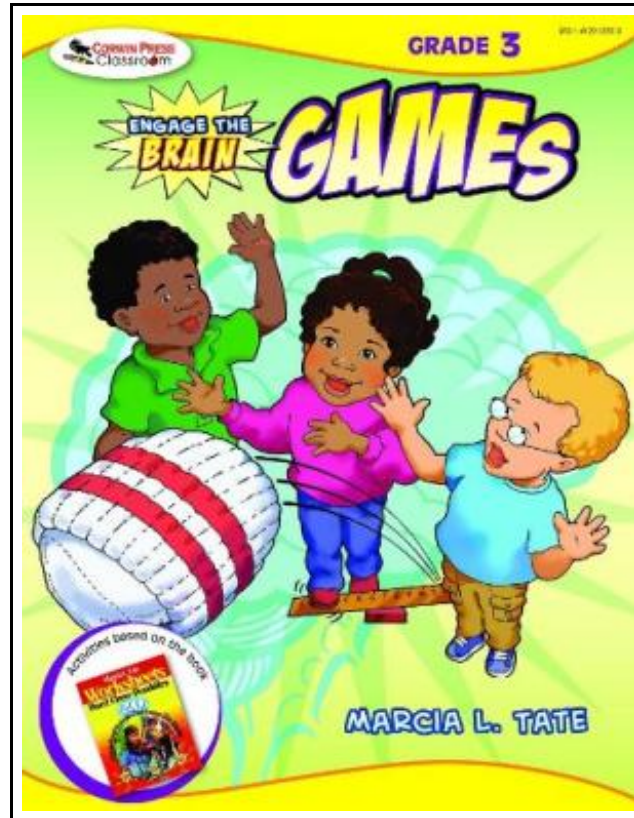


Engage the Brain: Games: Grade 3



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Reviews

This ebook is so gripping and exciting, it was writtern very flawlessly and valuable. I found out this publication from my i and dad suggested this ebook to understand.
(Leif Bernhard MD)

ENGAGE THE BRAIN: GAMES: GRADE 3



SAGE Publications Inc. Paperback. Book Condition: new. BRAND NEW, Engage the Brain: Games: Grade 3, Marcia L. Tate, About the Engage the Brain Series This practical resource gives teachers the tools they need to plan lessons correlated to the way the brain learns best. Based on tested, research-based strategies presented in *Worksheets Don't Grow Dendrites: 20 Instructional Strategies That Engage the Brain*, this book offers a variety of language arts activities that incorporate games to help students make sense of and reinforce learning. These activities give students the opportunity to not only play but also construct and design a variety of games, greatly increasing brain connections to the content. These strategies allow students to master curriculum objectives while actively rehearse information in an engaging, non-threatening atmosphere, which makes a real difference in students' energy, motivation, and achievement. Engage the Brain: Games, Grade Three contains games based on national academic standards for language arts, math, science, social studies, physical education, art, and music. Some games are based on old favorites (such as Concentration, Hot Potato, Tic-Tac-Toe, Scavenger Hunt, Bingo, Bowling) and some are brand new, including: Spelling Tic-Tac-Toe, Vocabulary Grab Bag, Beat the Clock, Fraction Concentration, What's the Rule?, Symmetry Scavenger Hunt, Pass the Potato, Habitats Hunt, Critter Categories, Lingo, Bingo Fact or Fiction?, Super-Duper Inventions, Soccer Bowling, Blindfold Creations, Squiggle Art, Name That Song. Each game includes one or more learning objectives, a comprehensive materials list, step-by-step information for the teacher on how to prepare for and play the game, any necessary reproducibles (such as game cards, game boards, scorecards), and follow-up activities for extended learning. The games are presented in the brain-friendly lesson formation, including a focus activity, modeling, guided practice, independent practice, and closing.



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