

The Interactive Whiteboard Activities CD (found on the inside back cover of the Teacher's Guide) provides you and your students with adapted, interactive versions of most of the Literacy Centers. The sets of activities and games have been created for use with interactive whiteboards. All activities were created in Flash® and should be run from your computer's CD drive—no installation required. Simply insert the CD into your computer, project it for students to view, and you'll be ready to enjoy these paperless, interactive activities!



These three icons appear at the bottom right corner of each activity screen. **Help** gives students quick directions on how to play. **Reset** will start a new game using a different combination of pictures or words. **Menu** takes you back to the main menu.



The **Main Menu** screen displays all nine of the interactive activities included on the CD. Click on a title and you'll be ready to play. Specific information and instructions for each activity are provided below and on the back of this card.



1 Rock Words

This matching activity focuses on sight words and high frequency words. To play, drag each word card from the right to its matching word on a rock.



2 Pixie Tricks

This activity focuses on beginning sounds and word recognition. To play, look at the three pictures in each row. Choose the picture that does not begin with the same sound as the other two pictures in the row.



3 Secret Sound Search

This activity provides practice with word families, phonics, and spelling. To play, drag each bug word from the right to the net that has the same middle sound.



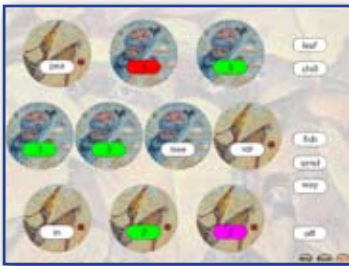
4 Lost Dinosaur Eggs

Students will have fun placing the lost dinosaur eggs back where they belong to complete the message. To play, drag the letters from the bottom row to their correct spots to finish the words and make a complete sentence.



5 Rhyming Roars

This is a fun way to practice identifying rhyming words and ending sounds while building word families. Students will match each word to its correct word family. To play, drag each word from the right to its matching ending sound.



6 Jungle Rumble

This activity focuses on phonemic awareness. After reading each word on the right, students will decide if it has 2 sounds or 3 sounds. For example, the word *cat* has 3 sounds: *c/a/t*. To play, match each word with the number of sounds it has.



7 Tell Me The Story

This is a fun way to practice story recall, comprehension, and sequencing. Students will arrange the events in the correct story order. To play, drag each sentence strip to its correct position. Tell students to start with the beginning of the story at the top and work their way down.



8 Pixie Party Invitations

Students will enjoy helping the pixies finish their invitation or the dinosaurs finish their reply. To play, drag the word cards from the right to their appropriate spots on the invitation or reply.



9 The Lost Cave

Here is a quick way to give students different sets of story elements for their own island adventure stories. Have each student grab a pencil and paper and write down the different story elements for his or her story. Assist students as needed. Click on an individual box to change that story element. Use the Reset button to get a completely new set of story elements.

You may choose to present each activity to the whole class before students participate in the Literacy Centers so that they understand what to do for each one. Students can also work independently or in pairs. They will enjoy the interactive games and activities as they practice and reinforce skills again and again.

NOTE: The printed Literacy Centers cards vary slightly from the interactive versions, however, the basic content and lesson focus is the same.