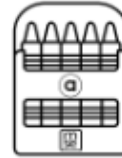


# CRAFT & DRILL

## Crayon Sorting KINDERGARTEN SET



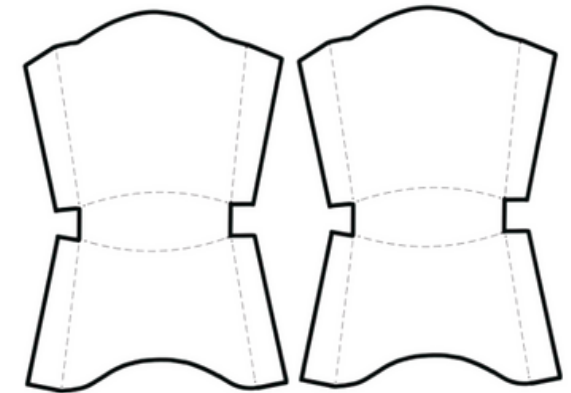
### Directions

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

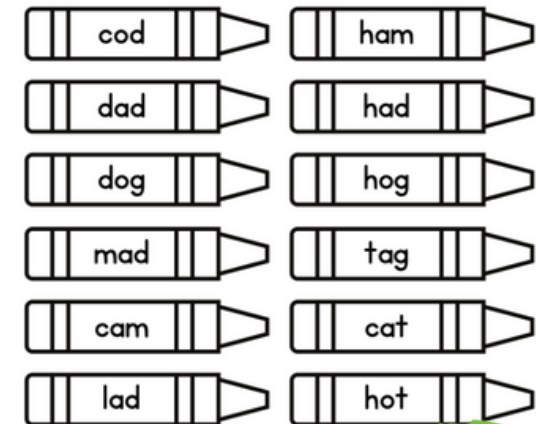
For longest lasting durability, print on cardstock. Print on colored paper/cardstock or have students color boxes and crayons. Have students cut out the crayon box templates on the following pages along the solid lines. Fold along the dotted lines. Glue the flaps on the left and right sides together.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

## Brain Blender FIRST GRADE SET



### Directions

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

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

This game is similar to the game "Heads Up". Two players work together as a team. Select concepts to review and put cards into a pile, facing downward.

Assign one student (Player 1) the "blender" role, and one student (Player 2) the "mind reader" role. Set a timer for one minute. Player 1 should pick up a card from the pile without looking at the word, and hold it on his or her forehead with the text facing Player 2. Player 2 will say each sound in the word (segmented "/m/, /a/, /p/") clearly without blending the word. Player 1 should blend the word as quickly as possible ("map") and put the word into a new "finished" pile. If the word is read incorrectly, students should keep trying until they read the word accurately. Repeat this process as quickly as possible until the timer is runs out. Count how many words the students read correctly together and challenge them beat their score by reading the cards even faster in the next round. Have players switch roles each round.

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# BOARD GAMES

## Ice Cream & Tacos SECOND GRADE SET



### Directions

This set of resources follows the order of the IMSE second grade 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 taco space, he or she should move ahead two spaces. If a player lands on an ice cream space, the player will "freeze" and lose his or her next turn. The first player to read all of the words on the board and make it to the castle wins.

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