

Key Education Publishing Standards Correlation for *Name That Word!*

This product supports the NCTE/IRA *Standards for the English Language Arts*, the recommended teaching practices outlined in the NAEYC/IRA position statement *Learning to Read and Write: Developmentally Appropriate Practices for Young Children*, and the NCTM *Principles and Standards for School Mathematics*.

NCTE/IRA *Standards for the English Language Arts*

This game supports the following standards:

1. **Students read many different types of print and nonprint texts for a variety of purposes.** To play *Name That Word!* students must read both words and pictures.
2. **Students use a variety of strategies to build meaning while reading.** *Name That Word!* builds vocabulary, classification, grammar, and expressive and receptive language skills integral to successful reading.
3. **Students communicate in spoken, written, and visual form, for a variety of purposes and a variety of audiences.** To play *Name That Word!*, students communicate verbally by describing pictures and using words in sentences, and they communicate visually by drawing and pantomiming.
4. **Students become participating members of a variety of literacy communities.** Because *Name That Word!* can be played as a whole-class game, it is a very effective way to help build a classroom literacy community.
5. **Students use spoken, written, and visual language for their own purposes, such as to learn, for enjoyment, or to share information.** While playing the game, students use spoken and visual language to learn about language and to have fun.

NAEYC/IRA Position Statement *Learning to Read and Write: Developmentally Appropriate Practices for Young Children*

This game supports the following recommended teaching practices for preschool children:

1. **Adults create positive relationships with children by talking with them, modeling reading and writing, and building children's interest in reading and writing.** Providing fun learning games like *Name That Word!* helps teachers build children's interest in reading and writing.
2. **Teachers provide experiences and materials that help children expand their vocabularies.** The game helps expand students' vocabularies by introducing and reinforcing 144 different words.

This game supports the following recommended teaching practices for kindergarten and primary grades students:

1. **Teachers provide opportunities for children to work in small groups.** Students can play *Name That Word!* in small groups.
2. **Teachers provide challenging instruction that expands children's knowledge of their world and expands vocabulary.** The game helps expand students' vocabularies by introducing and reinforcing 144 different words.

NCTM Principles and Standards for School Mathematics

This game supports the following Number and Operations Standard Expectations for Grades Pre-K–2:

1. **Students count and recognize the number of objects in a set.** Students count the dots on the die, count the number of spaces to move, and count the number of game cards they have collected.