

# Pre-Kindergarten Review

## Introduction

All bracketed text should not be read aloud and is for reference only.

## Review Activity 1

### Activity 1 Materials

- Braillewriter
- Index cards cut into halves
- Empty container
- Optional: foam stickers, Wikki Stix<sup>®</sup>, buttons, textured paper

### Activity 1 Teacher Note

The length of time you play and ratio of BANG cards to flashcards is up to you.

### Activity 1 Teacher Script

We are going to play a new game called BANG, but first we will need to make number flashcards. You will need your braillewriter, index cards cut into halves, and an empty container. First, braille each numeral from 0-10 three times on different index cards. Second, I will braille the word BANG on several index cards. Third, feel the word BANG. What did you notice about the word? Yes, it is longer than all of the numerals, and it begins with a double capital indicator.

Now let's shuffle the cards and place them into the empty container. If you would like, you can "decorate" the BANG container with foam stickers, Wikki Stix<sup>®</sup>, buttons, or textured paper.

### Instructions for Playing BANG

1. You will need 2 or more players for this game. Take turns reaching into the container and pulling out a flashcard. If you read the numeral correctly, you get to keep the card. If you do not read the numeral correctly, the card goes back into the container.

2. Continue taking turns. If you pull out a BANG card, you must put your whole pile of cards back into the container!
3. At the end of 10 minutes, whoever has the most cards is the winner!

## Review Activity 2

### Activity 2 Materials

Student Braille Document: GPK-Review-Student.brf

### Activity 2 Teacher Script

Read the numeral at the beginning of each line and then find its match on the line of braille. Say "all aboard" when you find the match! Chug-chug-chug!

[Make sure the student is viewing the six lines of braille on page 1.]

⠠⠠⠠      ⠠⠠ ⠠⠠⠠ ⠠⠠⠠ ⠠⠠⠠ ⠠⠠

⠠⠠⠠      ⠠⠠⠠ ⠠⠠ ⠠⠠ ⠠⠠⠠ ⠠⠠⠠

⠠⠠⠠      ⠠⠠⠠ ⠠⠠ ⠠⠠⠠ ⠠⠠⠠ ⠠⠠⠠

⠠⠠⠠      ⠠⠠ ⠠⠠ ⠠⠠⠠ ⠠⠠⠠ ⠠⠠⠠

⠠⠠⠠      ⠠⠠⠠ ⠠⠠⠠⠠ ⠠⠠ ⠠⠠⠠

⠠⠠⠠⠠ ⠠⠠ ⠠⠠⠠ ⠠⠠⠠ ⠠⠠⠠⠠

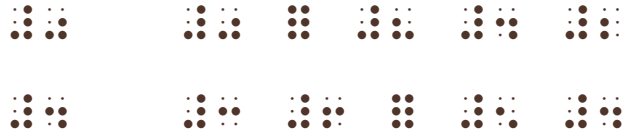
You are on the right track! Let's continue to read the numeral and find its match on each line of braille.

[Make sure the student is viewing the five lines of braille on page 2.]

⠠⠠⠠      ⠠⠠⠠ ⠠⠠⠠ ⠠⠠⠠ ⠠⠠ ⠠⠠

⠠⠠⠠      ⠠⠠⠠⠠ ⠠⠠ ⠠⠠⠠ ⠠⠠⠠

⠠⠠⠠      ⠠⠠ ⠠⠠ ⠠⠠⠠ ⠠⠠⠠ ⠠⠠⠠



## Review Activity 3

### Activity 3 Materials

- Student Braille Document: GPK-Review-Student.brf
- Optional: small stickers

### Activity 3 Teacher Note

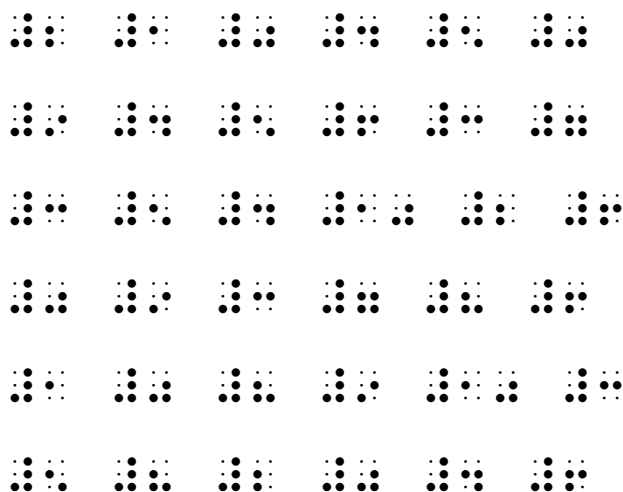
- There are three different number search games that can be used.
- Choose different numbers to locate, beginning with a number that the student knows well, and then move to a number that your student needs to continue practicing.
- If desired, multiple copies of the number searches can be embossed in order to practice all of the numerals.

### Activity 3 Teacher Script

Try a number search game. Whenever you find the numeral that I call, you can make your favorite train sound, stomp your foot, or place a small sticker on top of the numeral each time.

#### Number Search 1

[The Number Search 1 game card is on page 3.]



## Number Search 2

[The Number Search 2 game card is on page 4.]

### Number Search 3

[The Number Search 3 game card is on page 5.]