

MIX-N-MATCH

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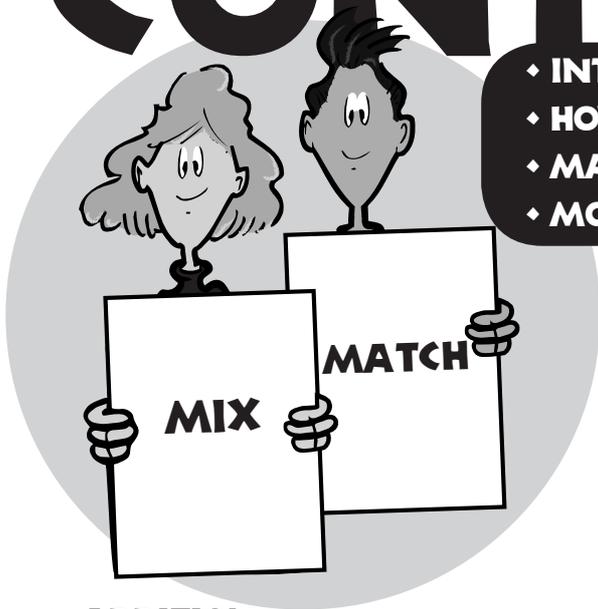
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INTRODUCTION

Transform content mastery into a fun and energizing learning game. Your students will enjoy mixing and quizzing each other so much, they won't even notice how much information they're learning. Mix-N-Match is a great classbuilding activity too. Students are out of their seats, having fun, and learning with all classmates.

HOW TO PLAY

On the following pages, you'll find step-by-step instructions. Here's a nutshell description of Mix-N-Match: Students each receive a Mix-N-Match card. They stand up and pair up. Students each quiz their partner, then get quizzed by their partner, then trade cards. They repeatedly quiz, quiz, and trade, each time with a new partner. Finally, the teacher has them find their partner with the matching card.

There are numerous additional learning games you can play with the Mix-N-Match cards in this book. We'll get to those in a few pages.

WHEN TO PLAY

The 12 Mix-N-Match sets in this book were designed to help students master basic information and skills. Pull out the corresponding Mix-N-Match set when you're studying a topic. The cards are great for acquiring the content and for review. If the content on the cards is new content for your students, it is recommended that

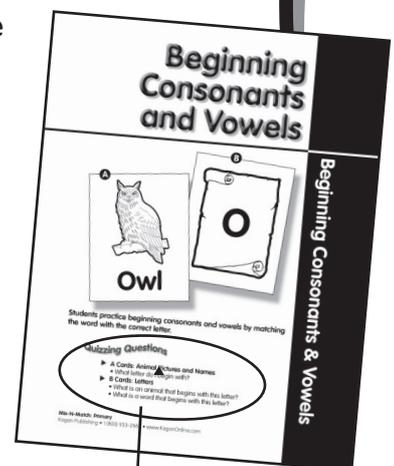
you introduce the content before they play.

One word of caution: Content mastery is important, but it's just one part of the entire educational picture. These sets were designed to supplement other great things you do in your classroom: the investigations, the projects, the discussions... They are not intended to replace them!

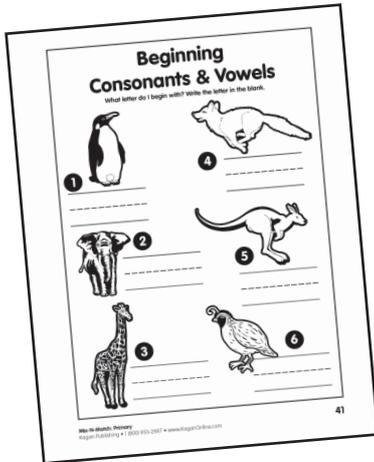
WHAT'S IN THIS BOOK

INTRO PAGE

Each Mix-N-Match set has an intro page. On the intro page are "Quizzing Questions." These are questions you can have students ask each other as they quiz their partners using their cards.



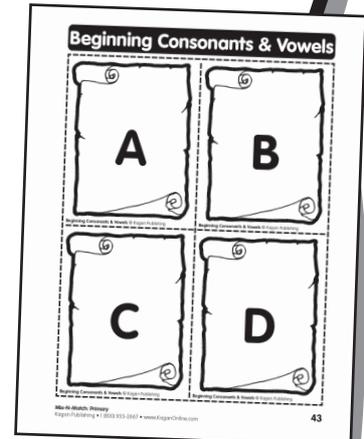
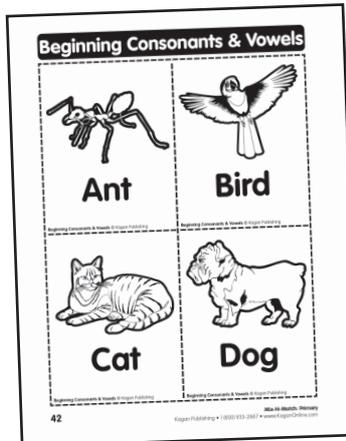
MIX-N-MATCH



WORKSHEETS

Following the intro page, there are two reproducible worksheets associated with each Mix-N-Match set. These worksheets can be used to practice the concepts before playing Mix-N-Match or for reinforcing the concepts after Mix-N-Match.

You can use a variety of Kagan structures for the worksheets, or even have students work independently. We recommend you use the RallyCoach structure to have students do the problems on the worksheet. For RallyCoach, students pair up. Partner A solves the first problem while Partner B watches, checks, and praises or coaches. For the next problem, Partner B solves the problem while Partner A watches, checks, and praises or coaches. Partners take turns solving each problem. This structure allows students to watch how their peers solve problems and allows for peer tutoring when necessary.



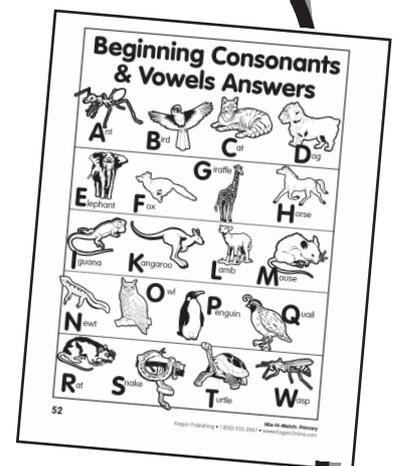
MIX-N-MATCH CARDS

Next, and at the heart of the book are the Mix-N-Match Cards. On each two-page spread, you will find the matching cards so it is easy to see at a glance which cards are a "match." The card in the upper left corner on the even page matches the card in the upper left corner on the odd page.

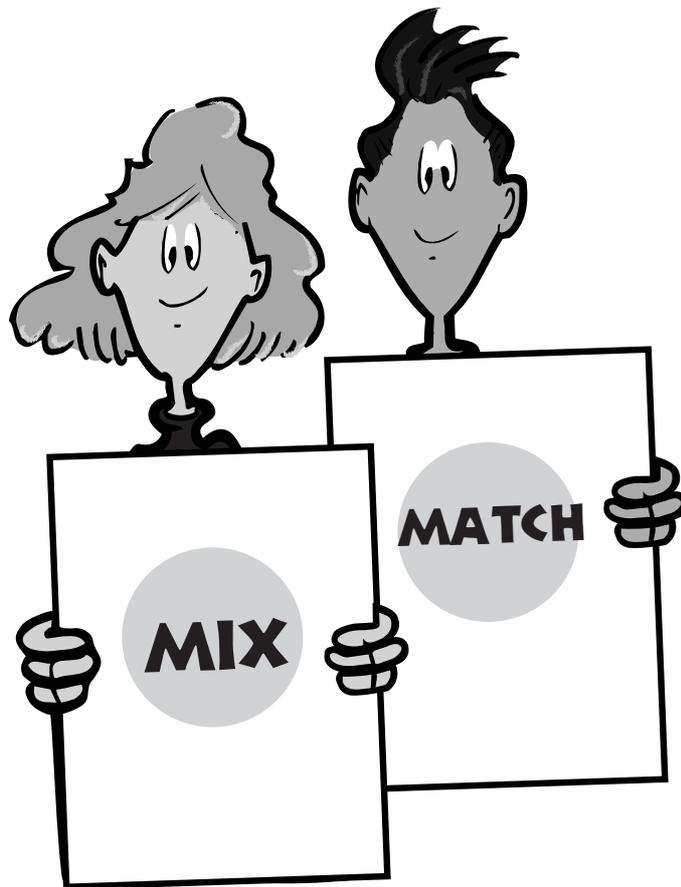
ANSWER PAGE

On the last page of each card set, there is an answer page. On this page, you will either find the answers to all the matches in the card set, the

answers to the worksheet, or additional helpful information for students. You can use these pages to check students' answers or when introducing or reviewing the matching content.



MIX-N-MATCH



Students mix, repeatedly quizzing new partners and trading cards. Afterward, they rush to find a partner with the card that matches theirs.

HOW TO PLAY

MIX-N-MATCH

SET-UP

Copy a Mix-N-Match card set for your class. Cut out the cards, or have students cut out the cards. Distribute the cards so each students receives one card.

STEPS

1

STUDENTS STAND UP, HAND UP, PAIR UP

With a card in their hands, students stand up, push in their chairs, and put their hands up. They keep a hand up until they find a partner. Students use the card to quiz their partners. For example, for the Beginning Consonants and Vowels set, the student with the animal card asks, "What letter do I begin with?"

2

STUDENTS QUIZ PARTNERS

The partner answers. If correct, the partner receives a compliment ("Excellent job!" "Great work!"), or a high five. If incorrect or no answer is given, the partner is given the answer and coached how to remember it.

3

SWITCH ROLES: STUDENTS QUIZ PARTNERS

The other partner quizzes, then praises or coaches. For example, the student with the letter card asks, "What is an animal that begins with this letter?"

4

PARTNERS TRADE CARDS

Partners trade cards and say, "thank you," or "good-bye."

5

REPEAT WITH NEW PARTNERS

Partners split up and repeat Steps 1 through 4 a number of times, repeatedly quizzing new partners and being quizzed by new partners.

6

TEACHER CALLS "FREEZE"

After numerous pairings and ample quizzing time, call, "freeze."

7

STUDENTS FREEZE

Students freeze, look at their cards, and think of their match.

8

STUDENTS FIND THEIR MATCH

Students move to the center of the room, find their match, and quickly move away from the center of the room with their new partner.

EXTENSION

Once students are around the room in pairs, have them each quickly share their match. For our example, one student says, "Dog...," and his or her partner states the match, "begins with the letter 'D.'"

QUIZ, QUIZ, TRADE

MANAGEMENT TIPS

COLOR CODE CARDS

Copy the cards onto two different color card stock papers. Use one color for the cards on even page numbers, and a different color for the cards on odd page numbers. This way, you can easily tell the cards apart.

LAMINATE CARDS

Laminate your card sets to make them more attractive and last for years.

COLLECTING CARDS

When you collect the cards from your students, have them return them in pairs. This will save you lots of time: you get the cards back ready to use the next time.

STORE SETS

Put your card set into an envelope for next time. Each set has a title bar that you cut off when you cut out the cards. Tape that title to the front of your envelope. Or store sets using a rubber band or binder clip.



CARD PAIRS

Each card has a matching card. When distributing the cards, make sure you distribute them in pairs. If you have an extra student, you can either have that student be a "twin" with another student, or you can join in.

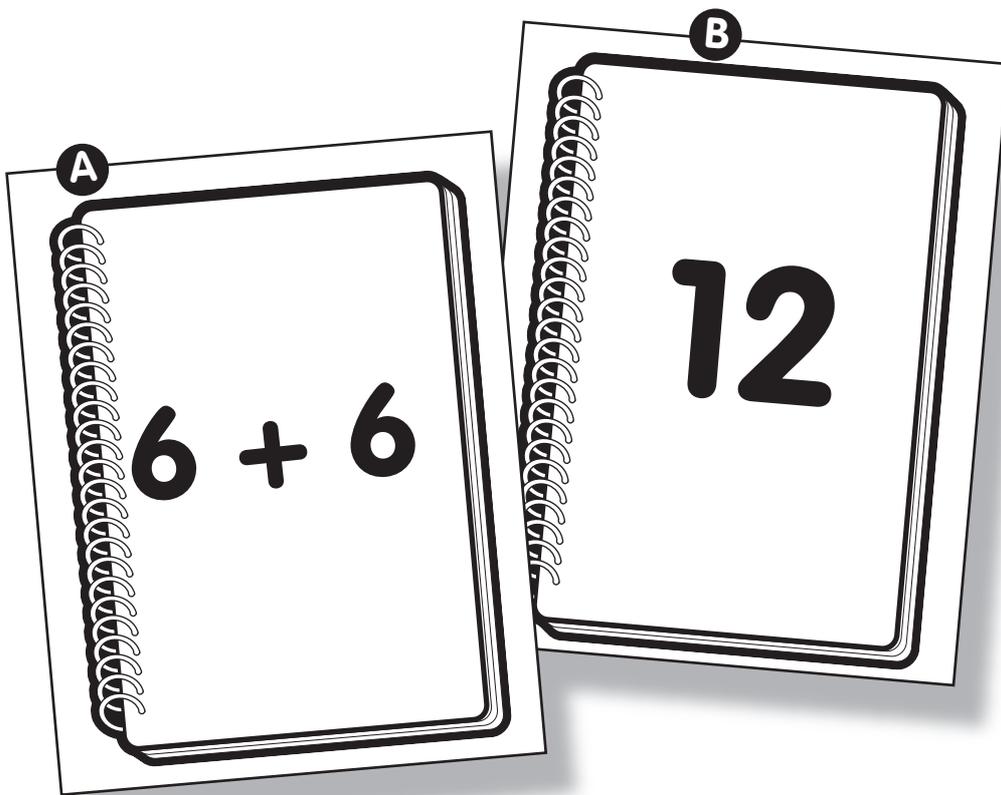
MORE STUDENTS THAN CARDS

Card sets are designed for up to 40 students. If you have more than 40 students, make extra copies of the card pairs you'd most like to have students work on. This way, each student gets a card and students practice the desired content more frequently.

PARTIAL SET

If students are having difficulty with specific matching cards, make multiple copies of those cards and have students play Mix-N-Match with this partial set for repeated practice. A partial set is also helpful if there are some cards beyond students' ability level.

Addition

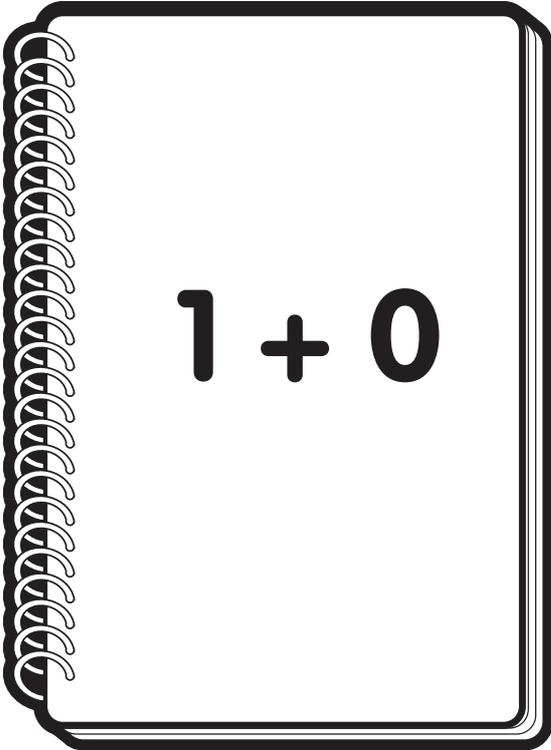


Students practice addition by matching addition problems with their correct answers.

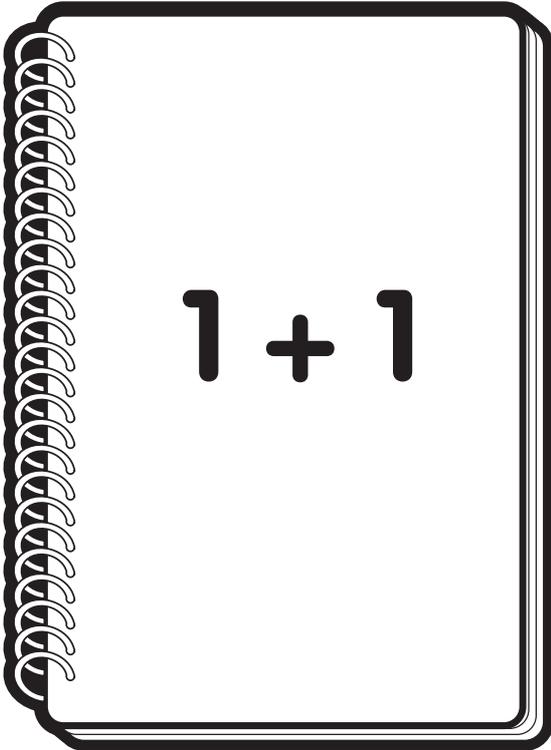
Quizzing Questions

- ▶ **A Cards: Addition Problems**
 - What is my sum?
- ▶ **B Cards: Answers**
 - What two numbers add up to me?

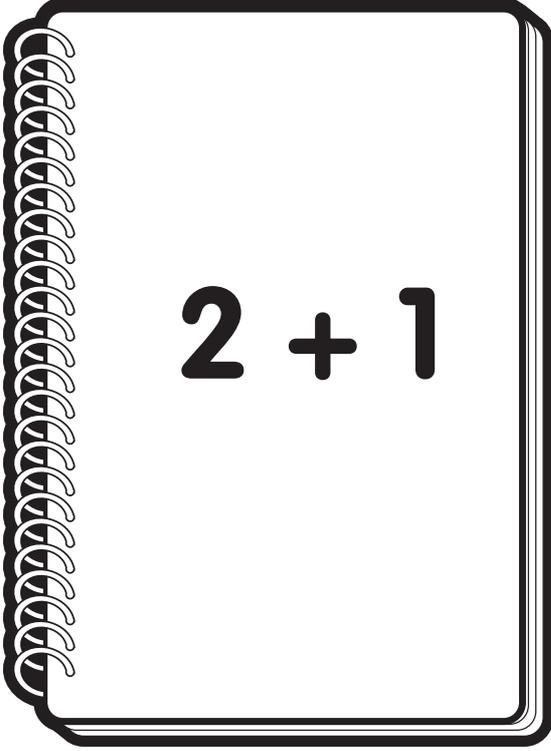
Addition

 $1 + 0$

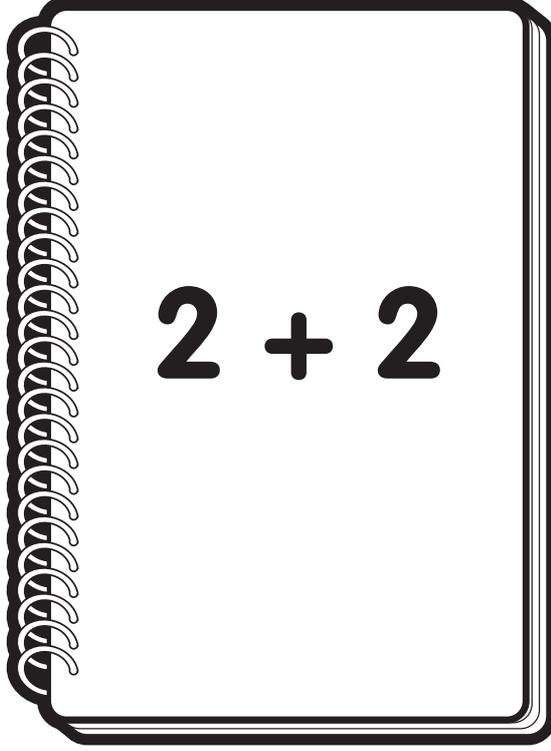
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 $1 + 1$

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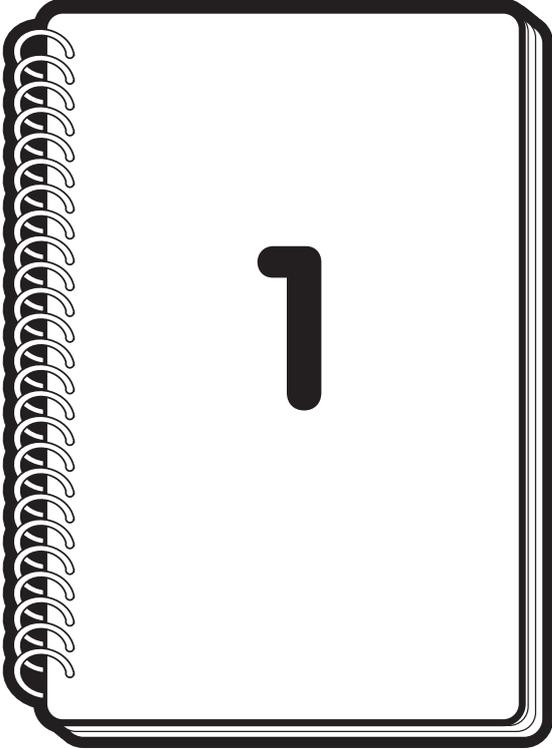
 $2 + 1$

Addition © Hawker Brownlow Education

 $2 + 2$

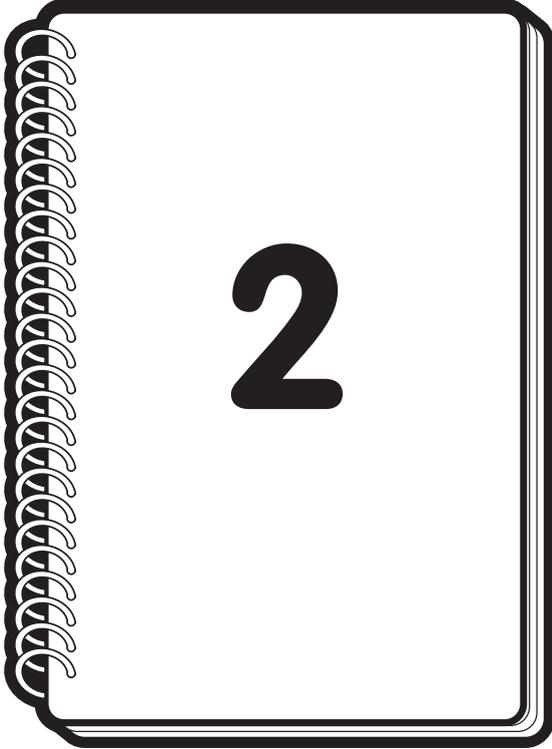
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Addition



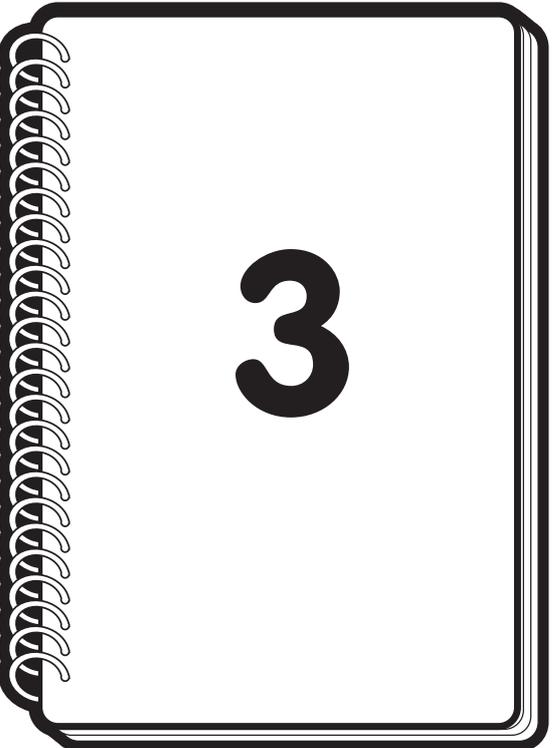
1

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2

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3

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4

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