

Eat Drink and Party Like A Pilgrim: One player hides the roast turkey behind a letter. The other students guess where it is located by recognizing and naming the sight words. The person who finds it gets to hide it next.



RFK.3c

Thanksgiving Syllable Sort-Sensory Table Fun: Work together with your friends to sort the pictures by the number of syllables they have. Place them in the bucket with the correct number.



RFK2b

Turkey Lunkey Sensory Match-Sensory Table Fun: Work together with your friends to find rhyming partners. When you find a pair, clip them together.



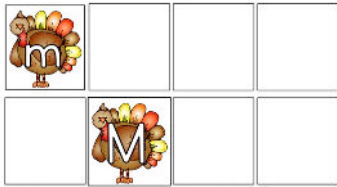
RFK2a

Thanksgiving CVC Yatta: Turn the card over for everyone to see. Everyone quickly reads the word quietly to themselves so no one can hear it. Then they rush to find the matching picture on the playing mat and be the first one to say, "Yatta."



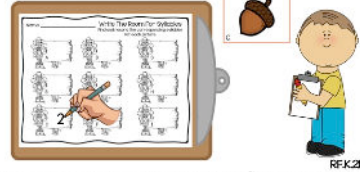
RFK2d

Turkey Letter Play: Play this game for memory. Turn cards over so you can not see them. Take turns turning two cards over to make a capital and lowercase letter match. If you match the cards, you keep them and go again.



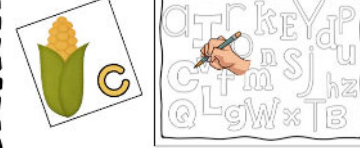
RFK1d

Thanksgiving Syllables: Find cards posted throughout the room. Record the number of syllables for the word on your recording sheet.



RFK2b

See Say Color: Students take turns drawing a card from a basket or bucket. If they name it correctly, they write the letter. If not, the card goes back in the bucket. There are some special cards to make play more fun.



RFK1d and RFK.3c

a Row: Use plastic letters in order.

Key Is Ready: Pull

and write the letter in the box. Then write the letters that come after it.

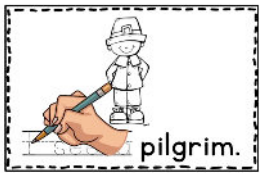


from a basket or bucket. If they can name the word, they keep it. If not, the card goes back in the bucket. There are some special cards to make play more fun.



RLK.3c

A Thanksgiving Story and Retell: Use your best penmanship to complete your Fall Harvest book. Color the pictures when you are done.



If you don't have linking chains, string a rope between two chairs and use clothes pins to pin the cards in order.

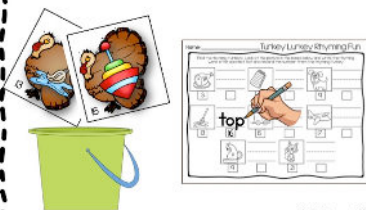
RFK1d

Lucky Wishbone: One player hides the two pieces of the wishbone behind two rhyming words. The other students guess where the bones are located by indicating two rhyming words. The person who guesses where the bones are located gets to hide them next.



RFK2a

Turkey Lunkey Match and Record: Place rhyming cards in a pocket chart. Students match up the rhyming cards and record their answers.



RFK.2a and RFK.2c

Letter and Sounds Yatta: Turn the card over for everyone to see. Quickly finds the same letter that represents the beginning. Be the first one to find the

matching letter on the mat and yell, "YATTA!"



RFK1d and RFK.3a

Sounds of Thanksgiving:

Select a playing card and place it on your mat. Decide what the beginning letter sound (or all the sounds are for CVC words) and place that letter magnet (or bead) in the square. Write the letter on the lines. Open the card to see if you are correct.



RFK.2d, RFK.3d LK1a, LK.2c

Letter: One player hides the dining letter. The other students guess by recognizing and naming the letter who finds it gets to hide it next.



RFK1d