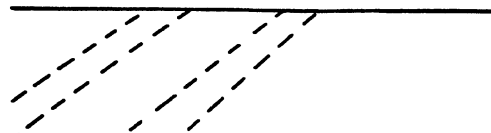
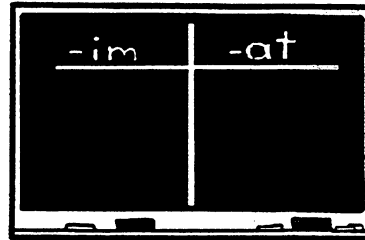


# SPACEWALK

*Type of game:* Blackboard relay

*Skill:* Rhyming words, word families

*Materials:* Blackboard; chalk



Divide the group into two or four teams. The teams should line up in columns a few feet from the board. The board should be divided by chalk lines into two or four sections depending on the number of teams. At the top of each section write a word family pattern such as "-at" or "-im."

The distance between the first member of the team and the board is considered "outer space." The "astronauts" on each team are to "walk through space" to the board where they must write a word that is in the family listed. Words can be written randomly, but not repeated, in each team's section. If no new word can be thought of, the team member at the board must say "I'm lost in space," circle the pattern, and return to the end of the line. While in line, however, team members may collaborate to think of words, sharing them quietly so that other teams will not hear.

A round of the game is complete when each child has had a turn at the board. Points are awarded for each real word on the board and the next round begins with a new word family pattern. A limit should be set for time spent at the board with the teacher declaring that a child is "lost in space" if too much time is taken.

## WORD FAMILY PATTERNS

-ab	-ame	-ash	-ed	-ice	-ine	-oke	-ub
-ace	-amp	-at	-eed	-ick	-ing	-old	-uck
-ack	-an	-ate	-eep	-id	-ink	-one	-uff
-ad	-and	-ave	-eet	-ide	-int	-ong	-ug
-ade	-ane	-aw	-ell	-ig	-ip	-op	-um
-ag	-ang	-ay	-en	-ight	-it	-ope	-ump
-ail	-ank	-eak	-end	-ill	-ive	-ore	-un
-ain	-ap	-eal	-ent	-im	-ob	-orn	-ung
-ake	-ar	-eam	-est	-ime	-ock	-ot	-unk
-all	-are	-ear	-et	-in	-od	-ow(ou)	-ush
-am	-ark	-eat	-ew	-ind	-og	-ow(o)	-ut

# INTRODUCTION

*Great Games for Cooperative Learning* contains directions for activities designed to encourage and stimulate children in years 2-5 to practise basic reading and language skills in a game format that fosters interpersonal communication and collaboration. "Space" has been chosen as the theme for the games because of its universal appeal to the interest and imagination of students of all ages. The simple materials needed for the games are included in the book or are readily available to classroom teachers. Students will be actively practising spelling, grammar, language, and word recognition skills when they use these fun, exciting games. And, as they help each other achieve the games' goals, children will be experiencing the benefits of cooperative learning.

## NOTES TO THE TEACHER

Before beginning the activities in this book, you and your students will want to be familiar with the basic ideas of cooperative learning. *Blueprints for Thinking in the Cooperative Classroom*, is an excellent resource for teaching these concepts.

**DEFINITION:** Cooperative learning is people working together for a common educational goal. The process or way in which the goal is achieved is just as important as the goal itself. Group members are responsible for, and to, each other.

### ROLES FOR MEMBERS OF A COOPERATIVE GROUP

GUIDE or LEADER usually reads the directions or begins the activity.

CHECKER makes sure that everyone understands the directions and checks answers.

ENCOURAGER sees that everyone takes part in the activity.

RECORDER writes down group responses.

RUNNER gets the materials that the group may need.

\*Please note that not every activity will require all of the above members..

## USING THE GAMES

With some of the games the teacher may want to create a means of recognition for cooperation as well as completion of the task. It is also important to establish a set of rules for appropriate group conduct and safety. The number of members in a group can have a dramatic effect on the activity. If the groups are too large, the children will spend too much time waiting for turns. Some of the games have time limits which are meant to keep the game moving and make it more challenging. Depending on the abilities and needs of the students, some adjustments may have to be made if time constraints cause frustration.

Teamwork is stressed in all of the games as students are urged to work together to accomplish the game's goal. Scoring should be used to encourage each player to work for the group, not to see which individual comes out on top.

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