

# Games & Centers

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# Games & Centers Should:

- Have Clear Objectives/Essential Questions
- Based upon Introduction, Practice or Mastery of Concepts
- They Could Extend & Enrich Material Taught
- Should Utilize Higher Level Thinking Skills
- Build Motivation for Learning
- Create Guided & Independent Time
- Allow Students Social and Fun Learning Opportunities

Alligator, Alligator, Alligator

Stinky Skunk, Stinky Skunk, Stinky Skunk

Piggy, Piggy, Piggy

Turkey, Turkey, Turkey

Bugs, Bugs, Bugs

Ghost, Ghost, Ghost

The above are all the same game. You mix any picture from above into a deck of cards. You should use multiple copies of the same picture in the deck. For example, let's use the alligator card. I mix a number of alligator cards into a pile of concept cards (these can be letters, numbers, facts, names, vowels, rhymes, pictures etc). I then put the cards face down on the floor and spread them out. The children sit in a circle around the cards and one at a time reach in and choose a card. They turn it over and can tell anything about the card that they want (I love to use cards that have multiple levels on them – I get a variety at a site named [bogglesworld.com](http://bogglesworld.com)). Once they tell the group something about the card then play goes to the next person – you can keep the cards that have been picked or let the child hang on to it. When a child picks an alligator card, everyone in the circle must stand up (in their assigned space) spin around and holler alligator, alligator, alligator...when you say "SWAMP" ...they must sit down. You need to take the alligator cards out of the game as they are chosen. The alligator cards ensure that everyone stays focused on the game.

If it's a:

Skunk Card - kids hold their nose, turn in a circle and say stinky skunk until you say "PeeYew"

Piggy Card – kids jump up and say "oink, oink, oink" until you say "Pig Pen"

Turkey Card – kids say gobble, gobble, gobble until you say "Chop"....they love this one...some teachers do not

Bee Card – buzz, buzz, buzz until you say "Bee Hive"

Ghost Card – boo, boo, boo until you say "Haunted House"

You can mix in any card and come up something for the kids to say and then call out a "transition" word that gets them back in their spot.



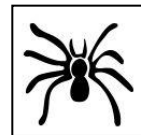
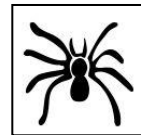
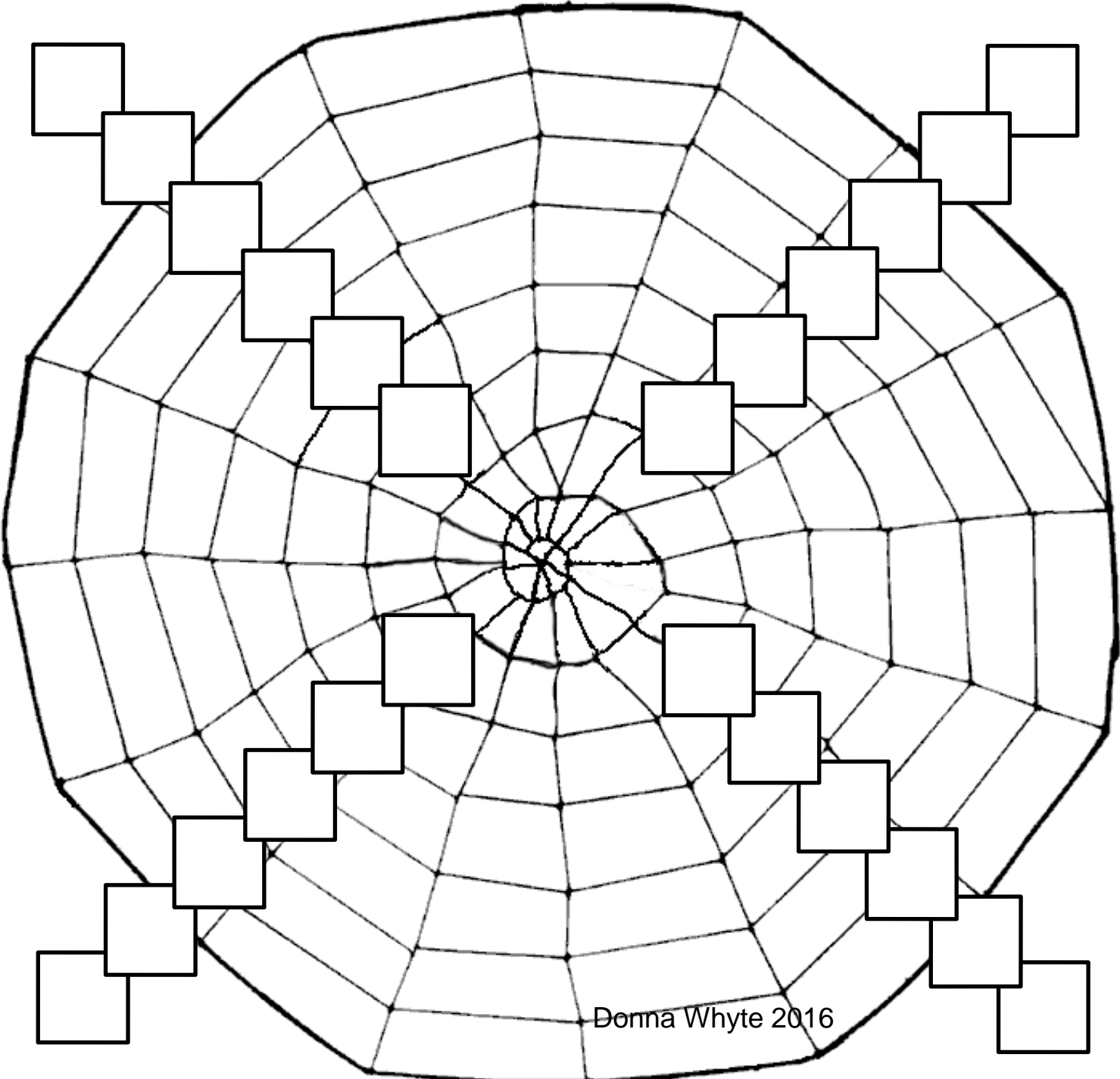
Old Mr\_. \_\_\_\_\_

Materials:

Picture of the Teacher

Concept Cards

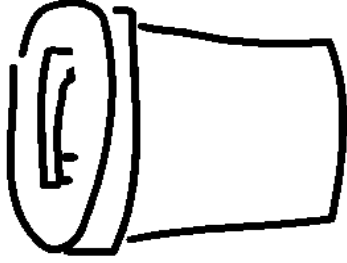
Card Holders



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# Place Value Faceoff

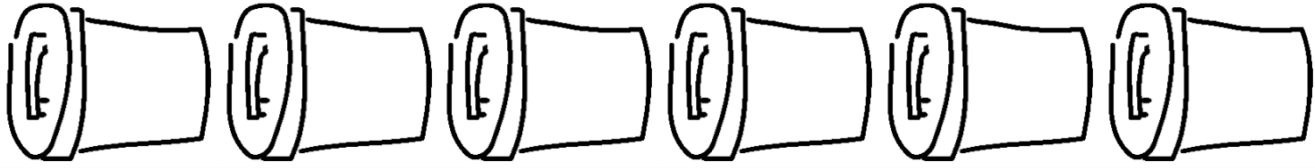


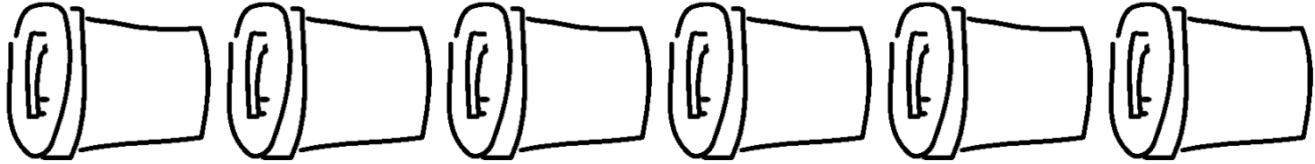
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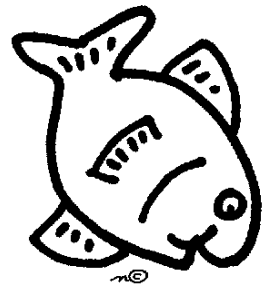
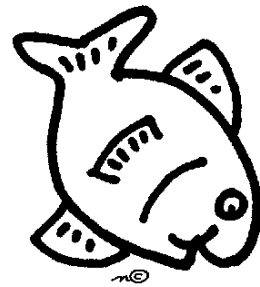
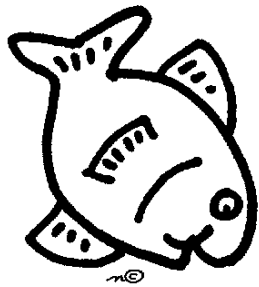
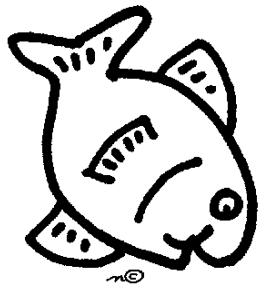
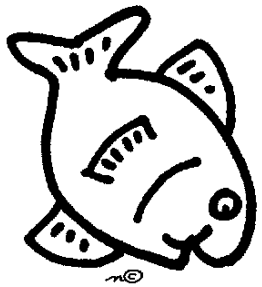
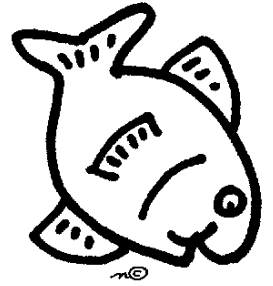
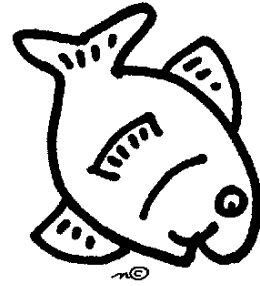
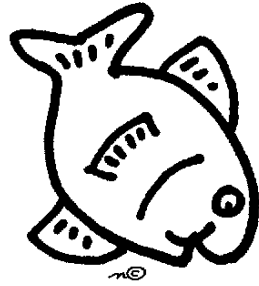
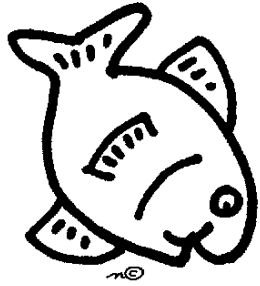
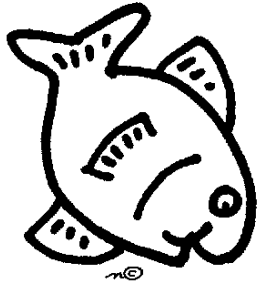

Ones

Tens

Hundreds



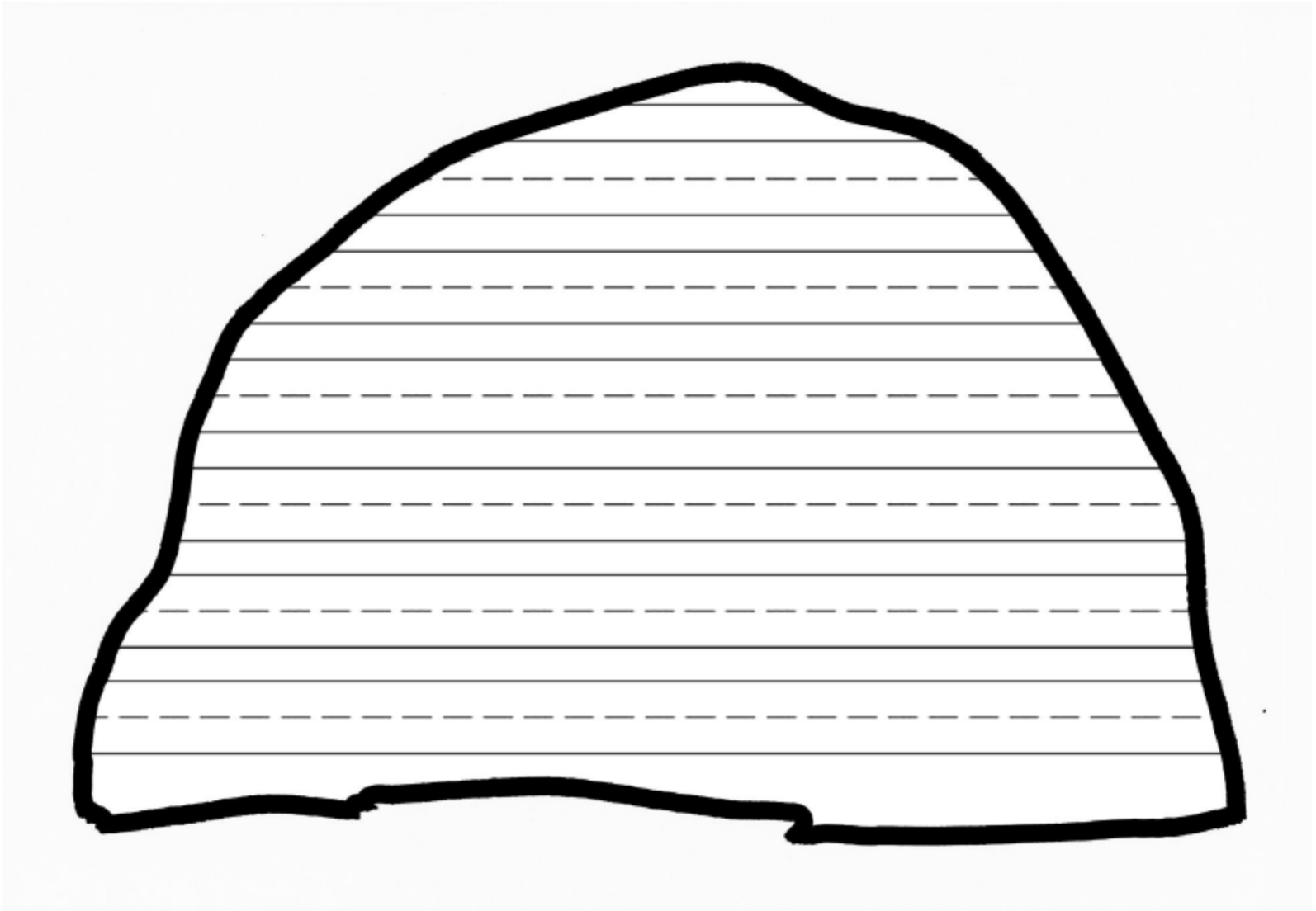


Word Center

# Who's in the Cave?



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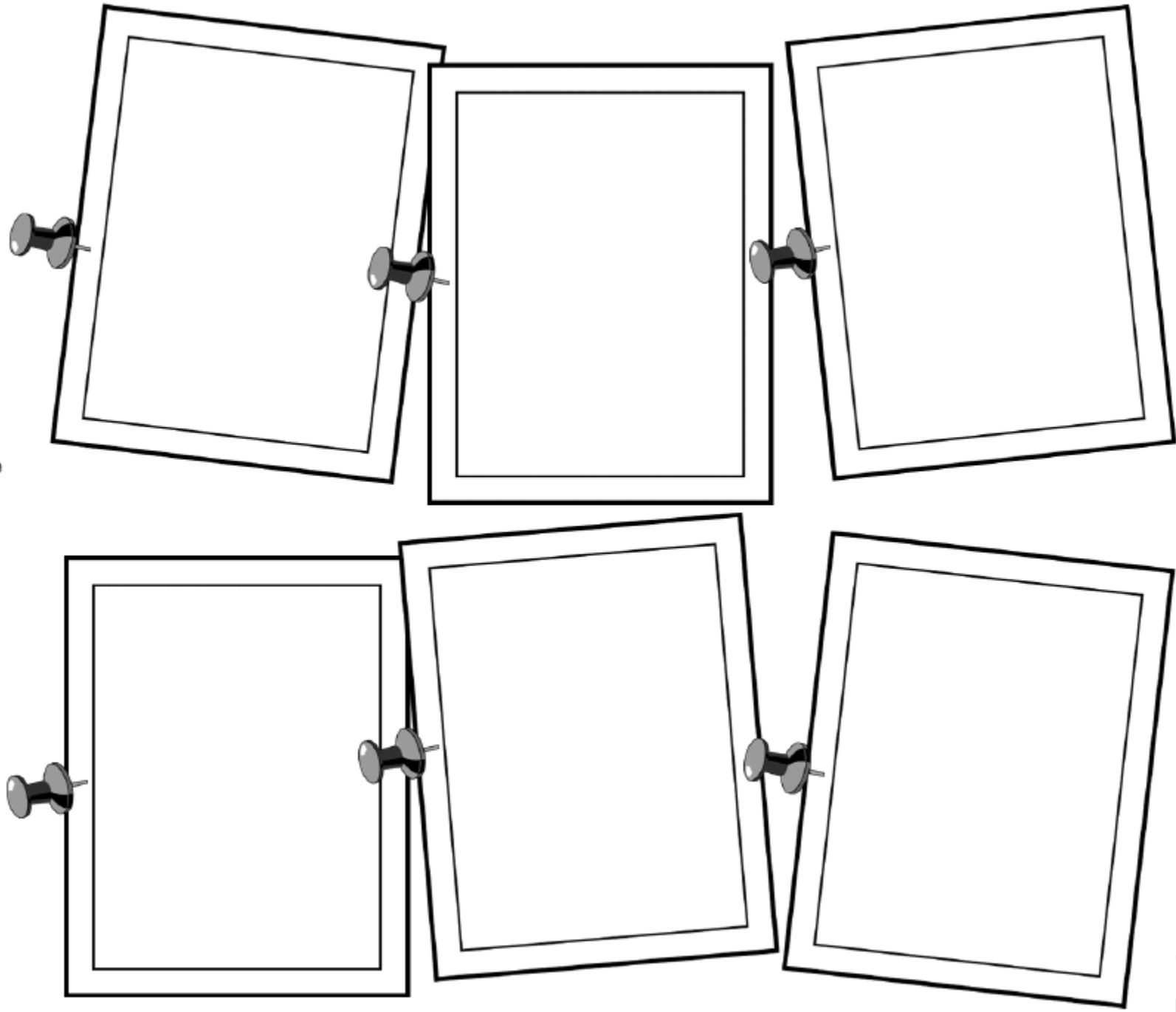


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# Grandma's Weird

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Now What...?



# How to Choose

- Paper Clip Snatch
- Lucky Duck Sticks
- Pick a Number
- Eenie, Meenie
- Flip a Coin
- Which Hand?
- Riddle ~ One Clue at a Time
- Rock, Paper, Scissors
- Keep a Chart
- “Count Off”
- Other:

## Concepts:

Colors

Numbers

Letters

Words

Science

Math

Social Studies

Vocabulary

Spelling

## List of Related Citations

### “Games”

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