

M

atching scarecrows: Pre-writing on a Vertical Surface

Matching games at the vertical surface is a great place to work on the concepts of same and different. Everything is more fun with a friend, so in Trying Another Way, use the All-Turn-It® spinner to encourage social interaction.

Here's what you'll need

1. Wipe-off board
2. Pairs of adapted scarecrow magnets (see *Getting ready for the year*, p.13)
3. Real leaves
4. Finger-sized pom-poms made out of yarn
5. Laminating machine, or heavy tape
6. Small magnets
7. Dry erase markers
 - brown
 - orange
 - yellow

Getting ready

1. Mount the wipe-off board on a vertical surface at child height
2. Laminate the leaves, or cover both sides with heavy tape. Glue a magnet to the back of each leaf.
3. Place the leaves and scarecrow magnets on the wipe-off board, allowing enough space between pictures for the child to draw lines or shapes.

Activity

1. Using a marker, a child draws vertical and horizontal lines to connect the leaves or matching pairs of magnets. The child can also practice drawing shapes like circles and squares around the leaves and magnets.
2. The child holds the pom-pom with a mature grasp to erase the board.
3. To provide more stability while writing on the board, encourage the child to place their "helper hand" on the board.

Tips

- *If the child is using a whole hand grasp, and needs help separating the two sides of the hand, position a pom-pom under their ring and little finger as a visual reminder to squeeze the pom-pom. Prompt the child to "Hug the pom-pom."*
- *Specialty toy stores and card shops offer a wide variety of theme-related stickers for making adapted magnets.*



Trying Another Way

Here's what you'll need

1. Big Red® or Jelly Bean® switch
2. Picture communication symbol of a scarecrow
3. All-Turn-It® spinner

Getting ready

1. Place one piece from each pair of scarecrow magnets on the wipe-off board.
2. Place the remaining magnets around the top surface of the All-Turn-It spinner.
3. Plug the switch into the spinner, and place the scarecrow symbol on the switch.

Activity

1. One child activates the switch to spin the arrow.
2. When the arrow stops, another child removes the selected sticker from the spinner and places it on the wipe-off board.
3. The student reactivates the switch, and the process continues until all of the stickers are on the board.
4. Children use markers to connect the matching pairs.



Tip

- Attach pieces of adhesive-backed magnetic tape to a large blank overlay for the All-Turn-It spinner. Place the overlay on the spinner, and put the magnetic stickers on the overlay. When the spinner is placed in a vertical position, it is easier for the children to see, and the stickers will stay attached.

