

Jellybean Hunt



Letter Collection

Language Arts

Distribute a copy of page 59 to each student. Have students lightly color the streets according to the street names. Then have students follow the directions to collect letters at houses they pass on their route. (Or, for younger students, you may wish to read the directions aloud as they follow on their maps.) Instruct them to print the letters in the blanks. When they have finished the route, they will have a surprise message.

Letter Collection

Follow the route below. Collect the letters of the rooms you pass. Print them in the boxes to get your secret message.

I LOVE
JELLYBEANS!

North
Ant Farm

West East

South

1. Go east on Red Street until you reach Blue Street.
2. Go as far south as you can on Blue Street.
3. Go west on Green Street to the top.
4. Loop around and go east on Green Street to Orange Street.
5. Follow Orange Street as far south as you can.
6. Go east on Pink Street to Purple Street.
7. Go north on Purple Street as far as you can.

N, S, E, W in My World

Physical Education


To help students relate cardinal directions to their own "part of the world," take them out to the playground. If possible, use the sun's position to help orient students to east and west. Mark those directions on the surface of the playground with chalk (or fold tagboard to make signs that will stand up). Then discuss and mark north and south. If you wish, let students use a compass in this activity.

Instruct students to spread out in the central area of the playground. Use this part of the activity as a warm-up for physical education. Have students take four hops to the north, then six skips to the east, two big steps to the south, etc. Divide students into small groups and let them practice giving directions to each other. Or, they can use spinners made from page 60.

Joe's Missing Worm

Mathematics

Make a copy of page 62 for each student. Have students cut out the "ruler." If you have nonreaders, you may need to read the directions aloud as students work on their maps, or pair readers and nonreaders to work together. If you prefer, you can make this activity sheet into a transparency and, using the overhead projector, demonstrate how to begin working with the map.

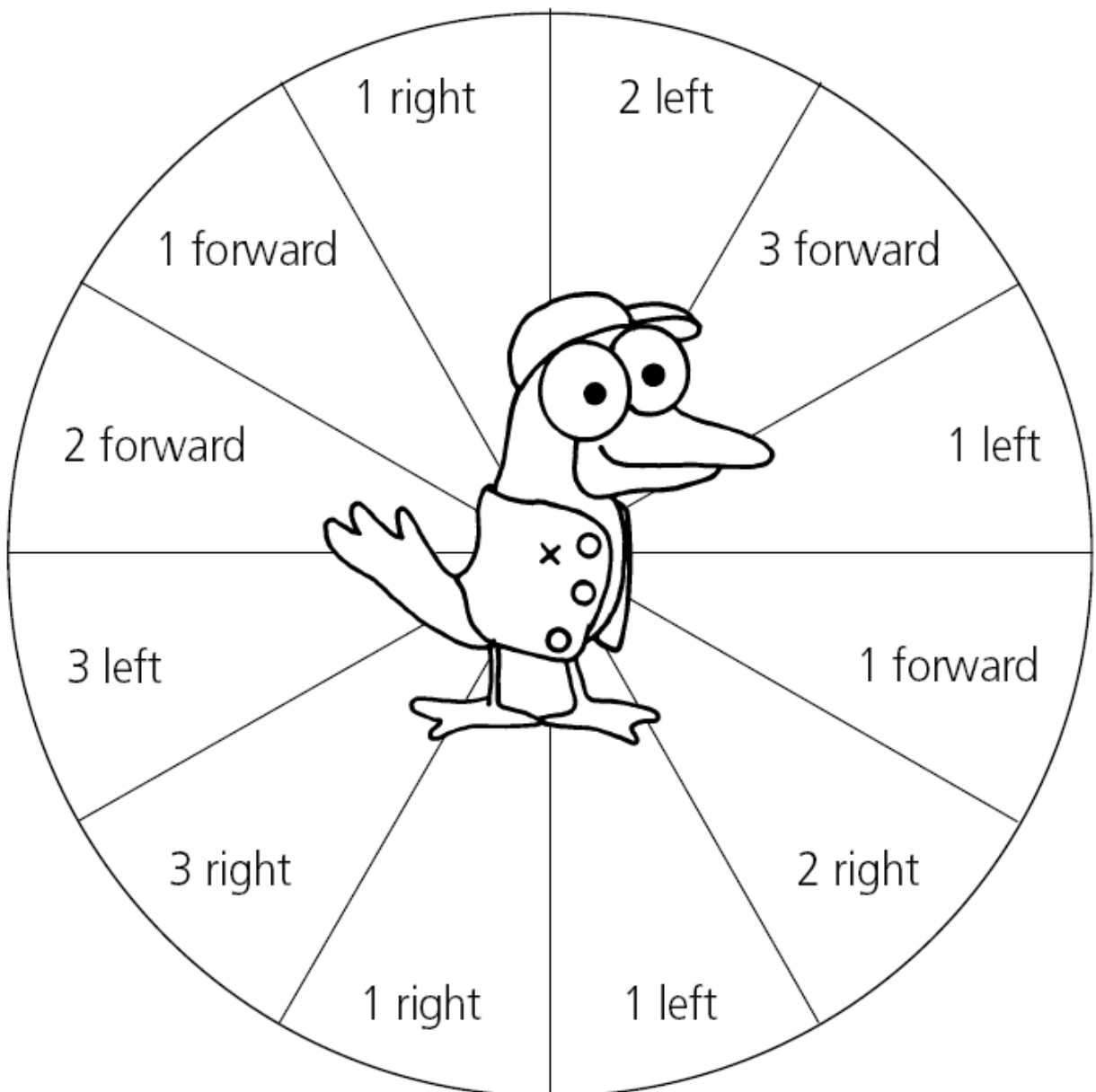


Cut out Joe's ruler at the top of the page. Draw a line to show Joe where to find a worm.

1. Start at the beetle by Joe's feet.
2. Go 3 Joe prints west.
3. Go 3 Joe prints north.
4. Go 4 Joe prints west.
5. Go 7 Joe prints north. Don't wake the kitty!
6. Go 6 Joe prints east.
7. Go 2 Joe prints south.
8. Go 2 Joe prints east. Circle the spot to find a worm.

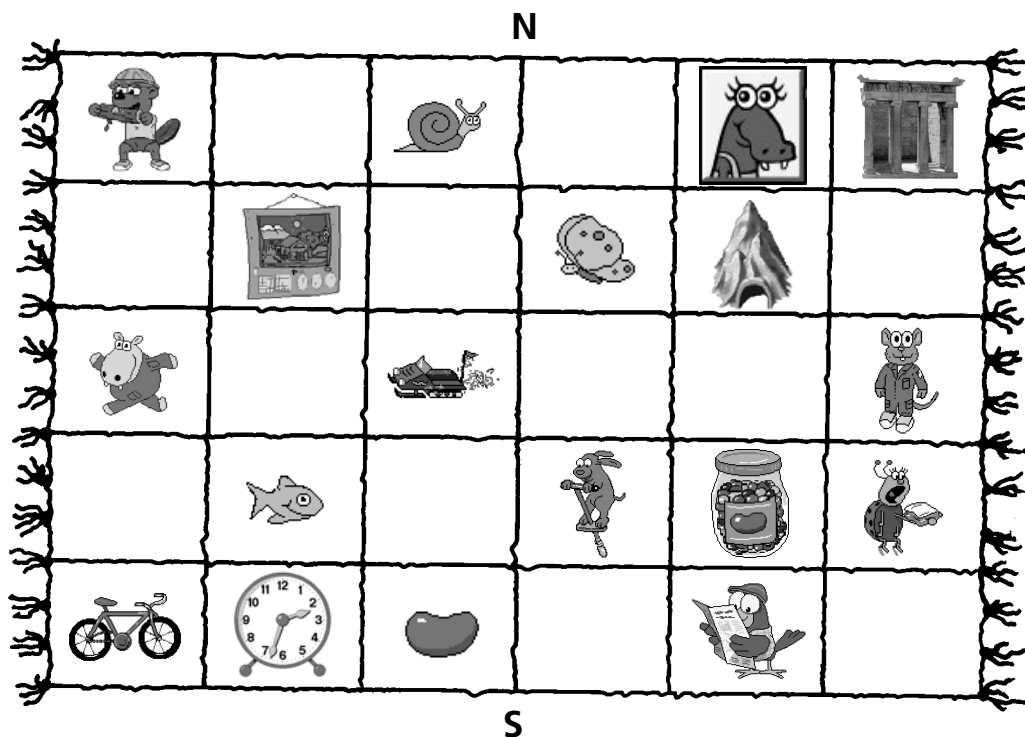
Spinner

1. Copy and mount the page on cardboard.
2. Color.
3. Cut out the circle and wing.
4. Punch a hole in the wing.
5. Attach the wing loosely at the "X" with a brass fastener.



Use with "N, S, E, W in My World" (page 56) and "Checkers on the Go" (page 57).

My Messy Rug



Go 1 north of . Then go 1 west. Where are you?



Go 3 north of . Then go 3 east. Where are you?



Go 1 south of . Then go 1 west. Where are you?



Go 3 east of . Then go 1 south. Where are you?



Go 1 south of . Then go 3 east. Where are you?



Go 4 west of . Then go 3 north. Where are you?



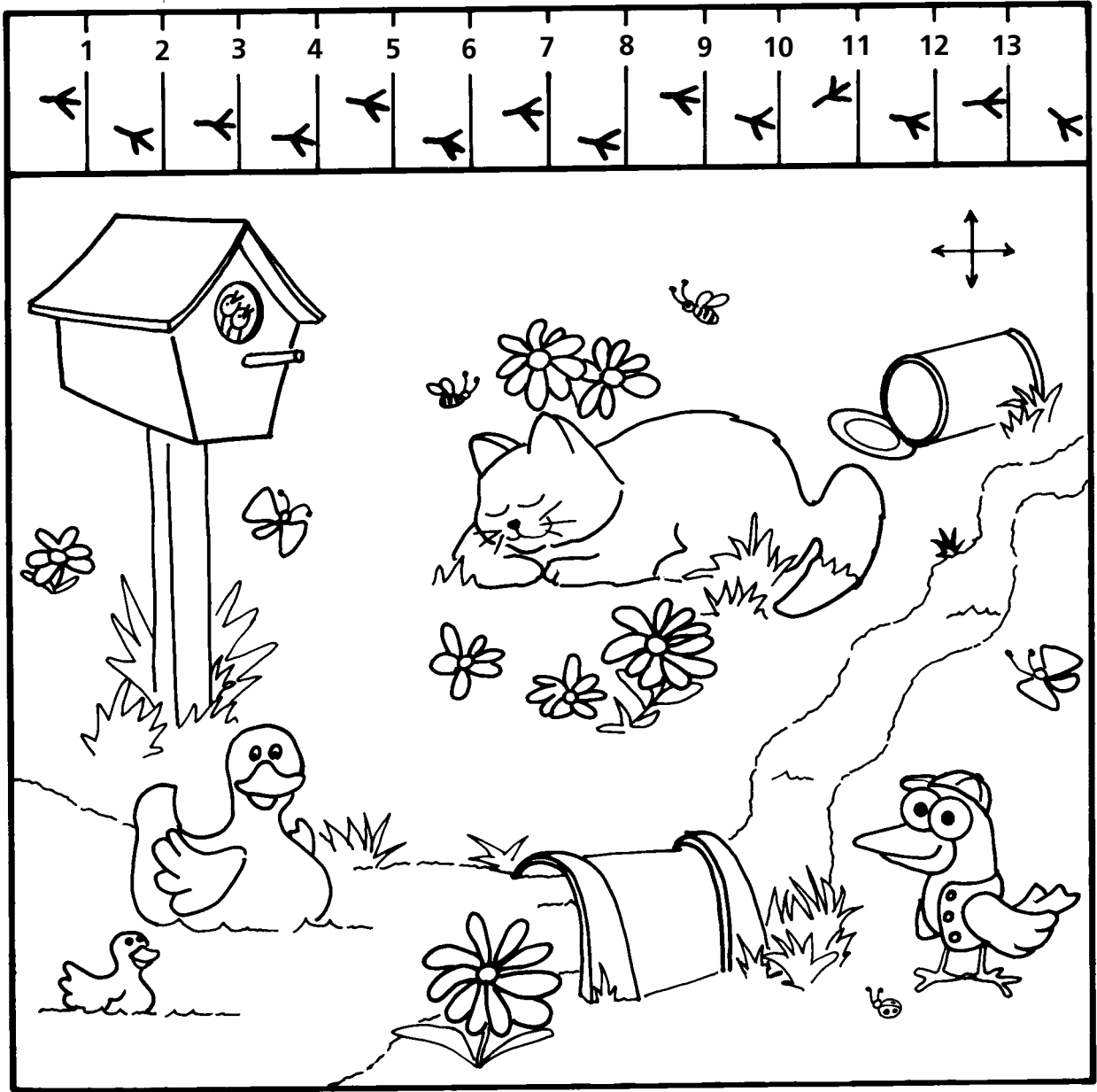
Go 5 east of . Then go 2 north. Where are you?



Go 3 south of . Then go 1 west. Where are you?



Use with "My Messy Rug" (page 57).



Cut out Joe's ruler at the top of the page. Draw a line to show Joe where to find a worm.

1. Start at the beetle by Joe's feet.
2. Go 3 Joe prints west.
3. Go 3 Joe prints north.
4. Go 4 Joe prints west.
5. Go 7 Joe prints north. Don't wake the kitty!
6. Go 6 Joe prints east.
7. Go 2 Joe prints south.
8. Go 2 Joe prints east. Circle the spot to find a worm.

Use with "Joe's Missing Worm" (page 58).