

Edmo & Houdini



Note: These activities are designed to help reinforce your students' understanding of the words on, off, in, out, under, over, and behind. Because these terms are relative and do not define a fixed position, flexibility is necessary in judging answers. For example, a picture of Edmo beside the house could represent either out or off.

Who's In Charge?

Language Arts

Discuss words that indicate position (in, out, over, under, on, off, behind) as you write them on the chalkboard. Then let students direct you to "Stand behind your desk" or "Put a book under the globe," etc. Later, they can work in pairs, taking turns being the director and the actor.

Where, Where, Where?

Problem Solving

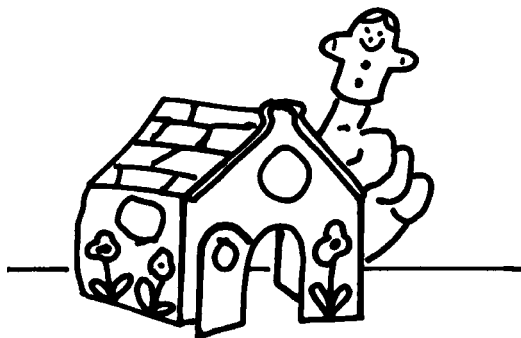
Ask questions about locations of objects in the classroom, for example, "What is over the door?" Write the answers on the chalkboard. Then help students replace the position words in each sentence, visualizing how funny the change might be: "The clock is under the door" or "The clock is in the door."

Just Tell Me What To Do

Creative Dramatics

Make a copy of page 57 for each student. Have students draw faces, hair, and shirts or blouses on the finger puppet outlines. Then instruct them to design houses for the puppets by drawing windows, shingles, decorations, etc. on the house outlines. Cut around the outlines and assemble according to the instructions. (Students may need assistance.) Encourage students to think of original names for their puppet characters.

Pair students to work together. Tell them to place their puppets on their fingers and introduce the puppet characters to each other.
























Then, one student in each pair sets the house on the edge of the desk. Students take turns instructing each other what to do with the puppet characters. For example, "Go behind your house, Matilda." (Encourage students to use different voices.) The other student moves the finger puppet to that position (peeking out from behind the house) and indicates the position by answering, "I'm behind my house." Explain to students that when they are in the houses, they can peek out the doors and that they may need to pick up the houses to "go under" them. After a few minutes, have the students switch roles. To play the game another day, pair the students with different classmates.

A Picture is Worth . . .

Make copies of page 58 for students. Have them circle the words that match the pictures. If necessary, do the first example with the class. This page can also be made into a transparency and used to introduce or to follow up the computer activity.

Problem Solving

A Picture Is Worth . . .
Circle the words that match the pictures.

	The  is <input type="radio"/> on <input type="radio"/> in <input checked="" type="radio"/> behind the 
	The  is <input type="radio"/> behind <input checked="" type="radio"/> on <input type="radio"/> off the 
	The  is <input type="radio"/> in <input type="radio"/> off <input type="radio"/> under the 
	The  is <input type="radio"/> on <input checked="" type="radio"/> under <input type="radio"/> over the 
	The  is <input type="radio"/> off <input checked="" type="radio"/> under <input type="radio"/> in the 
	The  is <input type="radio"/> under <input checked="" type="radio"/> over <input type="radio"/> in the 
	The  is <input type="radio"/> over <input type="radio"/> on <input checked="" type="radio"/> out of the 

My Friend Edmo

Pair students to work together. Have each pair draw a chalk outline house on the playground. One student in each pair plays Edmo and calls out, for example, "Walk under your house" or "Sit on your house" or "Hop out of your house." The other student moves to the requested positions in and around the chalk house. After a few minutes, have students switch roles. If your students are readers, make large word cards (in, out, over, under, on, off, behind). Have students playing Edmo hold these cards up for their partners to read, instead of responding to verbal requests. Students can also make clown hats for the people playing Edmo to wear.

Physical Education

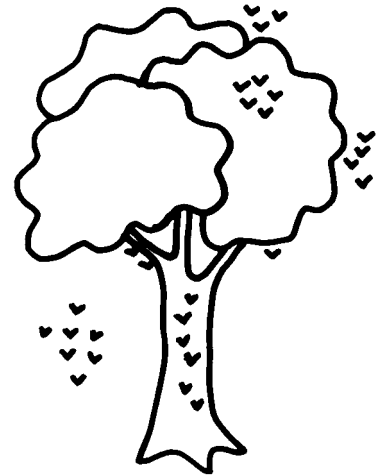
The Flea Family

Mathematics

For this activity, students need crayons, markers or colored pencils, and paper. Have each student draw a simple tree on the paper. The tree should have a trunk, two or three branches, and some leaves. (You may want to draw a sample on the chalkboard or chart paper.) Then, ask students to draw one red flea under a leaf. (They can represent the flea by drawing a "V.") Continue by asking the following:

- Draw two green fleas (peeking from) behind the branches.
- Draw three yellow fleas over the tree.
- Draw four brown fleas out of the tree.
- Draw five black fleas in the leaves.
- Draw six blue fleas on the trunk.
- Draw seven orange fleas off the tree.

If these requests are too complex for your students, simplify them by omitting the color variable. For example, "Draw one flea on a leaf." "Draw two fleas (peeking from) behind the branches," etc.



Where Is Houdini?

Problem Solving

Make copies of page 59 for your students, and instruct them to match the words with the pictures. This page can also be made into a transparency and used to introduce or reinforce the Edmo & Houdini computer activity.

Where is Houdini?
Draw a line from the word to the picture.

on

behind

in

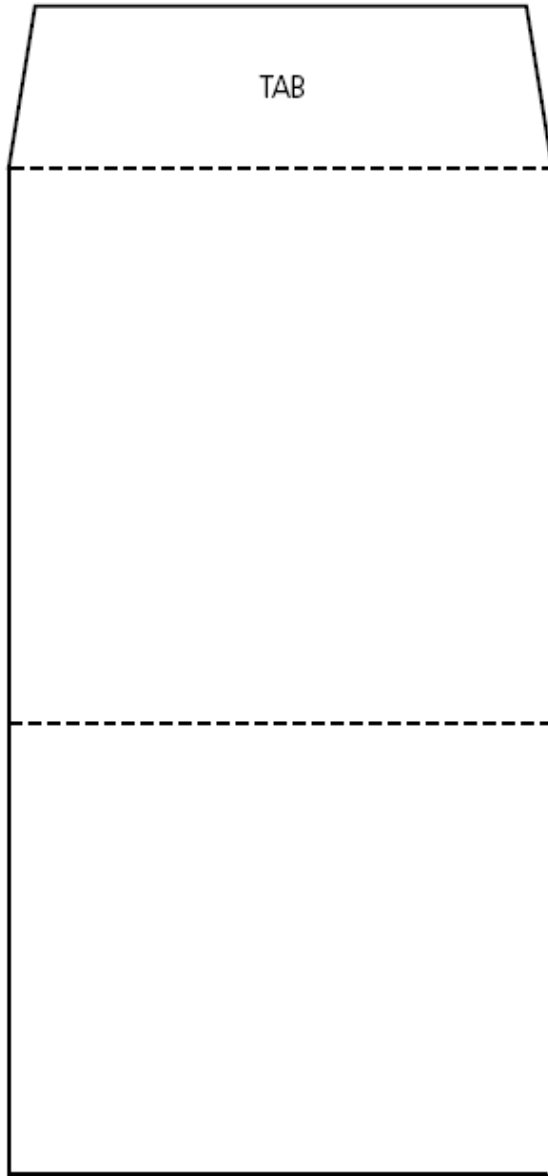
over

under

out

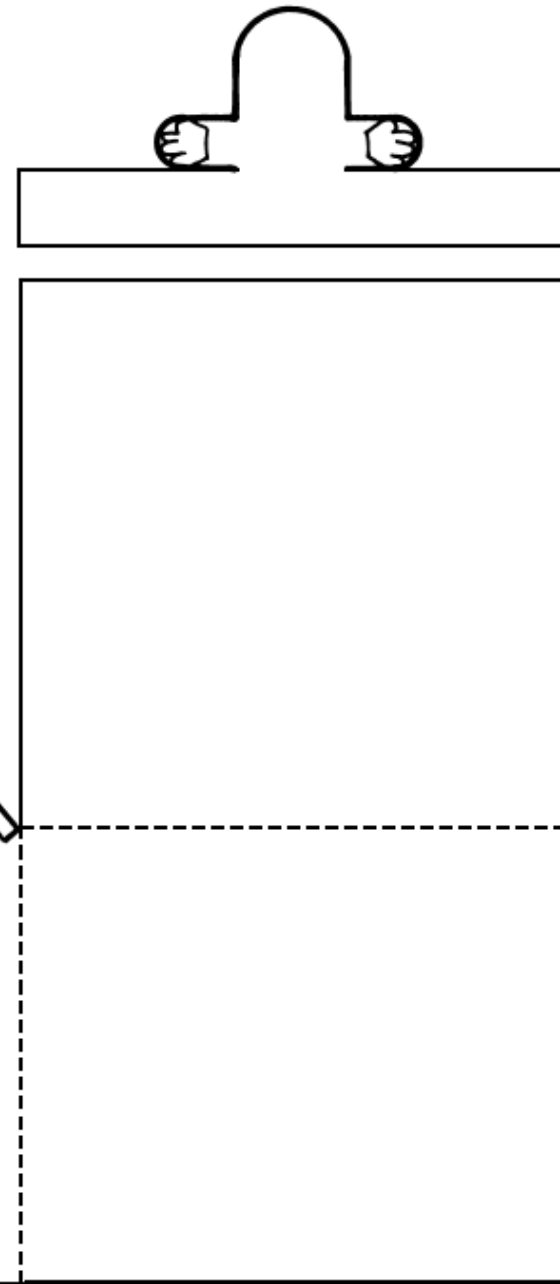
Book House

1. Draw windows, shingles, and decorations.
2. Cut out. Cut out door (except dashed line).
3. To assemble, fold on dashed lines. Staple or glue tab to inside of roof.



Finger Puppet




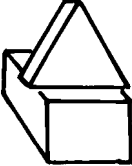

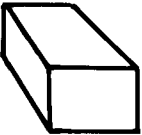
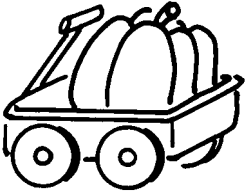

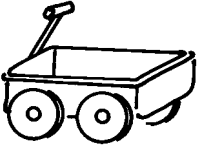
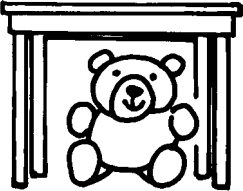

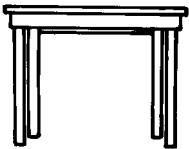
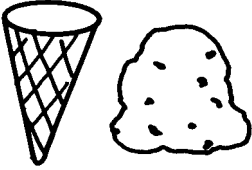





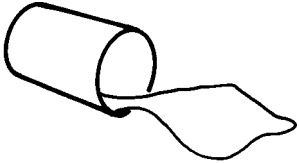


1. Draw face and clothes.
2. Cut out on heavy lines, and tape around finger.



Use with "Just Tell Me What To Do" (page 54).

A Picture is Worth. . .

Circle the words that match the pictures.

	The  is	on in behind	the 
	The  is	behind on off	the 
	The  is	in off under	the 
	The  is	on under over	the 
	The  is	off under in	the 
	The  is	under over in	The  is
	The  is	over on out of	The  is

Where is Houdini?

Draw a line from the word to the picture



on



behind



in



over

under



out



Use with "Where Is Houdini?" (page 56).