

Materials

Basic Concepts Chipper Chat[®] includes:

- 40 colorfully illustrated open-ended game boards
- 243 basic concepts cards
- Foam die
- 100 magnetic chips
- Magnetic wand

The *Basic Concepts Chipper Chat*[®] vocabulary cards present colorful illustrations (most of the concepts include a foil) on one side and prompts for the concept pairs (as related to the pictures) on the back. Each of the cards gives students the opportunity to demonstrate their knowledge of the concepts receptively (“Point to the *hot* drink”) and expressively (“This drink is *hot*. This drink is ____ [*cold*]”). The Expansion Activity question or statement following the receptive and expressive tasks asks the students to discuss a topic that has a connection to the concept pair.

Basic Game Play

Object of the Game – Each player answers a question before he/she rolls the die, giving everyone a chance to practice the concepts. The first player to cover all 18 circles with chips is the winner. Let each player pick up his/her chips with the magnetic wand, or allow the winner to pick up everyone’s chips.

How to Play *Basic Concepts Chipper Chat*[®]

1. Teacher chooses a set or a mixture of basic concepts cards. Teacher decides if the focus of the game will be the receptive prompts, the expressive prompts, or both **before** the students begin rolling the die and earning tokens. Teacher may distribute a particular set of game boards or allow players to pick the one they want to use. All game boards have 18 spaces for play and are not category specific.

2. Teacher chooses a card and reads the concept pair. For example, **Hot/Cold**.

Receptive Tasks Only: Teacher shows the pictures on the front of the card to player and reads the receptive prompts. For example, "Point to the *cold* drink." Student points to the correct picture. "Point to the *hot* drink." Student points to the correct picture. If the student points to the correct pictures, have him/her roll the die and place the same number of chips on the game board. Play continues in turn until there is a winner.

Expressive Tasks Only: Teacher shows the picture on the front of the card to player and reads the expressive prompts and points to the character or item in the picture that represents the concept. "This drink is *hot*. This drink is ____." Student responds "*cold*." "This drink is *cold*. This drink is ____." Student responds "*hot*." If student responds correctly have him/her roll the die and place the number of chips on the game board. Play continues in turn until there is a winner.

Teacher Option: When three or fewer circles remain, the player must roll the exact number of chips needed to complete the board to win.

Receptive/Expressive Tasks Together: For students with a better understanding of the concept pairs, teacher may opt for players to complete both the receptive and expressive questions on the card correctly before receiving the number of tokens indicated on the die.

Expansion Activity: Expansion Activity questions were included on the cards to give students opportunities to use the concept pairs in conversation. As time allows, use the expansion question as a springboard for asking other questions that elude to the concept pairs.

Materials

Concepts presented in *Basic Concepts Chipper Chat* fall into five categories.

Social Emotional

Level 1

Happy/Sad
Mad/Glad
Sleepy/Alert
Calm/Upset
Tired/Rested

Level 2

Proud/Embarrassed
Scared/Fearless
Nervous/Calm
Shy/Confident
Disappointed/Pleased
Jealous/Content

Quantitative

Level 1

All/None
More/Less
One/Some
Half/Whole

Level 2

Many/Few
Most/Least
No one/Everyone
Every/None
Lots/Some
Pair/Single
Single/Couple
One/One more

Temporal

Level 1

Day/Night
Now/Later
Before/After

Level 2

Start/Finish
First/Next/Last
Morning/Evening
Morning/Afternoon
First/Second/Third
Beginning/Ending
Early/Late
Always/Never
Before/During/After

Spatial

Level 1

Back/Front
Over/Under
Beside/Between
In/Out
Inside/Outside
On/Off
Top/Bottom
Down/Up

Level 2

First/Last
Forward/Backward
Above/Below
Beginning/End
In front of/Behind
Here/There
Left /Right

Around/Through

Near/Far
High/Low
Center/Edge
Corner/Side

Qualitative

Level 1

Big/Little
Empty/Full
Heavy/Light
Tall/Short
Open/Closed
Dirty/Clean
Hot/Cold
Wet/Dry
Long/Short
Awake/Asleep
Slow/Fast

Level 2

Thick/Thin
Wide/Narrow
Shallow/Deep
Neat/Messy
Separate/Together
Hard/Soft
Old/New
Rough/Smooth
Noisy/Quiet
Huge/Tiny
Weak/Strong
Dark/Light
Straight/Crooked
Young/Old
Same/Different