

CONCEPT CATERPILLAR DOWN LITERACY STREET WORDY WORM

Word/Picture Match

Add picture/word pairs associated with one another and match, placing pairs side by side:

- Rhyming pairs
- Letter to picture matching initial/medial or final position in word
- Counting -number order or match written # to number of objects on picture
- Go togethers- (hammer & nail...)
- Part/whole- (car & wheel...)

<u>Spelling</u>- write each letter of target word on an individual game piece to be sorted in order

<u>Sequencing</u>- use pictures or words related to event or to review story comprehension and place on game pieces to be placed in sequential order. (Also teach sequential concept: first, last, next...)

<u>Sentence Building</u>- place word of sentence on each piece, mix up and reorder <u>Schedule</u>- place picture/word depicting happenings of day, or steps for activity on pieces and use as schedule by having individual add or remove pieces as steps are completed. (Can place clear picture pocket from our website at the end of the schedule as a finished pocket)

<u>Auditory Processing Building</u>- place various target vocabulary on pieces lay them out and have individual listen to directions regarding which should come first, second, before, after and so on. Can group them in 2, 3, 4...increasing difficulty by increasing number of words and order to be remembered ("Get the bird and the dog"..."Put the bird on before the dog"...)

Receptive Language Building- place target vocabulary on pieces, lay them out and have individual listen as you name or describe one of the pictures/words as they choose the appropriate piece, adding it to the game board Expressive Language Building- have individual name picture as they lay it on

<u>Expressive Language Building-</u> have individual name picture as they lay it on the game board

<u>Reading</u> – have individual read target words off game pieces before placing on game board

Articulation/Speech- place pictures/words with target sounds on game pieces to be said by individual as piece is placed on game board