

Circle Activity: What Doesn't Belong?

Objective:

This activity reinforces categorization and decision-making skills to complete a sequence involving identification, classification, and listening tasks.

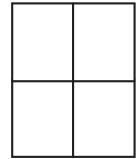
Materials:

- Visual sequence strip (provided)
- Pet image cards (provided)
- Pet category cards (provided)
- Velcro
- Large butcher paper, poster board, or whiteboard
- Large permanent marker

Duration: 10 to 15 minutes

Preparation:

- I. Print, laminate, and cut out:
 - a. Visual sequence strip
 - b. Pet image cards (I for entire class)
 - c. Pet category cards (I set for entire class)
- On large butcher paper, poster board, or whiteboard, draw a large rectangle (about 10" wide and 20" tall). Divide the rectangle into quarters by drawing intersecting horizontal and vertical lines across the middle of the shape (see example below). This is your game board.
- 3. Attach velcro to:
 - a. The center of the game board (i.e. the point where the horizontal and vertical lines intersect)
 - b. Each blank rectangle on the game board
 - c. The back of each pet category card
 - d. The back of each pet image card
- 4. Attach a pet category card to the center of the game board.
- 5. Choose three pet image cards that correspond with the center pet category card you've just attached to the center square of the game board. Attach these pet image cards to three blank outer boxes of the game board.
- 6. Pick a pet image card that doesn't belong in the pet category you've chosen. Attach it to the remaining blank outer box on the game board.
- Post the game board on a wall or chart board. The pet category cards will always be in the center. Students find the pet image card in one of the outer boxes that does not belong to the pet category.
- 8. Have the visual sequence strip on hand and refer to it throughout the activity to guide students.



Example of blank game board

Activity Script:

We recommend using the following verbal cues as you model each step.

- 1. **"Today we're going to talk about different types of pets and then play a game about them."** [As you walk students through each step of the activity, point to its corresponding step on the visual sequence strip.]
- 2. "Before we start the game, let's look at these pictures. Who can help me describe what's on this card?" [Show students a pet category card. Prompt students to identify the category on the card. Continue with the other four cards. Reinforce that there are four categories: animals, supplies, homes, and food.]
- "Next, let's look at some of these pictures having to do with pets." [Draw several different pet image cards and discuss which category they belong to.]
- 4. "Now we're ready to play. On this game board, I've put a pet category card in the middle. Which pet category is this?" [Indicate the pet category card you've chosen in the center of the game board. Prompt students to identify the category.]
- 5. "On the cards around the category are four pictures. Three of them are pictures that belong in the category. But one of the cards doesn't belong in this group. What doesn't belong?" [Point to the cards in the four outer boxes and prompt students to identify the pet image card that doesn't belong.]
- 6. "Why doesn't this card belong with the others?" [Lead a discussion about what makes this pet image card different from the others.]
- 7. "Let's try again with new cards."

[Choose a new pet category card, three pet image cards that belong in that category, and one pet image card that doesn't belong. Attach them to the game board. Repeat steps five and six until all the cards have been used.]



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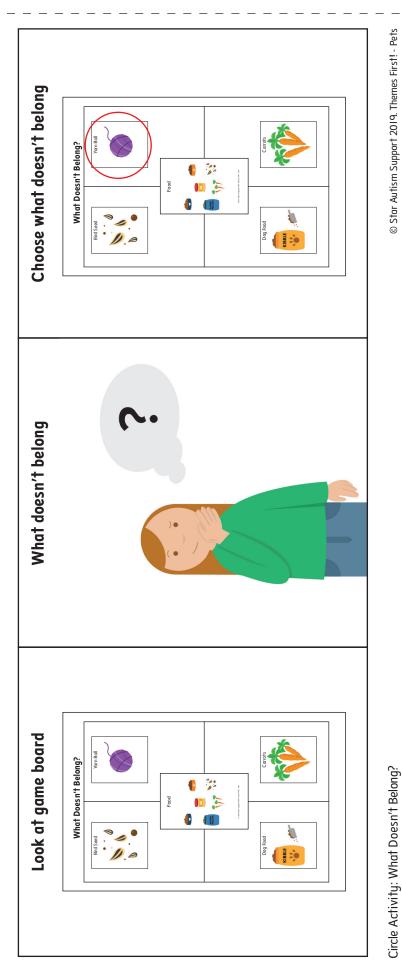
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Visual sequence strip:





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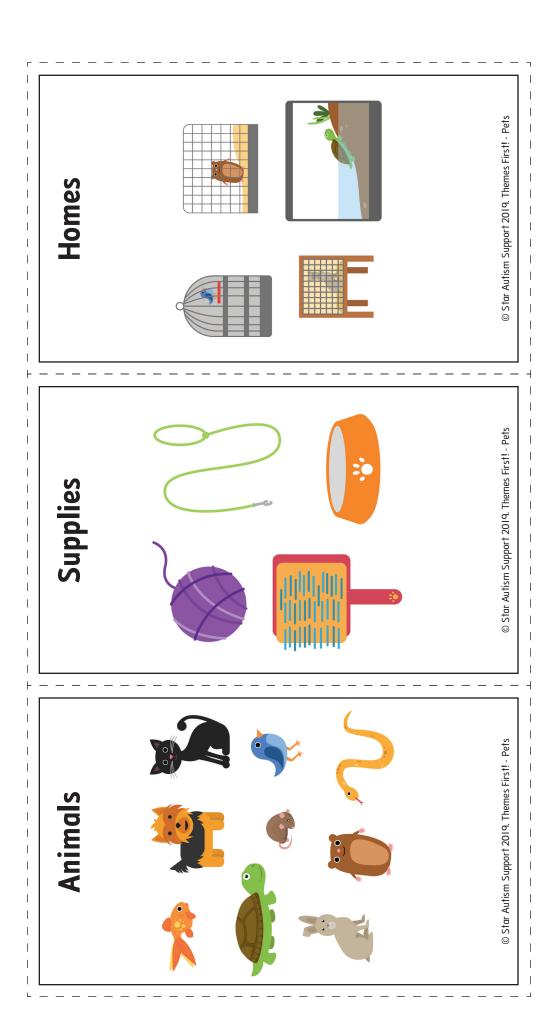
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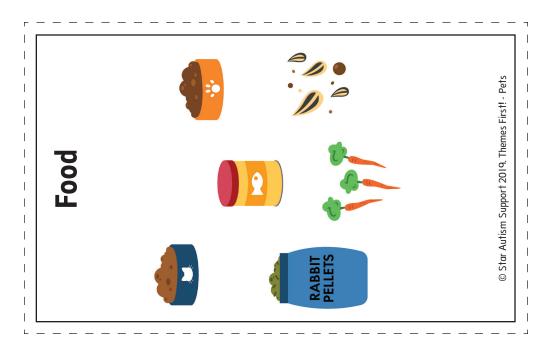
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Pet Category Cards:

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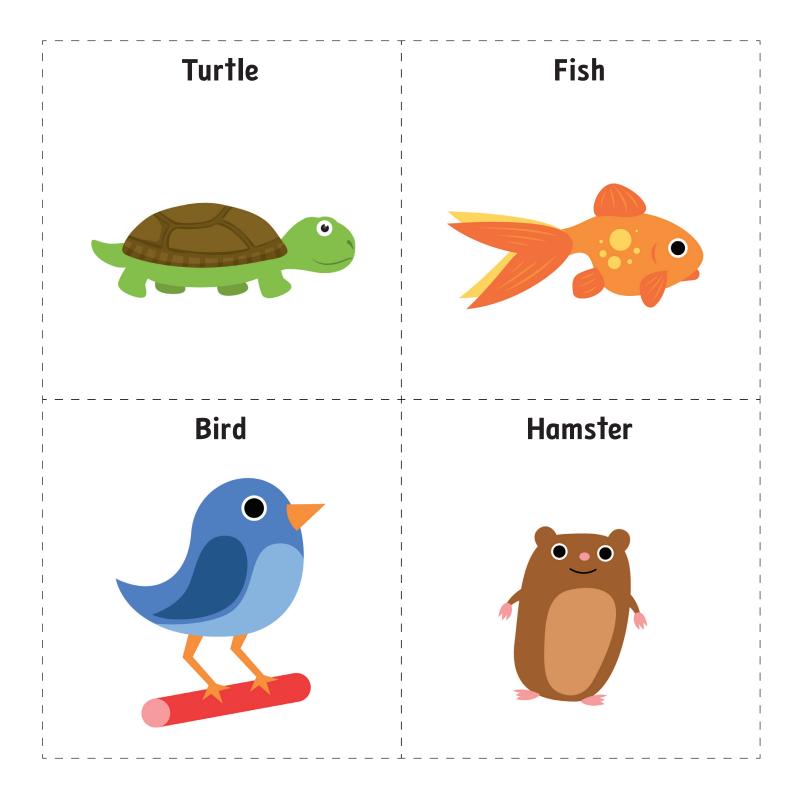
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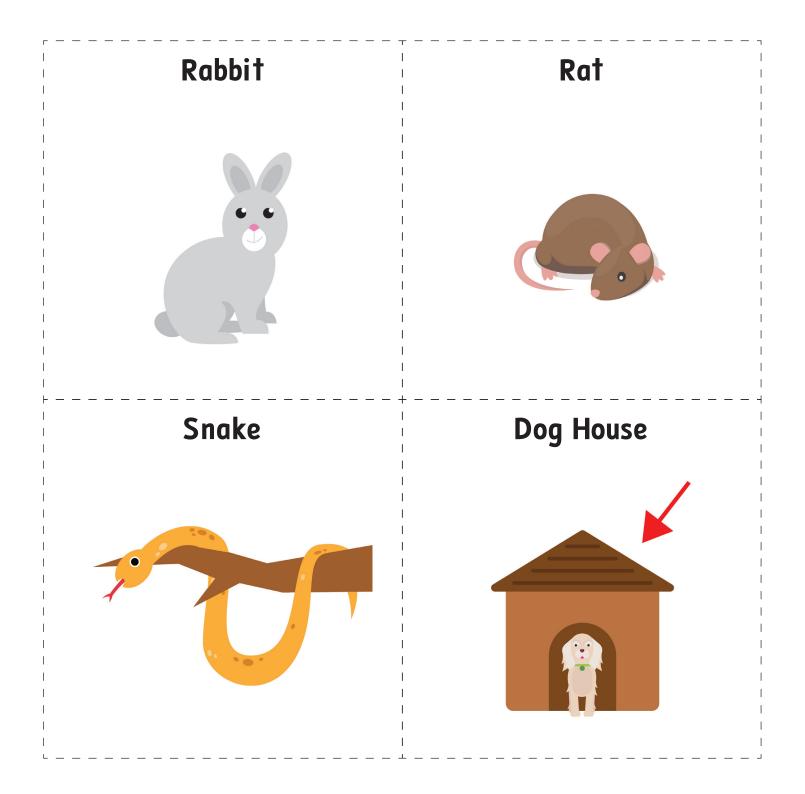




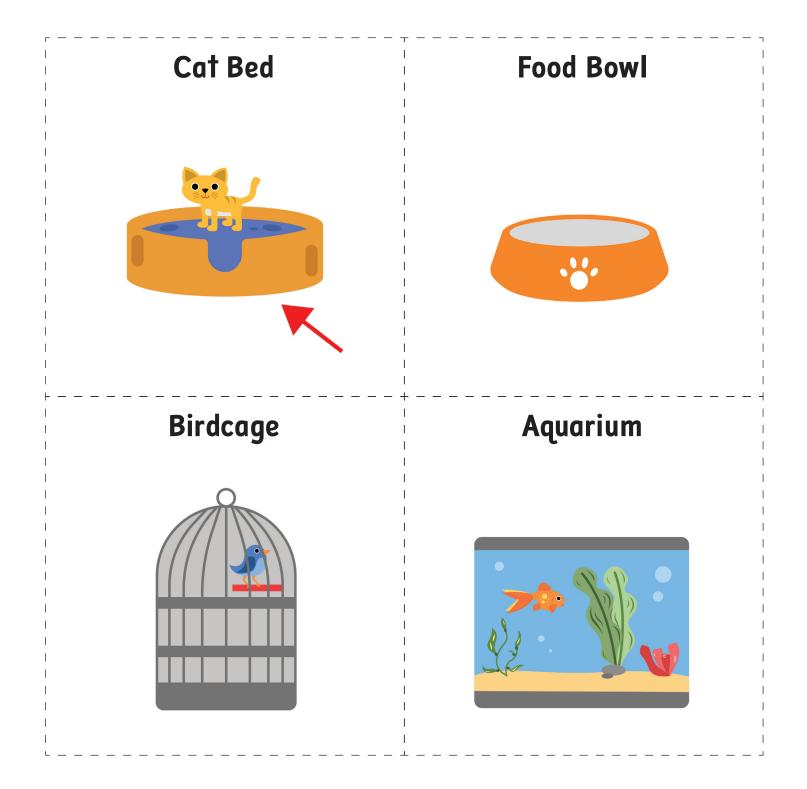






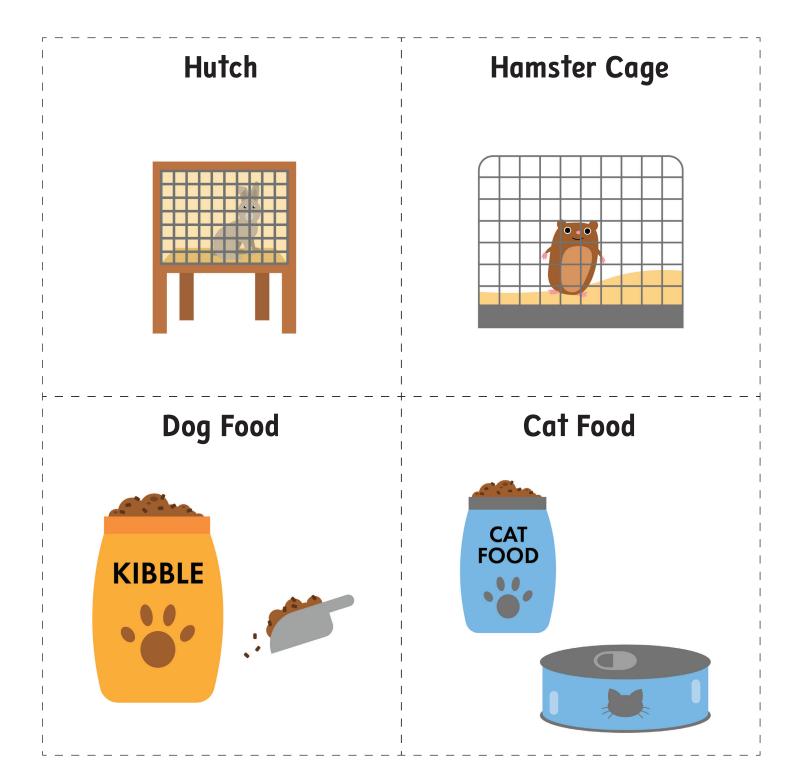






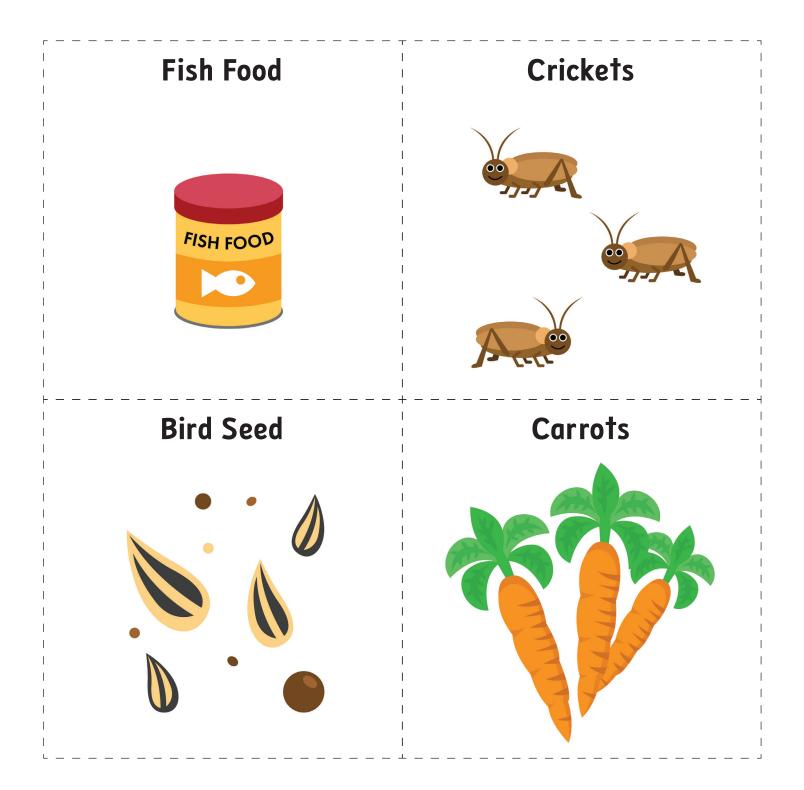
Pet Image Cards:

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Pet Image Cards:

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