

General Instructions:

Choose the game board that focuses on the vocabulary that you want to teach. You can use the ADDITIONAL ACTIVITIES, DIALOGUE OR ROUND ROBIN suggestions in your game booklet as a warm-up before the game or as a follow-up to reinforce language skills following the game. Use the die to determine how many spaces the student will move.

Options for play

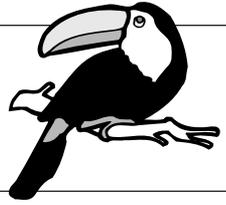
- A. You may use the open ended GAME PLAY sentences (open ended silly sentences) prior to the student landing on the square for single word response. The student can identify the absurdity and correct it, or you may use the ADDITIONAL ACTIVITIES to query about the picture.
- B. You may use the ROUND ROBIN starter phrase for each square landed on.
- C. You may have the student name two characteristics of the picture, define the word, or use the word in a sentence.
- D. You may use the DIALOGUE phrase as a discussion starter, or as a story round, where each student adds and builds on the story to a resolution.
- E. The ROUND ROBIN phrase may be used as a memory game. One student will begin the round robin phrase, and the next student will follow, repeating the first student's answer and adding his own. The third student must repeat the first two, add a third, and so on. To make this a memory activity, cover each square with a piece of paper as it is named. Keep it covered until one student cannot recall the sequence, and then begin again with the subsequent squares.

Each player proceeds in turn until one player reaches the finish line. An exact roll of the die may or may not be required to win, as determined by the SLP or vote of the group. No student is penalized for an incorrect answer but is encouraged to do his or her best. The SLP may modify instructions so that the student reaches some level of success. Players may turn around and go back from *finish* to *start*, or return to *start* and play again.



Zelda's Zoo

Target Words: Zoo Animals



Target words: giraffe, monkey, camel, ostrich, flamingo, elephant, brown bear, toucan, tiger, hippopotamus, rhinoceros, penguin, peacock, lion, kangaroo, polar bear, buffalo, pelican, panda bear, gorilla, alligator, zebra.

See page 3 for full game instructions! These are optional play suggestions.

Game Play

1. The _____ used his long trunk to scoop up the peanut.
2. "I'm king of the jungle," said the mighty _____.
3. The _____ stretched her long neck to reach the leaves.
4. The baby _____ had a bouncy ride in his mother's pouch.
5. The _____ opened up her beautiful feathers for all to see.
6. A visitor to the zoo thought the prettiest animal was the all white _____.
7. Wouldn't it be funny to see a _____ without any stripes.
8. "I carry water in my hump," said the _____.
9. "Whee, I can fly," said the _____.
10. "Boy, look at the long tail on that _____," said Zelda.

Additional Activities

1. Name all the animals with feathers. Which ones can fly? Which ones can't fly?
2. Which animals have long necks?
3. Which animals move on two legs? Which animals move on four?
4. How are a zebra and a tiger alike?
5. How are a brown bear, panda bear, and a polar bear different?
6. What goes with: a crocodile and a lizard? (Alligator) an ape and a chimpanzee? (A gorilla and a monkey)

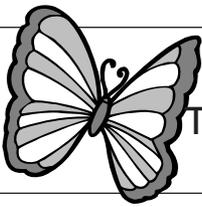
Dialogue

If I were a zookeeper I'd...

Round Robin

(Each student finishes the sentence using words from the board and repeats the previous students' answers.)

I went to the zoo and I saw...



Nature's Critters

Target Words: Insects, Reptiles,
Amphibians, and Sea Animals



Target words: frog, beaver, walrus, octopus, butterfly, ladybug, lobster, dolphin, whale, seal, bee, grasshopper, starfish, fly, otter, ant, snail, mosquito, shark, spider, snake, clam.

See page 3 for full game instructions! These are optional play suggestions.

Game Play

1. “Bzz bzz,” said the _____. “I’m going to make honey!”
2. “I wish I had eight arms like any _____,” said Marcy.
3. Marty got down in the grass to watch the _____s bring home food from the picnic.
4. After the caterpillar spins a cocoon, it becomes a beautiful _____.
5. The itsy bitsy _____ spun an itsy bitsy web!
6. Marty counted the five points on the _____.
7. “Boy, can that _____ jump,” said Marcy.
8. “I always have my home right on my back,” said the _____.
9. Marcy and Marty stopped to watch the _____ build a dam.
10. “What’s that hissing?” asked Marty. “Oh, it’s only a _____” said Marcy.

Additional Activities

1. What critters are smaller than the sea otter? Which critters are bigger?
2. Which insects are winged?
3. What is another way to use the word “fly”?
4. How are a whale, dolphin and a shark alike?
5. What critters bite or sting?
6. Finish these rhymes with a word from your game:
a. Yes, Ma’am, I am a _____. b. Follow the trail to find a _____.
c. Look at the frog jump over the _____. d. It’s a mistake to get close to a _____.

Dialogue

I do or do not like creepy critters because...

Round Robin

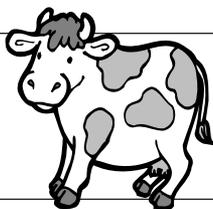
(Each student finishes the sentence using words from the board and repeats the previous students’ answers.)

I went on a nature walk and I saw a...



Farm Friends

Target Words: Farm Animals



Target words: dog, cat, horse, squirrel, rabbit, goat, sheep, deer, chicken, raccoon, turkey, pig, goose, cow, duck, owl, mouse, goldfish, turtle, fox, porcupine, woodpecker.

See page 3 for full game instructions! These are optional play suggestions.

Game Play

1. Before Fran went on a hayride, she had to milk the _____.
2. The slowest animal on the farm is the _____.
3. Fran chased the _____ up a tree.
4. Fran's mother asked her to get the eggs under the _____.
5. "Whoop Whoop," said the wise old _____.
6. The _____ swam around and around in her bowl.
7. Don't get too close to the _____ or he'll stick you!
8. "Before I go, I have to gather nuts," said the _____.
9. The playful dog chased the _____.
10. "I have to round up my ducklings," said the _____.

Additional Activities

1. What are these baby animals called: dog; cat; cow; sheep; chicken; horse?
2. What animals makes these sounds: baa; oink; neigh; quack?
3. We get milk from a cow. We get eggs from a _____.
4. What doesn't belong: deer, raccoon, goldfish?
5. What animals have two legs? four legs? wings? long ears? short tails?
6. Which animals have fur? Which animals have feathers? What farm friend has NEITHER fur NOR feathers? (the goldfish)

Dialogue

If I lived on a farm I would...

Round Robin

(Each student finishes the sentence using words from the board and repeats the previous students' answers.)

I went on a hayride and I took my...