



Using Games to Encourage Literacy

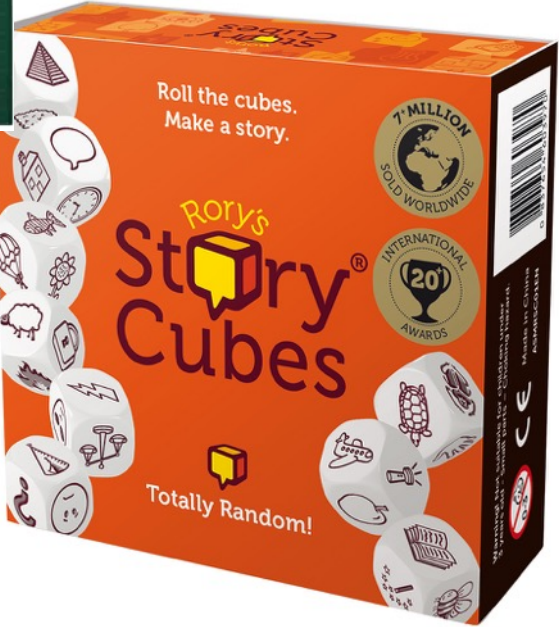
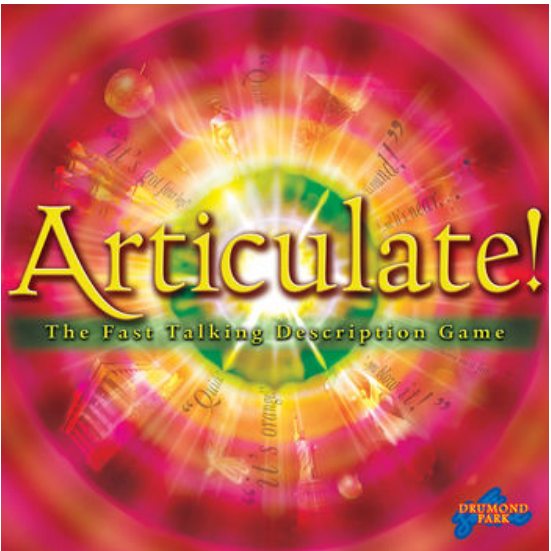
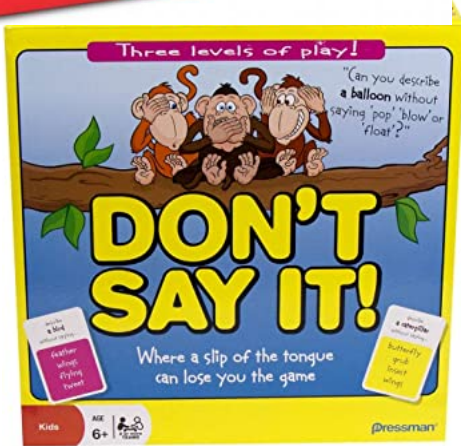
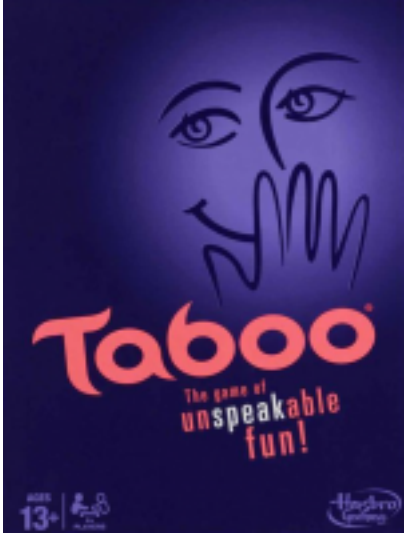
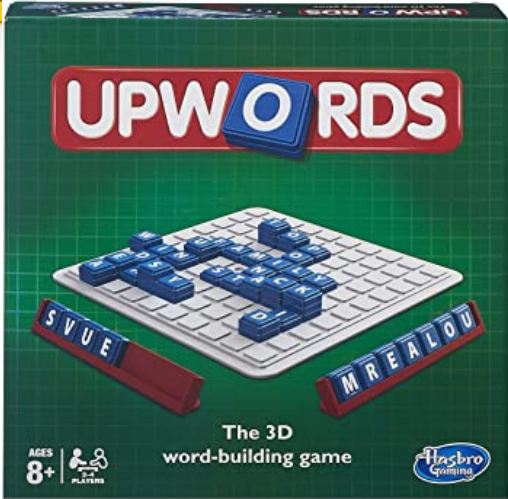
Benefits of Using Games for Developing Literacy

- Reading with breaks
- Immediately taking actions based on what's read – brings reading to life
- Engagement with other people
- Support from other players
- Competition
- Non-threatening, playful environment
- Tie—in with a play-based curriculum in primary schools (learning a skill is between 5 and 8 time faster when playing)

Skills Developed by Playing Games

- Helps emerging readers see how a word is formed (spatial awareness)
- Games use fluency and/or tell a story (progression, natural conclusion, plot)
- Developing inference (e.g. big pile of cash + landing on Mayfair...)
- Prediction – what happens next based on what’s happened already?
- Questioning – what is happening and why
- Summarising – what has happened
- Remembering – keeping the rules and ‘story’ in your head
- Comprehension – understanding the rules of the game and what’s going on
- Social skills

Board Games



Video Games

Reading in games

Many games have a plot (often a complex story) and encourage players to read along.

The game may display text as it is read aloud, which is like in-built support.

The use of interaction and visual cues aids comprehension.

Reading around games

Gamers often form expert communities (for example, the second-largest English-language Wiki in the world is for *World of Warcraft*).

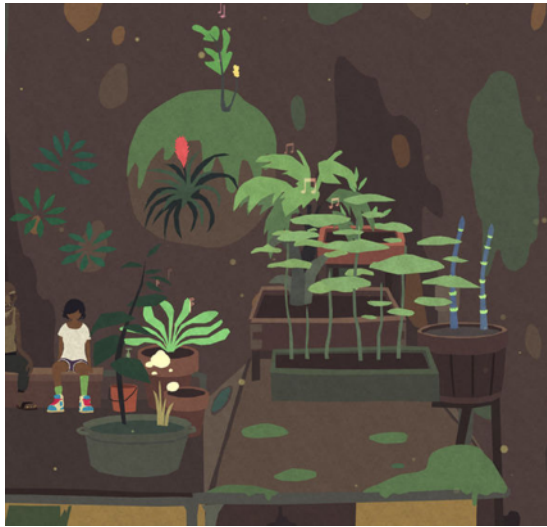
Routes into books

Some games have spin-off books which may provide a way to introduce a new text: if a player is interested in the game, s/he may be interested in the book.

Similarly, some texts go on to become franchises, with gaming a part of this.

Communication around games

Having discussions around games and careful, supervised participation in online gaming communities can offer an opportunity to develop talking and listening and/or reading and writing skills.



Video Games

<https://www.taminggaming.com/search/category/Get+Children+Reading>