

Hands-On Activities for Tutees

Reading/Literacy:

Letter Recognition Hopscotch –draw a hopscotch game using chalk on the sidewalk or masking tape on the floor. Choose ten different letter to put into the squares. Make small index cards with series of 4 to 5 letters on each—preferably those that are usually confused by children: b, d, p, and q. The child must jump on each of these letters in correct order without stepping on any other letters.

Word Recognition Tag – Make word cards with different words printed on them like table, chair, door, wall, etc. Read the words and let the student place them on the appropriate piece of furniture or structure.

Sound Page – have old magazines available. Give the child a large piece of paper with a picture at the top (e.g., a picture of a cat). Have him/her identify the sound heard at the beginning of the word the picture represents. Have him/her identify and cut out pictures from the magazine that begin with the same sound, then paste those pictures onto the paper.

Writing:

Scrambled Sentences – write individual words of a sentence on 3 by 5” index cards. Scramble the word cards and put them on the desk. Have the student put them in the proper order in order to make sense.

Example: away cat runs the (The cat runs away)

New Endings – select a simple children’s story and read it aloud (or with older children, have them read it aloud to you). Provide pencil and paper and invite the child to write a different ending to the story.

Letters Between Characters – Make up two characters, such as a girl in Alaska and a girl in Florida. Give a little detail on each made-up character, such as age, family info, and favorite hobbies. Provide the student pencil and paper. Have her compose letters that each character sends to the other.

Math:

The 24 Game – Project a series of 4 digits onto the screen/chalkboard. The students have to use basic math operations (addition, subtraction, multiplication, and/or division) to work out a formula that creates the number 24. The first student who calls out a formula wins that round. Once a formula is identified by one student, ask whether anyone else came up with an alternative formula. Some series that can be used:

1234 7291 3941 6332 8754 5642 3554 4375 1758 2430

For example, using 1234: $2 \times 3 = 6$ $6 \times 4 = 24$ $24 \times 1 = 24$

Note that there may be more than one formula that works, for example:

$1 + 2 = 3$ $3 + 3 = 6$ $6 \times 4 = 24$ $24 \times 1 = 24$

Check out more math games and activities from The Afterschool training Toolkit here:
http://www.sedl.org/afterschool/toolkits/math/pr_math_centers.html