

Mission:

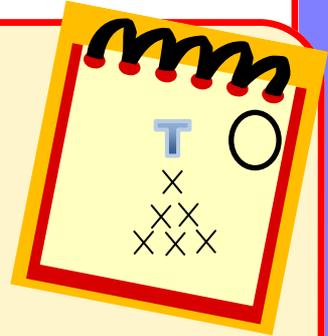
35. Rhyming Rhino

ORGANIZATION:

Materials: (optional) pile of cards with pictures and rhyming words, stickers.

Books: *A Fly Went By* by Dr. Seuss; *Green Eggs and Ham* by Dr. Seuss

Set up: Children are gathered behind the teacher and with signal run toward or away from the teacher in open space.



The teacher is a rhyming rhino who is walking around and children are following quietly. When the rhyming rhino suddenly turns around, children must freeze. Then, the rhyming rhino says two words. If the words rhyme, then the rhino is happy and children run to hug the rhino. If the words don't rhyme, the rhino is angry and children must run away so that they won't get tagged. You can have a safe area (e.g., hula hoop), where children can rest without being chased.

VARIATIONS:

The game can be played with different categories, other than rhyming words, such as, opposites. Further, it can be played with focus on sizes, and you tag them if you are an animal bigger than them, hug them if you are smaller than them, or they freeze if the animal has a similar size with them. Every time you turn you name a new animal.

EXTRA TIPS:

You can have cards ready with rhyming words and pictures you can use from the rhyming books you have read. You can use stickers to identify the children you have tagged and try to tag different children every time. If finding the rhyming words is difficult for the children, use facial expressions to help and give a signal for when to respond (after a few seconds of thought.).

Rhyming Rhino

CHOOOSE:

Have a baby rhino as a helper and ask for help in finding the rhyming words or animals. Change helpers often.

ASSESS:



Development and Learning Objectives:

- TSG 15a - Rhyming
- Early Learning Standard 11.2 - Early Literacy, Benchmark 7
Physical:
- TSG 4b - Runs
- Early Learning Standard 8.2 - Large Motor Development, Benchmark 1

RELATE:

Ask the children to get help from a friend in finding a word that rhymes. Encourage them to ask a different friend every time. Remind them to respect each other's space and stay in their personal bubble when moving around.

ENERGIZE THE BRAIN (EF):

Children switch between different rules in unpredictable conditions and show self-control by staying in the freeze position until they hear the signal, as well as be quiet when following the rhino. Working memory is practiced by holding the rules in mind. Decision making is required for the rhyming words. Ask then children to remember the rhyming word that were practiced during the game and recall them at the end of the game.