

A cartoon-style illustration of a wooden wagon filled with several orange pumpkins. A silver shovel is leaning against the left side of the wagon. The wagon has a red-painted bottom and four black wheels with red hubs. The background consists of large, alternating orange and white triangles.



Time In Fall Time!

















After you play fall memory matches on the 1st or non-











rich with a partner, write your extra space to make a real ss with your matches.

Roll, Say, Color Digraph Leaf Bingo

Roll the dice. Find a word that begins or ends with the digraph. Color the leaf. Roll again. Play till you get a BINGO! (If playing with a partner—take turns rolling the dice.)

that 	shout 	chin 	when 
ship 	chug 	the 	wish 
this 	whip 	shell 	with 
what 	wash 	think 	chip 

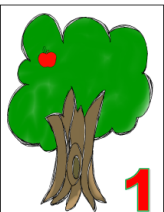
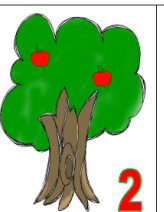
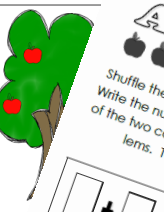
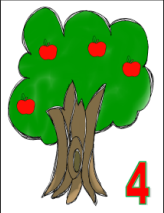
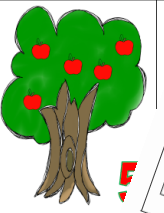
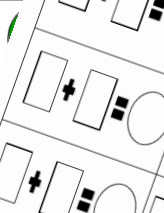
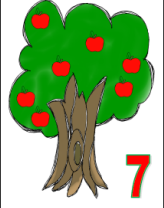


drag 	fan 
apple 	cart 
puck 	
bath 	

Falling for ABC Order

Use 4 words from above in a sentence...

Adding Up Apples

Shuffle the cards. Place all cards face down. Take turns drawing two cards. Write the number of each card in a square. Add the cards and write the sum of the two cards in the circle. Play until each partner has created nine problems. To find a winner add up all your circles to see who has the largest number.

 1	 2	
 4	 5	 6
 7		

My score was _____
My partners score was _____

Fall Fun Bingo

Fall Fun Bingo

FALL BINGO—To Play—This can be played in small groups or as a class.

Each player needs a bingo card and some sort of marker. Cotton balls, mini marshmallows, Hershey kisses, M&M's, erasers... are all fun ideas for markers.

Shuffle calling cards (page) and place face down if playing in small independent groups. If teacher directed, teacher can display calling card for class to see. Turn over a card. All students finds the matching picture on their card and cover it up. The nice thing about this game is that every picture called will be on the card (just in a different order) - this allows for everyone to cover a picture at every turn but still just one winner. (Keeps all engaged knowing they must find the picture on every turn and is not frustrating like regular Bingo.) First person to get four in a row or diagonal, wins! Perfect for preschool, kindergarten, first, or second grade classrooms.

Also great for classroom parties or family parties. Have fun!

BONUS: Play Fall Memory with page _____. Print two pages of page _____.

Students can play in small groups, so you will need to print a set of playing card per two—four students.

Play like regular memory. Place all cards face down. Students turn over two cards on turn. If they have a matching card, they keep the set and try again. It is the next persons turn when the student does not get a match. Game is over when all cards are collected. Count cards to find a winner.

You will need: Print page _____. You will need a card for each player in the group. There are two cards on page _____. If you have four players, print 2 pages of page _____ on cardstock. Print 2 sets of playing cards on page _____ for the group of players. Supply markers (candy M&M's, pom-poms, mini-marshmallows, foam circles) to use to cover the circles.

Set-up: Each player gets a card from page _____. Place cards (page _____) face down in pile.

How to Win: Be the first to fill your tree by covering all the circles.

To play: Players take turns in order drawing 1 card and performing the act on the card. For example: If the card says +3, then the player would add 3 pieces to their tree. If the card asks the player to give a piece away, they must give one piece away, if they have the piece to give. If they do not have any pieces on their heart, they do nothing and it is the next persons turn. Play continues until someone covers up all the circles on their tree!

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Fall Teaching!!!

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