Appendix 1

Extra Practice, Play & Review

More Ways to Learn. Brighter Futures.

This appendix provides simple, flexible activities to help you extend, reinforce, and revisit learning. Use these ideas whenever you have extra time, need a change of pace, or want to give additional practice to support your learners.

Reinforce
Build confidence through practice.

Adapt
Use the ideas in your setting, with your materials, and for your learners' needs.

Engage
Keep learning playful, meaningful, and active.

Grow
Give every learner more opportunities to succeed.



Appendix 1

Extra Practice, Play & Review

More ways to learn. More ways to grow!



Purpose of This Appendix

These activities are optional ideas to give you flexible ways to extend, reinforce, or revisit learning. Use them with extra school days, for review, with small groups, or with individual learners who need additional practice. They are designed to be simple, low-prep, and adaptable to your classroom or home setting.

How to Use These Activities

- Choose activities that match your students' needs.
- Use them after a lesson, at the end of a Skill Pathway, or whenever extra practice is helpful.
- Modify the activities to fit your learners, materials, and time.
- Keep it positive, playful, and engaging!

1. Story & Language Fun

- Read a favorite story again and act it out.
- Use puppets or stuffed animals to retell the story.
- Ask simple questions about the story.
- Have children draw a picture and tell about it.

2. Talk Together

- Use the sentence frames from Appendix 4.
- Take turns asking and answering simple questions.
- Play "Find Someone Who..." (using class vocabulary).
- Encourage children to use new words in conversation.

3. Hands-On Learning

- Use manipulatives (counters, blocks, or tiles) to practice skills.
- Create matching games with flashcards.
- Make simple crafts related to the lesson.
- Use real objects from the classroom or environment.

4. Creative Play

- Draw, color, or paint pictures related to the lesson.
- Build with blocks or recyclable materials.
- Use play dough to form letters, numbers, or shapes.
- Create a class mural or collage.

5. Move and Learn

- Play movement games (e.g., "Simon Says," action words).
- Take a learning walk (find colors, shapes, or letters around you).
- Use songs and chants from Appendix 2.
- Do simple stretching or movement breaks.

6. Work Together

- Pair students to practice vocabulary or sentence frames.
- Do a simple group project (e.g., a poster or class book).
- Take turns being the teacher.
- Celebrate each other's progress.

7. Find and Explore

- Go on a picture hunt (in books, magazines, or around the classroom).
- Explore a theme further (animals, food, community helpers, etc.).
- Use "I see..." to describe what you find.
- Ask curiosity questions: "What do you notice? What do you wonder?"

8. Review and Refresh

- Play simple review games (e.g., memory, sorting, matching).
- Practice key skills from previous pathways.
- Use "Let's Look Back" activities from the student book.
- Give extra time for skills that need more practice.

9. Celebrate Progress

- Show and share what you learned.
- Give specific, positive praise (e.g., "You used a new word!").
- Display student work.
- Choose a fun class reward
- (e.g., extra play time, a favorite song, or a special activity).

Different ways to practice.
A brighter tomorrow!



Appendix 1

Quick Review Games

Simple Ideas. Big Impact.

These quick and easy activities help children review and apply what they have learned. Use them anytime you have extra time, need a change of pace, or want to give additional practice. Most activities use simple materials and can be adapted to fit your classroom, group size, and learners' needs.



1 Find It!

- Say a word, color, shape, number, letter, or concept.
- Children find or point to an example.
- Use real objects, picture cards, or items in the room.

"Find something red!"



2 Show Me!

- Give a simple direction using familiar vocabulary.
- Children show the answer with their body, an object, or a card.

"Show me three!"
"Show me something long!"
"Show me the letter B!"



3 Mystery Bag

- Place familiar objects or picture cards in a bag.
- A child chooses one and names, describes, counts, compares, or talks about it.
- Let others guess!

What is it?
Tell me about it!



4 Move to the Answer

- Place choices around the room (e.g., numbers, colors, letters, pictures).
- Say a word or question.
- Children walk, hop, tiptoe, or move to the correct answer.



"Hop to the circle!"

5 Teacher Says

- Play a movement game using Spark vocabulary.
- Give fun, clear directions.
- Children do the action only when you say, "Teacher says..."

Teacher says... touch your nose!"



6 What Changed?

- Display several objects or picture cards.
- Children close their eyes.
- Remove or move one item.
- Ask: What is missing? What changed? Where is it now?



7 Sort It!

- Children sort objects or cards by a variety of attributes.
- Try color, shape, size, animal type, beginning sound, number, or other concepts.



8 Build a Sentence

- Choose a vocabulary card and a familiar sentence frame (from Appendix 4).
- Children complete the sentence orally (or with cards).

"I see a ____."
"It is ____."
"It can ____."



9 Ask a Friend

- Use familiar question frames from Appendix 4.
- Children take turns asking and answering.
- Try with a partner or small group.

"What do you see?"
"What do you like?"
"How many?"
"Where is ____?"



10 Tell Me More

- A child says a sentence. You or a partner ask follow-up questions to extend language.
- Try: What color is it? Where is it? What can it do? How many? Why?

I see a bird."

What color is it? Where is it?



11 Act It Out

- Children demonstrate action words and concepts with their bodies.
- Use verbs (jump, crawl, sleep), describing words (big, small, fast, slow), or location words (under, beside).
- Let others guess!

Can you jump?"



12 Story Detective

- After reading a Travel Tails story, look for specific items in the pictures or story.
- Find an animal, place, color, number, action, feeling, or vocabulary word.
- You can also ask comprehension questions or have children retell the story.

Can you find the penguin?



Practice. Play. Discover. Grow!