

Directions for Patterns

<http://www.ballard-tighe.com/carouselweb>

Materials: Templates and Activity Pictures, Scissors and Glue stick

Follow the Directions

Play this game with a group of students or have two students play together to practice the *Carousel* nouns and spatial concepts. Each player should have a complete set of the chapter ACTIVITY PICTURES as well as a directions pattern, which can be downloaded at www.ballard-tighe.com/carouselweb. The teacher (or one of the students) tells the other player(s) where to place the pictures (e.g., Put the helicopter under the police car.). The goal is for the other player(s) to place his or her pictures in the same positions on the board.

Toss the Cube

Attach the chapter ACTIVITY PICTURES to the cube pattern, which can be downloaded at www.ballard-tighe.com/carouselweb. Then toss the cube to a student and ask: **What do you have?** Have the student respond, “I have_____.”

What’s in the Square?

Give each student a copy of the square pattern, which can be downloaded at www.ballard-tighe.com/carouselweb. Have students write numerals 1-9 in the squares and place the ACTIVITY PICTURES in the squares following your directions (e.g., Put the hairdresser in square #3.). Ask questions about the pictures (e.g., What’s in square #3? Where is the hairdresser?).

Bingo!

Give each student a copy of the chapter ACTIVITY PICTURES and the Bingo pattern, which can be downloaded at www.ballard-tighe.com/carouselweb. Have students cut out the ACTIVITY PICTURES and paste them on the Bingo sheet in any order. Alternatively, have students write in the target *Carousel* nouns. If there are extra spaces, use this as an opportunity to review *Carousel* nouns from previous chapters. To play Bingo, call out a target word or describe it (i.e., if the word is *butcher*, you could say “a person who cuts meat.”). If students have the picture (or word) on their Bingo sheet, have them cover it with a marker. Continue playing until a student has covered an entire row or column on the Bingo sheet. That student should call out, “Bingo!”