## FOLDER GAMES

PRINTING INSTRUCTIONS PER PARTICIPANT:
1 plain paper copy of each page
1 color copy of pages $4,7,10 \& 14$
1 copy of page 5 white card stock
3 copies of page 8 on blue paper
1 copy of page 9 on yellow or golden rod card stock weight paper
2 copies of page 11 on bright fun color of paper
1 copy of page 12 on a bright cardstock color that
coordinates with the color used for page 11
3 copies of page 15 on 3 different colors of
cardstock paper
1 copy of pages $17 \& 18$ on white card stock


You may already have folder games in your classroom which can be used with the Stevenson Program. Check to make sure they are not asking the students to perform task which they have not learned, as this can be very frustrating to students.

These patterns are designed to help you begin thinking of additional ideas which might work in your classroom. I found that I could have out several folder games with the same vocabulary on them and the students would participate in ample review activities simply because they wanted to do all the different "games". Many of the ideas for my first games came directly from the workbook pages.

Tips - After laminating, use permanent Sharpie marker to write on your games pieces. This prevents little fingers from smudging and may still be cleaned off with finger nail polish remover or hairspray or even coloring over it with a dry erase marker and wiping off. You can then continually update your games as your class moves through the program.
I also buy the self adhesive Velcro in a large roll at wholesale clubs such as Sam's and Costco. This holds up very nicely, especially if you can let the adhesive bond by for 24 hours. Buy only white Velcro as I found the other colors leave residue on the laminated games and it bothers some students. If you have different levels of students in your classroom, you may want to prepare 3 or 4 of the same game but put different vocabulary words on the pieces.

Be sure to read your Getting Started handout and Additional suggestions for extension ideas and ways to grade these activities.


These are intended as guides only to game layout colors and ideas





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Page 8


Page 11


Run on colored card stock to save time.







