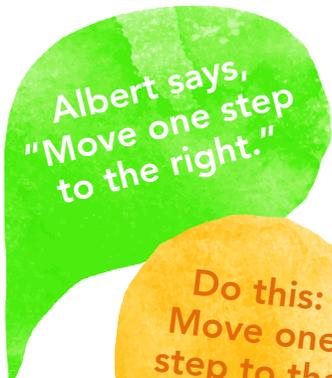


## LET'S PLAY "ALBERT SAYS"

(A MODIFIED VERSION OF SIMON SAYS)



### Let's Play!

- ▶ In a large open space, have the class or a group of children form a horizontal line in front of you.
- ▶ Explain that the caller will give commands either by saying "Albert says" or "Do this." Emphasize that they should follow the command *only* when they hear the words "Albert says."

Before beginning, you may wish to demonstrate being the "caller" and modeling the direction words with your back to the children, so that everyone is moving in the same direction. Some examples are:

- ▶ "Albert says, move one step to the right." (Children should follow the command and move one step to the right.)
- ▶ "Do this. Move one step back." (Children should NOT follow the command. If a child takes a step back, they are out of the game.)
- ▶ The winner is the last child remaining in the game.

### Change it up!

As the children become familiar and more confident with the direction words you can:

- ▶ Stop modeling the movement and only give out the verbal commands.
- ▶ Use the words *jump*, *slide*, or *hop* instead of always using the word *move* in the command.  
Example: Albert says, "Jump one step to the right!"
- ▶ Have the children move "two steps" or "three steps" in the direction given.

## LET'S DO THE HOKEY POKEY!



For the activity you will need:

- ➔ Rubber bands, one for each child

### Getting Ready

- ➔ Give each child a rubber band. Explain to the children that the rubber band is going on their right wrist, because both words, rubber and right, start with "r" and the rubber band is to help them remember which hand is their right hand.

### Doing the Hokey Pokey!

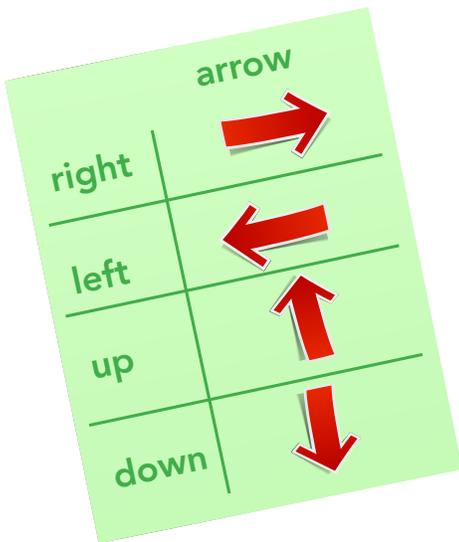
- ▶ Have the children form a circle.
- ▶ Review the directions words with the group by practicing moving together: to the right, to the left, moving forward, moving backward.
- ▶ Encourage the children to sing the "Hokey Pokey" song. (Note: the song is available online.)
- ▶ Be sure to emphasize the direction words in the phrases as you say them:  
 "Put your **RIGHT** foot in..."  
 "Take your **LEFT** arm out..."
- ▶ Create your own phrases for the song including the direction words *forward* and *backward*.  
 For example: "Put your whole head **FORWARD**, put your whole head **BACKWARD** [repeat], then shake it all about. You do the Hokey Pokey and you turn yourself around. That's what it's all about!"



## HANDPRINT MASTERPIECE MURAL

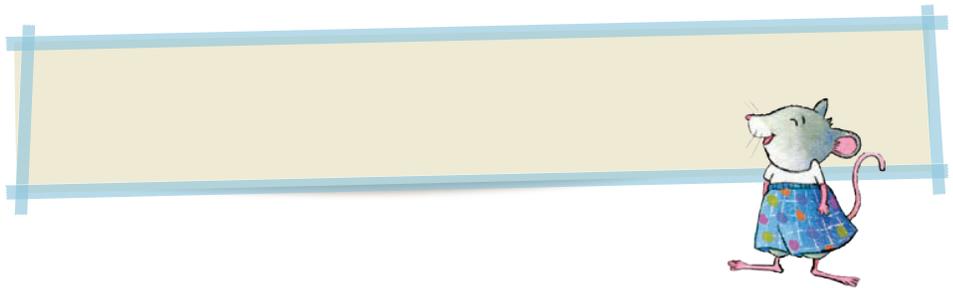
For this activity you will need:

- ➔ A large piece of paper
- ➔ Washable paint in different colors
- ➔ Paper plates
- ➔ Paint brushes
- ➔ Markers



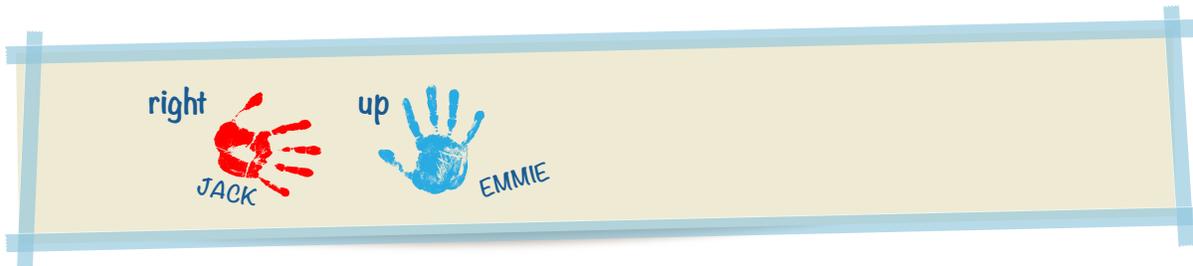
### Getting Ready

- ▶ On a large piece of paper, prepare a chart similar to the one shown here. Display and use it to review the direction words.
- ▶ Secure the mural paper to the chalkboard or to a wall.



### Let's Start Painting!

- ▶ Using the arrow chart, review the direction words *right*, *left*, *up*, and *down*.
- ▶ Encourage a volunteer to come up and choose the direction word he or she would like to display on the mural paper.
- ▶ Have the volunteer select a color to paint on one hand.
- ▶ When the child has finished painting, have him or her print their handprint on the mural paper in the direction they chose.
- ▶ Use a marker to label each child's handprint.
- ▶ After all the children have had a chance to place their handprints, invite each one to write the direction word that goes with their handprint.



## HANDPRINT MASTERPIECE MURAL

### Bonus Activity

#### Make a Mural Graph

Create a graph such as the one pictured. Place it at the far end of the mural. Use it to compare how many children chose each direction.

