

GAMES AND ACTIVITIES

GAME #34 ROW AND COLUMN STORIES (for one or more players)

LANGUAGE CONCEPTS: Storytelling; Story Sequencing

DIRECTIONS: Have your students make up a short story using all five pictures in Row 1 in the worksheet. Continue making up one short story per row/column for each of the remaining three rows and five columns in the worksheet. For example, "Once upon a time two men were wrestling. The winner got a ring with a big rhinestone. The loser got a ribbon. Afterwards, they each put on a raincoat and went outside to play ring toss."

GAME #35 SHAPES GAME (for one or more players)

LANGUAGE CONCEPT: Spatial Concepts

DIRECTIONS: Draw one of these shapes in each picture box on each of your student's worksheets:



Circle



Triangle



Arrow



Heart



Star

The shapes may be drawn to the right or the left of a picture, in the middle of a picture, above a picture, or below a picture. Ask your students to use a complete sentence to describe where each shape is located. For example, "The circle is above the drum." Or, "The star is to the left of the frying pan."

GAME #36 THE SILLY GAME

LANGUAGE CONCEPTS: Following Directions; Absurdities and Humor

DIRECTIONS: You will need to copy all 6 pages of the game cards on the following pages onto cardstock if possible. Cut out each of the cards and place them face down in a pile on the table. Each player may use their own worksheet for this game with a trail drawn along the rows starting at picture #16 and ending at picture #1. Each student selects a small game marker and places it on picture #16. See the example of the trail below:



The object of the game is to be the first person to get to picture #1 on his or her own worksheet. The players take turns drawing a card and doing what is written on the card. As they progress along their worksheets, they must make