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For ages 5 - 8



A Hive of Activities

*** A learning centre for maths,
language and spatial skills.**

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To the Teacher ...

Can you use a photocopier?

Then you can take full advantage of the easy to play, highly educational games in this book.

Simply choose a game, copy and fold the instruction card, then copy the relevant activity page. Each game, with its folded instruction card, can be located on a table with an aide or parent helper overseeing the activity.

The activities are child centred and lots of fun. Children will want to learn! Each activity will take between 15 to 40 minutes and may be varied according to the specific needs of the children.

Easily accessible materials may be required for some activities (e.g. pencils or counters). These may be substituted by other materials held in the classroom (i.e. crayons or coins).

The activities are highly educational. They are primarily K-3 based (5 to 8 year olds), however they are suitable for adaptation (e.g. harder words on fishing game) and are perfect for remedial and extension work. The activities are also highly appropriate for English as a Second Language students, as they encourage the development of questioning techniques in a non-threatening manner.

Other educational aspects addressed in this book are letter recognition, word recognition, reading development, word matching, rhyming words, fine motor development, verbal skills development, group co-operation skill development (e.g. taking turns), ordering numbers (ordinal and cardinal), addition, subtraction, multiplication symbols and equations, attributes and classification skills, pictorial representations, patterns, shape recognition, measurement, counting and spatial awareness.

This book offers an exciting and fun way of developing, reinforcing and enhancing all of these skills and many more, with all activities being taken from a successful classroom learning environment. The book aims to provide educators with the opportunity to implement these effective learning games with minimal effort and time spent on preparation.

It is recommended that the instruction and activity sheets be copied onto card for durability. These may be laminated where appropriate. When sets are to be duplicated (e.g. jellybean sums) it may be useful to use different coloured card for each set.

Word charts can be found on pages 19 and 23, with a blank for making your own words on page 21.

Numbers and mathematics symbols are on page 43.

Counters for maths activities can be found on page 58.

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Bingo

Sound



Sound Bingo



What you need:

1 set of alphabet cards. e.g.

G g

1 alphabet bingo card per child. (p 6, 7)

6 counters per child



What to do:

Children read the letters on the individual bingo cards.

Call out and show the children each alphabet card.

Children say the name and sound (e.g. 'Ef' that sounds like 'ff'), then cover the letter on their bingo card with a counter if they have it. The first person to complete his/her card is the winner.

Photocopy and cut - allow one set per group.



A a

B b

C c

D d

E e

F f

G g

H h

I i

J j

K k

L l

M m

N n

O o

P p

Q q

R r

S s

T t

U u

V v

W w

X x

Y y

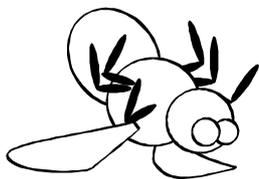
Z z

Alphabet
cards

Alphabet
cards



Fishing Game

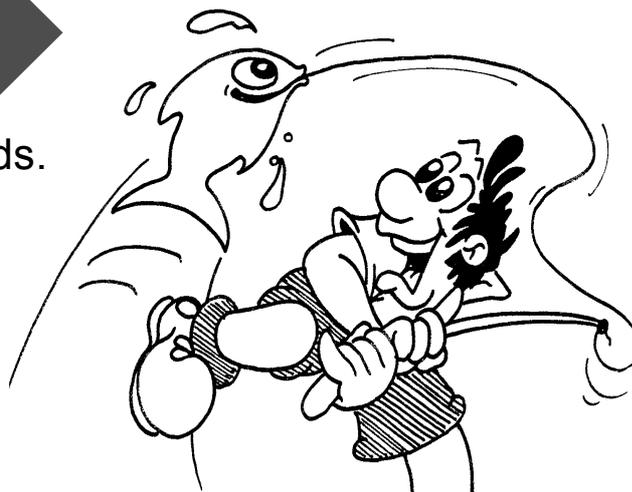


Fishing Game



What you need:

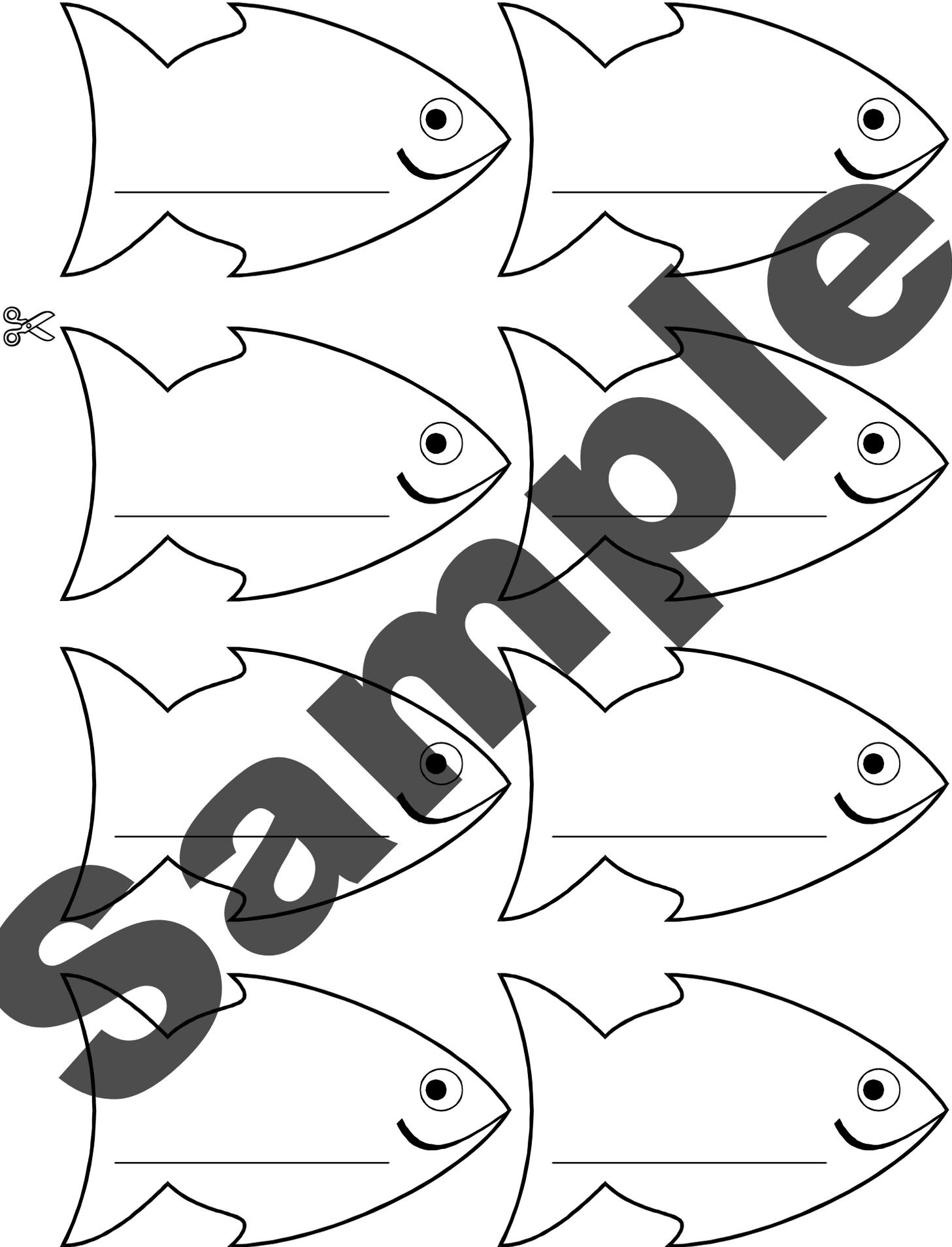
- 1 fishing rod (see page 59).
- 1 set of fish shaped word cards.



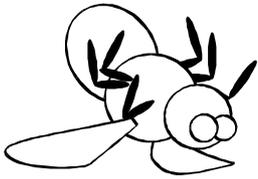
What to do:

Ask the children to read each word as you place fish word cards on to table face up. Children take turns to catch a fish and read the word (and show it) to the others. Once all of the fish have been caught, collect them and repeat the game.

Photocopy and cut - allow three fish per child.



The Beetle Spots On



Spots On The Beetle



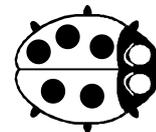
What you need:

- Beetle cards.
- Counters (spots).
- Pads and pencils.

What to do:

Give each child a beetle card and ten counters. Each child puts some counters on each of the beetle's wings and then writes a sum on a pad which counts the spots of the beetle.

$$\text{E.g. } 3 + 2 = 5$$



Correct each answer in the pad.

Encourage the children to do as many sums as they can, perhaps using a competition for fun.

Photocopy and cut - allow one beetle per child - add eyes for character.

