


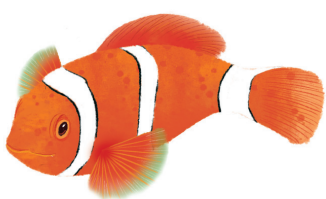



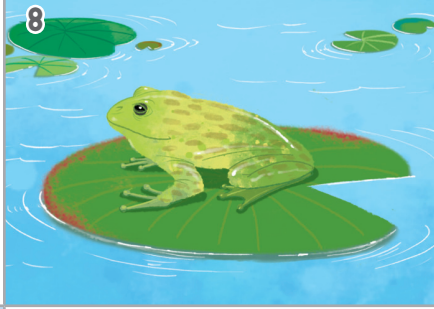
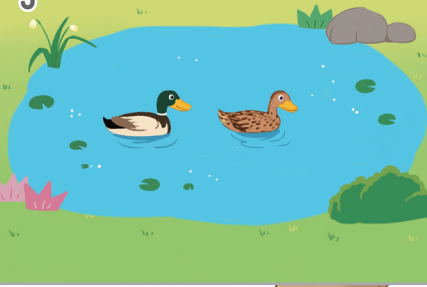


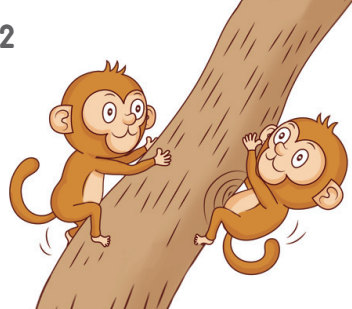


► Roll, circle, and say.

● = Circle one picture.

●● = Circle two pictures.

| | | |
|---|--|---|
| 1  | 2  | 3  |
| 4  | 5  | 6  |
| 7  | 8  | 9  |
| 10  | 11  | 12  |

Word Bank

climb trees
jump
run fast

cook
paint
sing

dance
play basketball
swim

fly
play the piano

Extension Activity

>> Roll, Circle, and Say

- Materials:

- ① **Activity Sheet 18** - Photocopiable from page 137
(Also printable from Teacher Resource CD)
- ② a die (per pair)

- How to play:

- ① Give each student a copy of Activity Sheet 18.
 - ② Pair up students and give each pair a die.
 - ③ In pairs, students take turns rolling the die. When an odd number is rolled, they circle one picture and talk about it. For example, *A frog can jump*. When an even number is rolled, they circle two pictures and talk about them.
 - ④ The student to circle all the pictures first wins the game.
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Answers

- 1 Birds can fly.
- 2 She can dance.
- 3 He can play basketball.
- 4 A fish can swim.
- 5 They can cook.
- 6 Horses can run fast.
- 7 She can play the piano.
- 8 A frog can jump.
- 9 Ducks can swim/fly.
- 10 He can sing.
- 11 They can paint.
- 12 Monkeys can climb trees.