

## "Finger Twister" or "Finger פלונטר"

### Directions for putting together the game

To create a game for your target material, choose 4 categories of words (based on meaning or spelling patterns). Type the names of the categories onto the top and bottom of the "Twister" board. Then choose four words that belong to each category, and type them into the table of word cards. Example: words with short vowels a, e, i, or o; the "a" words could be man, pat, sad, and bag; the "e" words pen, tent, red, and end; the "i" words if, pill, kiss, and tin; the "o" words pot, mom, job, and on. (You can see an example of this game in lesson 24a, *Dora at the Store*, where the categories are -are, -ore, etc.)

You need a spinner, a "board" and cards. Print and laminate the following sheets:

- **Board:** The page with 4 columns of colored circles below, customized with your category names.
- **Spinner:** The square with the colored circles all around; glue to a piece of cardboard, insert a drawing pin in the center, to hold a spinning arrow made of cardboard or other durable material. (Spinner can be reused with games containing other target material.)
- **Word cards:** Type the words into the table, then cut out and place in four piles according to the categories, for our example: "a" (red), "e" (yellow), "i" (green), and "o" (blue).

#### How to play and how to explain the game to the student:

This game is like "פלונטר"/Twister, except it's for fingers - thumbs and middle fingers - instead of for hands and feet. There are 4 colors on the spinner and on the board. Each color is for words with a certain sound we have learned. Red is for "short a" words, yellow, for "short e" words, green, for "short i" words and blue, for "short o" words.

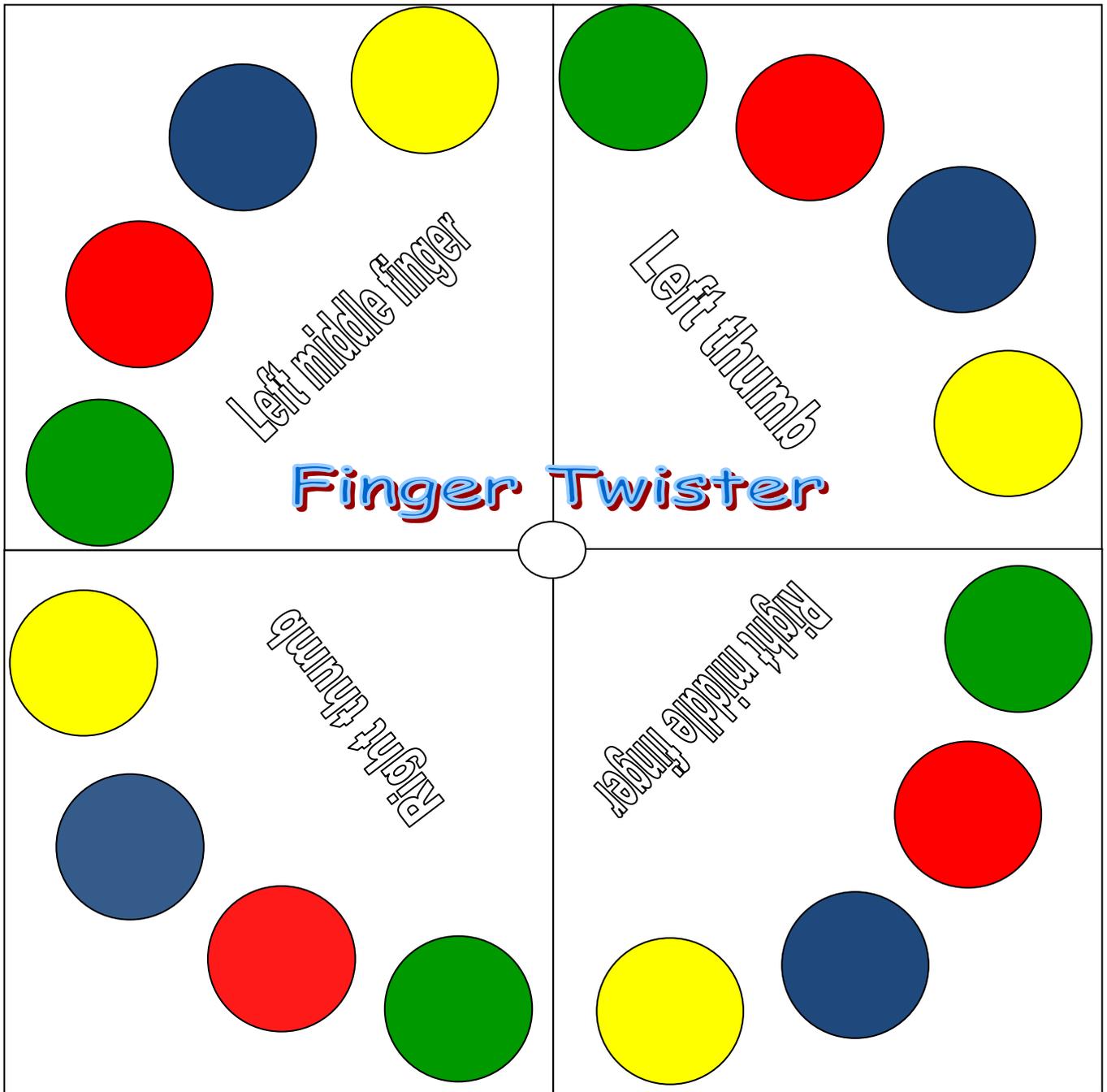
I will spin the spinner. If it lands on blue, I'll pick a card from the "a" pile. I'll show it to you and you'll read it. For example, it may be "man". I'll say either left thumb, or right thumb, or left middle finger, or right middle finger, depending on the spinner. You will put that finger on a circle in the row for the sound of the word: in this case it is an "a" word, so you put your finger on a blue circle.

Try not to pick up the finger that is on a circle until you need to move it to another circle. Once you have read 8 cards and gone to the correct color with the correct finger 8 times, you have won the game!

(If the teacher has a real "Twister" game and a large area in which to teach, he/she can play the real way. Small cards with the appropriate letter sounds can be "scotched" (with Velcro) onto the tops and bottoms of the colored circle columns.)

# Word cards for piles

1	2	3	4
1	2	3	4
1	2	3	4
1	2	3	4



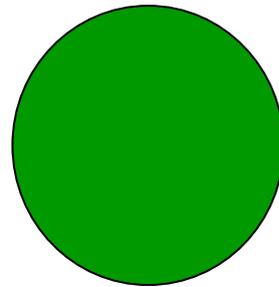
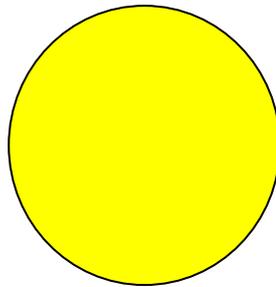
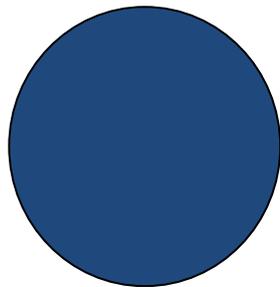
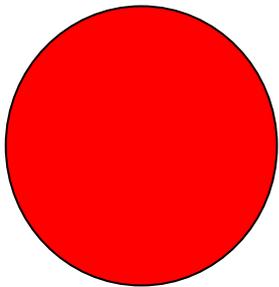
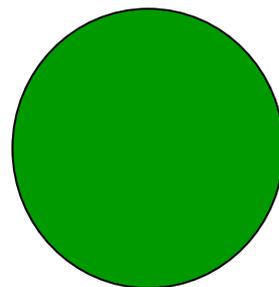
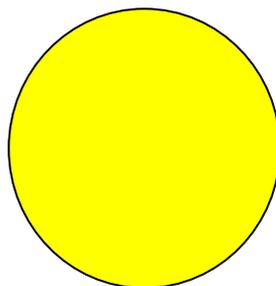
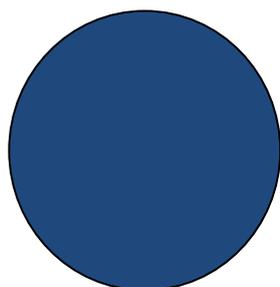
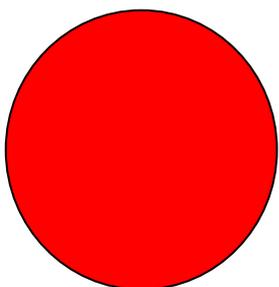
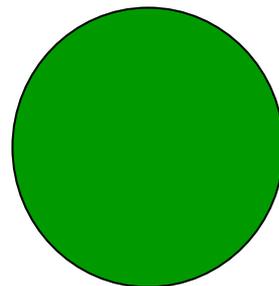
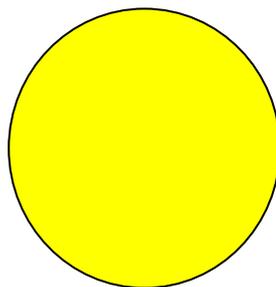
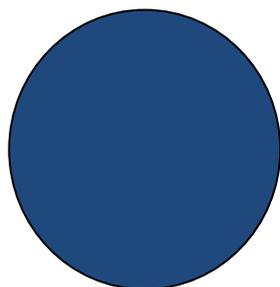
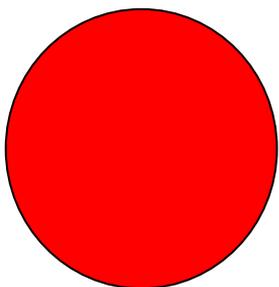
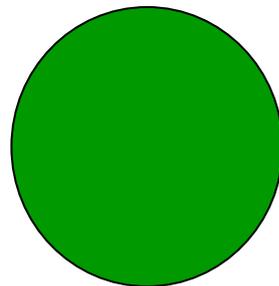
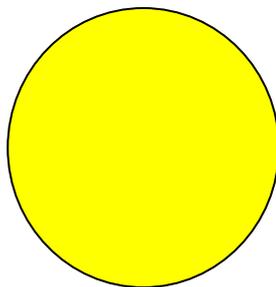
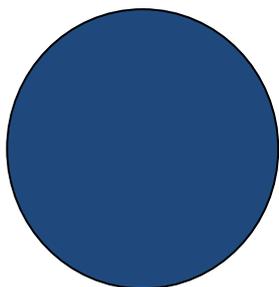
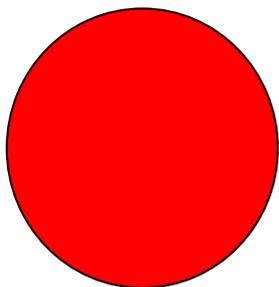
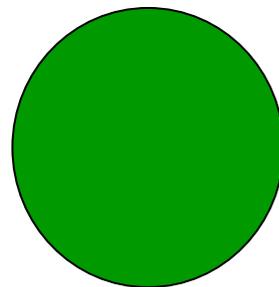
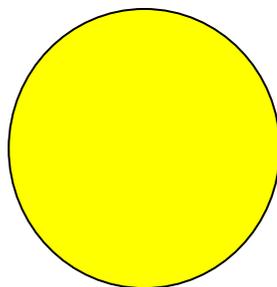
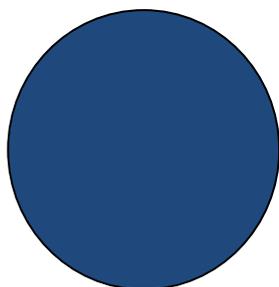
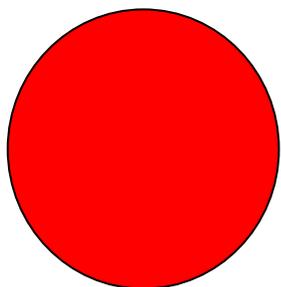
# Finger Twister

category 1

category 2

category 3

category 4



category 1

category 2

category 3

category 4