

ACTIVITIES

Pokémon Go Activity

1. Search the internet for images of Pokémon characters.
2. Enlarge and print them out.
3. Add an academic task to the back of each character. For example, in math, it could be an equation or number identification. For reading, it could be a visual related to a story the classroom is reading or a vocabulary word, etc.
4. If you want to add technology, you could generate a QR code that the student will scan in the classroom, and the scanned code gives them access to the academic task. <https://www.the-qrcode-generator.com/>
5. Place the pictures of the characters along a path that you will be taking. Place some in obvious, easily sighted locations and make others harder to spot.
6. As you walk, ask the students to look for characters and collect them to bring back to class for your activity.
7. Students can work in a group or individually based on the type of task that you have created.
8. Take a picture as you do this activity, so that you can create a classroom experience book to share with students afterward, to talk about and remember the activity. For example, take a picture of each student with the character that they find. Using PowerPoint, create a slide for each picture. Insert text, such as "Matthew found Nicario," "Carlos found Marsh."

Movement Activity – Musical Round

1. Program notecards with information for the students to identify. Remember to be thinking of ways to differentiate cards for the varying abilities of your students. For example, if you are studying healthy food choices, you might have different pictures of types of food taped to the cards, and you would ask different leveled questions based on what your student can answer.
2. Tape the cards to the floor in an open area of the classroom.
3. Play music while the students walk from card to card.
4. Stop the music and ask each student a question based on the card that they are standing closest to. This is where you will differentiate. For example, for one student, you might ask them to identify the picture. For another, you might ask them to identify the picture and categorize it as a healthy choice or an unhealthy choice, as a fruit or a vegetable, etc. You know your students and their academic goals, so it is up to you to think of ways to raise or lower your request based on their abilities. Students can also take turns using a switch to turn the music on and off for classmates.

Sensory Activities

1. Use sensory bins (rice, noodles, beans, etc.) and hide items that relate to another activity. For example, your class is reading an adapted version of *Hatchet* by Gary Paulsen, <http://www.ric.edu/sherlockcenter/dsi/hatchet.pdf>, see *January Resource* file. You might hide pictures or small items in the sensory bin that relate to that story. Talk about each item and relate it to the story as you add it to the sensory bin.