

A Note Just for you...

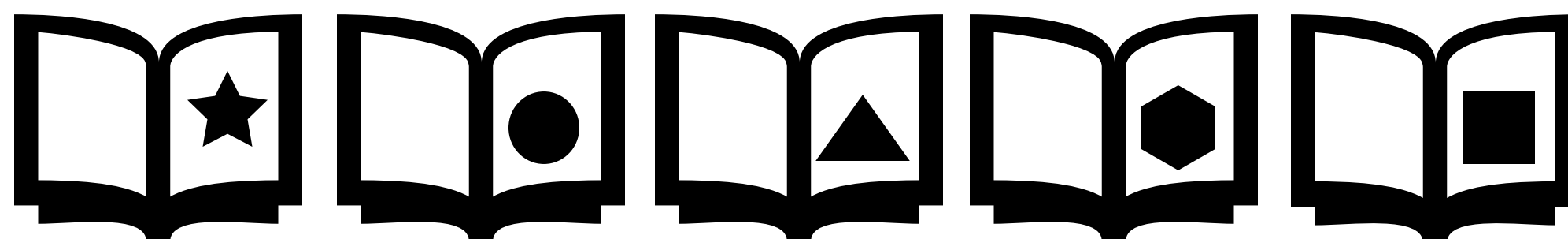
Hello!

First of all, thank you for downloading this resource. I hope it serves you well!

The following 14 pages contain directions for memory, directions for topical/thematic checkout, and six sets of playing cards. That means there are 72 pairs of unique images included.

While there are most likely many other purposes for these pages (like playing "Go Fish"), I have created them with two purposes in mind.

1. Memory - This is a great activity to play with 2-4 students at a station. My advice would be to print each of the sets on a different color of paper before cutting. However, each set is differentiated by the shape included within the open book as well:



Never played? Good thing directions are included in within this resource! Included are six games with twelve pairs per game (that means 24 students are accounted for within one set).

2. Topical/Thematic Checkout - I've found that once students are familiar with the library, many of them tend to checkout from the same sections every time they're in (and also pair up with the same friends). In order to mix things up, I created this activity to require students to work with a partner to find at least two resources based on an image. The directions are included.

Enjoy!

Your librarian,

Katelyn Martens-Rodriguez

P.S. Please email me if you have any questions, comments, or feedback. I love hearing how things are working, what's successful, and what needs some editing!

You can find me at:

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Memory

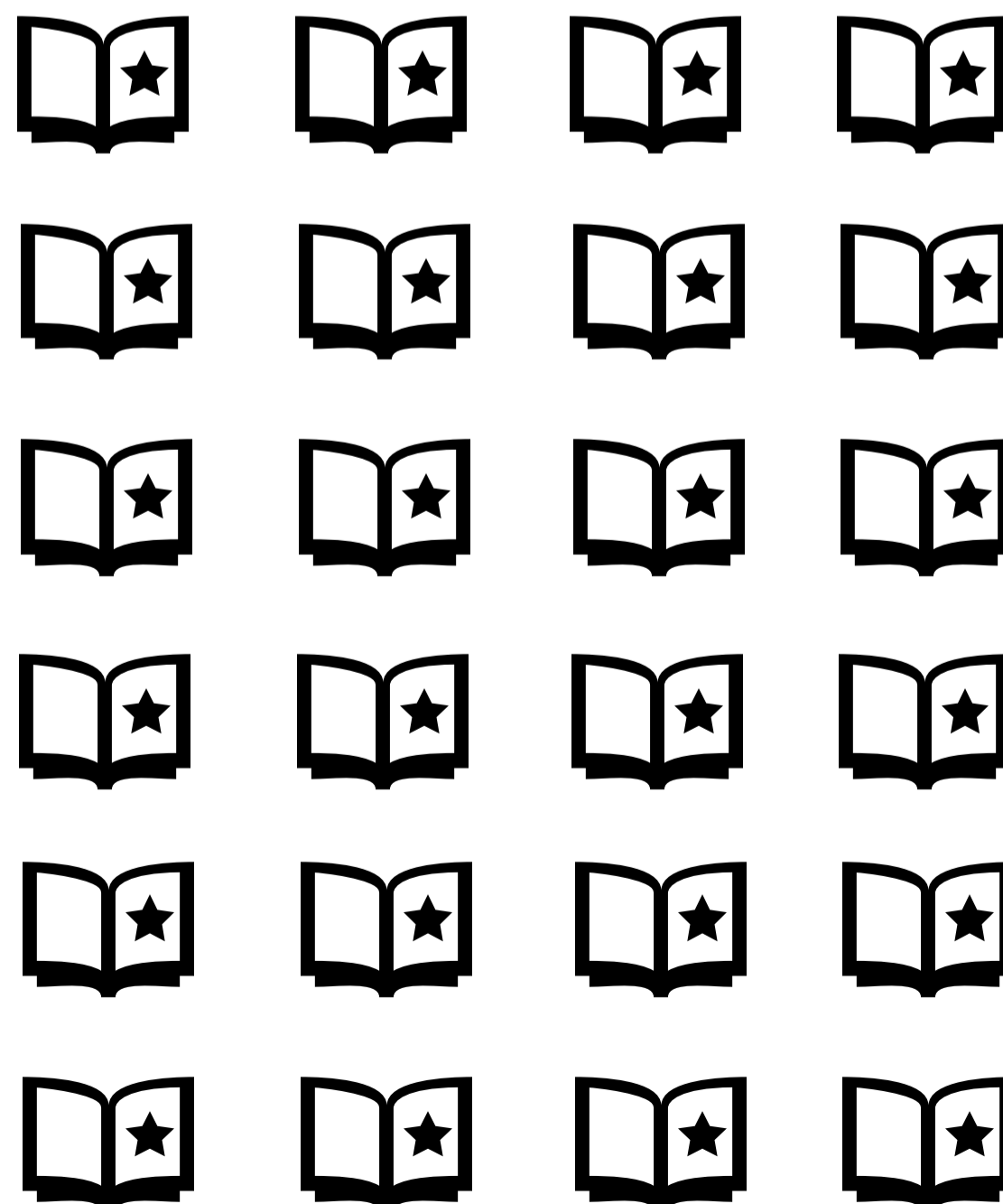
Rules of the Game:

1. Mix up the cards & make sure they are all facing the same direction.
2. Lay the cards in a grid pattern, face down.
(See example below.)
3. Determine who will begin playing first.
4. The first player will choose two random cards and turn them over.
(All players need to be able to view these cards.)
5. If the two cards match, the player keeps them.
If the two cards do not match, the cards are turned over once again.
6. Take a moment to remember the images and where they are located.
7. Time for the next player to choose their cards!
Play continues in a clockwise direction.

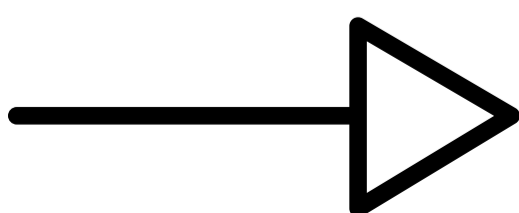
8. Remember to pay close attention during the other players' turns.

9. The game is over when all the cards have been matched.

10. The player with the most matches is declared the winner.



Making a Grid



Topical / Thematic Checkout

The amount of cards necessary will depend on the amount of students per class. I get my stacks ready the day before (or have a student do it) and binder clip them onto that classroom's clipboard so it's all ready to go. To account for classes larger than 24 I simply print 2 sets with the same book as the opposite side.

When it's time for students to checkout you hand a card to each student and use something similar to the directions I've included below. The cards are collected as students checkout their items. No card = no checkout (so that materials do not need reprinting).

These are the directions I use:

1. Please remain quiet and stationary as I pass out cards.
2. When I say go you will need to find the other person with an image that is identical to yours. You will find this person by walking and showing your card. For this activity our voices will remain at a conversation level.
3. When you two have found each other you need to decide what the image is and then go find at least two items (one per person) to checkout. Make sure these items are of interest and be prepared to tell me why you chose the items you did.
4. Raise your hand if you're able to retell the directions for your classmates who may not have been listening. (Call on a student and correct as necessary.)
5. Pass out cards and instruct, "Remember, these cards will be reused so please take care of them. You will need to turn them in when you checkout."
6. Go!

Additional Information on topical / thematic checkout:

This activity is intended to encourage readers to step outside their comfort zone. It was made to be used after readers are familiar with the library so they are able to find items related to the images on the cards.

The images are intended to be broad enough to lend themselves to a variety of materials. For example: Students who have the image of the person riding the bike could check out a book about safety, a book in which the character rides a bike, a book about how to ride a bike, and so forth.

This can also be used to practice researching within databases. Students can come up with every word associated with their image and perform different searches in order to see what is most effective.

You're the educator / librarian / teacher! Go for it!

Your librarian,

Katelyn Martens-Rodriguez

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