

Language and Vocabulary

LV12

I Spy

Benchmarks: C.1b



Objective

The child will use functional and organizational language.



Materials

- A variety of classroom objects such as toys, blocks, crayons, etc.



Activity

After teacher introduction, child will use organizational and functional language to play an I Spy game.

1. Set out 6-10 objects on a flat surface.
2. Child one will give a clue as to which object they are thinking of (e.g., I spy with my little eye, something red.)
3. Continue giving clues until the item is correctly guessed (e.g., It's something you can open.)
4. Children will take turns giving clues and guessing until all objects have been named.
5. Peer evaluation.



Adaptations and Extensions

- Use 4-6 objects at a time.
- Use 10-15 objects.
- Work in pairs; take turns giving clues to the rest of the group.

