APPENDICES





Unit 6 More Food

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Halibut Filet

"Halibut in Creamy Wine Sauce." *Flickr: Merelymel13's Photostream.* 24 January 2011. http://www.flickr.com/photos/merelymel/2495096313/>

"Potato Chips." *Flickr: Bunchofpants Photostream.* 24 January 2011. http://www.flickr.com/photos/bunchofpants/1635191582/sizes/z/in/photostream/>

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Unit 8 Parts of Home

"Window." Flickr: DaveBleasdale's Photostream. 24 January 2011. http://www.flickr.com/photos/sidelong/109792139/sizes/l/in/photostream/>

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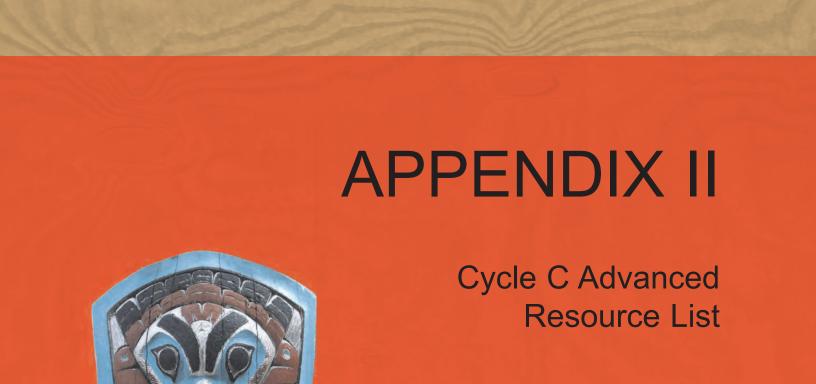
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Story/Naish Tlingit Verb Dictionary

Ligíx' jaa yáa nadaakw- the table is creaking Page 58

Dléit yakaawadán- the snow is coming down so heavily, one can't see far Page 200

Awootáawoo akaawa.áakw; áa jixwliháa. He tried to steal; I caught him in the act. Page 210

Kindayígin _at woodzigéet; <u>x</u>at woodixét. I fell flat on my back; it knocked the wind out of me. Page 247

Éek dax néil dei gunayéi s loowagúk. They started to run home from the beach. Page 177

Ax táklee teen kaxwaat'éx'. I smashed it with my hammer. Page 197

Kakayawúx' ayá yáa wás' áanee. It was a wide stretch of bushes. Page 247

Ax shát xat woolitl'éet. My wife deserted me. Page 15

Wáachwaanx' doo éegaa kawdoowakáa, gaxdoosháadeet. They sent guards to arrest him.

Page21

Xáat yaa nahínee x'eilsúnch. As the salmon swim along, the make tiny bubbles. Page 37

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Tlél wuduskú goodie sá kei ayawdikúx. Nobody knew where he fled to.

http://www.goldbeltheritage.org/verbs/verb/go-motorized-vehicle-vi

Tlél k'idéin yánde yidoox'ú daak guxlaháash. If you don't tie it up good, it will drift out.

http://www.goldbeltheritage.org/verbs/verb/float-drift-out-sea-i

Haa gáni shukgwaxéex, haa sakwa.áat'. The wood is going to run out and we're going to be cold.

http://www.goldbeltheritage.org/verbs/verb/end-used

S'eenáa ayakawlikís'. She turned off the light.

http://www.goldbeltheritage.org/verbs/verb/put-it-out-fire-turn-it-light

Líl kavixéel'ik! Don't bother him/her!

http://www.goldbeltheritage.org/verbs/verb/bother-trouble-himher-cause-himher-anxiety

Yaa nashixi áwé anax yei wdzigit. When he was running, he fell down there.

http://www.goldbeltheritage.org/verbs/verb/fall-trip

Aatlein héen xwadináa ách áwé tlél xat shawukoox. I drank a lot of water so I'm not thirsty.

http://www.goldbeltheritage.org/verbs/verb/thirsty-dry

Yan gakooxt tuwditaan. He decided to go back.

http://www.goldbeltheritage.org/verbs/verb/decide-make-ones-mind-feel-think-certain-way

Yáa héen yík wullaayí tsá gaxtookóox. When the river melts we will go (by boat).

http://www.goldbelther<u>itage.org/verbs/verb/melt-dissolve-thaw</u>

Sh tóogaa xat ditee woochxán yéi haa wdateeyí. I am grateful that we are together.

http://www.goldbeltheritage.org/verbs/verb/grateful-thankful-satisfied

Tlél ax een at kaduneek. Nobody tells me anything.

http://www.goldbeltheritage.org/verbs/verb/tell-report-about-it-witness-testify-about-it

Wé kaa káx yóo x'atángi ch'a yeisú du jeet x'awditán. The lawyer just called him.

http://www.goldbeltheritage.org/verbs/verb/call-himher-phone-ii

Wáa sá tlax kasiyidéin duwanook? How come it tastes so funny?

http://www.goldbeltheritage.org/verbs/verb/taste-certain-way

A xoo yéi yi.oowú, tlél k'idéin gaxdunook. If you put that in there, it's not going to taste good.

http://www.goldbeltheritage.org/verbs/verb/taste-certain-way

Ch'a yeisú áa tuwdi.ús. He's still pouting over there.

http://www.goldbeltheritage.org/verbs/verb/pout-sulk-refuse-speak-refuse-run-machine

Wéi keitl du seit tíx'l yanax wushik'éex'. The dogs leash got hung up.

http://www.goldbeltheritage.org/verbs/verb/delayed-stuck-hung-there

Wé t'akoonéiyi de sh jiwdlitsín. The baby is gaining strength.

http://www.goldbeltheritage.org/verbs/verb/strong-powerful

Tlél táakw atxaayí yan katulagáaych. We haven't finished putting up winter food yet.

http://www.goldbeltheritage.org/verbs/verb/put-store-accumulate-stock-esp-food-winter-finish-distributing-things-esp-party

Yax yaa has yanaláxw wé guwakaan. The deer are starving.

http://www.goldbeltheritage.org/verbs/verb/starve

Hél gunéi kakgwajoox wudzi.át' áwé. It's not going to start, it's cold.

http://www.goldbeltheritage.org/verbs/verb/start-engine

Yéi áwé xwaajee kei kakgwajóox. I think it's going to start.

http://www.goldbeltheritage.org/verbs/verb/run-start-engine-spin-wheel

Ax jee lidzée wé kasné. Knitting is difficult for me.

http://www.goldbeltheritage.org/verbs/verb/difficult-almost-impossible-hard-abstract-

frustrating

Sh <u>k'ukwalyeilín, kudáx kutx du yáa awuxaanéi.</u> I would have lied but I have too much respect for her.

http://www.goldbeltheritage.org/verbs/verb/respect-himher

Latín, awull'éex'l x'áande kgwanóok. Watch it, if he breaks it he'll get mad.

http://www.goldbeltheritage.org/verbs/verb/angry-mad

Tlél yan katulagáaych wé tléikw. We didn't finish putting up our berries yet.

http://www.goldbeltheritage.org/verbs/verb/put-store-accumulate-stock-esp-food-winter-

finish-distributing-things-esp-party

Yan wulaayí tsá gaxtulax'óol' laak'ásk'. When the tide goes out we'll gather seaweed.

http://www.goldbeltheritage.org/verbs/verb/go-out-low-tide

Ayáx gé sh teedinook? Do you feel up to it?

http://www.goldbeltheritage.org/verbs/verb/feel-certain-way

Kei guxlanúkts tá yá xáanaa. Sleep will be sweet tonight.

http://www.goldbeltheritage.org/verbs/verb/sweet

<u>Gagaan kei naxíxi áwé xwala.úkch wé káaxwei ax léelk'u jeeyís</u>. When the sun is coming up, I boil the coffee for my grandmother.

http://www.goldbeltheritage.org/verbs/verb/boil-it

Wé <u>x</u>áat aa<u>x</u> aa naxaash du jeeyís! Cut off a piece of fish for her!

http://www.goldbeltheritage.org/verbs/verb/cut-it-saw-it

Ash kaawaxíl' du téix'. Her heart is causing her trouble.

http://www.goldbeltheritage.org/verbs/verb/bother-trouble-himher-cause-himher-anxiety

Has du ít<u>x</u> haa loongagoogún haa yáaná<u>x</u> <u>k</u>u.aa has yasátkw. We would have run after them, but they are faster than us.

http://www.goldbeltheritage.org/verbs/verb/run-after-himherit-plural-subject

Tlél ushk'é dultíni. It's not good to look at it.

http://www.goldbeltheritage.org/verbs/verb/watch-himherit-look-after-himherit-take-care-himherit

Yóot uwagút héen áyá yaa anas.ín. He left carrying water.

http://www.goldbeltheritage.org/verbs/verb/go-foot-singular-subject-ii

Iwooséekíkni tsá. See that you don't get storm-bound.

http://www.goldbeltheritage.org/verbs/verb/delayed-prevented-held-back-plans-often-due-inclement-weather

Xwaa.áx, xat woo.éex'i. I heard her call me.

http://www.goldbeltheritage.org/verbs/verb/call-out-himher-shout-holler-himher

A kát akooxlakaayín tás ku.aa du jeet shuwaxíx. She would have sewed it on it, but she ran out of thread.

http://www.goldbeltheritage.org/verbs/verb/sew-it-it

Du at xashti téel oonaxlahoonín hél ku yan awusné. She would have peddled her moccasins, but she didn't finish them.

http://www.goldbeltheritage.org/verbs/verb/sell-peddle-hawk-it

Tlél xwash'éix'w ax dleit k'oodás'i. I didn't dirty my white shirt.

http://www.goldbeltheritage.org/verbs/verb/soil-it-get-it-dirty

Kut akaawaxaash du tukatáali. She cut (the pattern) for her pants out wrong.

http://www.goldbeltheritage.org/verbs/verb/cut-it-carve-it-slice-it

Haa hídi atl'tin. S/he is watching our house.

http://www.goldbeltheritage.org/verbs/verb/watch-himherit-look-after-himherit-take-care-himherit

Wéi yátk'w du x'óowu át ana.áxch. The child carries his blanket around.

http://www.goldbeltheritage.org/verbs/verb/carry-it-take-it-textile-object-blanket-coat-robe-sheet-etc-vii

Xaawagéi kát wudikín tsísk'w. The bird flew into the window.

http://www.goldbeltheritage.org/verbs/verb/fly-singular-subject-ii

Téey áwé kaxwlakeilí ítdáx tsá xwas.éeych k'únts'i teen. After I soak the hard-dried fish, I cook it with potatoes.

http://www.goldbeltheritage.org/verbs/verb/soak-it

Cháatl kei awsiyík. He pulled up a halibut.

http://www.goldbeltheritage.org/verbs/verb/pull-it-haul-it-esp-line-i

Dictionary of Tlingit - 53 Phrases

Éech'akaawanóot' Yéil. Raven Swallowed a stone. Page 78

A wándáx áwé a yíkt sh wudligás'wé yéil. The raven leapt into it from the edge. Page 83 Kúnáx áwé k'asigóo is shaxaawú, a kát akawdagaaní. Your hair is really beautiful when the

sun shines on it. Page 82

Wé s'eek gandaas'aají kúdi aawat'ei. The black bear found a bee's nest. Page 85 Geesh xoot wootlóox'wé yáxwch'. The sea otter is rolling around in the kelp. Page 87 Yéi kwdzigeiyi aa kákwx'áwé akoochtánin yéi daané ax léelk'w. My grandmother loved to make those little baskets. Page 89

<u>K</u>'asigóo kaltéel<u>k</u> l'éiw kát at wusheex. It's fun running around barefoot in the sand. Page 91 Ldakát át áwé <u>kux</u> dak'óol'in <u>x</u>waasáakw. I said everything backwards. Page 181 Dagwatgiyáa lú yayát' <u>ka</u> yei kwlisáa. A hummingbird's beak is long and skinny. Page 184 At lux'aakáawu áwé yéi yatee wé shaatk'. That young girl is a trouble maker. Page 185 <u>G</u>unakadeit data tlaagú da<u>xk</u>udzitee. There are legends about sea monsters. Page 110 Tléi a x'aant áwé daa<u>k</u> wudigwát'wé yadák'w. The young boy crawled out the limb. Page112 Shayadihéin tl'áxch' táakwde yaa <u>k</u>unahéini. There are a lot of dead branches when it becomes winter. Page 113

Kei akahées'ch. S/he borrows it (regularly). Page120

Tléil awuskú xóots koowú káx wugoodí. He did not know that he had walked over a grizzly bear den. Page 170

<u>Kaachxana.áak'wde daak uwakúx</u> wé yaakw. The boat set out for Wrangell. Page 172

<u>Ax</u> tl'eik káa wjikaak digitgiyáa. A hummingbird landed on my finger. Page 165

<u>Kaashashxáaw taakw.eetíx' haax</u> kalyeech. The dragonflies come in the summer time. Page 166

Shaaná<u>x</u> yaawashoo wé <u>k</u>aa <u>x</u>'oos deiyí. The foot trail extends through the valley. Page 167 **Du yakgwahéiyágu tléil ulsteen.** His spirit is weak. Page 167

Kee.á shukát áwé gunéi gaxtookóox. We will start traveling before dawn. Page 169 **Keex'é shukát áwé shoodanookch ax léelk'w.** My grandfather wakes up before dawn. Page 169

Tláakw a<u>x</u>áa du aandaayaagú. He is rowing his rowboat quickly. Page 48 **Aankanáadu tín sh wudzinei**<u>x</u>. She healed herself with medicine from the land. Page 51 **Aasgutóot wugoodí, dzísk'w** <u>x</u>'us.eetí awsiteen. He saw moose tracks when he was walking in the woods. Page 52

Yá atk'átsk'u li.oos ch'ak'yéis yáx. This child is as playful as a young eagle. Page 55
Héen kát jinaskwanchi át áwé wé atxaayí. The centipede swims on top of the water. Page 55
Héen yík héen kanadaayí wáa yateeyi yéix' kulixéitl'shán nooch. Sometimes currents in a river are dangerous. Page 120

Has du yáa daak uwagút wé xóots telin kanat'á has a.éeni. While they were picking blueberries, the brown bear came face to face with them. Page 97

A data shkalneek kudzitee yá katóok. There is a story about this cave. Page 144

Yoo akaajeek a kaayí wé a káx yaa nagudi dei. He is wondering about the measure of the road he's walking on. Page 129

Du kíji áwé wool'éex' wé ts'ítskw, ách áwé tlél át wudakeen. The sondbird's wing broke, that's why it doesn't fly around. Page170

Shahík<u>x</u> haa cháli gaatáa yéi daatooneiyí. When we are out trapping, our storehouse is full. Page 80

Geesh toot uwakúx wé yaakw. The boat drove in among the kelp. Page 89 **Wé dís kagáni káax' yéi jinéi.** He works by moonlight. Page 137

Áak'wx'uwaxéi wé shaawát. That woman camped at Auke Bay. Page 49

Yóo tliyaa aasdéi ksaxát wéi kaxées' ax at shí kook gúgu yís! Attach the wire to that tree over there for my radio antenna! Page 50

Ch'as héen ák.wé a kaadéi yóo yadudzixéik yá kat'ákxi? Is water all that was put on these dried berries? Page 52

Átk' aheení wushixéel'- s/he stopped believing, lost faith Page 308

Da<u>x</u>adooshú yagiyee shunaaxéex aagáa daak wusitani yé. It has been raining for seven days. Page 49

Ax katlyát wujixín wé xáaw tlein. That big log fell on my side. Page 168

Hinyikgáaxu kúdi awsiteen. She saw a golden eye duck's nest. Page 153

Katíý'aa s'aatíý ýat guýsatée yá keijín yagiyeedáý. After Friday I will

be the jailer. Page 148

Shí anax naadaa wé taan geení. There is blood coming from the sea lion's

tail flippers. Page 228

Dís <u>x'usyee kawdli.ít'ch wé dleit káx</u>. Moonbeams are sparkling on the

snow. Page 75

Gooch litká aadé duwatéen wé gooch. The wolf on the ridge of the hill is

visible. Page 110

Wé <u>k</u>áa góon awsiteen héenák'w táade. The man saw gold at the bottom of the creek. Page 118

Du ý'ás' aawagwál wé káa. That man socked him on the jaw. Page99

Ax léelk'w jeedáý kakéin l'ée x'wán áyá ax tuwáa sigóo. I like the

yarn socks from my grandmother. Page 187

I tuk'atáali i daax yei jeekanaxíx. Your pants are falling down. Page 63

Tuk'atáal x'oosdé awdiyík. He put on his pants. Page 249

Wakdáanaa waakt akal.át. She has eyeglasses on. Page 272

Du gúkx' tsú yéi aa wduwa.oo wéi s'aak k'anoox. They put the small bone labret in his ear too. Page 177

S'igeidí l'eedí yawúx' ka k'áatl' yáx yatee. A beaver's tail is wide and

flat. Page 186

S'eek l'eedí tléil ulyát'. A black bear's tail is short. Page 186

Du gúk káx ayaawayeesh du sadaat'aayí. She pulled her scarf down

over her ears. Page 204

Du xikshá káx yaa anayéin wé ján(w)u. He is carrying the mountain goat on his shoulder. Page 103

Daxdahéen yan yaawagás'. He fell on his face twice. Page 69

Júx'aa tóot astán du jín. He has his arm in a sling. Page 229

Du oox kanat'á kahéeni yáx kawdisék'w. Her teeth are the color of blueberry juice. Page 139

Tl'ook du jín daa yéi yatee. There are sores on his hand. Page 264

Tle a tuwán áwé atxá daakahídi áa wdudliyéx. They built a restaurant next to it. Page 54

Wé x'agáax' daakahídi gaawú iknáach' teen wududliyéx The church

bell is made of brass. Page 84

Wé shaatk' gúx'aa kát cháayoo ax jeet awsi.ín. The young girl gave me

tea in a cup. Page 57

Akawsitaayi tléikw kagádaa tóonáx akawlicháa. He strained the boiled berries through cheesecloth. Page 135

Aawsi.ée wé kadúkli atx'aan hídi yeedáx. She cooked some of the fish from the smokehouse. Page 135

Gishoo taayí <u>k</u>a dleey wóosh teen akawlis'úk. She fried the meat with bacon. Page 214

Xáanaa atxaayí yís gáx akawlis'úk. She fried rabbit for dinner. Page 214

Wé guwakaan dleeyí at <u>x'axéedli k'idéin aax</u> xásh, téi<u>x</u> sákw! Cut the trimming off the deer meat well for the broth! Page 244

Wé dleey yat'éex'. The meat is tough. Page 254

<u>Ku.éex'dei nasxóot' yá kakáshxi!</u> Pack the steamed berries to the potlatch! Page 301

L'ook kaháagu áyá yak'éi kanat'á kanéegwál' sákw. Coho salmon

eggs are good for blueberry sauce. Page 55

Tlei déix k'ateil yáx áwé wutusineix shákw kahéeni. We just saved two gallons of the strawberry juice. Page71

Xein nageich <u>k</u>utaan eetíx'. After the summer there are a lot of spawned-out salmon. Page 80 **Tsaa eiýí teen áwé yak'éi t'á at ý'éeshi.** Dry fish king salmon is good with seal oil. Page 80

Dzánti áwé cháatl kín kudligéi. Flounders are smaller than halibut. Page 76

Tséek éen has awsi.ée wé cháatl. They barbecued the halibut. Page 57

X'waat tlenx' dust'eix Gaat Heenidax. People catch big trout at Garteeni. Page 311

A ká<u>x</u> akgwast'éi<u>x</u> aashát yaa yanahéini. He will fish for steelhead trout when they run upriver. Page 50.

Du séek' yageeyí kayís áwé gáaxw awsi.ée. She cooked a duck for her daughter's birthday. Page 84

Yées t'á <u>Gík</u>si sitgawsáanx' has aawa<u>x</u>áa. They ate fresh king salmon barbequed over the fire at noon. Page 109

Yawóol yá deegáa. This dipnet has holes in it. Page 275

X'wáat' héen táakde has ayatéen. They see trout in the river. Page 311

A yayík gé iya.áxch wé xóots héen yaax dé? Do you hear the brown

bears by the water? Page 319

 $\mathbf{A}\underline{\mathbf{x}}$ atx'aan hídi tleidooshú $\underline{\mathbf{k}}$ aa $\underline{\mathbf{x}}$ 'oos $\underline{\mathbf{k}}$ a daax'oon $\underline{\mathbf{x}}$ sitee. My smoke

house is six feet by four feet. Page 53.

Wé héen <u>x</u>'ayaa<u>x</u> chál wutuliyé<u>x</u>. We built a storehouse on the edge of the river. Page 57 Hoon daakahídidé has woo.aat a<u>x</u> séek' hás. My daughters have gone to the store. Page 117 Du hídidá<u>x</u> kaay shoowú yéi kunaaléi hoon daakahídi. The store is a half mile from her house. Page 134

S'ísaa <u>k</u>áas' hoon daakahídidá<u>x</u> aawa.oo. She bought a yard of fabric from the store. Page 213 **Yú sgóon tl'átgi tlein, a góonná<u>x</u> da<u>x</u>yanaagóo wé káa.** The cars are traveling on the isthmus of the big school yard. Page 262

Tíx' ka x'óow tin geegách' awliyéx t'ukanéiyi jeeyís. She made a

hammock for the baby with rope and a blanket. Page 105

Hít shantú k'idéin awsinei. She cleaned upstairs. Page 122

Du eetí a kaxyeet akawlis'íx'w kaa yahaayí wé shaatk'átsk'u. The

young girl pasted a photo on the ceiling of her room. Page 80

Wé kóok a yee kawjigít. It is dark inside the cellar. Page 106

Wé yées <u>k</u>áa du hún<u>x</u>w ít<u>x</u> yaa nagút. The young man's older brother is

walking along behind him. Page 123

Xít'aa een du neilí axít'gi nooch. He always sweeps his house with a

broom. Page 197

Wé tóonáx kaateen kaadé awsiteen du yahaayí. He saw his image in

the mirror. Page 246

Káayagijeit anéegwál'. He is painting the chair. Page 134

Dunák kawdliyeech wé káax'. The grouse flew away from him. Page 133

Neek ash atláx'w yaa kudzigéiyi ts'ats'ée. Pigeons carry messages. Page 193

<u>X'eis'awáa l'eixí kulitées'shan nooch.</u> The dance of the ptarmigan is always a wonder to behold. Page 308

Héen wantóot woogoot wé gus'yadóoli. The sandpiper is walking around the riverbank. Page 98

Héen wát át has wusikwaan wé gáaxw. The ducks are swimming around

at the mouth of the river. Page 119

Hinyikgáaxu kindachooneit xoot wusikwaan. Golden eye ducks are

swimming around among the Mallard ducks. Page 121

<u>x'éishx'w áwé nageich kutaan ítdáx</u>. After the summer is over there are a

lot of bluejays Page 309

Aankáawu Geeyx' áwé has saligaaw kúnáx wé kageet. The loons are

really loud in Ankau Bay. Page 84

K'eeljáa teen áyá séew haat ayawditée. Rain came with the storm. Page 155

Xeil neech káa yéi nateech xóon wudunoogú. Foam is on the beach

when the north wind blows. Page192

Yá neechx yaa neegúdi yei kgisatéen yá katóok. As you walk along

this shoreline you will see this cave. Page 192

Ax dayéen hán xóon niyaa. He is standing facing me, shielding me from

the North Wind. Page 198

Kukawduwayél' áyá - naakéede naxtookoox. It's calm out - let's go up

the bay. Page 324

Áa Tlein káa kawduwayél'. It is calm on Atlin Lake. Page 324

Haa kát ayawashát wé xóon. The north wind hit us in gusts. Page 218

Góos' tóonáx ayatéen. She sees it through the clouds. Page 93

<u>Kaa kasán tayeet shukatáni áwé yak'éi wéi s'él' kinaak.át.</u> A raincoat that hangs below the

waist is the best. Page 140

Jáaji kát yaa has lunagúk. They are running on snowshoes. Page 92

K'eit duxáayin. Young salmonberry bush shoots used to be eaten. Page 158

Aatlein shákw áwé wutuwa.ín kat'ák<u>x</u>i yéi na<u>x</u>tusaneit. We picked a lot of strawberries so we can make dried berry patties. Page 142

Lidzée kayaaní a kaadéi kawuls'éesi wé laak'ásk. It's frustrating when leaves are blown onto the black seaweed. Page 180

Yán aas daadá<u>x</u> kayei<u>x</u> áwé át<u>x</u> gagilayéi<u>x</u> s'agwáat kasé<u>k'x</u>u sákw. Shavings from a hemlock

tree are what you will use for the brown dye. Page 209

Wé <u>x</u>aat kanat'á kahéeni káa yéi ga<u>x</u>too.oo. We will put the roots in the blueberry juice. Page 139

Gandaas'aají <u>k</u>'eikaxwéin <u>x</u>oot kawdliyeech. Bees are flying around among the flowers. Page 85

Wé yáay yax woodláax'w. The whale is stuck on the beach. Page 75

Al'óoni wé wanadóo ítx kei nagút. The hunter is following the sheep that is going uphill.

Page52

http://www.sealaskaheritage.org/programs/tlingit_phrase_of_week.htm

Phrase of the week

I een nakaaat kwshe? Can I come with you?

L Drive 1

20 Questions Activity

Shaa daak' gé yéi yatee?

Does it live in the mountains?

Tlingit Macbeth 3

Xeitl tóox', séew kaa ch'u k'eeljáa gé? In thunder, lightning, or in rain? Page 2

Yéi kkwasané. I'll see it done. Page 3

Igóogu, x'anidataan. Daa sáyá wa.é? Speak, if you can: what are you? Page 5

Sentences from Fluent Speakers

1064-1173

\\jnu-dc2\shiusers\Language Department\Past Employees Language files\edwards\ANA 2005\Texts and sentence banks

Yáat jeiçí du lítayi kaaý aawa.óos'.

She washed fish scales off her knife.

APPENDIX III



Lesson Descriptions

BASIC SKILLS

Actions!

Group the students together in front of you. Perform an action which represents one of the key vocabulary words. The students should say the vocabulary word for the action you perform. Repeat, using a different action for each vocabulary word.

Back Writing

Group the students into two teams. Have the first player from each team stand in front of the board. Use the index finger of your writing hand to "write" the first letter of a sight word on the two players' backs. When you have done this, say "Go." Each of the players should then write a sight word on the board that begins with that letter. Repeat with other pairs of players until all players in each team have played and until all sight words have been written a number of times.

Buzz

Group the students into two teams. Say a sight word to the first player in Team One. The student must then spell the word you say, saying the word "buzz" whenever a specific letter appears in the word (identify the letter before the activity begins). For example, if the letter chosen is "b," then whenever that letter appears in a word, a student should say, "Buzz." If the player makes a mistake, then the first player in Team Two should attempt to spell the word you said. The winner of the round is the player who spells the word correctly - using the word "buzz" for the selected letter whenever it appears in a word. Repeat, using other sight words, until all students have participated. Depending upon the readiness of your students, you may wish to identify more than one letter for "buzz."

Ghost 2

Have two students stand facing one another. One student should say a letter - any letter of the alphabet. The other player must then repeat that student's letter and add one of his/her own. The first player must then provide another letter, and so on. The students should continue to provide letters back and forth in this way until a word is finally produced - it may not be a word that was originally planned by either one of the players. Repeat with other pairs of players.

Horizontal Completion

Before the activity begins, cut each of the sight word cards in half, horizontally. Provide each student with writing paper and a pen. Then, provide each student with one of the word halves. Each student should mount his/her word half on the sheet of writing paper. Then, the students should complete their words by writing in the missing halves. Some students should have the upper halves of the sight words and other students should have the lower halves. Afterwards, review the students' responses. You may wish to provide each student with more than one half so that he/she completes more than one sight word.

Out of Order

Stand the vocabulary illustrations in the chalkboard ledge. The students should look carefully at the sequence of illustrations. Then, have the students close their eyes. Switch the order of two of the illustrations. The students should then open their eyes and identify (orally) the two illustrations which were re-arranged. This activity may also be done in team form.

Overhead Run

Before the activity begins, write all of the sight words on an overhead transparency - leaving no spaces between the words. You may wish to add "nonsense" letters between the words. Place the transparency on an overhead projector, facing the wall. The words should be projected onto the wall. Have two students stand beside the wall. Say a different sight word to each of the two students. They should then use chalk to circle the sight words on the wall. Repeat with other pairs of students until all of the sight words have been identified in this way.

The Disappearing Illustrations

Mount five or six pictures on the board, vertically. Point to the picture at the top and tell the students to name it. Continue in this way until the students have named all of the pictures from top to bottom. Then, remove the last picture and repeat this process—the students should say all of the vocabulary words, including the name for the "missing" picture. Then, remove another picture from the board and have the students repeat this process. Continue in this way until the students are saying all of the vocabulary words from a blank board or until the students cannot remember the "missing pictures."

Vocabulary Chips

Mount the vocabulary illustrations on the wall. Place a number of blue and white poker chips in a container. Each student should reach into the container and remove four (4) chips. The remaining chips should be left in the container. When a student has his/her four chips, he/she should hold three of them in his/her hands and place one poker chip on his/her desk. Reach into the container and remove one of the poker chips. Call the color of the poker chip you have removed from the container. All students in the class who have that color of poker chip on their desks, must identify a vocabulary illustration you point to. Then, those students may place those poker chips to the side. When a student has placed a poker chip to the side in this way, he/she should then place another poker chip from his/her hand on his/her desk. Continue in this way until a student or students have no poker chips left on their desks or in their hands. This activity may be repeated a number of times.

Rubbings

What's Your Letter?

Provide each student with writing paper and a pen. Say a sight word. Each student should then write ONE letter from that word (any letter) on their paper. Review the students' responses to determine if all letters from the sight word were used. If all letters from the sight word were not used, ask the students to identify the letters that are "missing." Repeat with other sight words.

Wild Groups

Attach the vocabulary illustrations to the students' backs — it is not necessary for all students to have an illustration. Have the students stand in a scattered form in the center of the classroom. Say one of the vocabulary words. All students in the class should make a circle around the student who has the illustration for the vocabulary word you said on his/her back. Periodically switch the illustrations during the activity. Repeat until all vocabulary illustrations have been identified a number of times in this way.

Word Build

Provide each student with writing paper and a pen. Cut each of the sight words into its individual letters. Give each student one of the cut out letters. Each student should then glue the cut out letter onto his/her sheet of writing paper. Then, each student should add the missing letters to complete the original sight word. Afterwards, review the students' responses. You may wish to provide each student with more than one cut out letter so that he/she writes a number of the sight words.

Writing Relay

Group the students into two teams. Say one of the vocabulary words. When you say "Go," the first player from each team must rush to the chalkboard and write only the FIRST letter of the word. He/She should then run to the back of the team and the next player should rush to the chalkboard to add the SECOND letter, and so on. The winning team is the team that correctly completes the spelling of the word first. Repeat using other vocabulary words.

LISTENING

Use the Mini Pictures activity page from the Student Support Materials. Have the students cut out the pictures. Say the key words and the students show the pictures.

Adapted Jenga

Bring a Jenga set for class and put numbers on a few of the pieces. As a class, decide on rules that will apply for each number, e.g. "1 means naming as many animals as you can in ten seconds" or "2 means you must find four things that are the color red in the classroom." The rules you write should relate to a concept being studied. Post the rules so they are visible when you play. Each time you play Jenga you can decide on a different set of rules!

Airplane Land

Scatter the vocabulary pictures on the floor. Have the students sit in a large circle around the pictures. Prepare two paper airplanes. Give the airplanes to two students. Say one of the vocabulary words. The students should toss their airplanes, attempting to land them on the picture for the vocabulary word you said. Repeat until all students have participated.

All in Knots

Group the students into two teams. Tie two lengths of rope in a knot (use the same knot for each rope). Skipping ropes are ideal for this activity. Mount the vocabulary graphics on the board. Give a knotted rope to the first player in each team. Say a vocabulary word. When you say "Go," the first player in each team must then attempt to untie the knot he/she has. The first player who unties his/her knot, rushes to the board, and identifies the vocabulary graphic for the word you said, wins the round. Repeat until all players have participated.

Back-to-Back Race

Have two pairs of students stand in the center of the classroom. The students in each pair should stand back-to-back with arms interlocked. Lay the vocabulary illustrations on the floor in a scattered form. Say one of the vocabulary words. The two pairs of students must then race to the illustration for the vocabulary word you said without unlocking their arms. The first pair to reach the correct illustration wins the round. Repeat with other pairs of students.

Beanbag Toss

Mount the vocabulary illustrations on the wall and group the students in front of them. Give a beanbag to a student. Say a vocabulary word and the student should toss the beanbag at the illustration for that word. For added motivation, you may wish to have two or more players participating at the same time. In this case, the winner or winners are those students who manage to hit the correct illustration with their beanbags.

Bingo

See Picture Bingo

Change

Group the students in pairs. There should be one student without a partner to be "it" for the first round of the activity. Have the students in each pair stand back to back, with elbows interlocked. Tell the students to listen for a specific word, sequence of words, or sentence. When the students hear the word, sequence, or sentence you said at the beginning of the round, they should drop arms and quickly find new partners. However, "it" must also find a partner—thus producing a new "it" for the next round of the activity.

Change Again!

Group the students into pairs. One student should be without a partner to be IT for the first round of the activity. Have the pairs of students stand back to back, with elbows interlocked. Prepare true and false sentences on individual sentence strips. Stand in a location so that all students can see you. Hold up one of the sentence strips. If the sentence is true, the students should remain still. However, when they read a false sentence, they should change partners - the student who is IT must also try to find a partner. Repeat, using a number of different true and false sentences.

Circle Hop

Scatter the vocabulary pictures on the floor. Using masking tape, make a circle around each picture. Have two or more students stand in the center of the classroom. Say one of the vocabulary words. The students should then hop to the circle which contains the picture that represents the vocabulary word you said. Then, remove the picture from the circle and say another vocabulary word. Continue until all the pictures have been removed from the floor. The students must remember where the graphics were in order to hop to the correct masking tape circles.

Clan House Toss

Prepare an outline of a clan house on 81/2 by 11 inch paper. Give a student a beanbag. The student should toss the beanbag towards the house. If the beanbag misses, say a vocabulary word and have the student find its coordinating picture. If it lands in the house, the student may pass. Repeat.

Cloze One

Mount the vocabulary pictures on the board. Number each picture. Say a sentence without the key word. The students should write the number for the picture that best completes the sentence you said. For example, if you say "Theft of Daylight is a Tlingit _____," and the picture for legend is number 4, the students would write "4" on their papers. When the activity is finished, review the students' responses. Repeat, using other sentences.

Cloze Three

Mount the vocabulary pictures on the board. Group the students into two teams. Give the first player in each team a flash-light. Say a clozure sentence, based on the migration story, that can be completed by one of the vocabulary words. When you say "Go," the players should shine the lights of their flashlights on the picture for the vocabulary word that completes your sentence. The first player to identify the picture in this way wins the round. Repeat, using different sentences, until all players have participated.

Does It Fit?

Mount the vocabulary pictures on the walls and board. Provide each student with writing paper and a pen. Point to a picture and say a sentence. If the sentence you say goes with the picture, the students should make a checkmark on their papers. However, if the sentence you say does not go with the picture, the students should make an "X" on their papers. Repeat this process with other pictures and sentences. Alternative: Rather than having the students write their responses, you may have them nod if the sentence goes with the picture, or clap if it does not.

Fanball

Tape the vocabulary pictures to the floor and group the students around them. Give a "hand fan" and an inflated balloon to two students. Say one of the vocabulary words. The two students should then use their fans to move the balloons to the picture that represents the vocabulary word you said. The first player to fan his/her balloon over the correct picture wins the round. Repeat.

Flashlight Find

Mount the math vocabulary pictures on the walls, board and windows. Have a student stand in the center of the classroom with a flashlight. Say one of the vocabulary words and the student must find the picture for the vocabulary word you said using the light of the flashlight. This activity may also be conducted in teams. In this case, have two flashlights available. Have a player from each team stand in the center of the classroom. When you say the vocabulary word, each player must attempt to find the correct picture with the light of his/her flashlight. The first player to correctly identify the picture for the vocabulary word you said wins the round. Repeat until all players have played.

Flick

Give a student a flashlight. Say a vocabulary word. Tell the student to listen for that word. Then, say a number of words, eventually repeating the vocabulary word that you said at the beginning of the round. The student should "flick" on his/her flashlight when he/she hears the vocabulary word. You may wish to insert the vocabulary word in a running story. This activity may also be done in team form. In this case, provide the first player in each team with a flashlight. The first player to turn his/her flash light on at the correct time wins the round. Repeat until all students have played.

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Funnel Vision

Before the activity begins, collect a large funnel. Have a student stand at the front of the classroom with his/her back to the other students. Give the student the funnel. Give the vocabulary pictures to the other students in the class. The students should hold their pictures up, facing the front of the classroom. Say a vocabulary word. When you say "Go," the student with the funnel should place the funnel over his/her eyes and turn to face the other students. The student must then look through the funnel to find the picture for the vocabulary word you said. This activity may be conducted with two players (each player having a funnel). The winner of each round is the student who locates the correct picture first. Have the students in the class exchange pictures for each new round of the activity. Repeat.

Graphic Bingo

See Picture Bingo

Half Match

Collect the picture halves from the previous activity. Mix all of the halves together and give them to the students. Say a sentence, leaving out the key word. The two students who have the illustration halves for the word that completes the sentence should show their halves. Continue in this way until all of the illustration halves have been presented.

Here, There, Everywhere

Mount the vocabulary illustrations on the walls around the classroom. Group the students in the center of the classroom. Say a vocabulary word and the students should rush to that illustration. However, when you say a word that is not represented by an illustration on the walls, the students should sit down and hold one arm in the air. Repeat this process until all of the vocabulary illustrations have been identified a number of times.

Hidden Words

Give students a vocabulary word or a list of vocabulary words. Have the students listen for the specific vocabulary word(s) as you read a story aloud. Each student should have paper and a pen in front of them. When the students hear a specific vocabulary word in the story, they must make a check mark next to that specific word on their vocabulary list each time the word occurs.

Hop the Line

Make a masking tape line on the floor. Have the students stand on the line—their toes touching the masking tape. Have the students listen for a specific word or sentence. Say a number of other words or sentences, eventually repeating the word or sentence you said at the beginning of the round. When the students hear that word or sentence, they must hop to the other side of the line. When the students hop to the other side of the line, they should then turn around and place their toes on the line once again. Repeat this process using a number of different vocabulary words or sentences.

Illustration Hold Up

Before the activity begins, prepare a page which contains small versions of the vocabulary illustrations. Provide each student with a copy of the page. The students should cut out the illustrations. Say a vocabulary word. Each student should then hold up the illustration for the vocabulary word that you said. Repeat this process until all of the illustrations/ vocabulary words have been used in this way.

Illustration Sequence

Before the activity begins, prepare a stencil which contains small versions of the vocabulary illustrations. Provide each student with a copy of the stencil. Each student should cut the illustrations from his/her copy of the stencil and lay them on his/her desk. When the students' illustration are ready, say a sequence of vocabulary words (four or five words). After you have said the sequence of words, the students should find the necessary illustrations to represent the sequence you said. Each student should lay the four or five illustrations on his/her desk in the same order as you said the vocabulary words. Repeat this process with other sequences of vocabulary words.

Jack Pot

Students choose three vocabulary words and create actions to match those words. Have three students stand up and face away from the class. The rest of the class counts to 3 in target language and the students turn around saying one of the vocabulary words and performing the action the class has created to match it. The set of three students continue this until all three choose the same vocabulary word and perform the action together.

Join Those Halves

Make an extra set of vocabulary pictures. Cut each of the vocabulary illustrations in half. Spread the illustration halves on the floor in a scattered form. Group the students into two teams. Give the first two players in each team a long length of string or yarn. Say a vocabulary word. When you say "Go," the first two players in each team must rush to the illustration halves. The object of the activity is for the players to use the string/yarn to join together the two halves which make up the illustration for the word you said. The first pair of players to do this successfully wins the round. Repeat until all players have participated.

Knock Knees

Mount the vocabulary pictures on the board. Group the students into two teams. Give a small, hard ball to the first player in each team. The first player in each team must place the ball between his/her knees. Say a vocabulary word. When you say "Go," the two players must then walk to the pictures without losing the balls. The first player to reach the vocabulary pictures and identify the picture for the word you said wins the round. If a player loses his/her ball, he/she must return to his/her team and begin again. Repeat until all players have played.

Let's Move

Identify an appropriate body movement for each vocabulary word. This may involve movements of hands, arms, legs, etc. Practice the body movements with the students. When the students are able to perform the body movements well, say a vocabulary word. The students should respond with the appropriate body movement. You may wish to say the vocabulary words in a running story. When a vocabulary word is heard, the students should perform the appropriate body movement. Repeat, until the students have responded to each word a number of times. Rather than using body movements, or—in addition to the body movements—you may wish to use "sound effects" for identifying vocabulary words. The students should perform the appropriate body movements/sound effects for the words you say.

Locomotive

Have the students stand in a straight line in the center of the room. Each student should place his hands on the shoulders of the student in front of him/her. Mount a picture on each of the four walls in the classroom. Tell the students that when they hear one of the four vocabulary words (for the four pictures on the walls), they should step in that direction while still holding onto the shoulders of the players in front of them. Say the four words a number of times; the students should step toward the pictures as they are named.

Major League

Group the students into two teams. Have the first player from team one stand in the center of the classroom. Give the student a ruler or another item that can be used as a baseball bat. You may wish to have another player stand at a safe distance behind the batter to retrieve the ball. Say a vocabulary word or a sentence which contains a key vocabulary word. Then, toss a Nerf ball towards the batter, saying a vocabulary word or sentence at the same time. If the vocabulary word or sentence is the same as the one used before, the student should swing at the ball. However, if the vocabulary word or sentence is not the same, the student should not swing.

Match My Sequence

Provide each student with three vocabulary pictures. All students should have the same pictures. Have the students lay the pictures on their desks in a row (any sequence). When the students have arranged their pictures, say a sequence of three vocabulary words (using the vocabulary words for the pictures the students have). Any student or students whose pictures are in the same sequence as the vocabulary words you said wins the round. The students may change their sequences after each round of the activity.

Matching Halves

See Half Match

Mini Pictures

Provide each student with a copy of the mini-pictures page from the Student Support Materials. When you say the key words, the students must find the pictures for them. Then, have the students cut out the pictures. Say the keywords and the students should hold up the pictures for them.

Nod and Clap

Mount the vocabulary pictures on the board. Point to one of the pictures and say its name. The students should nod their heads to indicate that you said the correct vocabulary word for the picture. However, when you point to a picture and say an incorrect name for it, the students should clap their hands ONCE. Repeat this process until all of the vocabulary pictures have been used a number of times in this way.

Number My Word

Say a vocabulary word for the students. Say a sentence which contains the vocabulary word. The students should then indicate to you the position of the word by saying the number of the word in the sentence. If the word the students are listening for is word number "five" in the sentence, the students should respond by saying "five." You may wish to provide the students with number cards so that all students may respond at the same time.

Numbered Illustrations

Mount the vocabulary illustrations on the wall in a scattered form. Number each illustration. Stand behind the students and say one of the vocabulary words. The students should say the NUMBER of the illustration for that word. Practice this with other vocabulary words. Then, say a sequence of two or more words. The students should then say the numbers of the illustrations, in the same sequence. Repeat, using other sequences of vocabulary words.

Number That Word

Mount the vocabulary graphics on the board. Provide each student with three blank flashcards. Each student should write the numbers 1, 2, and 3 on his/her cards - one number per card. Point to one of the vocabulary graphics. Then, say three vocabulary words. Each student should show the number card that matches the picture you pointed to. Repeat with other graphics and vocabulary words.

One to Five

Mount the vocabulary illustrations on the chalkboard. Point to one of the illustrations. Then, say five vocabulary terms — one of which is correct for the illustration that you are pointing to. The students should listen carefully to the vocabulary words you say. Then, each student should hold up his or her fingers to indicate the number that matches the illustration that you had originally pointed to. You may wish for students to create number cards (1–5) for this exercise. Repeat using other illustrations in this way.

Over and Under

Group the students into two teams. Mount the vocabulary pictures on the board. Give the first player in each team a ball. When you say, "Go," the first player in each team must pass the ball to the next player, over his/her head. The next player must then pass the ball to the third player, between his/her legs. The players should continue with this over/under sequence until the last player in a team receives the ball. When the last player receives the ball, he/she must rush to the board and identify a picture for a vocabulary word that you say. The first player to do this successfully wins the round. Repeat until all players in each team have had a chance to respond in this way.

Pencil of Fortune

Before the activity begins, prepare a stencil that contains small versions of the vocabulary graphics. Provide each student with a copy of the stencil. Each student should cut out his/her graphics. The students should then lay the graphics on their

desks (around the edges of their desks). When the students have arranged their graphics in this way, each student should then place a pen or pencil in the center of his/her desk. Say a vocabulary word. The students should then spin their pencils/pens on their desks. When the pencils/pens stop spinning, any student or students whose pencils/pens are pointing to the vocabulary picture for the word you said win(s) the round, and he/she may remove that picture from his/her desk. The winner or winners of this activity are those students who have no graphics left on their desks.

Picture Bingo

Provide each student with a copy of the smaller pictures from the Student Support Materials. The students should cut out the pictures. Each student should turn his/her pictures face down on the desk. Then, each student should turn ONE picture face up. Say a vocabulary word. Any student or students who have the picture for the vocabulary word you said face up on their desks should show their pictures. Those pictures should then be put to the side and the students should turn over another picture. The first student or students to have no pictures left on their desks win the round. The pictures may be collected, mixed, and redistributed to the students for the different rounds of the activity.

Picture Hold Up

Before the activity begins, prepare a stencil that contains small versions of the vocabulary pictures. Provide each student with a copy of the stencil. The students should cut the pictures from their copies of the stencil. When the students' pictures are cut out, say a vocabulary word. Each student should then hold up the picture for the vocabulary word that you said. Repeat this process until all of the pictures/vocabulary words have been used in this way.

Police Sketch

Have students draw a thief, based on this description: The thief has three legs, purple hair, two noses and one red hand.

Right or Wrong?

Provide each student with two blank flashcards. Each student should make a happy face on one card and a sad face on the other card. When the students' cards are ready, say a sentence that is either true or false. When you say a true sentence, the students should show their happy faces. However, when you say a sentence that is false, each student should show his/her sad face. Repeat this process, using a number of true and false statements relating to a concept being studied.

Roll 'Em Again Sam

Provide each student with two flashcards. Each student should then write a number between 1 and 6 on each of his/her cards — one number per card. When the students' number cards are ready, toss two dice. Call the two numbers showing on the dice. Any student or students who have those two numbers on their number cards must then find a vocabulary graphic you name (you may wish to have the vocabulary graphics mounted on the board and numbered, for easy identification). The students may change number cards after each round of the activity.

Same or Different?

Provide each student with two blank flashcards. Each student should then make a happy face on one of his/her cards and a sad face on the other card. When the students' cards are ready, say two sentences, using the math terms from this unit. If the two sentences are exactly the same, the students should hold up their happy face cards. However, if there is any difference between the two sentences, the students should hold up their sad face cards. Repeat, using a number of different pairs of sentences.

Searchlight

Have two students stand, facing one another. Mount the vocabulary graphics on the board and number them. The object of the activity is for the two students to look at each other without laughing. The first student to laugh must then identify a vocabulary picture by a number from the board. If both students laugh, then both students must identify a vocabulary picture for the numbers you say from the board. Repeat with other pairs of students.

Skittleguard

Roll each vocabulary illustration into a cylinder and staple the edges. Stand all of the "illustration cylinders" in the center of the classroom and group the students around them. Have one student sit beside the illustrations in the center of the circle.

Give a ball to a student. Say a vocabulary word. The students should then roll the ball across the circle attempting to strike the illustration for the vocabulary word you said. However, the student in the center of the circle must attempt to prevent the ball from hitting the illustration. When a player manages to hit the correct illustration with the ball, he/she should then be the "defender" in the center of the circle. Repeat, saying a different vocabulary word for each round of the activity.

Speed Collector

Teachers tapes two vocabulary pictures to the board at the front of the room. Students are divided into two teams, each standing in a line at the back of the room. When the teacher says a vocabulary word, the first student from each team races to the board to retrieve the correct corresponding picture. Repeat until all students have had a chance to race.

Stare

Group the students into two teams. Tape the vocabulary graphics to a sheet. Have two students hold the sheet vertically so that the players in each team can see the graphics. Have the first player from each team stand behind the sheet. Give these two players flashlights. Say a vocabulary word. When you say "Go," the two players must shine the lights of their flashlights through the sheet. The players should move the lights around on the surface of the sheet. When a player's light is behind the graphic for the vocabulary word you said, the players in his/her team should clap. The player who first reaches the vocabulary graphic in this way wins the round. Repeat until all players in each team (and the two players holding the sheet) have had an opportunity to participate.

Sticky Foot

Place the vocabulary illustrations on the floor at one end of the classroom. Have two students stand at the other end of the classroom. Place a small rolled portion of masking tape on one of the soles of each player's shoes. Say a different vocabulary word to each player. The two players should hop to the illustrations and attempt to raise the correct illustrations with the masking tape on the soles of their shoes. The first player to lift a correct illustration in this way wins the round. Repeat with other pairs of players.

Stretch

Place the vocabulary pictures on the floor, in a scattered form. The pictures should be quite close together. Have a student stand beside the pictures. Say a vocabulary word for one of the pictures. The student should place his/her left foot on that picture. Then, say other vocabulary words and the student must identify the correct pictures with different parts of his/her body. You may wish to have two students participate in this process at the same time for added motivation.

Student Support Materials

Have the students work on the activity pages from the Student Support Materials from this unit. Afterward, review their work.

The Running Story

Distribute the vocabulary illustrations to the students. Tell the story of the Kohklux map, which contains the vocabulary words. When a student hears the vocabulary word for his or her illustration, he/she must hold up the illustration and show it to you. Have students exchange the illustrations periodically throughout the activity. This activity can be repeated so that students begin to connect visually with the vocabulary words.

Three Sentences

Provide each student with three blank flashcards. Each student should then write the numbers 1 to 3 on his/her cards (one number per card). Say three sentences, only one of which contains a vocabulary word. The students should listen carefully to the three sentences that you say. After saying the three sentences, each student should then show his/her number card that represents the number of the sentence which contained the vocabulary word. Repeat with other sets of sentences.

Tissue Drop

Group the students in a circle. Stand in the center of the circle with a small piece of tissue paper or an inflated balloon. Give the vocabulary illustration to the students. The students should pass the illustration around the circle in a clockwise

direction until you clap your hands. Then, the students should stop passing around the illustration. Toss something like a tissue paper or ball into the center and say a vocabulary word. The student who has the illustration for that word must rush into the circle to catch the object before it hits the floor.

Toothpick Pass

Mount the vocabulary graphics on the board and number each graphic. Group the students in a circle. Give each student a toothpick. Place a lifesaver over one or more of the toothpicks. When you say "Go," the students should pass the lifesaver(s) around the circle in a clockwise direction. When you clap your hands, the students should stop passing the lifesaver(s). Say a vocabulary word. The student or students who have the lifesavers must identify the NUMBER of a graphic that describes the word you named. Repeat until many students have responded in this way.

Turn and Face

Mount the vocabulary pictures on the walls and board. Group the students together in the center of the classroom. Say one of the vocabulary words and the students should turn to face the picture for the word you said. Depending upon the size of your class, this activity may be done in small groups. This activity may also be done in team form. In this case, have a player from each team stand in the center of the classroom. When a player faces the wrong direction (i.e., the wrong picture), he/she is "out" until a later round of the activity. Repeat until all players have had an opportunity to participate.

Turn Around

Have a group of students stand at one end of the classroom with their backs to you. Hold up one of the illustrations and say a vocabulary word. If the students think that you have said the correct vocabulary word for the illustration, they should turn around and face you. Otherwise, they should remain still. If a student turns around and sees that you have said an incorrect vocabulary word for the illustration, he/she is "out" until another round of the activity. Continue until a winner or winners are determined.

What's the Answer?

Before the activity begins, develop questions related to the concept being studied. For each question, prepare three answers—only one of which in each set is correct for the question asked. Ask the students the question and then read the three answers to them. The students should show you (using their fingers or prepared number cards) which answer is correct for the question asked. Repeat this process with other questions and answers.

What's the Question?

The inverse of above: Read an answer to a question, followed by three questions and have the students pick which is correct.

Whisper

Mount the vocabulary illustrations on the chalkboard. Group the students into two teams. Whisper a vocabulary word to the first player in each team. When you say "Go," the first player in each team must then whisper the same word to the next player in his/her team. The players should continue whispering the vocabulary word in this way until the last player in a team hears the word. When the last player in a team hears the word, he/she must rush to the chalkboard and point to the illustration for the word. The first player to do this correctly wins the round. Repeat until all players have had an opportunity to identify a vocabulary illustration in this way. When a player has identified a vocabulary illustration, he/she should rejoin the front of his/her team.

Modification: Make it more like tele-pictionary: Whisper a definition to a player, who then must decide what word it is, and whisper the word to the next player, who then translates it into the definition again when they whisper it to the next player. Thus, it would be repeated as word, then definition, then word, then definition, and so forth.

Wild Cars

Make two "roads" on the floor using masking tape. Be certain that there are a number of curves and circles in the roads. The roads should stretch for at least ten feet. If you have a floor rug, chalk may be used to fashion the roads. Place a toy car at the beginning of each road. Lay the vocabulary pictures at the end of the roads. Have a student sit beside each car. Name

one of the vocabulary pictures and say "Go." The two students should "drive" their cars along the roads as quickly as they can. The winner is the player who first parks his car on the picture for the vocabulary word you said.

Wild Groups

Attach the vocabulary illustrations to the students' backs — it is not necessary for all students to have an illustration. Have the students stand in a scattered form in the center of the classroom. Say one of the vocabulary words. All students in the class should make a circle around the student who has the illustration for the vocabulary word you said on his/her back. Periodically switch the illustrations during the activity. Repeat until all vocabulary illustrations have been identified a number of times in this way.

Word Association Walk

Place all the students at one end of the room. Say a vocabulary word and ask them to name things that they associate with that word. Each time the students say a word, they can take a step together. They should continue saying words until they reach the other side of the room. Repeat with other vocabulary words.

SPEAKING

3 Round Charades

Divide the class into 2 teams. Place all vocabulary words in a bowl.

Round 1: One student picks a vocabulary word and describes it to the class without saying the word itself. Sound effects are okay. If the team guesses correctly, the student can pick another word. The team tries to guess as many words as possible in one minute. Switch teams. Alternate until all words have been guessed.

Round 2: Reshuffle the words in the bowl. This time, only one word can be used to describe the vocabulary word, in addition to actions.

Round 3: Reshuffle the words in the bowl. This time only actions may be used; no words.

The team with the most amount of words guessed wins.

Actions!

Group the students together in front of you. Perform an action which represents one of the key vocabulary words. The students should say the vocabulary word for the action you perform. Repeat, using a different action for each vocabulary word.

Back Match

Prepare a photocopy of each of the vocabulary pictures. Cut the photocopied pictures in half. Group the students in a circle. Walk around the outside of the circle, attaching the picture halves to the students' backs. Do not let the students see which picture halves they have on their backs. When each student has a picture half on his/her back, say "Go." The students must then match themselves together, according to the picture halves on their backs. Since the students will not know which pictures halves they have, they will have to rely on each other for assistance. When the students have correctly matched themselves together, have the students in each pair verbally identify the vocabulary word represented by the picture.

Balloon Volleyball

Group the students into two teams. The two teams should stand, facing one another. Toss a round, inflated balloon to the members of Team One. The members of Team One must then bounce the balloon to the members of Team Two. The players should continue to bounce the balloon back and forth in this way until a team loses the balloon. You may wish to establish the rule that players may not move their feet during the activity. When a team loses the balloon, show them a vocabulary picture and all team members in that team must say the vocabulary word for it. Repeat until players in both teams have responded a number of times.

Being Lippy

Stand in front of the students. Move your lips to say a vocabulary word. The students should watch your lips carefully and then repeat the vocabulary word. Depending upon the readiness of the students, complete sentences can be used. This activity may also be done in team form, with specific students being required to answer in a rotating format.

Bombs Away!

Group the students close together in the center of the classroom. Make a masking tape line around the group of students. Toss a round, inflated balloon into the air above the students. The object of the activity is for the students to avoid being touched by the balloon as it lands. The students should not move outside of the masking tape line. When a student is touched by the balloon, he/she must then identify a vocabulary illustration you show him/her or, he/she must repeat a sentence that you said at the beginning of the round. Repeat until all students have participated.

Calendar Bingo

Locate an old calendar. Provide each student with a calendar page (make copies if necessary). Also, provide each student with ten small markers. Each student should place the markers on different dates on his/her calendar page. Mount the vocabulary pictures on the board. Call a student's name and say a date in the month. If a marker is not on the date you

named, he/she should say a complete sentence using a vocabulary word from this unit. However, if a marker is on the date you called, he/she may pass to the next player. Repeat.

Card Match

Before the activity begins, obtain two decks of playing cards. Give all of the cards from one deck to the students. Keep the other deck for yourself. Mount the vocabulary illustrations on the wall. If possible, arrange it so that all students have the same number of cards (the same cards from both decks may be put to the side as "dead cards"). Hold up one of your playing cards. The student who has the matching card must then say a sentence using the word for a vocabulary illustration that you point to. After saying his/her sentence, the student should place that playing card to the side. Continue in this way until a student or students have no playing cards left in their hands.

Cat's Cradle

Group the students in a circle, sitting on the floor. Provide each student with a vocabulary picture (prepare extra pictures if necessary). The students should stand their vocabulary pictures on the floor, leaning against their legs. Give a student in the circle a ball of string. The student should hold the end of the ball of string and then say the name of a vocabulary picture that another student has. After identifying the picture, he/she should then toss the ball of string to the student who has that picture (being careful to hold tightly to his/her end of the string). The student who receives the ball of string must then repeat this process—tossing the ball of string to another student in the circle. The students should continue in this way until a "cat's cradle" has been created with the string in the center of the circle. This activity may be repeated more than once by collecting and redistributing the pictures for each new round.

Centered Speaker

Group the students into two teams of equal numbers. The two teams should stand, facing one another, about ten feet apart. There should be one student standing between the two teams as IT for the first round of the activity. Give each player in Team One a number. Then, give each player in Team Two a number. The numbers you give the players should be "scattered" so that, for example, number One in each team is not directly opposite one another. Call a number. The two players from the teams who have that number must then exchange places as quickly as possible. However, IT must attempt to reach one of the vacated positions before the other player arrives. The player who is "stuck in the middle" must then identify a vocabulary illustration you show him/her. To add spice to this activity, when you call a number, all students in each team may pretend to run. In this way, IT will not be as certain as to which players are exchanging places. Repeat until many students have responded to the vocabulary illustrations.

Change Time

Group the students into pairs. One student should be without a partner to be "it" for the first round of the activity. Have the pairs of students stand, back to back, with elbows interlocked. Say a vocabulary word. Tell the students to listen for that word repeated once again. Say a number of vocabulary words—eventually repeating the vocabulary word you said at the beginning of the round. The students should drop arms and find new partners. However, "it" must also find a partner, thus producing a new "it" for the next round of the game. The student who is left without a partner must then use the vocabulary word you said (at the beginning of the round) in a complete sentence of his/her own. Repeat this process until all students have responded.

Colander

Before the activity begins, obtain a sheet of construction paper equal in size to the size of your vocabulary pictures. Use a single hole punch to punch holes in the sheet. Place the sheet over one of the vocabulary pictures. Hold the sheet and vocabulary picture up so that the students can see them. The students should attempt to identify the vocabulary picture from the parts they can see through the holes in the construction paper. The first student to do this correctly wins the round. This activity may also be done in team form. In this case, the first player to correctly identify the vocabulary picture wins the round.

Colored Words

Before the activity begins, identify specific colors of construction paper to represent the vocabulary words being studied. Introduce the strips of construction paper to the students - identifying the different colors with the vocabulary words.

Mount the strips of construction paper on the wall as they are introduced. Point to one of the strips and call upon the students to say the vocabulary word for it. Repeat until all of the vocabulary words have been said a number of times in this way.

Disappearing Illustrations

See The Disappearing Pictures

Draw

Give all of the cards from a deck of playing cards to the students (preferably, all students should have the same number of cards). Have another deck of cards for yourself. Mount the vocabulary illustrations on the chalkboard. Hold one of your playing cards next to a vocabulary illustration. The student who has the matching playing card must then say the word for that picture. The student should then place that playing card to the side. The first student who has no playing cards left in his/her hands wins the game. This activity may be repeated more than once by collecting, mixing, and redistributing the playing cards to the students.

Flashlight Name

Mount the vocabulary pictures on the board and the walls of the classroom. Darken the classroom as much as possible. Use a strong flashlight to direct the students' attention to one of the pictures. The students should identify the picture that is illuminated by the light of the flashlight. Continue in this way until all of the vocabulary words have been said a number of times.

Flashlight Spin

Group the students in a circle. Set a flashlight in the center of the circle. Turn the flashlight on and spin the flashlight on the floor. When the flashlight stops, the student at whom the flashlight is pointing must then identify a vocabulary picture you show, or he/she must repeat a sentence that you said at the beginning of the round. Repeat until many students have responded.

Flip of the Coin

Provide each student with a penny. Keep one penny for yourself. Mount the vocabulary pictures on the board. Have the students (gently) toss their pennies into the air. Each student should look to see which side of his/her penny is face-up. Toss your penny into the air in the same way. Call the side of your penny that is face-up. The students who have the same side of coin face up must then identify (orally) a vocabulary picture you point to. For example, if the heads side of your coin is face up, the students who have heads showing on their coins must then orally identify the vocabulary picture you point to. Repeat this process a number of times.

Go Fish

Attach a paper clip to each of the vocabulary illustrations. Lay the illustrations on the floor in a scattered form. Tie a magnet to the end of a length of string. Have a student hold the end of the string and toss the magnet at the illustrations. The student should try to "catch" one of the illustrations, using the magnet. When a student catches an illustration, he/she must name it. Repeat.

Graphic Jigsaw

See Picture Jigsaw

Half Match

Before the lesson begins, prepare a photocopy of each of the vocabulary pictures. Cut each of the photocopied pictures in half. Give the picture halves to the students (a student may have more than one picture half). Say one of the vocabulary words. The two students who have the halves of the picture for that word must show their halves and repeat the word orally. Continue in this way until all of the vocabulary words have been reviewed. This activity may be repeated more than once by collecting, mixing, and redistributing the picture halves to the students. This activity may also be adapted for team form. To do this, cut each of the vocabulary pictures in half. Place half of the pictures in one pile and the other halves in another

pile (one pile for each team). Say a vocabulary word. When you say "Go," the first player from each team must rush to his/her pile of picture halves. Each player must find the half of the picture for the vocabulary word you said. The first player to correctly identify the picture half and to repeat the vocabulary word for it wins the round. Repeat until all players have played.

Hand Tag

Group the students in a circle on the floor. Have the students place their hands on the floor, palms down. Stand in the center of the circle with the vocabulary picture and a flashlight. The object of the activity is to attempt to tag a student's hand or hands with the light of the flashlight. The students must pull their hands from the circle when they think they are about to be tagged. When you eventually tag a student's hand or hands, he/she must then say a complete sentence using the word for a vocabulary picture that you show. Repeat this process until many students have responded.

Happy Birthday!

Before the activity begins, prepare a "birthdate card" for each student (i.e., each card should contain the date of a student's birthday). When the birthdate cards are ready, place them in a container. Mount the vocabulary illustrations on the wall. Reach into the container and remove one of the birthdate cards. Call the date showing on it. The student (or students) who have that date as their birthdate should respond by saying a complete sentence about a vocabulary illustration you point to. Repeat this process until all of the students have responded.

High Card Draw

Give each student in the class a card from a deck of playing cards. Mount the vocabulary pictures on the board and number each one. Call two students' names. Those two students should show their cards. The student who has the highest card (aces can be high or low) should then say a complete sentence about a vocabulary picture you point to. The students may exchange playing cards periodically during the activity. Repeat until many students have responded.

High Roller

Give a die to each of two students. When you say "Go," the students should roll their dice. The student who rolls the highest number on his/her die must then say a complete sentence about a vocabulary picture that you show. Repeat this process until many students have responded with sentences of their own.

Huh?

Before the activity begins, obtain a tape recorder, radio, or CD player and an audio tape or CD. The media may be of music or narration. Put the tape or CD into the machine and turn the volume to a level that is approximately equal to the volume of your voice when you speak to the students. Turn the player ON and, at the same time, say a sentence that contains a vocabulary word. After saying the sentence, turn the player OFF and call upon a student to repeat the sentence you said. Depending upon the readiness of the students, you may wish to turn the volume of the machine louder than the volume of your voice. Repeat this process, using other vocabulary words and sentences. This activity can also be done in team form.

Illustration Bingo

See Picture Bingo

Illustration Build-Up

Mount the vocabulary illustrations on the chalkboard. Point to two of the illustrations. The students should then say the vocabulary words for those two illustrations. Then, point to another illustration. The students should repeat the first two vocabulary words and then say the vocabulary word for the third illustration you pointed to. Continue in this way until the students lose the sequence of words.

Knotty

Group the students into two teams. Before the activity begins, obtain two ropes (skipping ropes are ideal for this purpose). Tie a knot in each of the ropes (the same knot in each rope). Give a knotted rope to the first player in each team. When you say "Go," the players must untie the knot and then say a complete sentence, using one of the vocabulary words. The first

player to do this wins the round. Repeat until all students have played.

Make a Change

Say a sentence that contains one or more of the vocabulary words. Call upon a student to repeat the sentence, making ONE change in it. The student may add a word to the sentence, delete a word, change the tense, etc. Then, call upon another student to make another change in the sentence. Continue in this way until as many changes as possible have been made in the sentence. Begin each round with a new sentence.

Match My Half

(see Half Match)

Name Card Spin

Prepare a name card for each student in the class. Arrange the name cards on your desk on a large circle. Mount the vocabulary illustrations on the wall and number each illustration. Place a bottle in the center of the name cards. Spin the bottle. When the bottle stops, call the name on the card that the bottle is pointing to. That student must then say a complete sentence using the word for a vocabulary illustration that you point to. When a student does this correctly, remove his/her name card from the circle. Continue until all name cards have been removed from the circle in this way.

Number Draw

Provide each student with a blank flashcard. Say a number to each student (between one and the number of students in your class). Each student should write his/her number on his/her number card. Prepare a matching set of number cards and place the cards in a container. Reach into the container and remove one of the number cards. Call the number showing on it. The student who has that number must identify a vocabulary picture on the board (or repeat a sentence that you said at the beginning of the round). Repeat this process until all students have responded.

Number What?

Mount the vocabulary graphics on the chalkboard. Number each graphic. Call one of the numbers and the students should identify the graphic that is labeled with that number. Continue in this way until all of the vocabulary graphics have been identified a number of times. To add "spice" to the activity, you may wish to say a simple oral math problem, the answer to which is equal to one of the numbers on the chalkboard. (For example, you could say, "Six plus four, minus three, plus one." The answer would be "Eight." In this case, the students should identify the vocabulary graphic with the numeral "8" beside it.) This activity may also be done in team form. The first player to solve the math problem and then to identify the graphic that is labeled with the number answer to the math problem, wins the round.

Numbered Boxes

Before the activity begins, prepare a page that contains twenty (or more) boxes. Number each of the boxes. Provide each student with a copy of the numbered boxes. Each student should then shade in half of the boxes with a pencil (any ten boxes). When the students are ready, mount the vocabulary pictures on the board and say the number of a box (between one and twenty) to one of the students. The student should look on his/her form to see if that box number is shaded in. If that box is shaded in, the student may "pass" to another player. However, if the box is not shaded in, he/she should say a complete sentence about a vocabulary picture you point to. The students may exchange pages periodically during this activity. Repeat until many students have responded in this way.

Numbers Up

Provide each student with a blank flashcard. Then, say a number to each student (from 1 to ___, depending upon the number of students in your class). When the students' number cards are ready, show the students a vocabulary illustration and call one of the numbers. The student who has that number must then say a complete sentence using the vocabulary word for a vocabulary illustration that you show. Have the students exchange number cards periodically during the activity. Repeat until many students have responded in this way.

One to Six

Provide each student with two blank flashcards. Each student should then write a number between one and six on each

of his flashcards (one number per card). When the students' number cards are ready, toss two dice and call the numbers showing. Any student or students who have those two numbers must then identify a vocabulary picture you show. The students may exchange number cards periodically during this activity.

One, Two, Three

Mount the vocabulary illustrations on the wall. Stand in front of a student. Tell the student that you are going to say a number (one, two, or three). However, the student must say a number (one, two, or three) at the same time. If you both say the same number, the student may "pass" to another player. However, if you say different numbers, then the student must orally identify a vocabulary illustration you point to. You may wish to number the illustrations on the wall to facilitate the students' responses. The student would then identify the vocabulary illustration for a number you say.

Number

Out of Order

Stand the vocabulary illustrations in the chalkboard ledge. The students should look carefully at the sequence of illustrations. Then, have the students close their eyes. Switch the order of two of the illustrations. The students should then open their eyes and identify (orally) the two illustrations which were re-arranged. This activity may also be done in team form.

Over/Under

Group the students into two teams. Give the first player in each team one of the vocabulary pictures. When you say "Go," the first player in each team must pass the pictures to the player behind him/her (over his/her head). The second player must then pass the picture to the third player in the team (between his/her legs). The students should continue with this over/under sequence until the last player receives the picture. When the last player in a team receives the picture, he/she must rush to the front of his/her team, hold up the picture and say the vocabulary word for it. The first player to do this successfully wins the round. Repeat until all students have identified a vocabulary picture in this way.

Picture Bingo

Give the students the mini pictures used earlier. Each student should place them face down on his/her desk. Then, have each student turn one picture face up. Say a vocabulary word. Any student or students who have the picture for that word face up must say a complete sentence using that vocabulary word. Those pictures should then be put to the side and other pictures turned over. Continue in this way until a student or students have no pictures left on their desks.

Picture Jigsaw

Cut each of the vocabulary pictures into four pieces. Mix the cut out pieces together and distribute them to the students (a student may have more than one picture section). When you say "Go," the students should attempt to match the jigsaw sections they have to reproduce the original vocabulary pictures. When the students put the necessary pieces of a picture together, they should identify the picture by its vocabulary word. Continue until all vocabulary pictures have been put together and named in this way.

Picture Outline

Mount the vocabulary pictures on the board. Draw a chalk outline around the sides of each picture. Review the pictures with the students. When an outline has been created for each picture, remove the pictures from the board (being certain to recall their original locations on the board). Number each of the outlines and call upon a student to recall the vocabulary word for the picture that goes with that outline. Repeat this process until all of the vocabulary words have been said by the students in this way.

The Revealing Illustration

Mount the vocabulary illustrations on the wall. Have the students close their eyes. Cover one of the illustrations

with a sheet of construction paper. The students should then open their eyes as you very slowly reveal a portion of the illustration. When a student or students feel that they can name the vocabulary illustration, they should do so. This activity may also be done in team form. In this case, the first player in each team should attempt to identify the vocabulary illustration as you slowly uncover it. The first player to correctly identify the vocabulary illustration, wins the round.

Right or Wrong?

Mount the vocabulary pictures on the board. Point to one of the pictures and say its vocabulary word. The students should repeat the vocabulary word for that picture. However, when you point to a picture and say an incorrect vocabulary word for it, the students should remain silent. Repeat this process until the students have responded a number of times to the different vocabulary pictures.

Roll 'Em Again!

Mount the vocabulary pictures on the board. Number each picture from one to six (repeat a number as often as necessary). Then, group the students into two teams. Give the first player in each team a die. When you say "Go," the first player in each team must roll his/her die. He/She should call the number showing on it and then say a complete sentence about a vocabulary picture on the board that has the same number. Repeat this process until all students have participated.

Rubbings

If some or all of the vocabulary illustrations lend themselves well to "configurations," cut small shapes of the illustrations from thick paper. Mount the cut outs on the wall and cover them with a length of mural paper. Use a black crayon to do "rubbings" of the cut outs. As a rubbing of a cut out is revealed, call upon the students to identify it by its vocabulary word. Repeat this process until all of the rubbings have been completed and correctly identified.

Run and Catch

Group the students in a circle. Say a number to each student. Then, give each student a vocabulary picture. Stand in the center of the circle with a small portion of tissue paper. When you say "Go," the students should pass the vocabulary pictures around the circle in a clockwise direction. When you clap your hands, the students should stop passing the pictures. Call one of the students' numbers and toss the tissue paper into the circle at the same time. The student who has the number that you called must orally identify the vocabulary picture he/she has and then rush into the circle to catch the tissue paper before it hits the floor. Repeat this process until many students have responded.

Sheet Golf

Before the activity begins, obtain an old sheet. Cut a hole (approximately two inches in diameter) in each end of the sheet. Group the students into two teams. Have the first player from each team hold opposite ends of the sheet. Place a marble or small ball in the center of the sheet. When you say "Go," the players must then lift their ends of the sheet and attempt to cause the marble or ball to fall through the hole in the other player's side of the sheet. When the ball or marble falls through one of the holes, the player on that side of the sheet must say the name of a vocabulary picture you show or he/she should repeat a sentence you said at the beginning of the round. Repeat with other pairs of students until all students have participated. If the sheet is large enough, all students can play—divide the students into four groups (one group for each side). Cut a hole in the sheet near each side. When the marble or ball falls through, all the players on that side must say the name of a vocabulary picture that you show. Repeat.

Slip String

Mount the vocabulary pictures on the board. Join all of the students together with a long length of string. Before tying the ends of the string together, insert a roll of tape over one end of the string (a large washer can also be used). Then, tie the ends of the string together. Face away from the students. The students should then pass the roll of tape as quickly as possible along the string. When you clap your hands, the student who is holding the roll of tape, must identify (orally) a vocabulary picture you point to. For added motivation, you may wish to place more than one roll of tape (or washer) on the line of string. Repeat until many students have responded.

Stick of Chance

Before the activity begins, obtain four or five popsicle sticks. Break the popsicle sticks into different lengths. Hold the

popsicle sticks in your hands so that they all appear to be the same length. Have individual students remove the sticks from your hands. The "winner" is the student who receives the longest stick; he/she must then identify a vocabulary illustration you point to or, repeat a sentence you said at the beginning of the round. Repeat this process until many students have responded in this way. Of course, the activity may be switched - the student who receives the shortest stick should respond.

The Disappearing Pictures

Mount five or six pictures on the board, vertically. Point to the picture at the top and tell the students to name it. Continue in this way until the students have named all of the pictures from top to bottom. Then, remove the last picture and repeat this process—the students should say all of the vocabulary words, including the name for the "missing" picture. Then, remove another picture from the board and have the students repeat this process. Continue in this way until the students are saying all of the vocabulary words from a blank board or until the students cannot remember the "missing pictures."

Ticking Time Bomb

Set a timer for any random amount of time. Have students sit in a circle and pass a ball around. Before each student can pass teh ball to the next, they must say one vocabulary word. Students want to avoid being the person with the ball in their hands when the timer goes off.

Toothpick

Group the students in a circle. Give each of the students a toothpick. Place a lifesaver over two students' toothpicks. When you say "Go," the students should pass the lifesavers in a clockwise direction from toothpick to toothpick, around the circle. When you clap your hands, the students should stop passing the lifesavers. The two students who are left holding the lifesavers must then say complete sentences of their own using the word for a vocabulary illustration that you show. Repeat this process until many of the students have responded.

Trapped

Have two students stand facing one another with hands clasped. The two students should raise their hands above their heads to resemble the arch of a bridge. Have the remaining students line up in a straight line. The students should walk under the bridge in single file. When you clap your hands, the two students should lower their hands, trapping one of the students between their arms. Show the trapped student a vocabulary illustration. The student should then say a complete sentence using the vocabulary word for the illustration. The bridge should then be raised for the next round of the activity. Repeat.

Under the Bridge

Have two students stand facing one another with hands clasped. The two students should raise their hands above their heads to resemble the arch of a bridge. Have the remaining students line up in a straight line. The students should file "under the bridge" in single file. When you clap your hands, the two students should lower their hands, trapping one of the students "on the bridge." The student who is trapped should then identify a vocabulary picture you show him/her. Repeat until a number of students have responded.

Visual Memory

Mount the vocabulary pictures on the board. The students should look carefully at the pictures. Then, ask the students to close their eyes. Remove one of the pictures from the board and place it to the side. The students should then open their eyes and identify the "missing picture." Continue in this way until all of the pictures have been removed. This activity can also be done in reverse. In this way, prepare two or three extra sets of vocabulary pictures. Mount a number of pictures on the board. The students should look carefully at the pictures. Then, have the students close their eyes. Add another picture to the board. The students should open their eyes and identify the "new picture." This activity (and the previous form of the activity) may be done in team form. In this case, the first player to identify the new or missing picture wins the round.

Vocabulary Word Gossip

Have a student in the class begin by saying one of the vocabulary words. Then, that student calls upon another student to add another vocabulary word to their word. The second student must repeat the first student's word and say their own word. They then call upon another student and the process continues until the chain of words is lost.

Weather Report

Have a poster with three columns for the weather labeled yesterday, today, and tomorrow. Have students name different types of weather, as one student places the corresponding vocabulary picture on to the chart. Check to see if the student has placed the correct photo in the column.

What's That Word?

Mount the vocabulary illustrations on the chalkboard. Tell a "running story" and point to the vocabulary illustrations as the words appear in the running story. When you point to an illustration, the students should say the vocabulary word for it. The running story is used to include the vocabulary words in natural flowing language. Repeat this process until the students have said the vocabulary words a number of times.

What's the Date?

Before the activity begins, collect an old calendar or calendars of different years. Say the name of a month to a student. The student should then say a date within that month. Look on the calendar to see which day the date represents. If the date represents a day between Monday and Friday, the student should identify a vocabulary picture you show. However, if the date named by the student is a Saturday or Sunday, the student may "pass" to another player. Repeat until many students have responded.

What's Your Number?

Have each student write a number between 1 and 10 (or between 1 and 20) on a sheet of paper. The students should not let you see their numbers. Mount the vocabulary pictures on the board and number each picture. Walk around the classroom, attempting to guess the students' numbers. When you guess a student's number correctly, he/she must then say a complete sentence using the vocabulary word for a picture number that you say. When a student has responded in this way, he/she should write another number. Repeat until many students have responded.

Whisper

Group the students into two teams. Whisper a vocabulary word to the first player in each team. When you say "Go," the first player in each team must turn to the next player in his team and say a sentence of his/her own that contains the vocabulary word you said. The students should continue to whisper the sentence in this way until the last player in a team hears the sentence. When the last player in the team hears the sentence, he/she must then rush to the front of the team and say the sentence out loud. The first player to do this wins the round. Repeat until all players have had an opportunity to create a sentence.

Whisper No Lies!

Group the students into two teams. Whisper a true or false sentence (based on the concept being studied) to the first player in each team. When you say "Go," the first player must whisper the sentence to the next player and so on, until the last player in the team hears the sentence. When the last player hears the sentence, he/she must rush to the front of the line, repeat the sentence and then say "True" or "False." The first player to do this wins the round. Repeat, using a variety of true and false sentences until all of the players in each team have responded.

Who's Next?

Provide each student with a blank flashcard. Each student should write his/her name on the blank flashcard. When the students' name cards are ready, collect them and mix them together. Redistribute the name cards to the students (so that each student has a name card from another student). Mount the sight words on the wall. Show a clozure sentence and call a student's name. That student should then read the name on the name card he/she has. It is that student who must read the clozure sentence and then point to the sight word that best completes it. Repeat this process until all of the students have responded. The exciting aspect of this activity is that a student never knows when his/her name will be called.

Whose Name?

Mount the vocabulary pictures on the board. Provide each student with a blank flashcard. Each student should write his/her name on the card. When the students' cards are ready, collect them and mix them together. Redistribute the name cards

to the students so that each student has the name card of another student. Point to a vocabulary picture on the board and call a student's name. The student whose name you called should then read the name on the name card he/she has. It is that student who should say a complete sentence about a vocabulary picture that you point to. Repeat this process until all students have responded.

Wild Balloon

Before the activity begins, obtain a large balloon. Stand in front of the students and inflate the balloon. Have the vocabulary pictures mounted on the board. Hold the end of the balloon closed. Then, release the balloon. When the balloon lands, the student closest to it should say a complete sentence about a vocabulary picture you point to. Repeat this process until many students have responded.

Word Association Walk

Place all the students at one end of the room. Say a vocabulary word and ask them to name things that they associate with that word. Each time the students say a word, they can take a step together. They should continue saying words until they reach the other side of the room. Repeat with other vocabulary words.

READING

Introduce the science sight words to the students—match the sight words with the vocabulary pictures. The sight words are included in the Student Support Materials, attached to these lesson plans.

Alphabetical Order

Place a collection of sight word cards from units taught on the floor. Have two students sit beside the word cards. When you say "Go," the two students should arrange the word cards in their correct alphabetical order (depending upon the readiness of your students this might involve alphabetical order using the first two or three letters of the words). Time the students as they put the words in alphabetical order. Repeat with other pairs of students. The winning pair or pairs are those with the fastest times.

Back Match

Before the activity begins, cut each of the sight words in half. Group the students in a circle. Walk around the outside of the circle, attaching the word halves to their backs. Do not let the students see which word halves they have on their backs. When each student has a word half on his/her back, say "Go." The students must then match themselves together, according to the word halves on their backs. Since the students will not know which word halves they have on their backs, they will have to rely upon one another for assistance. When the students have correctly matched themselves together, have the students in each pair identify the sight word they have "encoded."

Balloon Burst

Before the activity begins, write sight words on small strips of paper. Roll each strip of paper and insert it into a balloon. Inflate each balloon and tie its end. Group the students into two teams. Have the teams sit on the floor in two lines, facing one another, with legs outstretched. The members of each team should sit as close together as possible. Place one of the balloons between the feet of the first player in each team. When you say "Go," the players in each team must pass the balloon to the person next to them, using only their feet. When the last player receives the balloon, he/she must remove it from between his/her feet and then sit on it to burst it. When the balloon has popped, the student must retrieve the sight word strip and read it to the other students. The first team to complete this sequence correctly wins the round. Repeat until all or many of the students have responded.

Balloon Volleyball

Group the students into two teams. The two teams should stand, facing one another. Toss a round, inflated balloon to the members of Team One. The members of Team One must then bounce the balloon to the members of Team Two. The players should continue to bounce the balloon back and forth in this way until a team loses the balloon. You may wish to establish the rule that players may not move their feet during the activity. When a team loses the balloon, show them a vocabulary picture and ask all the members in that team to say the vocabulary word for it. Repeat until both teams have responded a number of times.

Blank Chalkboard Reading

Mount all of the sight word cards on the chalkboard in a vertical column. Read all of the sight words with the students, from the top to the bottom. Then, remove the last sight word card and read the list of sight words once again, including the "missing" sight word. Then, remove another sight word card and repeat this process. Continue until the students are "reading" the column of sight words from a blank chalkboard. This activity may be repeated more than once by mixing and re-attaching the sight words to the chalkboard.

Buzz

Group the students into two teams. Say a sight word to the first player in Team One. The student must then spell the word you say, saying the word "buzz" whenever a specific letter appears in the word (identify the letter before the activity begins). For example, if the letter chosen is "b," then whenever that letter appears in a word, a student should say, "Buzz." If the player makes a mistake, then the first player in Team Two should attempt to spell the word you said. The winner of the round is the player who spells the word correctly - using the word "buzz" for the selected letter whenever it appears in a word. Repeat, using other sight words, until all students have participated. Depending upon the readiness of your students, you may wish to identify more than one letter for "buzz."

Checkers in the Blind

Prepare a large outline on the chalkboard that contains twenty sections. Number each box in the outline. Have the students face the back of the classroom. Mount small sight words in selected boxes in the outline. Call a student's name. The student should say a number between 1 and 20. If the box with that number contains a sight word, say "Bingo!" The student should then turn around and read the sight word in the box. If the box named by the student does not contain a sight word, say "Pass." Continue until all of the sight words have been identified.

Circle of Words

Before the activity begins, prepare a page that contains the sight words. Provide each student with a copy of the page. The students should cut the sight words from their pages. When a student has cut out the sight words, he/she should lay them on his/her desk in a circle. Then, each student should place a pen or pencil in the center of the circle of sight word cards. Each student should spin the pen/pencil. Say a sight word. Any student or students whose pens/pencils are pointing to the sight word you said, should call "Bingo." The student or students should then remove those sight words from their desks. Continue in this way until a student or students have no sight words left on their desks.

Coded Reading

Give students either a written copy of *Setting the Stage* or *Drawing the Map*, as well as a list of unit vocabulary terms. Each student should read the account, with a writing utensil in hand, and code their text using specific text features. The teacher should pre-select specific text feature symbols and define what each one means. Recommended symbols include triangles, squares, circles, questions marks, exclamation marks, and stars. The meaning of these symbols should be present both on the front board and on the writing assignment itself. Text feature symbols can represent important information, confusing information, specific vocabulary terms, something the student wants to remember, and something the student has a question about. The intention of this activity is to encourage students to be present when they are reading, to enhance their memory of what they have read, and to help them read with purpose.

Comic Match

Mount pictures, related to the concept being studied, on the wall. The pictures should contain people. Prepare comic book style "text boxes." Write text in the boxes related to what the people in the pictures might be saying. If possible, prepare one text box for each student. Each student should read his text box and then mount it on the wall, beside the appropriate "speaker" in the picture. When the students have completed this process, review the text boxes with them.

Configurations

Before the activity begins, print the sight words on an overhead transparency sheet (fill the transparency with words). Place the transparency on an overhead projector and project the sight words onto the board. Review the sight words with the students. Then, outline each of the sight words on the board with chalk. When a configuration has been created for each sight word, turn the overhead projector off. Then, point to one of the configurations and call upon a student to identify the sight word for the configuration. Continue in this way until all of the sight words have been correctly identified. You may wish to turn the projector on momentarily to verify a student's response.

Consonant/Vowel Cards

Before the activity begins, prepare "consonant/vowel" cards, representing the sight words being studied. To do this, use the letters "c" and "v" to represent the consonants and vowels of the sight words. For example, "CVCC" would represent the word "cats." Mount the consonant/vowel cards on the wall. Group the students into two teams. Say one of the sight words. When you say "Go," the first player in each team must rush to the wall and attempt to identify the consonant/vowel card for the sight word you said. The first player to do this correctly wins the round. Repeat until all players have played.

Dash

Group the students into two teams. Make two sets of dashes on the board—each set should be the same and should represent the number of letters in a sight word. When you say "Go," the first player in each team must rush to his/her set of dashes on the board. Each player must then write a sight word that fits the number of dashes. Accept any sight word that

fits the dashes. The first player to do this correctly wins the round. Repeat with other sets of dashes until all students from each team have had an opportunity to participate.

Deal

Before the activity begins, obtain two decks of playing cards. Give all of the cards from one deck to the students (if possible, arrange it so that all students have the same number of cards). Mount the sight words on the board. Hold a playing card from the other deck of cards against one of the sight words on the board. The student who has the matching playing card must identify the sight word. When the student has done this correctly, he/she should place that playing card to the side. Continue in this way until a student or students have no playing cards left in their hands.

Definition Match

Provide each student with three blank flashcards. Each student should then write the numbers l to 3 on his/her cards — one number per card. When the students' number cards are ready, mount the vocabulary illustrations on the wall. Point to one of the illustrations and say three definitions for it. The students should listen carefully to the three definitions you say — only one of the definitions should be correct for the illustration you pointed to. The students should then hold up their number cards to indicate which definition goes with the illustration. Repeat this process with other illustrations and sets of definitions.

Disappearing Word

Mount all of the sight words on the wall. For added motivation, you may wish to prepare an extra set of sight word cards to add to those on the wall. Have the students look carefully at the sight words. Then, the students should close their eyes. When the students' eyes are closed, remove one of the sight words from the wall. Have the students open their eyes and identify the missing word. Repeat this process until all of the sight words have been removed from the wall and identified in this way.

Elbow Lock

Group the students into pairs. There should be one student without a partner to be IT during the first round of the activity. Mount a set of sight words on the board. Have the students in each pair stand back to back, with elbows interlocked. Say one of the sight words. Tell the students to listen for that word. Then say a number of vocabulary words, eventually repeating the sight word you said at the beginning of the round. At that point, the students should drop arms and find new partners. However, IT must also find a partner, thus producing a new IT for the next round of the activity. Give the new IT a sight word card and he/she must read it to you. Repeat until many students have responded and until all sight words have been read a number of times.

Face

Mount the sight words around the classroom on the walls, board, and windows. Group the students into two teams. Give the first player in each team a flashlight. Darken the classroom, if possible. Say one of the sight words. When you say "Go," the students should turn their flashlights on and attempt to locate the sight word you said. The first player to do this correctly wins the round. Repeat until all players in each team have participated.

Fancy Foot

Cut each of the sight words into its individual letters/syllables. Mix all of the letters/syllables together. Have the students stand side by side, in a straight line (depending upon the number of students in your class, you may wish to select a group of students for this activity). Tape a cut out letter/syllable to one of each student's feet so that he/she can read it. When each student has a letter/syllable taped to one of his/her feet in this way, say a sight word. The students who have the letters/syllables on their feet for the sight word you said, should then encode the sight word by placing their feet side by side so that the sight word is correctly spelled. Repeat this process until all of the sight words have been encoded correctly.

Find the Other Half

Group the students into two teams. Give the first player in each team a flashlight. Cut each of the sight words in half. Mix the word halves together and attach them to the chalkboard in a scattered form. Stand between the two teams with

a flashlight. Shine the light of your flashlight on a word half. The first player in each team must turn on his/her flashlight and find the other half of the word for the word half your light is shining on. The first student to do this correctly wins the round. Repeat.

Find The Parts

Before the activity begins, prepare clozure word cards for the sight words being studied. Also, prepare letters/syllables cards for the letters/syllables you left out of the sight words. Mount the clozure word cards on the wall. Lay the letters/syllables cards on the floor, under the wall. Group the students into two teams. Say a sight word to the first player in each team. When you say "Go," the first player in each team must rush to the letters/syllables cards and identify the missing letters/syllables for the sight word you said. The first student to do this correctly wins the round. You may wish to say a different sight word to each of the two players so that each player has the opportunity to respond correctly. Repeat until all players have played.

Flashlight Encode

Cut each of the sight words in half. Mount all of the word halves in a scattered form on the chalkboard. Stand in front of the chalkboard with two flashlights. Shine the light of one flashlight on a word half. Then, shine the light of the other flashlight on its matching half. The students should say the sight word. However, when the lights of the two flashlights are shining on word halves that do not go together, the students should remain silent. If four flashlights are available, this activity may be done in team form. In this case, give the first player in each team two flashlights. Say a sight word. The first player in each team must then use his/her two flashlights to illuminate the word halves for the sight word you said. The first player to do this correctly wins the round.

Flipped Out

Mount the sight word cards on the chalkboard. Give each student a penny. Keep one penny for yourself. The students should carefully toss their pennies into the air. Toss your penny into the air at the same time. Call the side of your coin that is showing (heads or tails). The students who have the same side of coin showing must stand and point to sight words for pictures you show. Repeat.

Funnel Words

Group the students into two teams. Give the first player in each team a funnel. Mount the sight words on the walls, board, and windows, around the classroom. Say one of the sight words. The students with the funnels must then look through them to locate the sight word you named. The first student to do this correctly wins the round. Repeat with other pairs of students until all players in each team have played.

Funny Face

Have two students stand, facing one another. The object of the activity is for the students to look at each other without laughing. The first student to laugh must identify a sight word for a graphic that you show. If both students laugh at the same time, then call upon each student to identify a sight word. Repeat with other pairs of students until all students have participated.

Group Spell

Group the students into two groups. Identify one group as "consonants" and the other group as "vowels." Say a sight word. Then, the students should spell the word — the students in the "consonant" group saying the consonants and the students in the "vowels" groups saying the vowels. The students should continue in this way until the sight word has been correctly spelled. Repeat with other sight words, switching the groups periodically during the activity.

Guess My Number

Write a number between 1 and 10 (or between 1 and 20) on a sheet of paper. Do not let the students see the number you have written. Call upon the students to guess the number you have written. When a student finally guesses the correct number, he/she should say a complete sentence using the vocabulary word for a picture that you show. Repeat until many students have responded, changing the number for each round of the activity.

Half Time

Before the activity begins, cut each of the sight words in half. Keep one half of each sight word and give the remaining halves to the students. Hold up one of your halves and the student who has the other half of that word must show his/her half and say the sight word. Repeat in this way until all students have responded. An alternative to this approach is to give all of the word halves to the students. Say one of the sight words and the two students who have the halves that make up the sight word must show their halves. Depending upon the number of students in your class, you may wish to prepare extra sight word cards for this activity.

Half Time Concentration

Before the activity begins, cut each of the sight words in half. Mix all of the word halves together and spread them on the floor, face down. Group the students around the word halves. Call upon a student to select one of the word halves. The student should show that word half to the other students. Then, the student should take another word half. The student should show that word half to the other students. If the two word halves go together to create a sight word, the student should keep the two halves. However, if the two halves do not go together, he/she should place them in their original locations on the floor. Continue in this way until all of the sight word cards have been encoded correctly. The winner or winners of this activity are those students who collect the greatest number of sight words.

Hang The Wash

Stretch a length of string across the classroom and secure its ends to represent a "clothesline." Cut each of the key vocabulary words into its individual letters or syllables. Mix all of the letters/syllables together and spread them on the floor under the clothesline. Place a pile of clothespins on the floor beside the letters/syllables. Group the students into two teams. When you say "Go," the first player from each team must rush to the letters/syllables. Each player must find the letters/syllables necessary to reproduce one of the key vocabulary words. When a student has found the correct letters/syllables, he/she should attach them to the clothesline in their correct order. The first student to do this wins the round. Repeat until all players have participated. If encoding the letters/syllables is too difficult for the students, you may wish to cut the sight words in half for this activity.

Horizontal Match

Before the activity begins, cut the sight words in half, horizontally. Place the top halves of the sight words on the floor and give the bottom halves to the students. When you say "Go," the students must then match the bottom halves with the top halves on the floor. This activity may also be done in team form. In this case, give the first player in each team a half of a sight word card. When you say "Go," each player must then match his/her half with the halves on the floor. Repeat until all students have participated.

How Many?

Provide each student with nine blank flashcards. Each student should write the numbers 1 to 9 on his/her cards (one number per card). Say one of the sight words and the students should hold up the number cards to show the number of letters or syllables in the word. Repeat this process with other sight words. Of course, if you have sight words that contain more than nine letters or syllables, it will be necessary to provide students with more flashcards.

Illustrated Sentences

Before the activity begins, prepare a number of sentences on sentence strips related to the concept being studied. Mount the sentences on the wall. Provide each student with illustrating paper and supplies. Each student should then select ONE of the sentences to illustrate. The students should attempt to illustrate the contents of the sentences clearly. When the illustrations are completed, collect and mix them together. Give each student an illustration (not the one they did). When you say "Go," the students should attempt to match the illustrations with the sentences on the wall.

Is This Your Word?

Before the activity begins, prepare a clozure sentence for each student on an individual sentence strip (the clozure sentences should have the sight words omitted). Write the sight words on the wall. Distribute the clozure sentences to the students. Point to one of the sight words on the wall. The student or students who have clozure sentences for that sight word should show the clozure sentences to you. Repeat this process a number of times, having the students exchange clozure sentences periodically.

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Let's Read

Read the text from this unit with the students. Ask them questions about the contents of the reading.

Letter Encode

Prepare a page that contains large alphabet letters from A to Z. Make five copies for each student. The students should cut out their letters. When all of the letters have been cut out, show a vocabulary picture. The students should then use their letters to spell the word for that picture. Repeat, using the remaining pictures from this unit. Have the students store their cut out letters in individual envelopes.

Lotto

Before the activity begins, write sentences relating to a concept being studied on individual sentence strips. Cut one word from each sentence. Keep the remaining parts of the sentences together with paper clips. Mix together all of the cut out words and spread them on the floor, face down. Group the students around the words. Lay one of the incomplete sentences on the floor. The students should read it silently. Then, a student should remove one of the word cards from the floor. If that word card correctly completes the sentence, the student should call "Lotto" and keep the word card. However if the word does not complete the sentence, he/she should put it in its original location on the floor. Continue in this way until all of the sentence and words have been correctly matched.

Mixed-Up Words

Before the activity begins, prepare "mixed up" word cards. To do this, use all of the letters/syllables of a sight word but in their incorrect order. Lay the mixed up word cards on the floor, at one end of the classroom. Say a sight word to the first player in each team. When you say "Go," the first player in each team must rush to the mixed up word cards and find the mixed up word cards for the vocabulary words you said. You may wish to have two pairs of scissors beside the mixed up word cards. In this case, a player would then have to cut out the letters/syllables of the mixed up word and then re-arrange them to re-create the sight word. Repeat until all players have played. Depending upon the number of students in your class, you may need to prepare extra sets of mixed up word cards for this activity.

Overhead Encode

Before the activity begins, write the sight words on an overhead transparency sheet. Then, cut each of the sight words into its individual letters/syllables. Put all of the letters/syllables for a sight word into an individual envelope (a separate envelope for each of the sight words). Place an overhead projector on the floor facing the wall or a blank wall. Lay the envelopes beside the projector, on the floor. Group the students into two teams. When you say "Go," the first player in each team must rush to the envelopes/projector. Each player should open one of the envelopes and place the cut out letters/syllables on the screen of the overhead projector. The object of the activity is for the players to use the cut out letters/syllables to reproduce the sight words. The first player to arrange the cut out letters/syllables on the projector's screen correctly wins the round. Repeat until all players have had an opportunity to respond. An envelope may be used more than once during this activity.

Pass the Lifesaver

Group the students in a circle. Give each student a toothpick. Place two or three lifesavers over selected toothpicks. When you say "Go," the students should pass the lifesavers around the circle in a clockwise direction until you clap your hands. When you clap your hands, the students should stop passing the lifesavers. The students who are holding the lifesavers on their toothpicks must then identify a sight word you show. Repeat until many students have responded and until all sight words have been identified a number of times.

Pilot's Alphabet

Introduce and practice the Pilot's Alphabet with the students (see the end of this unit). When the students know the alphabet, spell one of the sight words, using the words of the alphabet. For example, for ratio you would say, "Romeo, Alpha, Tango, India, Oscar." The students should listen to the words that you say and then name the sight word. Repeat using the other key math words from this unit.

Place that Sentence!

Number the vocabulary illustrations and place them on the wall. Provide each student with writing paper and a pen. Show a clozure sentence relating to an illustration on the wall. You may wish to write the clozure sentences on an overhead transparency for use with an overhead projector. The students should read the sentences and then write the numbers of the illustrations that go with the them. Review the students' responses.

Point Me in the Right Direction

Mount the vocabulary illustrations on the walls, doors, windows, etc. Group the students together in the center of the class-room. Show a definition or clozure sentence for one of the illustrations. The students should then turn to face the illustration for the definition/clozure sentence that you showed. Any student who faces the wrong direction is "out" until the next round of the activity. Repeat until a winner or winners have been determined in this way. You may wish to conduct this activity with pairs of students. In this case, the two students should continue to respond until one of them makes a mistake. Repeat with other pairs of students.

Popsicle Sticks

Provide each student with nine popsicle sticks. Say a sight word and the students should hold up the popsicle sticks to show the number of letters/syllables in the word. Repeat this process until the students have responded to all of the sight words in this way. Of course, if the sight words have more than nine letters/syllables, it will be necessary to provide more sticks to the students. This activity may also be done in team form. In this case, group the students into two teams. Lay a pile of popsicle sticks on the floor, in front of the two teams. Say a sight word. When you say "Go," the first player in each team must rush to the popsicle sticks and select a correct number of sticks to show the number of letters/syllables for the word you said. The first player to do this correctly wins the round. Repeat until all players have played.

Ribbon Reading

Before the activity begins, lay a long length of wide ribbon on the floor and print sight words on the ribbon, using a felt pen. Group the students in a circle. Run the ribbon around the inside of the circle, having the students hold it. Tie the ends of the ribbon together. When you say "Go," the students must pass the ribbon around as quickly as they can until you clap your hands. When you clap your hands, each student should look at the sight word on the ribbon in front of him/her. Call upon each student to read the sight word closest to his/her hands. Repeat a number of times.

Right or Wrong?

Mount the sight words on the board. Point to one of the sight words and name it. The students should repeat the sight word. However, when you point to a sight word and say the wrong word for it, the students should remain silent. Repeat this process until the students have responded accurately to all of the sight words a number of times.

Ring! Ring!

Prepare true and false sentences (related to the concept being studied) on individual sentence strips. Have the students sit in chairs in a circle facing inward. Have a student stand in the center of the circle (there should be one less chair than the number of students in your class). The student in the center of the circle is the "operator." He/She must say, "Ring! Ring! (Name) is calling (Name)." The two students named by the operator must then switch seats. However, the operator must try to reach a vacated seat before the other "caller." The student left in the center of the circle must read a sentence that you show. If the sentence is true, he/she should say "Yes." However, if you show a false sentence, the student should say "No." Repeat until a number of "operators" have responded.

Run the Line

Have the students stand in a scattered form in the classroom. Cut the sight words into their individual letters/syllables. Give each of the students a cut out letter/syllable, except for two students who will be IT for the first round of the activity. Give the two players who have no letters/syllables cards a length of string or yarn. The students who have the letters/syllables cards must hold their cards up so that they can be easily read. Say a sight word to each of the two students who are IT (a different word to each student). When you say "Go," the two students must then join together those students who have the letters/syllables necessary to produce the sight word you said. The first player to "run his/her line" to the correct students/letters/syllables, wins the round. Repeat with other pairs of students until all students have had an opportunity to participate.

Running Story

Mount the sight words (images) on the chalkboard. Read the unit's written content aloud to the students. As the vocabulary words are approached in the story, point to them on the chalkboard. The students should say the words as you point to the sight words. Repeat this process until all of the sight words have been said a number of times by the students.

Searchlight

Group the students in a circle on the floor. The students should place their hands inside the circle, palms down on the floor. Stand in the center of the circle with a flashlight and the sight word cards. The object of the activity is to attempt to tag a student's hand or hands with the light of the flashlight. The students should withdraw their hands from the circle whenever they think they are about to be tagged. When you eventually tag a students hand or hands, he/she must identify a sight word you show (illuminate the sight word card with the light of the flashlight). Repeat until many students have responded in this way.

Sensory Letters

Stand behind a student. Use the index finger of your writing hand to "write" a letter/syllable from a sight word on the student's back. The student should feel the letter/syllable. Then, the student must name a sight word that contains that letter/syllable. This activity may also be done in team form. In this case, group the students into two teams. "Write" a letter/syllable on the backs of the last players in each team. When you say, "Go," the last player in each team must repeat this process with the player in front of him/her. The players should continue in this way until the first player in the team feels the letter/syllable. That player must then identify a sight word that contains that letter/syllable. The first player to do this successfully wins the round. Repeat until all players have played.

Sentence Completion

Provide each student with a copy of the sentence completion version of the story. The students should read the text and say the missing words. When finished, review the students' work.

Sentence Halves

Before the activity begins, write sentences relating to the concept being studied and including the sight words. Write the sentences on individual sentence strips. When the sentence strips are completed, cut each sentence strip in half. Mix all of the sentence halves together and mount them on the wall. Number each sentence half. Provide each student with writing paper and a pen. Each student should then write the numbers for the sentence halves that go together. For example, if the sentence half "6" goes with the sentence half "9," then a student would write "6/9" on his/her paper, to show that those two sentence halves go together to make a correct sentence. Depending upon the sentence halves you have, more than one combination may be possible for some of the sentence halves. Accept any combinations that make sense.

Sequential Reading

Print out sentences from part of a continuous story (such as "He got out of bed, he got dressed, and he ate breakfast") and have the students put them in the correct order. Not only can this be used to help build vocabulary understanding, but putting events in their correct order will help build historical understanding as well.

Sight Word Bingo

Before the activity begins, prepare a page that contains the sight words. Provide each student with a copy of the page. The students should cut out the sight words. When the students have cut out their sight words, each student should lay all of the sight words, but one, face down on his/her desk. Show a vocabulary picture. Any student or students who have the sight word for that picture face-up on their desks should show the sight word to you. Then, those sight words should be placed to the side and other sight words turned over in their place. Continue in this way until a student or students have no sight words left on their desks.

Silent Directions

Before the activity begins, write instructions on individual sheets of paper — there should be one instruction page for each student. The instructions you write should relate to a concept being studied. They may tell a student to perform specific actions or directions. Group the students into two teams. Give the first player in each team one of the instruction pages. When you say "Go," the players in each team should pass the pages to the last players, using an "over/under" sequence. When the last player receives the instruction page, he/she must rush to the front of the team, read the instruction page and then perform the actions or directions it states. Repeat until all players in each team have responded to an instruction page.

Something's Missing

Before the activity begins, prepare "clozure" word cards—sight word cards that have letters/syllables missing. Show one of the clozure word cards to the students and call upon them to identify the sight word it represents. This activity may also be done in team form. In this case, group the students into two teams. Lay the clozure word cards on the floor at the other end of the classroom. Say one of the sight words (or say a different sight word to the first player in each team). When you say "Go," the first player from each team must rush to the clozure word cards and find the clozure word card for the sight word you said. Repeat until all players have played.

String Along

Join all of the students together with string (the students do not need to move from their seats). Before tying the ends of the string together, insert a roll of tape over one of the ends of the string. Tie the ends of the string together. Turn your back to the students. The students should pass the roll of tape along the string as quickly as possible. When you clap your hands, the student left holding the tape must then identify a sight word you show him. Repeat this process until many students have responded and until all of the sight words have been correctly identified a number of times.

Student Support Materials

Have the students complete the sight recognition and encoding activities in the Student Support Materials. When finished, review their work.

The Disappearing Word

Mount all of the sight words on the board. For added motivation, you may wish to prepare an extra set of sight word cards to add to those on the board. Have the students look carefully at the sight words. Then, the students should close their eyes. When the students' eyes are closed, remove one of the sight words from the board. Have the students open their eyes and identify the missing word. Repeat this process until all of the sight words have been removed from the board and identified in this way.

The Lost Syllable

Say a syllable from one of the sight words. Call upon the students to identify the sight word (or words) that contain that syllable. Depending upon the syllable you say, more than one sight word may be the correct answer. This activity may also be done in team form. In this case, lay the sight word cards on the floor. Group the students into two teams. Say a syllable from one of the sight words. When you say "Go," the first player in each team must rush to the sight word cards and find the sight word that contains the syllable you said.

Tissue Grab

Group the students in a circle. Give all of the sight words to the students. Stand in the center of the circle with a small portion of tissue paper. The students should pass the sight words around the circle in a clockwise direction as quickly as possible. When you clap your hands, the students should stop passing their words around the circle. Say one of the sight words as you toss the tissue paper into the air. The student who has that sight word card must rush into the circle and catch the tissue paper before it hits the floor. Repeat this process until many students have responded.

What's The Answer?

Before the activity begins, write questions related to the concept being studied on a sheet of paper. For each question, write three answers — only one of which in each set is correct for the question asked. Prepare a copy of the page for each student. The students should read the questions and then choose the answers that are correct for them. When the students are finished, review their work.

What's Your Sequence?

Provide each student with four blank flashcards. Write four sight words on the board. Each student should write the same sight words on each of his cards (one word per card). When the students' cards are ready, have them arrange their sight word cards in a specific sequence on their desks (each student should determine his/her own sequence of words). Then, say a sequence of the four words. Any student or students who have their sight words in the same sequence as you said win the round. The winner or winners of this activity are those students who collect the greatest number of wins. The students may change the sequence of their sight word cards after each round of the activity.

Where's That Syllable?

Write a "syllables run on " on the wall. To do this, write all of the syllables from the sight words in a mixed up sequence on the wall - leaving no spaces between the syllables. Group the students into two teams. Say a sight word. When you say "Go," the first player in each team must rush to the wall and circle a syllable that was heard in the word you said (any syllable contained in the word). Repeat until all players have played and until all of the sight words' syllables have been located.

Whispered Syllables

Group the students into two teams. Mount the sight word cards on the chalkboard. Whisper a syllable from one of the sight words to the first player in each team. When you say "Go," the first player in each team must whisper the same syllable to the next player in the team. The players should continue to whisper the syllable in this way until the last player in the team hears it. When the last player hears the syllable, he/she must rush to the chalkboard and point to a sight word that contains that syllable. Repeat this process until all players have had an opportunity to identify a sight word in this way.

Wild Balloon

Before the activity begins, obtain a large balloon. Stand in front of the students, with the balloon. Inflate the balloon and hold its end shut. Have the sight word cards mounted on the board. Release the balloon. When the balloon lands, the student sitting closest to the balloon must then identify a sight word you show. Repeat this process until many students have responded.

Word Change

Mount the sight word cards on the wall. Provide each student with writing paper and pen. Each student should then copy one of the sight words, changing every second letters/syllables in the word. When the students have done this, have a student read his "new word" to the others. Call upon the other students to identify the word and then to name the original letters/syllables that were changed. Repeat until each student's word has been used in this way.

Word Find

Before the activity begins, prepare a page that contains a number of boxes. Provide each student with a copy of the page. Each student should then write the sight words horizontally, vertically, and diagonally in this form. Words may also intersect one another. When most of the form has been filled in this way, the students should fill any empty boxes with letters of their choosing. When the students have completed their word finds, have them exchange them with one another. Each student should then use a color pencil or felt marker to circle the sight words in the form he/she has. An alternate to this individual approach is to create one large word find form on a length of mural paper. Mount the mural paper on the chalkboard. Group the students into two teams. When you say "Go," the first student in each team must rush to the word find outline and use a felt pen to circle a sight word on it. The first player to do this correctly wins the round. Repeat until all players have played.

Word Length

Before the activity begins, cut a number of sight word cards into different lengths (e.g., 5 in., 15 cm., etc.). Place the sight word cards on the floor at one end of the classroom. Group the students into two teams at the other end of the classroom. Place two rulers on the floor beside the sight words. Say a different measurement to the first player in each team. When you say "Go," the first player in each team must rush to the sight word cards. Each player must then use the ruler to locate a sight word card that is the same length as the measurement you said. When a player has done this successfully, he/she should read the sight word on that card. Repeat until all players in each team have participated.

WRITING

Alphabet Code

Assign a number to each letter of the alphabet. Write the letters across the top of the chalkboard, and write the numbers for them underneath (one number for each letter). Provide each student with writing paper and a pen. Spell one of the sight words, using the numbers for the letters rather than the letters themselves. The students should write the numbers you say on their sheets of paper. Then, when the word has been spelled in this way, each student should write the word you spelled, using the letters for the numbers dictated.

Back Writing

Group the students into two teams. Have the first player from each team stand in front of the board. Use the index finger of your writing hand to "write" the first letter of a sight word on the two players' backs. When you have done this, say "Go." Each of the players should then write a sight word on the board that begins with that letter. Repeat with other pairs of players until all players in each team have played and until all sight words have been written a number of times.

Backwards Spell

Provide each student with writing paper and a pen. Spell one of the sight words, backwards. When you have completed the spelling of the word in this way, each student should then write the word you spelled on his/her sheet of paper, writing the letters of the word in their correct order. The students should not begin to write the word until AFTER you have completed the backwards spelling of the word. Repeat this process with other sight words. This activity may also be done in team form. In this case, group the students into two teams. Spell one of the sight words backwards. When you say "Go," the first player from each team must rush to the chalkboard and write the word that you said - writing the letters of the word in their correct sequence. The first player to do this correctly wins the round. Repeat until all players have participated.

Bridge Building

Write two copies of a word bridge on the wall, e.g.: "b	d" and "b	d".	
Group the students into two teams. When you say "Go," the first p	layer in each team mu	st rush to one of the "	'word bridg-
es" on the wall and use chalk to complete the missing part of the w	ord (i.e., the part of th	ne word between the f	first and last
letter). For the example above, the students might add: "b ackyard	d". Repeat until all pla	ayers in each team ha	ve had an
opportunity to write a word in this way.			

Crayon Resist

Before the activity begins, write the sight words on a length of white paper with a white candle. Prepare a thin mixture of dark paint. Mount the white paper on the wall. Use a paint brush and the thin mixture of paint to "wash" the sight words. As the sight words are "washed" with the paint in this way, call upon individual students to identify them. Continue until all of the sight words are identified. You may wish to have the students do the "washing" of the sight words in this activity.

Creative Writing Prompt

For the purpose of evaluation and assessment, a creative writing prompt can be given to students to see how well they retained the concepts studied throughout the unit. Students should be encouraged and given points for using as many vocabulary words in their writings as possible. Themes may vary depending on the unit's written content and could focus on the Essential Questions provided.

CV Spell

Write one of the key vocabulary words on the wall using the letter "c" for consonants and "v" for vowels. For example, the word "cat" would be written as "cvc." Provide the students with writing paper and pencils. The students should then write the vocabulary word that matches the c/v spelling on the wall. Depending upon the readiness of your students, you may wish to have a master set of the sight word cards on display for the students to use as cues during the activity.

Dash

Group the students into two teams. Make two sets of dashes on the board — each set should be the same and should represent the number of letters in a sight word. When you say "Go," the first player in each team must rush to his/her set of dashes on the board. Each player must then write a sight word that fits the number of dashes. Accept any sight word that fits the dashes. The first player to do this correctly wins the round. Repeat with other sets of dashes until all students have had an opportunity to participate.

Descriptions

Place an art form at the front of the room. Provide the students with writing paper and pens. Each student should then describe the appearance/uses etc. of the art form. When completed, have each student read his/her writing to the others.

Every Second Letter

Write a sight word on the board, omitting every second letter. Provide the students with writing paper and pens. The students should look at the incomplete word on the board and then write the sight word for it on their papers. Repeat using other sight words.

This activity may also be done in team form. In this case, have the incomplete words prepared on separate flash cards. Mount one of the cards on the board. When you say "Go," the first player from each team must rush to the board and write the sight word for it—adding all of the missing letters. Repeat until all players have participated.

Flashlight Writing

If possible, darken the classroom. Give a student a flashlight. Say one of the vocabulary words and the student should write that word with the light of the flashlight on a wall or on the board. Repeat until many students have had a chance to participate. An alternative is to provide each student with writing paper and a pen. Darken the classroom, if possible. Use the light of a flashlight to write one of the sight words on the wall or board. When you have completed the writing of the word, each student should then write the same word on his/her sheet of paper. Repeat until all sight words have been written in this way.

This activity may also be done in team form. In this case, group the students into two teams. Darken the classroom. Use the light of a flashlight to write one of the sight words on the board. When you say "Go," the first player in each team should rush to the board and use chalk to write the same word on the board. The first player to do this correctly wins the round. Repeat until all players have played.

Flour Writing

Provide each student with a black sheet of construction paper. Place a tablespoon of white flour in the center of each student's paper. The students should spread the flour on their sheets. When the students are ready, say one of the vocabulary words. The students should then use the index fingers of their writing hands to "write" the word in the flour. A word can be erased by wiping the palm of the hand over it. Check the students' spellings after each round of the activity. Repeat, having the students "write" other key vocabulary words in this way.

Horizontal Completion

Before the activity begins, cut each of the sight word cards in half, horizontally. Provide each student with writing paper and a pen. Then, provide each student with one of the word halves. Each student should mount his/her word half on the sheet of writing paper. Then, the students should complete their words by writing in the missing halves. Some students should have the upper halves of the sight words and other students should have the lower halves. Afterwards, review the students' responses. You may wish to provide each student with more than one half so that he/she completes more than one sight word.

Letter Encode

Provide each student with four copies of the alphabet page from the end of this unit. The students should cut out the letters and place them in individual envelopes. Each student should write his/her name on the envelope. These cut out letters

will be used for encoding activities throughout this math enrichment program. Have the students lay their cut out letters on the floor or desks. Show a picture from this unit. The students should then use the cut out letters to spell the word for it. Repeat this process, until all of the math words have been spelled.

Let's Write

Provide the students with a copy of the creative writing page from the Student Support Materials. The students should write as much as they can about the graphic. Later, have each student read his/her writing to the class.

Meshy Words

Write a "meshword" on the chalkboard. To create a meshword, combine two word halves from different words. For example, for "scale" and "data" you might write "scada." Provide each student with writing paper and a pen. The students should look at the meshword written on the chalkboard and attempt to identify the original words from which the halves were chosen. Each student should then write those two sight words on his/her sheet of paper. Repeat this process with other meshwords. This activity may be conducted in team form by writing a meshword on the chalkboard and having players from different teams attempt to identify the original words.

Mirror Writing

Group the students into two teams. Have the first player from each team stand in front of the board. Give each of the two players a small, unbreakable mirror. Stand some distance behind the two players with pictures for the sight words. Hold up one of the pictures. When you say "Go," the players must use the mirrors to look over their shoulders to see the picture you are holding. When a player sees the picture, he/she must write the sight word for that picture on the board. The first player to do this correctly wins the round. Repeat this process until all players in each team have had an opportunity to respond.

Mysterious Writing

Provide each student with writing paper and a pen. Stand in front of the students with a pad of paper and a pencil. Hold the pencil in such a way that the students can see the top of it but not the point. Write one of the sight words. The students should watch the top of the pencil carefully while you write the word. Each student should guess what word you wrote, and write it on his/her own paper. Repeat this process with other sight words and review the students' responses.

Numbered Pictures

Mount the vocabulary pictures on the chalkboard and number each one. Provide each student with writing paper and a pen. Call the number of a picture. Each student should write the vocabulary word for the picture represented by that number. Repeat until all vocabulary words have been written. Review the students' responses.

Overhead Configurations

Before the activity begins, write the sight words on an overhead transparency sheet. Place an overhead projector on the floor, facing the board. Lay the overhead transparency sheet on the screen of the projector and turn the projector on. The sight words should be projected onto the board. Then, use chalk to draw configurations around each of the sight words. When a configuration has been drawn for each sight word, turn the overhead projector off. Call upon a student to use chalk to fill in one of the configurations with its sight word. You may wish to have more than one student participating in this process at the same time.

This activity may also be conducted in team form. In this case, when you say "Go," the first player in each team must rush to the configurations. Each player must attempt to fill in one of the configurations with its correct sight word. The first player to do this correctly wins the round. Repeat until all configurations have been filled in in this way.

Over/Under Picture

Group the students into two teams. Give a vocabulary picture to the first player in each team. When you say "Go," the first player in each team must pass the picture over his/her head to the next player. The second player in each team must then pass the picture to the next player between his/her legs. The students should continue with this over/under sequence until the last player in the team receives the picture. When the last player in the team receives the picture, he/she must rush to the board and write the vocabulary word for that picture. The first player to do this successfully wins the round. Repeat

until all players have played (each picture can be used a number of times in this activity).

Research

Have the students do online research into the issue of Native Land Rights. Encourage them to look at the issue from many points of view. When the students have completed their research, each student should share his/her findings with another student and then with the class.

Rubbings

Before the activity begins, prepare cut out letters (from the sight words) using Bristol board/tagboard. Mount the cut out letters on the wall and cover them with a length of brown mural paper. Place two large black crayons in the wall ledge. Group the students into two teams. When you say "Go," the first player in each team must rush to the mural paper on the wall. Each player should use one of the crayons to do a rubbing of a letter on the mural paper. When a letter can be clearly seen, the student should use the crayon to write the other letters around the "rubbing letter," to create a key vocabulary word. Repeat this process until all of the letter rubbings have been used and until all of the players in each team have participated.

Say Again!

Group the students into two teams. Whisper a sight word to the first player in each team. When you say "Go," the first player in each team must whisper the same sight word to the next player in the team. The students should continue in this way until the last player in the team hears the sight word. When the last player in the team hears the sight word, he/she must rush to the wall and write the word on the board. The first player to do this correctly wins the round. Repeat until each player has written a sight word in this way.

Sentence Build

Write a number of sentence halves on individual sentence strips. These should include both the beginning and ending halves of sentences. Mount the sentence halves on the board and number each one. Provide the students with writing paper and pencils/pens. Each student should then complete ONE of the sentence halves in his/her own words, writing his/her part of the sentence on the sheet of paper. When the students have completed their sentence halves, have a student read ONLY the sentence half he/she wrote. The other students must then attempt to identify the "other half" of the sentence on the board (by its number). Repeat until all of the students have shared their sentence halves in this way.

Sentence Completion

Write a number of sentence halves on individual sentence strips. These should include both the beginning and ending halves of sentences. Mount the sentence halves on the board and number each one. Provide the students with writing paper and pencils/pens. Each student should then complete ONE of the sentence halves in his/her own words, writing his/her part of the sentence on the sheet of paper. When the students have completed their sentence halves, have a student read ONLY the sentence half he/she wrote. The other students must then attempt to identify the "other half" of the sentence on the board (by its number). Repeat until all of the students have shared their sentence halves in this way.

Sentence Completion

Give each student a copy of the sentence completion version of the text. The students should write in the missing words. Afterward, review the students' work.

Sentence Relay

Group the students into two teams facing the board. Place chalk in the board ledge. Write the same sight word on the board for each team (there should be two versions of the same word on the board). When you say "Go," the first player from each team must rush to his/her team's word. Each student should then add ONE word — either before or after the sight word. The player should then rush to the back of the team and the next player must race to the board to add another word — before or after the words already on the board. The students should continue in this way until a complete sentence has been written. You may wish to evaluate the sentence based on the number of words used to create them. Repeat, using a different sight word for each round of the activity.

Silent Dictation

Provide each student with writing paper and a pen. The students should watch carefully as you move your lips as though you are saying one of the sight words (do not voice the word). After "lipping" the sight word, each student should write that word on his/her sheet of paper. Repeat this process with other sight words. Afterwards, review the students' responses.

Story Picture Description

Provide each student with art paper and supplies. Also, provide the students with writing paper and pens. Each student should then create a picture that depicts a scene from the story. When a student's picture is completed, he/she should then write as much as possible about the picture. When all of the students have completed their writings, collect the pictures and mount them on the board. Number each picture. Have each student read his/her text to the class; the other students must then identify the picture (by its number) that goes with the text. Repeat, until all of the students have shared their work in this way.

Student Support Materials

Have the students work on the activity pages from the Student Support Materials from this unit. Afterward, review their work.

Syllable Time

Provide each student with writing paper and a pen. Say a syllable that is found in one of the sight words. Each student should then write the sight word that contains that syllable. Depending upon the syllable that you say, more than one sight word may be correct. Repeat this process with other syllables. Afterwards, review the students' responses.

The Other Half

Cut each of the sight words in half. Give each student a sheet of writing paper, a pen, and one of the word halves. Each student should glue the word half on his/her writing paper and then complete the spelling of the word. You may wish to have enough word halves prepared so that each student completes more than one word. Afterwards, review the students' responses.

Watch Your Half

Prepare a photocopy of each of the vocabulary pictures. Cut the photocopied pictures in half. Keep the picture halves in separate piles. Group the students into two teams. Give all of the picture halves from one pile to the players in Team One. Give the picture halves from the other pile to the players in Team Two. Say a vocabulary word. When you say "Go," the student from each team who has the picture half for the vocabulary word you said should rush to the board and write the word on the board. The first player to do this correctly wins the round. Repeat until all players have participated. This activity may be played more than once by collecting, mixing, and redistributing the picture halves to the two teams.

Water Writing

Group the students into two teams. Place a container of water and two clean paint brushes in front of the wall. Say one of the key vocabulary words. The first player from each team must then rush to the wall. Each player should dip his/her paintbrush into the water and then use it to "write" the word on the wall. Repeat this process until all players in each team have written a "water word."

What's Missing?

Before the activity begins, prepare a page that contains clozure sentences - the sight words having been left out. Provide each student with a copy of the page. The students should read the clozure sentences carefully and then each student should write the vocabulary words in the sentences. This activity may also be done in team form. In this case, write a clozure sentence on the chalkboard (omitting the sight word or words). Group the students into two teams. When you say "Go," the first player from each team must rush to the chalkboard and write the sight word(s) on the chalkboard that complete the sentence correctly. The first player to do this wins the round. Repeat until all players have had a chance to participate.

What's the Title?

Provide the students with writing paper and pens. Each student should then create a title for the written content introduced in

this unit. When the students have completed their titles, have each student share his/her title with the rest of the class.

What's Your Letter?

Provide each student with writing paper and a pen. Say a sight word. Each student should then write ONE letter from that word (any letter) on their paper. Review the students' responses to determine if all letters from the sight word were used. If all letters from the sight word were not used, ask the students to identify the letters that are "missing." Repeat with other sight words.

Whisper

Mount the vocabulary pictures on the board. Group the students into two teams. Whisper a vocabulary word to the first player in each team. When you say "Go," the first player in each team must then whisper the same word to the next player in his/her team. The players should continue whispering the vocabulary word in this way until the last player in a team hears the word. When the last player in a team hears the word, he/she must rush to the board and point to the picture for the word. The first player to do this correctly wins the round. Repeat until all players have had an opportunity to identify a vocabulary picture. When a player has identified a vocabulary picture, he/she should rejoin the front of his/her team.

Word Build

Provide each student with writing paper and a pen. Cut each of the sight words into its individual letters. Give each student one of the cut out letters. Each student should then glue the cut out letter onto his/her sheet of writing paper. Then, each student should add the missing letters to complete the original sight word. Afterwards, review the students' responses. You may wish to provide each student with more than one cut out letter so that he/she writes a number of the sight words.

Word Completion

Before the activity begins, prepare clozure cards for the sight words; omit letters and syllables. Provide each student with a clozure card. Call upon the students to complete their words on the clozure cards by writing in the missing parts. Afterward, review the students' responses.

Word Descriptions

Mount the sight words on the chalkboard. Provide the students with writing paper and pens. Then, describe the features of one of the sight words. This may include the number of letters, syllables, etc. After describing the features of the sight word, each student should write the sight word he/she feels fits the description you gave. Repeat this process with other sight words. Afterwards, review the students' responses.

Writing Relay

Group the students into two teams. Say one of the vocabulary words. When you say "Go," the first player from each team must rush to the chalkboard and write only the FIRST letter of the word. He/She should then run to the back of the team and the next player should rush to the chalkboard to add the SECOND letter, and so on. The winning team is the team that correctly completes the spelling of the word first. Repeat using other vocabulary words.

Wrong!

Provide each student with writing paper and a pen. Write the sight words on the chalkboard, purposely misspelling some of them. The students should write only those words that are misspelled, correcting the errors as they write the words. Afterward, review the students' responses.

Yarn Spell

Group the students into two teams. Give the first player in each team lengths of yarn or string. Say a vocabulary word. When you say "Go," the first player in each team must then use the yarn or string to "write" the word on the floor. The first player to complete his/her word wins the round. Repeat this process until all players in each team have played. If pipe cleaners are available, they may be used in place of the yarn or string (have both long and short lengths of the pipe cleaners ready for the activity).