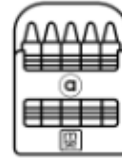


CRAFT & DRILL

Crayon Sorting KINDERGARTEN SET



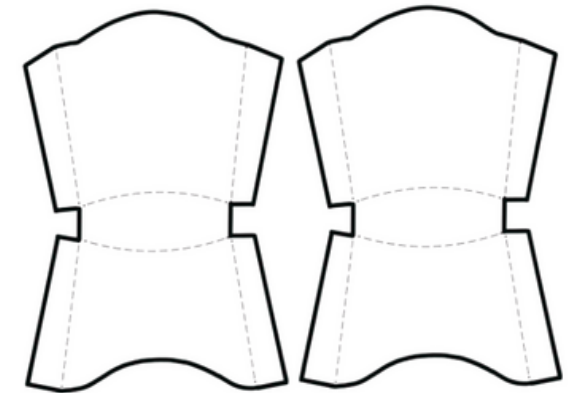
Directions

This set of resources follows the order of the IMSE kindergarten scope and sequence.

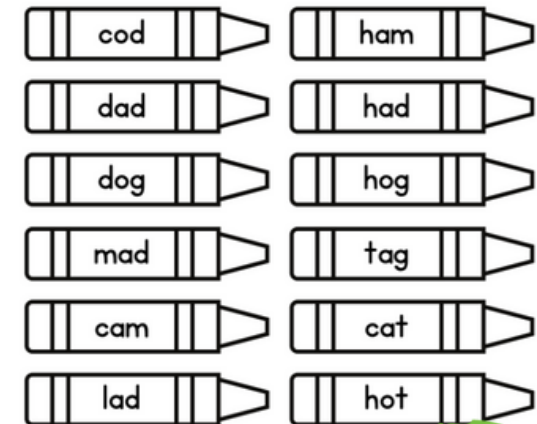
For longest lasting durability, print on cardstock. Print on colored paper/cardstock or have students color boxes and crayons. Have students cut out the crayon box templates on the following pages along the solid lines. Fold along the dotted lines. Glue the flaps on the left and right sides together. Cut out crayon shapes along the solid lines.

Choose categories for sorting. (For example: short a words, short e words, th words, g ending words). Label the outside of the boxes with the categories you have selected. During small group instruction or centers, have students sort the crayons into the appropriate boxes and practice reading each category of words to a teacher or partner.

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CARD GAMES

WABAM KINDERGARTEN SET



Directions

This set of resources follows the order of the IMSE kindergarten scope and sequence.

For longest lasting durability, print on cardstock. Cut out along the black lines.

This game can be used to review concepts during small group instruction. Select concepts to review and put cards into a pile, facing downward. Mix in some "WABAM" cards. Set a timer for the amount of time you'd like to play. A time period between one and three minutes per round will keep students engaged and entertained. Have students take turns picking up cards and reading each word. If a student reads a word correctly, he/she will keep the card in their own pile. If he/she reads the word incorrectly, he/she will put the card back in the center pile. When a student draws a "WABAM" card, everyone yells "WABAM" and that player must return all of their cards to the center pile. When the timer goes off, the player with the most cards wins.

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BOARD GAMES

Dragons & Unicorns KINDERGARTEN SET



Directions

This set of resources follows the order of the IMSE kindergarten scope and sequence.

Print out the boards and the paper dice located at the end of the file. Cut around the solid lines on the outside of the template and fold on the lines inside the template. Glue the flaps to the inside to shape the 3-D cube.

This game can be played with two players or a small group. Each player should use a game piece to keep track of his or her position in the game. Each player should roll one die and move the amount of spaces rolled. As each player moves, he or she should read each word passed. If a player reads any word incorrectly, he or she should stop on that space and read the word again on the next turn. Take turns moving clockwise. If a player lands on a dragon space, he or she should move three spaces back. If a player lands on a unicorn space, the player may move three spaces forward. The first player to read all of the words on the board and make it to the castle wins.

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