

One team, different reading confidence

Birthday Starship 1.0.0 | Adult host card | Starting game: ages 6-8

Adult reads every rule. Child points, traces or chooses. Buddy checks the evidence and records. Swap the child and buddy jobs after each clue. An adult may also record.

Say: We are one team. Ask me to read again, offer a small hint, or pause. Everyone gets time to show an idea. Then read the game opening.

1. Stars

Point to one shape at a time and decide which ones count. Read the target shape. Keep the count together; let the child say the total.

2. Maze

Trace from START without crossing a wall. Ask where the path can turn. Read the exit label only when it is reached.

3. Order

Point to the card that could come next. Read one ordering rule at a time. Ask the child to check the finished sequence.

4. Signal

Find each message symbol in the key. Read the matching letters; let the child choose the matching word and its number.

5. Choose a card

Point to a card and check each of its properties. Read both required properties. Ask the child to find a card that matches both, then read its digit.

6. Launch

Point to the badge named next on the final sheet. Read the required order; let each child contribute a recorded result.

When stuck

Ask permission; read only the next hint; allow a try; ask which evidence supports the answer. Keep host answers out of view. End by hearing one discovery from each child.

This card is a coaching aid. Open the matching six-clue game and host hints:

csl-05-party.pages.dev/occasions/read-aloud-team/