

Guided
Practice
Ideas
Continued

Choices - Choices provide automatic auditory cues. Manipulation of the foil can make the choice easier or more difficult. Foils that are obviously wrong make the choice easier, while foils closer to the target make the choice more difficult. Targets placed in the initial position of an ultimatum also increase difficulty. For example, "What do people live in – a house or a car?" is more difficult for a child than "What do people live in – a car or a house?"

Do binoculars make objects look bigger or do they fly things to the moon? (easier)

Do binoculars make things look bigger or smaller? (more difficult)

Who writes books: an author or a window? (easier)

Who writes books: an author or an illustrator? (more difficult)

What is used to guess the future: a prediction or an eraser?

What is used to guess the future: a prediction or a resource? etc.

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Charades - Write curriculum relevant vocabulary words on blank cards or pieces of paper. Use words with functions that can be acted out. Demonstrate for and instruct students how to play charades. Some examples of possible words to be acted out include:

Early elementary: clock, backpack, fireman, policeman, calculator, experiment, gloves, door, calculator, fork, wings, napkin, ruler, etc.

Late elementary: signature, interview, explorer, author, measure, etc.

Advanced: evaporation, American Revolution, brainstorming, judge, etc.

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Narrow it down - Things often have more than one function. When descriptions include functions that are more "narrowed down" they are more specific and more descriptive. For this activity give one clue at a time to students and see who can be the first to figure out what's being described. Talk about why some descriptions are better than others.

It breathes. → It flies. → It makes honey. (a bee)

This is used to take you places. → It takes you places very fast. → It takes you in the air. (plane)

This object is used to communicate. → You talk into it. → it's used in interviews. (microphone)

This object makes noise. → It plays music. → It makes long drives in cars less boring. (car radio)

It tells you what to do. → It gives you directions. → It tells you what ingredients to use to make things to eat. (recipe)

It gives us information. → This proves things that we think might be true. → Scientists use this to test theories and hypotheses. (research)