

Educational Games for Children from 'Grammar Gamecards'

Literacy, numeracy, spelling, grammar....

Hello, my name is Christine Towndrow. I'm a qualified teacher and dyslexia specialist and I started Grammar Gamecards in 2000. I design all the games and products using my own original illustrations and produce the games too.

Through my experience of watching how children learn, especially those who have difficulties in some areas, I noticed how much the element of fun helps in the learning process and how it can take away fear of a subject. So when playing a game and enjoying themselves the children are more relaxed and don't worry as much about making mistakes or not knowing an answer and in turn they learn and pick up knowledge and understanding more easily.

The first games I designed is the set of four grammar card games which cover the topics of homonyms, antonyms & synonyms, proverbs and collective nouns. A lot of grammar work in school is based on worksheets which can become a bit tedious at times! So I devised these card games where the aim is to make matching pairs, with the illustrations to help and to entertain. With a bit of imagination the games can be adapted for a whole class activity, or using the playing instructions provided, played in small groups. You can also play find a pair as a solo player or with multiple players. There are booklets to accompany the card games which make a nice gift or a reference book for a teacher or a child.

Once I started to sell the card games my thoughts turned to all the other topics I'd like to cover and make games for. I decided upon the boardgame format as it's such a favourite and so flexible for the purpose of design. Each boardgame is A3 size and is double-sided so you get two games in one! They are laminated for durability and come with dice, counters and instructions in a small bag and the whole game is contained in a large grip seal bag. My favourite boardgames are Go Phonic and Go Shop, maybe because they were some of the first ones I designed but also I think because they are simple but very effective. But that really applies to all the games!

Along with the grammar products and the Maths and Literacy boardgames there are maths worksheets on key topics like times tables and clock times and printable spelling flashcards for Phonics and Keywords. The products cover Key Stage 1 & 2 and key topics in the National Curriculum. They are also very useful for Special Needs e.g. dyslexia.

So an interesting, useful and most of all fun range from the home of 'Grammar Gamecards'. Please take a look at the games and try them for yourself! Here's what some teachers and parents think:

Guardian Newspaper (R. Poulton, KS2 teacher, London)

"The cards have real scope.....it is a versatile resource.....The children thoroughly enjoyed using it. Afterwards they told me they didn't even realise they were learning!"

C. Dennis (Dyslexia Tutor)

"The boardgames were very popular with the pupils who didn't realise they were learning, though they were having fun."

F. Christiansen (Parent)

"Snakes & Adders gives us a perfect opportunity to develop maths skills in a fun and relaxed manner...A fabulous, effortless and effective way to support the curriculum."