

INITIATIVE:

English Language Arts: Literacy Games



Chilliwack Middle School - Grade 7



Literacy Stations were created to help diversify student learning and engagement. Students engage with literacy games such as Scattergories, Blossom, Wordle, Boggle and more with great interest, enthusiasm, and collaboration. These stations have resulted in teamwork and friendly competition amongst students and staff alike.



- **High Quality Instruction**
- **Literacy**

Literacy Games support our Strategic Plan goal of **High-Quality Instruction** by engaging students in critical thinking, allowing students to connect, create and communicate while engaging with literacy-based games.

GOALS:

- Make literacy more hands on and engaging for grade 7 students.
- Provide a chance to explore words, letters, vocabulary, improve reading and writing skills, engage reluctant learners, encourage struggling learners, and foster a sense of collaboration and creation amongst these students.

“They are fun! My favourite game is Speedy Words because I can compete with my friends to see who knows more or who is more creative.”

~ Student

“The biggest thing I have noticed is an enriched vocabulary in student work. Students have started to use more descriptive and creative vocabulary.”

~ Mrs. Ellingson, Grade 7 Teacher



IMPACT:

- Students love these games! Students are excited, engaged, and on task.
- Enriched vocabulary. Students are using more descriptive and creative vocabulary.
- The games have become so popular that students play them during free time to continue the fun.
- Accessibility! Students have a wide range of learning needs and these games allow all students to participate and feel successful in the classroom regardless of their abilities.