**The Longest Word**

Une image contenant dessin

Description générée automatiquement 30 min Une image contenant dessin, table

Description générée automatiquementUne image contenant dessin, table

Description générée automatiquement 2 participants

Une image contenant intérieur, très coloré, coloré, jouet

Description générée automatiquement Une image contenant jouet, intérieur, vert, table

Description générée automatiquement Une image contenant intérieur, ordinateur, table, jouet

Description générée automatiquement Une image contenant jouet

Description générée automatiquement

**Let’s play**

Both players

1. Take turns picking a brick from the bowl, read the letter.
2. Find your duplicate letter on your base plate and place it at the bottom until 8 letters have been chosen.
3. Spell the longest word possible with your 8 letters.
4. Make the longest word and you win the game.

**How to prepare**

* 2 base plates
* Letter bricks (3 sets of each letter of the alphabet)
* 1 bowl

Place one set in the bowl and give each player a set to arrange on their base plate.

**Facilitation tips**

* Ask “How did you organize your bricks? What was your strategy?”.
* Some children may be able to perform the activity mentally and won’t need to write the word.

**Possible variations**

* Use a timer.
* Change the number of letters.
* The 8 letters can be selected in advance by the educator.
* Add a selection of unusual letters.

**Children will develop these holistic skills**

* COGNITIVE - Discover the function of the written word: participate in the writing of certain words
* CREATIVE - Perform operations on letters and word syllables: remove, add, reverse, locate, substitute
* EMOTIONAL - Develop vocabulary and understanding in reading
* PHYSICAL – Develop tactile tracking skills: locate, read an identified number of word or letter on a line
* SOCIAL - Request and accept help from others, use peers as a resource

**Did you know**

* An activity is actively engaging, when learners have a choice - big or small - to make about the content or processes involved in their learning