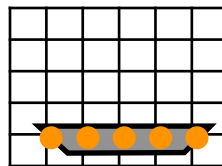- ❖ Worksheet 7, part F: Have the child draw a picture of how he would design Wilbur's medal.
- ❖ Worksheet 7, page 3: Use the bingo game boards to play vocabulary bingo.
  - ● Write each vocabulary word from part D on an index card. Then write the word and its definition on another index card. Do not write on the other side of the index cards.
  - ● Have the child cut apart the bingo game boards on worksheet 7, page 3.
  - ● Each player will use a game board.
  - ● Use the vocabulary word flashcards from Lessons 9-16. Each player writes the vocabulary words on his game board. The words will need to be written twice. There are 25 boxes and 12 vocabulary words. The box in the middle is a free space.
  - ● Have the child choose one definition flashcard and read the definition.
  - ● Cover the vocabulary word with a penny.
  - ● The first player to cover five words in a row (may be horizontal, vertical, or diagonal), is the winner.
  - ● Alternate activity: Include the sight words from the unit.

Math:

- ❖ Dictate the following monetary values to the child. Have him write each value on an index card.

  $ .46 $ .72 $ .12 $. 60 $ .81 $. 35 $. 96 $ .58

  - ● Have the child put the cards in order from the greatest to the least amount.
  - ● Have the child choose two cards. Subtract to find the difference between the amounts on the two cards. Continue to choose pairs of cards.
- ❖ Write an inequality sign on an index card (<). Choose two index cards. Place the inequality sign correctly between the two numbers. For example: $ .72   > $ .12
- ❖ Have the child make a bar graph on worksheet 7a. Use the information in part A. Then make a bar graph using part B of the worksheet.
  - ● Have the child label the top of the bar graph with a title such as "Charlotte's Meals This Week."
  - ● Label the left side with "Numbers of Insects."
  - ● Number the left side of the bar graph. He will need to number by twos.
  - ● Label the bottom with "Days of the Week."
  - ● Write the days of the week on the small lines under the bar graph.
  - ● Color the correct number of boxes on the bar graph to represent the number of insects eaten each day. Odd-numbered data will be shown by coloring half of a box.
- ❖ Worksheet 7a, pages 2-3: Play Sink the Ship (a paper format of *Battleship*).
  - ● Each player will use a Self and Player game grid to play the game.
  - ● Draw a five-unit ship, a four-unit ship, a three-unit ship, and a two-unit ship on your grid.

Five-unit ship

  - ● Players take turns calling out coordinates.
  - ● If a player says a coordinate where his opponent's ship is located, the opponent says, "Hit." If not, the opponent says, "Miss."
  - ● Mark your guesses on the opponent grid so you don't repeat guesses.
  - ● You may keep track of your opponent's guesses on the grid with your ships.
  - ● A ship is sunk when all of the coordinates have been hit. You must tell your opponent, "You sank my ship."
  - ● The player to sink all of the opponent's ships first wins.
  - ● Play additional games using graph paper, or make copies of the Sink the Ship game boards in the appendix.