



KE-804012

Reproducible

All
Ages

Building Essential Vocabulary

Reproducible Photo Cards, Games, and Activities
to Build Vocabulary in Any Language

Over
400
Reproducible
Photo Cards

NCTE • NAEYC • NCTM



Includes:

- Important Themes:
Actions, Colors, Shapes, Clothing,
Food, Furniture, Everyday Objects,
Opposites, School Tools, People,
Careers, Toys, Family and Many More
- 3 Game Boards
- 20 Number Puzzles
- 16 Reproducible Activities
- Reproducible Lotto and Bingo Card Games

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Introduction

Educators that work with young children are experiencing a significant increase in the number of English language learners enrolled in their classrooms. The United States census estimates that there are approximately 13 million children from preschool through age 18 who do not speak English as their first language. These children represent over 400 different languages spoken in today's schools. In the last ten years, the number of students learning English as a new language in the United States has increased by seventy-two percent and nearly half of all teachers in public schools now teach at least one student with limited proficiency in English.

As a result of this incredible increase, teachers are in need of targeted resource materials that promote language development and assist in quickly building vocabulary. *Building Essential Vocabulary* is an easy-to-use resource that provides teachers with over 400 reproducible photo cards, games, and activities that can be used to **teach vocabulary in any language**. The cards and games can be inexpensively reproduced and used for classroom “English” activities, while additional photo card sets can be copied and sent home with the children.

It has been well documented that children who are exposed to two languages at an early age—and simultaneously—will naturally learn both languages with fewer speech and language problems. Sending home duplicate sets of photo cards, games, and activities will provide parents with tools for increasing “home” language skills and, at the same time, reinforce what the children have learned at school. Research has also shown that it is easier for children to learn a second language while they are actively learning a first language.

As educators, we have learned that the best way for children to increase language skills and build vocabulary is to use realistic photographs, concrete objects, and to have the children work on increasing their vocabulary through fun and non-threatening activities. Some of the most successful language experiences can happen through the playing of games and practicing language in meaningful context.

All the activities provided in *Building Essential Vocabulary* are effective for all children, whether they are learning a first, second, or even a third language. The photo cards, games, and activities were designed to provide exciting, entertaining, and purposeful experiences that will help build the vocabulary that is required for effective communication.

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Unit 1: Animals

Farm Animals, Pets, and Wild Animals

1. **REPRODUCIBLE PHOTO CARDS** are found on pages 6 and 7. (*English and Spanish Vocabulary Lists can be found on page 90.*)

PHOTO CARDS:

(*Farm & Pets, page 6*)

- | | | |
|---------|------------|------------|
| 1. cat | 5. fish | 9. mouse |
| 2. cow | 6. hamster | 10. pig |
| 3. dog | 7. hen | 11. rabbit |
| 4. duck | 8. horse | 12. sheep |

(*Wild Animals, page 7*)

- | | | |
|------------------|----------------|-----------|
| 13. alligator | 17. leopard | 21. shark |
| 14. elephant | 18. lion | 22. snake |
| 15. giraffe | 19. monkey | 23. tiger |
| 16. hippopotamus | 20. rhinoceros | 24. zebra |

2. **BINGO, LOTTO, AND MEMORY MATCH GAMES** can easily be created with the photo cards. Use the reproducible Lotto game board (*page 88*) and the Bingo game card (*page 89*) to make the games. Complete directions for all three games are found on page 87.
3. **REPRODUCIBLE PAGES:** Directions for *Down on the Farm* (*page 8*) and *The Pet Store* (*page 9*) are found on each specific page.
4. **MUSIC:** Children learn quickly with rhythm and rhyme. The songs “Old McDonald,” “I’m Going to the Zoo,” “The Farmer in the Dell,” and “How Much is That Doggie in the Window” are wonderful songs for expanding vocabulary. Let the children come up with the animals names. Substitute new names, make up new verses, and show photos of the animals as you are singing.
5. **CLASSROOM BIG BOOK OF ANIMALS:** Give each child an 11” x 17” piece of paper. Ask them to draw and color a picture of their favorite animal. Then have each child dictate or write a sentence about that animal. When the children have finished, make a cover, punch three holes along the left-hand side, and bind the pages together with yarn. Let each of the children “read” their page to the class. This book will be enjoyed all year long!
6. **CHILDREN’S LITERATURE:** The following books will reinforce animal vocabulary:
- Brown, Demi. *Touch and Feel Wild Animals*. Dorling Kindersley Publishing. © 1998.
 - Burton, Marilee Robin. *Tails Toes Eyes Ears Nose*. HarperCollins. 1st Edition © 1988.
 - Emberly, Rebecca. *My Animals/Mis animales*. Little, Brown & Company. Bilingual Edition: English & Spanish © 2002.
 - Martin Jr., Bill and Carle, Eric (*illustration*). *Panda Bear, Panda Bear, What Do You See?* Henry Holt and Company, LLC. © 2003.
 - McCloskey, Robert. *Make Way for Ducklings*. Penguin Group. © Robert McCloskey 1941.
 - Paterson, Betina. *My First Wild Animals*. HarperCollins. © 1991.
 - Wiesner, David. *The Three Pigs*. Clarion Books. © 2001.

3. **IN THE JUNGLE GAME** (*pages 10–11*): Cut out directions and glue to the back of the file folder.

DIRECTIONS: Reproduce the game board (*pages 10 & 11*), color and glue on the inside of a file folder. Laminate for durability. Reproduce 4 sets of the wild animal photos (*page 7*) on card stock. Write the words “WILD CARD” on the shark cards. Attach a resealable plastic bag on the back of the file folder for storing the animal cards.

HOW TO PLAY: Shuffle the cards and lay them face down on the designated square on the game board. Use pennies or small objects as markers. Throw a dice or use a numbered spinner to determine how many spaces to move. For example: if the arrow on the spinner stops on the numeral “4,” one moves the marker forward four stepping stones. Each time one stops on a stepping stone they get to pick an animal card. If you pick an animal card that you have already collected, you must put it back at the bottom of the deck. If a “wild card” is drawn, the player gets to choose an animal card out of the deck that they do not have already. All players must reach the end of the path. The player with the most animal cards wins! Watch out for the “lose a turn” and “extra turn” stones, and the short cuts!

Photo Cards

Farm & Pet Animals



1



2



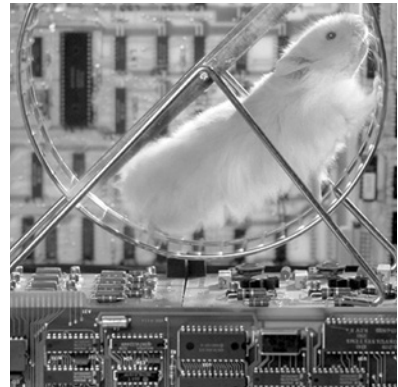
3



4



5



6



7



8



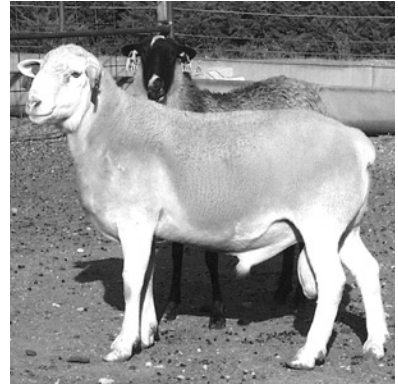
9



10



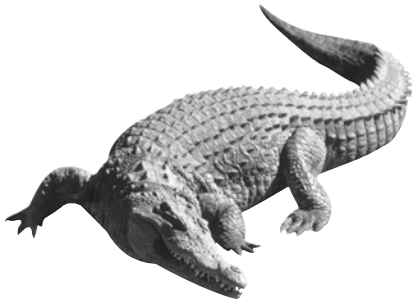
11



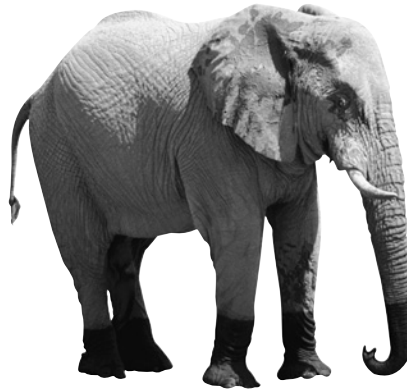
12

Photo Cards

Wild Animals



13



14



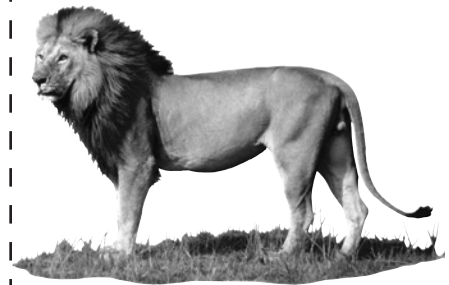
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16



17



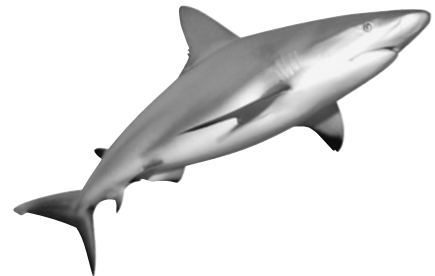
18



19



20



21



22



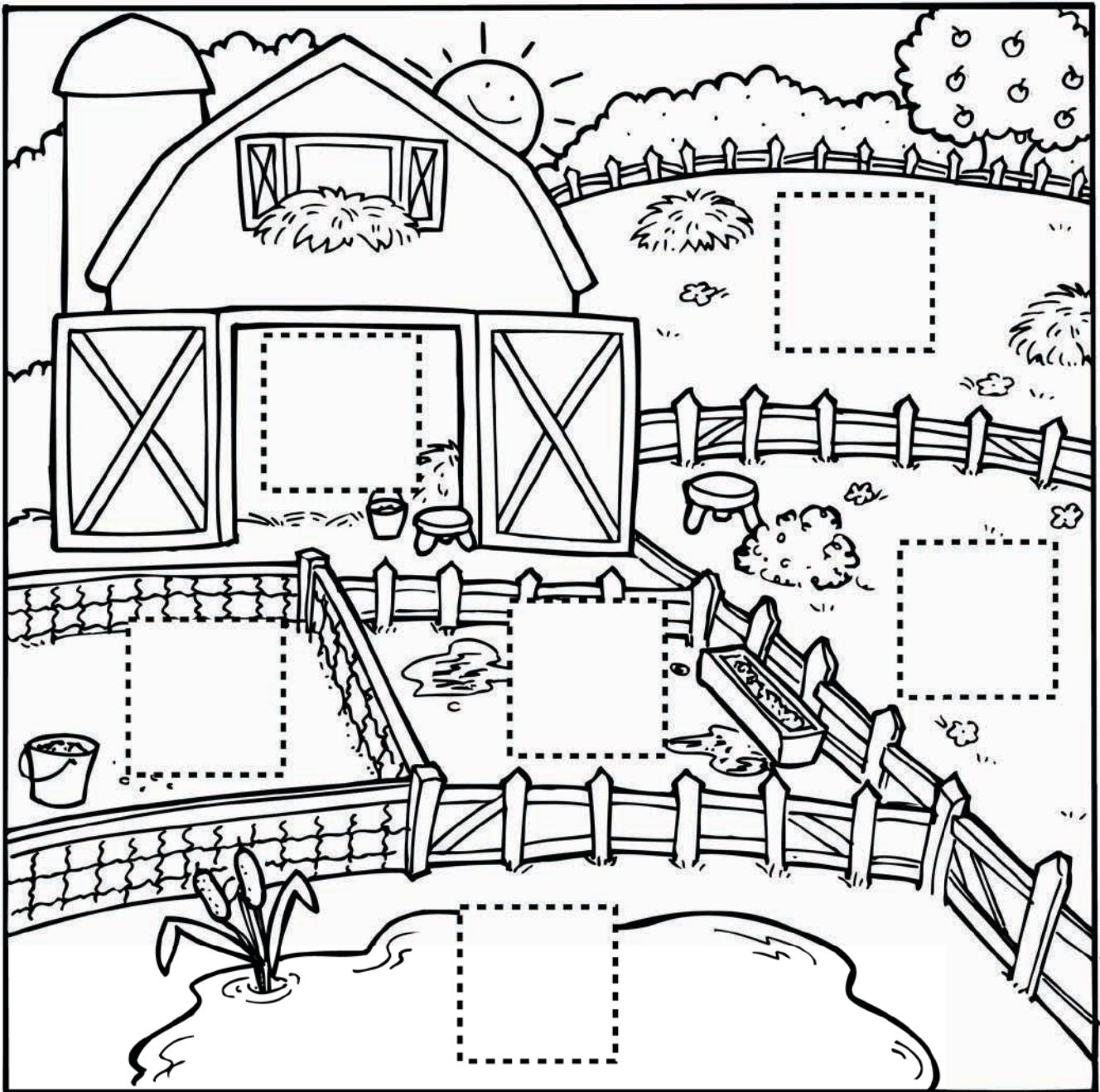
23



24

Down On the Farm

Directions: Cut out the animals and paste them in their correct home. Color the picture.



The Pet Store

Directions: Cut out the animals and paste them in their correct location. Color the picture.

