

# Fun Ways to Introduce New Grammar!

## Timeline:

1. Headbands – student holds up card to forehead. Rest of group sings timeline and then stops when they get to the person's card and that person must sing that next card on their own.
2. Place cards around room when they come in and they have to find one card and sit down.
3. Spinner that lands on card – they have to start song from that card and then come back around to the beginning

## History

1. History Maze (on CC Connected)
2. Split into two groups and split sentence in half – try to out shout the other side. Do it 3 times each

## Science

1. Find little organs at hobby store (.50/ea)
2. Different ways of walking: like an old man, runway model, bad posture, scuba diver, tight rope, painting, in the dark,, sword fight

## Math

1. Print out skip counting #s (littles) use dot paint or marker to mark off.
2. Print out each letter/parenthesis/symbol and lay them out on floor
3. Littles – dot to dot (ex. Crown or castle for medieval) numbers will be skip counted numbers (ex. 5-10-15-20...). ..have them trace with crayon – then get ANOTHER color crayon and trace again (do 7 times with 7 colors)
4. 3 teaspoons (hold cup with three fingers pointing out) equals ONE (hold up one finger on other hand and use it to stir the teacup) TABLESPOON. 2 TABLESPOONS (hold up both pointer fingers, then pretend to stir two cups) equal ONE (make hands into circle like you are holding a cup and drink it) FLUID OUNCE.
5. Spider banner crawl

## Geography

1. User "littleleannzers" uses stories to remember states and capitals.
2. Tracing paper – trace a section each week

## Latin

1. Write definition on cups (with latin word on rim) and stack as you go along. Pictures on cups would be helpful for younger kids.
2. Have ½ class shout English and other ½ responds in Latin

## English

1. Write definition on cones (in wet erase) and set up so they can run around/through them.
2. Have one kid go out of room – hide an object. Kid returns and other kids chant (hot/cold style) they chant and get louder and louder as the "finder" gets closer to the object.