

Activities by Subject



Classroom Management

Behavior Management Reward students with this behavior management activity. Have each student color and cut out an enlarged copy of the bone pattern (page 4). Attach the bone to a paper bag, resealable plastic bag, or envelope. Attach the bag or envelope to the front of each student's desk. Give each student five copies of the ball pattern (page 4). If a student makes a poor choice, remove one ball pattern from his bag or envelope. At the end of the day (or other set goal), reward students who have all five balls remaining.

Center Management Write the name of the classroom centers on each doghouse. Then, label the dog accents with students' names. Assign students to centers by displaying their dog accent next to the appropriate doghouses.

Boning Up on a Skill Track each student's progress on various topics throughout the year. Write a concept or skill on each doghouse. Write students' names on copies of the bone pattern (page 4). Display the bones around the doghouses as students master each skill displayed.

Tail-Wagging Good Work Create a reward bulletin board to encourage high-quality work in the classroom. Label each doghouse with a reward such as *No Homework*, *15 minutes of Free Time*, or *Sit with a Friend During Lunch*. Have students write their names on dog accents. When a student earns a reward, allow her to place her dog accent next to the appropriate doghouse to claim the reward.

Language Arts

Acrostic Poems Explain the concept of acrostic poetry. Read several acrostic poems to the class. Have students choose a breed of dog and write an acrostic poem that describes that particular dog. Display the poems on the Hot Diggity Dog Bulletin Board.

Adjectives Are in the House Engage students in a discussion about the five senses (taste, touch, smell, sound, sight). Label each doghouse with one of the five senses and display them on the bulletin board. Give students copies of the bone pattern (page 4). Ask students to write adjectives on the bone patterns that describe what dogs taste, touch, hear, see and smell. Have them display their bones next to the corresponding doghouse.

It's a Dog's Life Have each student write a story about a day in the life of a dog. Invite students to share their stories with the class or display the stories around the bulletin board.

Math

Dog Bar Graph Draw a large x-axis and y-axis on chart paper or butcher paper and display the paper on the bulletin board. Provide each student with a copy of the bone pattern (page 4). Write *Poodle*, *Dalmatian*, and *Terrier* on the x-axis and *Number of Students* on the y-axis. Label the y-axis with the numbers 0-30. Invite each student to place a bone on the graph in the column that corresponds with her favorite dog. Write questions on sentence strips such as *Which dog is the class favorite? How many more students chose the ___ over the ___?* Attach the questions to the bottom of the bulletin board.

Dog "Cents" Write an amount of money on each doghouse with a write-on/wipe away marker. Provide students with copies of the bone pattern (page 4). Have students write addition or subtraction sentences to equal the amounts of money written on the doghouses. Students should place their bones next to the corresponding doghouses.

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Fact Families Write the numbers from fact families on each doghouse with a write-on/wipe-away marker. Give each student five copies of the ball pattern (page 4). Ask students to write an entire fact family to match each doghouse on their ball patterns. Have students place the balls next to the corresponding doghouses.

Science

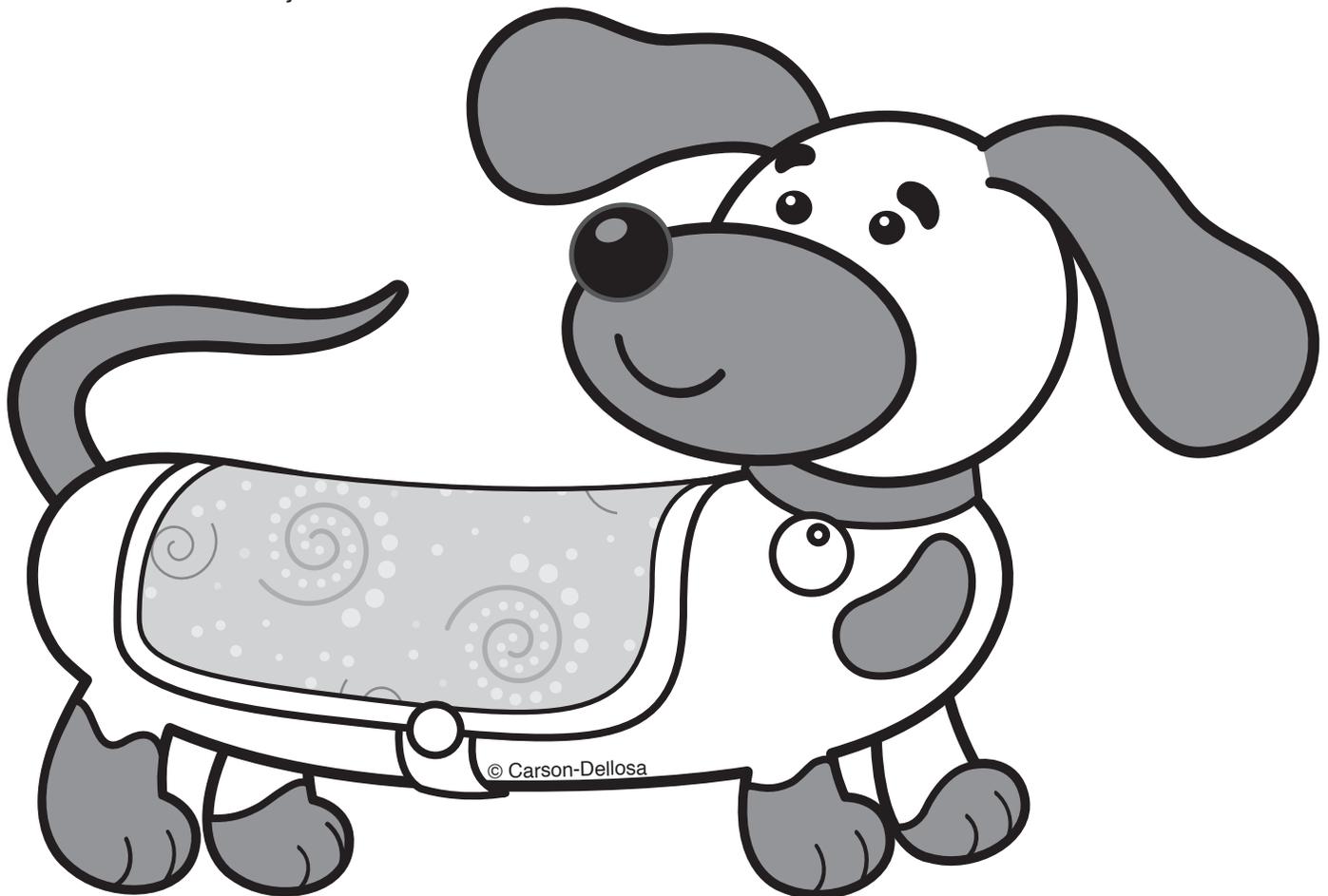
Sniff! Sniff! Allow each student to compare his sense of smell to a dog's. Pour $\frac{1}{4}$ cup of vinegar into a jar and let students smell it. Then, add two cups of water to the jar. Have each student smell again and note whether or not they can still smell the vinegar. Number the solutions and continue to dilute, pouring $\frac{1}{4}$ cup of the first solution into a new jar and adding $2\frac{1}{4}$ cups of water. Continue until no one can smell the vinegar. Have each student note at which dilution he can no longer smell the vinegar. (Note: Dogs can smell the vinegar to about 10 dilutions.)

Social Studies

Canine Careers Have groups of students research and write short reports about working dogs, such as police dogs, sled dogs and assistance dogs. Students can also research jobs in which people work with dogs, such as groomers, veterinarians, police officers, etc. Display the short reports around the Hot Diggity Dogs bulletin board.

Games

Dogcatcher Assign one student to be the "dogcatcher." The other students will be the "dogs." Designate an area as home base. All dogs will start out at home base. When the teacher shouts "Go!", the dogs will scatter and try to avoid the dogcatcher. The dogcatcher will try to tag the dogs as they run. If the dogcatcher tags a dog, the dog returns to home base. The last dog to be caught wins the game. The winner becomes the dogcatcher in the next game.



Reproducible Patterns

