

Thanksgiving

Old Mr. Squash! & I Have... Who Has...? Thanksgiving

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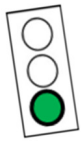
I Have... Who Has...? Thanksgiving

Set up:

These cards are formatted to be printed on Avery Business Cards (2"X3 1/2" - #8371 or compatible). To ensure proper alignment choose "Actual Size" in the Page Sizing and Handling section of print properties. You can also print on paper, cut them apart and laminate them or glue them onto index cards for more durability.

Game Directions:

Shuffle the cards and pass them out to the students. Divide the cards as evenly as possible but it is not necessary for each student to have the same number of cards. Have them look at/read their cards so that they are familiar with their questions and/or answers.

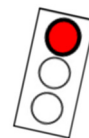


The student who has the card with the **green stoplight** will start the game. The

student with this card begins the game by saying, "I have the start card" and reading the question out loud.

	I have 	I have 	I have 	I have
Who has 	Who has 	Who has 	Who has 	Who has
I have 	I have 	I have 	I have 	I have
Who has 	Who has 	Who has 	Who has 	Who has

After the first card is read out loud, the student with the answer to the first card reads aloud his or her card. Students continue reading until they get to the last card. The student with the last card has the **red stoplight**, after reading his/her answer, he/she says "The End".













For example - the student with the first start card would say "who has the acorn"? The student with the acorn would say, "I have the acorn, who has the applesauce"? and so on until all of the cards are called out and the student with the last card would say, "I have Happy Thanksgiving!, the end."

When playing whole group each student may stand and form a line or circle as each of their answers is read.

When playing as a center, each student should place their card face up in the middle of the table after asking their question. This will aide students in identifying the correct card and can keep the game moving along smoothly.

This set of the cards has three versions

I have  Who has ship	I have  Who has acorn	I have  Who has potatoes	I have  Who has scarecrow	I have  Who has Happy Thanksgiving
I have  Who has pinecone	I have  Who has hay	I have  Who has squirrel	I have  Who has wreath	I have  Who has tree

included. The first version is the lowest level of the concept, pictures only. The second version steps it up by mixing pictures with the words. Finally the last set has only the words. Store the cards in Ziploc bags or envelopes.

Old Mr. Squash!

Setup:



The cards are formatted to print on Avery or compatible Business Cards (2"X3 1/2" - #8371). When printing the cards choose "Actual Size" in the Page Sizing and Handling section of the Print... properties to ensure proper alignment. You can also print on paper, cut them apart and then laminate or glue them onto index cards for more durability. The pattern for the make your own Winner Die is on the last page of these directions. Write the number of pairs on each side based

on the numbers of cards you use, cut it out and glue it where indicated and you're ready to go.

Game Directions:

This game teaches and practices number recognition. Or you could use any of the number cards for different versions. The game uses one Old Mr. Squash (an extra is included and any number or combination of the number cards.

This game is played just like Old Maid. While many of us know the directions, some teachers (mostly very young ones) have never heard of the game. While you may be familiar with the directions my version is much more fun than the version some of us grew up with. After all, who ever wanted to be the Old Maid? The card was usually pretty scary looking. In this version, Old Mr. Squash is funny. The students will love it!

Mix any number of cards (you may want to use multiple copies of just one representation as the children begin to gain the concept) with the Old Mr. Squash card. Shuffle and pass out all of the cards. Children lay down any pairs of numbers that they are holding in their hands. Players should keep the cards facing them so that other players cannot see them. Once all the players have put down their pairs play begins with one player choosing a card from the player on the left of them. If they choose a card that matches a number in their hand they lay down the pair with the other pairs that they have. If they do not get a match, play continues with the next player (whom just had a card picked) picking a card from the person on their left. Play continues around the circle until one player has laid down all of their cards. The player that is in possession of the Old Mr. Squash card is in charge of putting the deck back in order. Place

numbers of pairs on the winner die, cut it out and tape/glue. Roll the winner die to see who wins.