

Rooted in Language provides engaging strategies for both struggling and typical learners. Our activities are based on best practices from research in the fields of education, reading intervention, and speech language pathology.

We deliver our hard-earned, student-friendly ideas through our products and classes.

Thank you for trusting us,

The Rooted Crew

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Holiday Hink Pinks



A Seasonal Synonym Word Game!

What are Hink Pinks?

Hink Pinks are pairs of single-syllable words that rhyme with each other (green bean, float boat, rug bug).

As word pairs become longer, the names for the pairs become longer too:

A rhyming pair of two-syllable words is called a **Hinky Pinky** (*stable table, certain*)

A rhyming pair of three-syllable words is called a **Hinkety Pinkety** (*commuter computer*)

A rhyming pair of four-syllable words is called a **Hitinkety Pitinkety** (*community immunity*)

Hink Pinks can be played anywhere with or without a theme. The number of participants is limitless.

The Traditional Hink Pink Game

The Hink Pink game requires two or more people.

- Players take turns thinking of a Hink Pink (or a Hinky Pinky, Hinkety Pinkety, etc.)
- The first player thinks of an idea and then provides a two-word clue, using synonyms, so the other players can guess the correct rhyming pair. (Examples follow)

For a modified version, allow players to use a whole phrase to describe one or both words in the Hink Pink. In either version no form of the Hink Pink words can be used to describe themselves.

Example for Traditional Version:

For the Hink Pink *green bean*: Player One announces, "I have a Hink Pink," and then gives a clue such as *verdant vegetable*. The rest of the players try to be the first to guess the correct Hink Pink.

For the Hinky Pinky *stable table*: Player One announces, "I have a Hinky Pinky," and then gives a clue such as *steady furniture*.

Example for Modified Version:

For the example *green bean*, the player announces, "I have a Hink Pink," and then gives a clue such as *a grass-colored long, skinny vegetable*.

For the second example *stable table*, the player announces, "I have a Hinky Pinky," and then gives a clue such as *an unshakable dining surface*.

Take turns being the clue-giver:

- Turns can be sequential, moving around the group
- Play can be more informal, allowing whoever thinks of a new Hink Pink to jump in and take a turn whenever there is an opening
- The person who solves the Hink Pink has the next turn

Holiday Hink Pinks

For a fun holiday activity, we have included a list of holiday-based Hink Pinks:

- Print page 3 and cut out the word pairs (try not to read them ahead of time)
- Fold each word pair and place in a festive container or bowl. Gift boxes are fun!
- Take turns pulling out a word pair and giving a clue to the rest of the group.

Make sure to establish the clue-giving rules before you begin. If your group consists of a range of ages, you may wish to use the modified rules for younger players, and the more difficult rules for older players. Kids can work in teams to help generate synonyms for clues.

Use the blank squares below to create new Hink Pinks.

Extension Idea (for any season)

For large groups, here is an alternative approach once kids understand Hink Pinks:

- Divide into two or more teams, and move each team to a private location.
- Each team starts with a fixed number of blank pieces of paper and an empty container. Each team creates their own Hink Pinks (or Hinky Pinkys, etc.)
- Write one rhyming pair on each piece of paper, fold it, and drop it in the container.
- When each team has completed all their pieces of paper, reunite with the other teams.
- One team at a time sends a team member up to draw a Hink Pink from another team's container. The clue-giver creates a clue for their own teammates, who have a predetermined amount of time to guess the answer (i.e., 30 to 60 seconds).
- If the correct answer is given, that team earns 1 point, and play moves to the next team. If the team runs out of time before a correct answer is given, no point is awarded, and play moves to the next team.
- Play for a set amount of time, or until all the clues are gone. The team with the most points wins!

free	gift	sleigh	snow	bright
tree	lift	day	glow	light
wise	deer	church	yard	yule
guys	fear	perch	card	fool
grim	bell	far	ghost	strong
hymn	swell	star	host	song
loud	we	brings	sings	old
crowd	three	wings	things	gold
sure	raise	praise	fresh	sky
myrrh	praise	craze	creche	fly
toy	no	scrap	food	yule
joy	bow	wrap	mood	school
shelf	Kings'	Claus	Grinch	fatal
elf	things	laws	winch	dreidel
rear	long	bake	stock	fine
dear	song	take	sock	pine
burr	beast	back	lost	thrift
fur	feast	sack	frost	gift
seaside	fruitcake	cookie	Kringle	Yuletide
Yuletide	mistake	rookie	jingle	joyride
Fanta	kitten	glitter	twinkle	carol
Santa	mitten	litter	sprinkle	barrel
pleasant	higher	shocking	jelly	jolly
present	choir	stocking	belly	holly
manger	premier	reindeer	divine	very
changer	reindeer	appear	bovine	merry
merry	wrapping	stable	season	winner
berry	trapping	table	reason	dinner
blowy	blizzard	better	believe	grieving
snowy	wizard	sweater	retrieve	leaving
mistletoe	ornament	gratitude		
Romeo	argument	attitude		
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generation	nativity	decoration	divinity	