

Presidential Fact Find

Materials

- ☆ Display tool
- ☆ Card stock
- ☆ Washington/Lincoln Picture Cards page
- ☆ Washington Fact Picture Card pages
- ☆ Lincoln Fact Picture Card pages
- ☆ Switch
- ☆ All-Turn-It® spinner
- ☆ LITTLEmack communicators (2)
- ☆ LITTLEmack communicators (2) or iTalk2™ communicator
- ☆ LITTLE Step-by-Step communicators (3 or more)

Lincoln



Washington



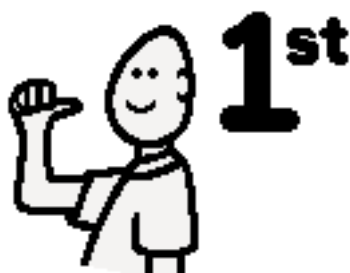
He was commander in chief of the army.



There's a story that says he chopped down a cherry tree.



He was the first president of the United States.



His face is on the dollar bill.



He was born in Virginia in 1732.

1732

He wore false teeth.



He signed the Declaration of Independence.



He grew up on a plantation.



For part of his life he was a planter.



He served for eight years as the president.



He studied hard, taught himself law and became a lawyer.



He worked as a clerk in a general store.



His picture is on the penny.



He was killed while watching a play.



He served as the president for four years.

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He lived in a log cabin as a boy.



He had four boys.



He was against slavery and issued the Emancipation Proclamation.



He loved to read and always had a book in his hands.



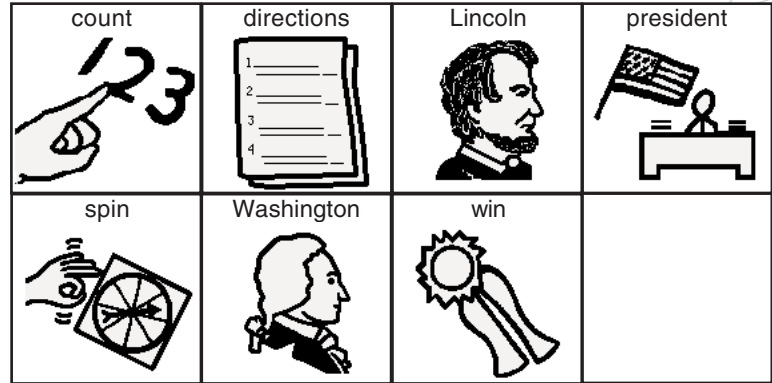
He was born in Virginia in 1809.

1809

Getting Ready

1. Prepare the following pictures/symbols:

- ✓ count
- ✓ directions
- ✓ Lincoln
- ✓ president
- ✓ spin
- ✓ Washington
- ✓ win



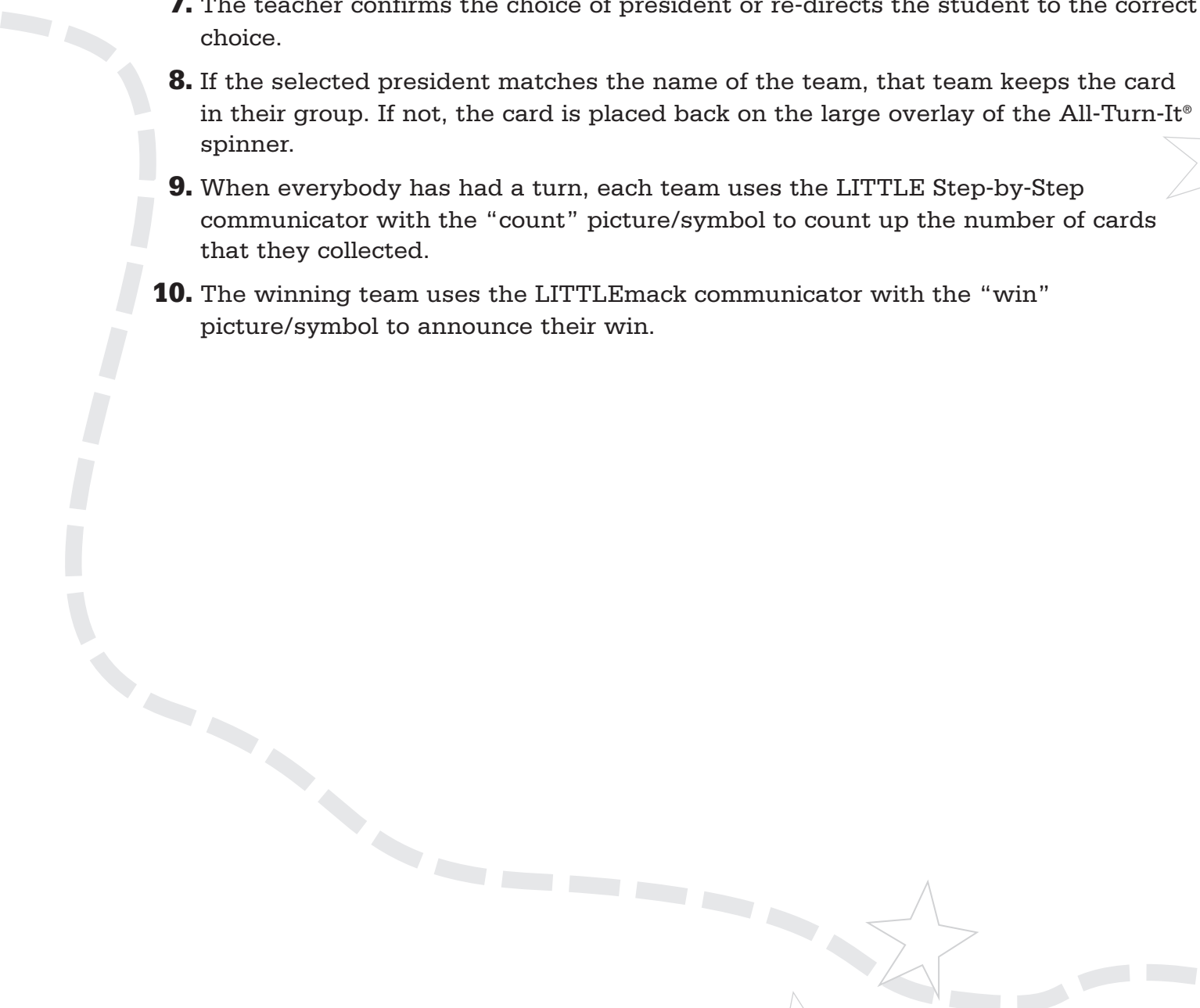





2. Copy the Washington/Lincoln Picture Cards page, the Washington Fact Picture Card pages and the Lincoln Fact Picture Card pages onto card stock. Cut out each picture card, keeping the Washington fact and Lincoln fact picture cards separate. Place the two Washington and Lincoln picture cards on the display tool.
3. Plug a switch with the “spin” picture/symbol into the All-Turn-It® spinner. Place a combination of Lincoln fact and Washington fact picture cards on the large overlay of the All-Turn-It® spinner. As cards are spun during the game, replace them with the remaining fact cards.
4. Place the “president” picture/symbol on the LITTLEmack communicator.
5. At the end of the game, record the sentence, “Our team won the Presidential Fact Find game” into the LITTLEmack communicator with the “win” picture/symbol.
6. Place the “count” picture/symbol on the LITTLE Step-by-Step communicator. Record the counting of numbers one through ten on the LITTLE Step-by-Step communicator.
7. Place the “Washington” picture/symbol on a LITTLE Step-by-Step communicator. Record each Washington fact into the LITTLE Step-by-Step communicator.
8. Place the “Lincoln” picture/symbol on a LITTLE Step-by-Step communicator. Record each Lincoln fact into the LITTLE Step-by-Step communicator.

9. Record the following script on the LITTLE Step-by-Step communicator. Place the “directions” picture/symbol on the LITTLE Step-by-Step communicator.

- “We’re going to play a game called Presidential Fact Find!”
- “We will break up into two teams — the Washington team and the Lincoln team.”
- “The teams will take turns spinning for a presidential fact card.”
- “The person who spins will read the fact card to the rest of the class.”
- “That person decides if it’s a fact about George Washington or Abraham Lincoln. The person is allowed to get help from his/her teammates.”
- “If the fact is about the president that the team is named after, the team keeps the card.”
- “If the fact is about the president that the other team is named after, the card goes back on the spinner and the other team is up.”
- “When everybody from both teams has had a chance to spin, each team counts up their cards.”
- “The team that has collected the most cards wins the Presidential Fact Find game.”
- “Before we start the game, let’s review some important information about George Washington and Abraham Lincoln.”

Student Activity

1. One student uses the LITTLE Step-by-Step communicator with the “directions” picture/symbol to give Presidential Fact Find game directions to the class.
2. Students are divided into two teams. One team is named the Washington team and one team is named the Lincoln team.
3. Each team uses the LITTLE Step-by-Step communicator with the “Washington” or “Lincoln” picture/symbol (whichever one matches their team name) to review the facts about that president. Students from each team may take turns activating the LITTLE Step-by-Step communicator to read off each fact. A teacher may show each fact card to the students as that fact is read.
4. The teams then take turns spinning for a fact card. One student from the team spins.
5. A teacher immediately records the fact into the LITTLEmack communicator with the “president” picture/symbol, as a sentence about the president. The student uses the LITTLEmack communicator to read the fact to the class.

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- 6.** The student who spun looks at the card and decides if it is a fact about Washington or Lincoln. The student selects a president by activating one of the LITTLEmack communicators or by activating the iTalk2™ communicator. The student may also make a choice by eye gazing at, pointing to, or grasping the Washington or Lincoln picture card of his/her choice from those on display. The student may get help from the rest of his/her team.
 - 7.** The teacher confirms the choice of president or re-directs the student to the correct choice.
 - 8.** If the selected president matches the name of the team, that team keeps the card in their group. If not, the card is placed back on the large overlay of the All-Turn-It® spinner.
 - 9.** When everybody has had a turn, each team uses the LITTLE Step-by-Step communicator with the “count” picture/symbol to count up the number of cards that they collected.
 - 10.** The winning team uses the LITTLEmack communicator with the “win” picture/symbol to announce their win.