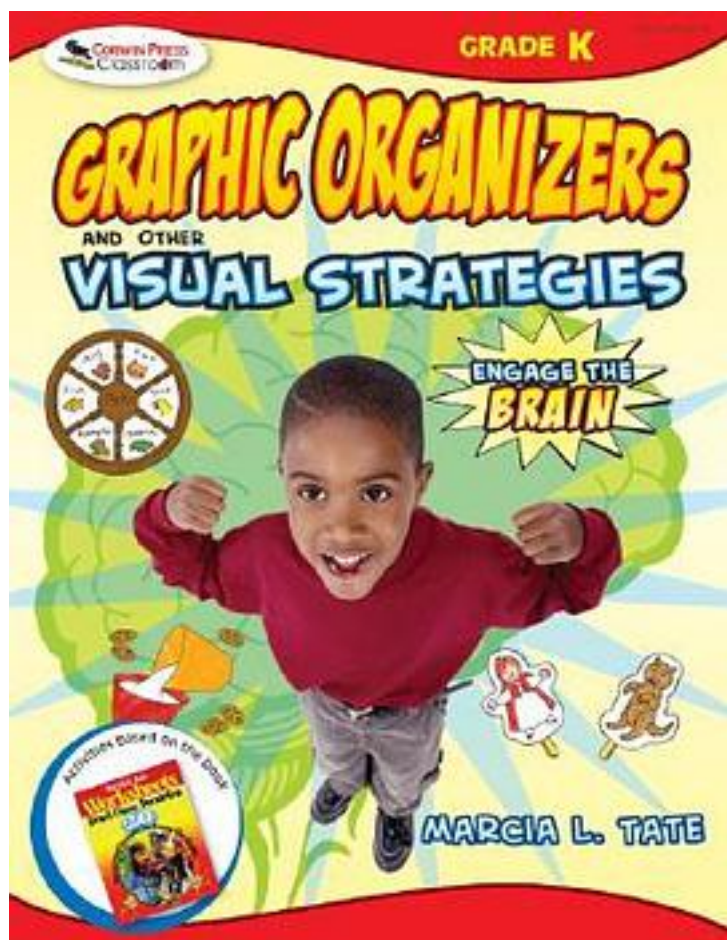


Engage the Brain



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This practical resource gives teachers the tools they need to plan lessons based on how the brain learns best. Based on tested, research-based strategies, this book offers a variety of literacy activities, incorporating games to help students make sense of and

reinforce learning. These activities give students the opportunity to not only play but also construct and design their own games, greatly increasing brain connections to the content. These strategies make a real difference to students' energy, motivation, and achievement. "Engage the Brain: Games, Grade One" contains games based on national academic standards for language arts, math, science, social studies, physical education, art, and music. Some games are based on old favorites (such as Tag, Go Fish, Old Maid, Bingo, Follow the Leader, 20 Questions) and some are brand new, including: Super Synonyms; Scrambled Sentences; Name That Book; Tricky Tangrams; 'Mind Over Matter'; Relay Race; 'Sensational Seasons'; Guessing Game; 'Symbols and Landmarks'; Memory Match; 'Secrets to Citizenship'; Telephone Animal Antics; Catch It if You Can; Take a Look!; Guessing Game; Name That Instrument; and, The 12 Days of School. Each game includes one or more learning objectives, a comprehensive materials list, step-by-step information for the teacher on how to prepare for and play the game, any necessary photocopyables (such as game cards, game boards, scorecards), and follow-up activities for extended learning. The games are presented in the brain-friendly lesson formation, including a focus activity, modeling, guided practice, independent practice, and closing.

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