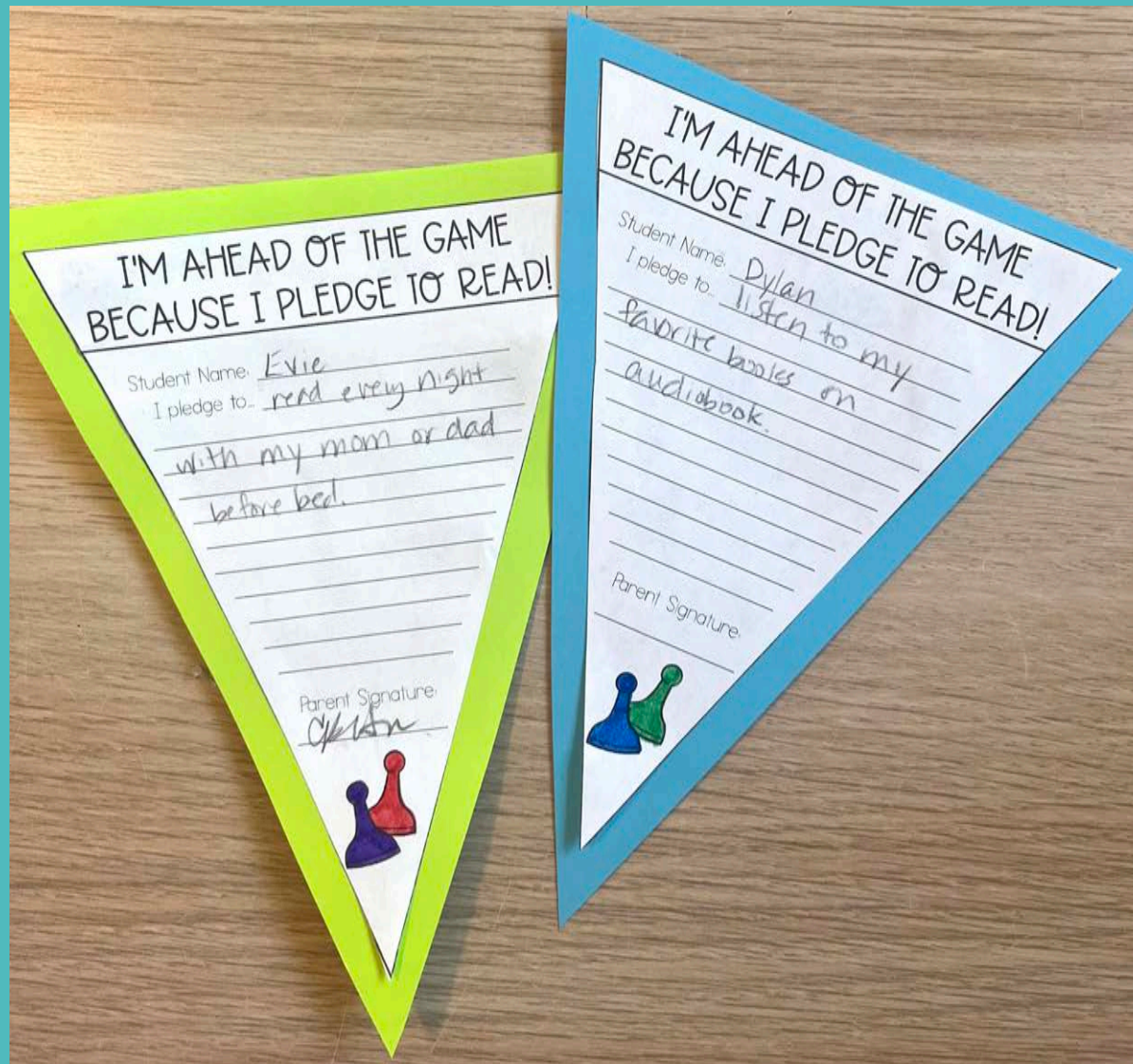


CHARACTER QUEST



BUILD YOUR OWN BOARD GAME

READING PLEDGE BANNER



Editable pages included...

- ✓ Invitation/flyer
- ✓ Directory page
- ✓ Station directions template
- ✓ Punch cards

