

RAFT IDEAS

Topics: Information
Classification,
Memorization, Facts

Materials List

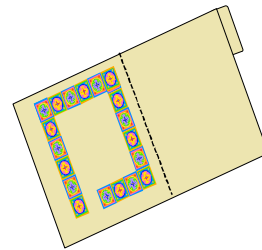
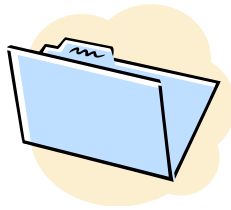
- ✓ File folder
- ✓ Paper, cardstock, small stickers
- ✓ Spinner – (See RAFT Idea sheet - *Give it a Spin*), a die, or a pair of blank dice
- ✓ Game pieces (e.g., caps, marbles, counters)
- ✓ Permanent marker
- ✓ Blank playing cards or equivalent
- ✓ Envelope or small plastic bag to hold game pieces and skill cards
- ✓ Optional: Die cut for game board path (Die cuts available at RAFT)
- ✓ Optional: laminator

This activity can be used to support the teaching of:

- Any topic in any subject that incorporates memorization of facts or has information falling into specific categories (parts of speech, animal classification)

File Folder Games

A compact and playful way to reinforce a variety of subjects!



Folder games are quick to create, inexpensive, and easy to store. They provide an engaging, developmentally appropriate way to practice skills. Games can be customized to teach any subject and feature seasonal themes.

Assembly

1. Hand cut or die cut a game board path and glue into an open file folder or create a path using small stickers or labels. Unusual paths can be used (e.g., parallel tracks, zigzags). Designate “start” and “finish” spaces. If desired, an envelope can be glued on the back of the folder to hold cards and playing pieces.
2. Using a permanent marker to write questions on the blank cards, create skill cards pertinent to the skills to be practiced.
3. Create a spinner or use a die. Use low numbers as there are few spaces on the compact board. (Use permanent marker to label blank dice with low numerals.)
4. Optional: Laminator folder and cards for durability.

Playing the Game (for 2 - 4 players)

1. Decide who will play first. There are a variety of methods (e.g., high or low roll, youngest or oldest, alphabetical by name, birthday in the current month).
2. The first player selects a card and answers the question. If the answer is correct, the player spins or throws the die to determine the number of spaces to move forward. If the answer is incorrect, play passes to the next player.
3. Play continues until one player reaches “finish”.

The Content Behind the Activity

Children need to apply the skills and knowledge they are acquiring. Playing developmentally appropriate games provides them with a hands-on opportunity to apply developing concepts. Research tells us that when children are engaged and enjoying themselves, they learn more quickly and the concepts they are practicing are retained longer.

Taking it Further

- The game board can be designed as a loop with no “start” or “finish” spaces. Players can then place their game piece on any blank space to start. Choose some small, inexpensive objects to use for treasures, such as buttons. When a player answers a question correctly, she takes a treasure. At the end of the playing time, the player with the most treasure wins.
- Have older students create a folder game that illustrates a concept they have covered. Set parameters for structure (e.g., game time-limits, clear and neatly written rules, and a test run the game with at least 3 people). This works well when older students share their games with younger students.

Web Resources - Visit www.raft.net/more for how-to videos and more ideas!