

Springtime Fun

Vocabulary: Build the Spring Day

Objective:

This activity utilizes listening and decision-making skills to complete a matching and identification task in teams.

Materials:

- Sequence strip (provided)
- Spring day scene image (provided)
- Spring images (provided)

- Die template (provided)
- Heavy card stock paper
- Scissors

Preparation:

- I. Print, laminate, and cut out:
 - a. Sequence strip
 - b. Spring images (I set per student)
 - c. Spring day scene image (I per student)
- 2. Print the die template on heavy card stock paper (I per 2 or 3 students).
- 3. Assemble the die by following the instructions on the template. Keep a die, a spring day scene image, and a spring image set to demonstrate the activity to the class.
- 4. Have the sequence strip on hand, and refer to it throughout the activity to quide students.

Instructions:

- I. Explain that the class will be playing a game in teams where they'll be rolling a die to help build a spring day scene.
- 2. Divide the class into teams of 2-3 students.
- 3. Distribute the Spring Day scene and spring image sets to each student. Pass out dice to each team of 2-3 students.
- 4. Model rolling the die a few times. Each time you roll, hold up the side it landed on, and prompt students to identify the spring image it lands on.
- 5. Demonstrate the activity:
 - a. Roll the die.
 - b. Identify the Spring Day picture facing up.
 - c. Find the matching spring day picture from the image set.
 - d. Place the corresponding spring image in the Spring Day scene where its outline indicates it should go.
- 6. If the student rolls a spring image they don't need, prompt them to pass the die to a teammate.
- 7. Have students take turns within their teams rolling and matching the spring images. The game continues until all students have completed their spring day scene.

Considerations:

- Depending on student learning level, play as one big group with a teacher rolling and calling out the spring images, like a bingo game.
- If completing this activity at home with your student, keep the following in mind:
 - The materials do not have to be laminated.
 - This game can be played with one student, or, if there are siblings or other family members at home, invite them to join the game.
 - Depending on your student's learning level, follow the suggestions for differentiation section below for more specific suggestions.

Suggestions for Differentiation:

Level I:

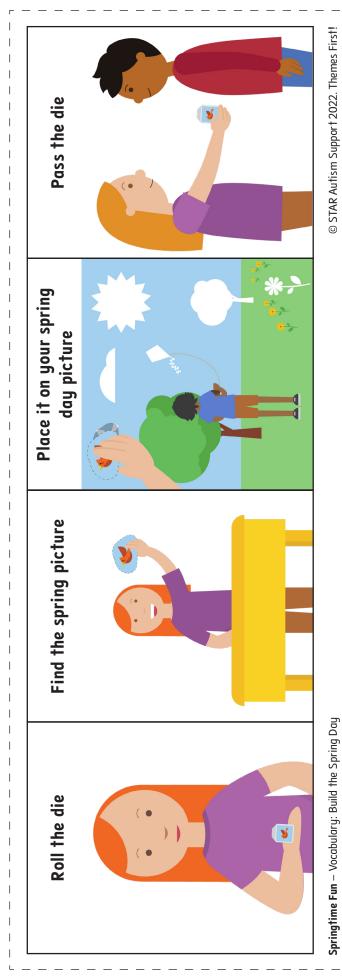
- Provide the cue "do this," and model the action.
- If needed, model requesting help, and encourage the student to imitate using their mode of communication.
- After the student rolls the die, place one to two images, including the matching image, on the table in front of the student. Then, place the die above those images, and give the cue "match X [image]."

Level 2:

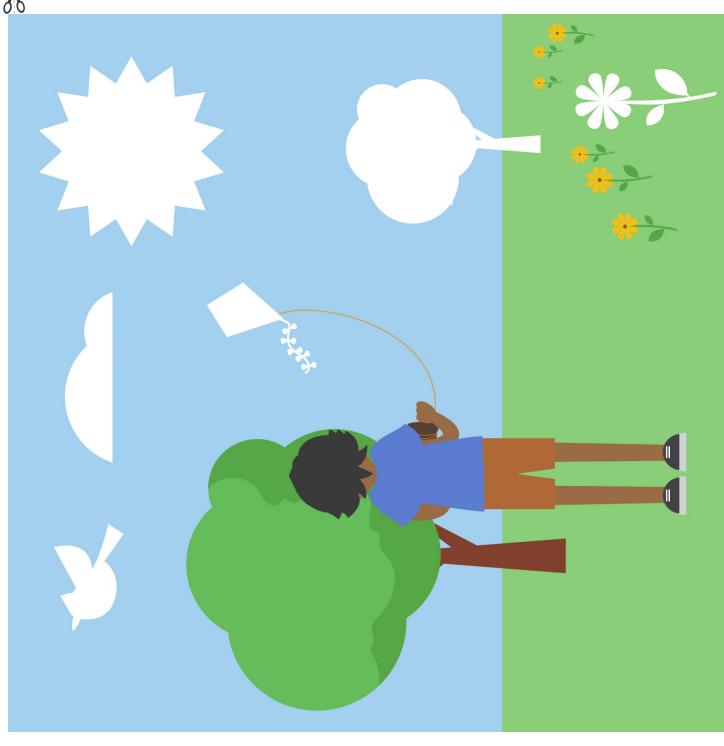
- Explain the activity using one-step directions, and teach the student to reference the sequence strip when needed.
- If the student is not able to expressively identify the picture, provide two to three image choices. One image
 must correspond to the image rolled on the die. Have the student receptively identify when given the cue
 "give me X [image]."

Level 3:

- Explain the activity using multi-step directions.
- After the student identifies the image, have them describe it using descriptive words such as color, size, and shape. Encourage the student to respond using complete sentence and their mode of communication.

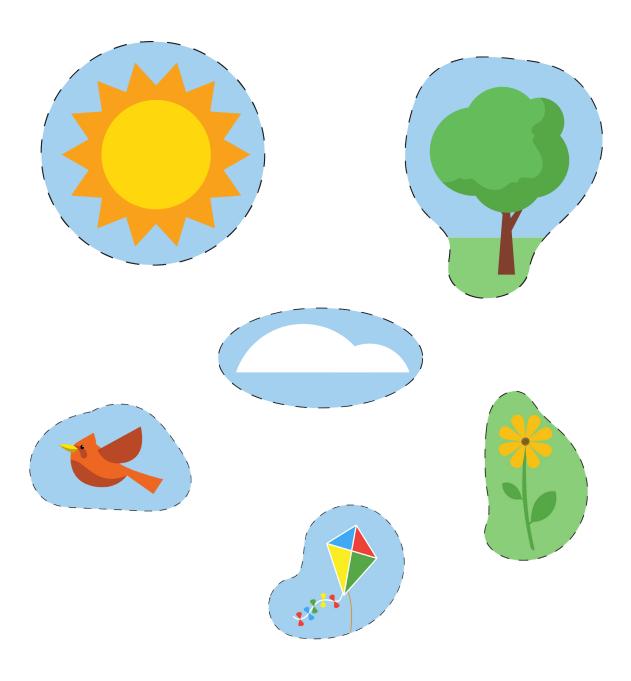


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Spring day scene







Instructions:

- I. Print out on $8.5" \times II"$ heavy card stock paper.
- 2. Cut out the template along the outer lines.
- 3. Fold along the inner lines.
- 4. Assemble into a cube by gluing the sides together along the tabs.

