

Lesson 33

Materials:

- ◆ *One fish, two fish, red fish, blue fish*, by Dr. Seuss
- ◆ Color Memory Game
- ◆ Number Memory Game, optional
- ◆ Worksheet 33

Skills:

❖ Recognize color words.

- ◆ Play Color Memory
 - Lay the cards face down in even rows.
 - Player one turns over two cards.
 - If one card is a color word and the other is the matching color card, set them aside.
 - If the cards do not match, put them back face down.
 - Player two does the same.
 - When all of the cards have been matched, count to see which player has more matches.
- ◆ Increase the difficulty of the memory game. Add the Number Memory Game cards to the Color Memory Game cards, and make a larger grid for the game. Follow the same playing rules.

❖ Understand and recognize an antonym.

- ◆ Explain that an antonym is a word that means the opposite of another word or phrase. Say a word, and have the child say an antonym. For example:
high: low old: new hello: goodbye little: big boy: girl open: shut

❖ Use word recognition skills and strategies to read and comprehend text.

- ◆ Have the child read *One fish, two fish, red fish, blue fish*. Remind him to use phonics to sound out the short and long vowel words that follow the rules. Use context clues for sight words he may not recognize.
 - Have him go through the book and find examples of antonyms and rhyming words.

Independent practice:

- ◆ Worksheet 33, part A: Read the words. Circle a pair of rhyming words.
 - *come/some*
- ◆ Worksheet 33, part B: Read the sentences. Circle the possessive words.
 - *dog's*
 - *pen's*
 - *Dad's*
 - *log's*
- ◆ Worksheet 33, part C: Write a question about a brown cow.
- ◆ Worksheet 33, part D: Draw a picture of the brown cow.
- ◆ Worksheet 33, part E: Put the words in alphabetical order.
 1. *bowing*
 2. *couch*
 3. *drown*
 4. *gown*
 5. *mouth*
 6. *scour*
 7. *towns*
 8. *vows*