# Kindergarten Kickoff

**Welcome your team of students to school with these winning activities! Go, team!**

*ideas contributed by Laurie Gibbons, Huntsville, Alabama*

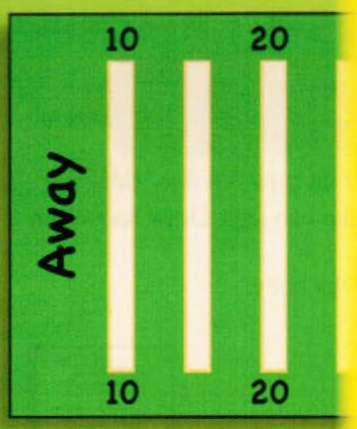
## Let's Get Started!

***Team cheer, morning activities***

This catchy cheer is perfect for welcoming students! To prepare, label each of six megaphone cutouts with a different grade from kindergarten through fifth grade. Invite six students (cheerleaders) to stand in front of the class, each with a different megaphone. Then lead youngsters in chanting the cheer, having each cheerleader hold up her megaphone during the appropriate time. If desired, repeat the cheer throughout the year before introducing a new skill.

First grade's fabulous!
Second grade's great!
Third grade's top-notch!
Fourth grade's first-rate!
By fifth grade, we know more than all the rest,
But kindergarten is the very best!

We'll learn to read.
We'll play math games.
We'll form the letters.
We'll write our names.
It's fun to learn at school each day.
So, let's get started. Hip hip hooray!




## Move That Ball!

***Classroom management***

Use this motivational display to foster good decision-making! Feature a large football field on a display. To begin, put a football cutout (pattern on page 8) on the 50-yard line and explain to students that the ball will move on the field in accordance with their behavior. When your class is recognized for exemplary conduct, such as walking quietly in the hall, move the ball toward the "HOME" end zone. If a troublesome comment is shared about the group, move the ball back five yards. When youngsters' good choices lead the ball into the "HOME" end zone, celebrate with a reward.

# The Play Book

***School rules***

This class-made big book is perfect for a rule review. Along the bottom of separate large paper ovals (football-shaped pages), write different school rules. As you introduce each rule, show the corresponding page. Solicit students' help to illustrate the rule, or take pictures of students acting out the rule and glue the printed photos on the page. Then bind the completed pages between brown paper oval covers and add details as desired. Place the book in your classroom library for students to read.

# A "Bear-y" Good Team

***Skill review***

web Get color bear patterns!

There are lots of learning possibilities with this team of bears! To prepare, cut out ten copies of the bear pattern on page 8 and color each bear's shirt a different color. Then choose a skill below.

**Comparing numbers:** Post the bears on the board and draw a simple football field beside them. Announce a number from one to ten and have a volunteer move that many bears to the field. Guide students to determine whether there are more bears on or off the field.

**Color words:** On separate football cutouts, write color words to match the bears' shirts. Have students match each bear to its football.

**Ordinal numbers:** Display the bears in a line. To easily identify the first bear, put a paper football beside it. Then invite students to identify the first through the tenth bears by naming the bears' shirt colors.

Go to page 9 for more practice with ordinal numbers.

# Game-Bear Glyph

***Following directions***

Gather information about your new class with this glyph activity. Using the code shown as a guide, have each child listen for directions to color a copy of the bear pattern on page 8. Then showcase the bears on a football field display along with the code. Each day ask a glyph-related question that helps youngsters get to know their classmates. **For a graphing extension**, remove the bears and have each child respond to daily graph questions by placing his bear in the corresponding column or row.

## Code

**Bear Color**
like football—brown
do not like football—grey (light black)

**Helmet**
boy—blue
girl—green

**Uniform Trim**
lost a tooth—yellow
never lost a tooth—orange

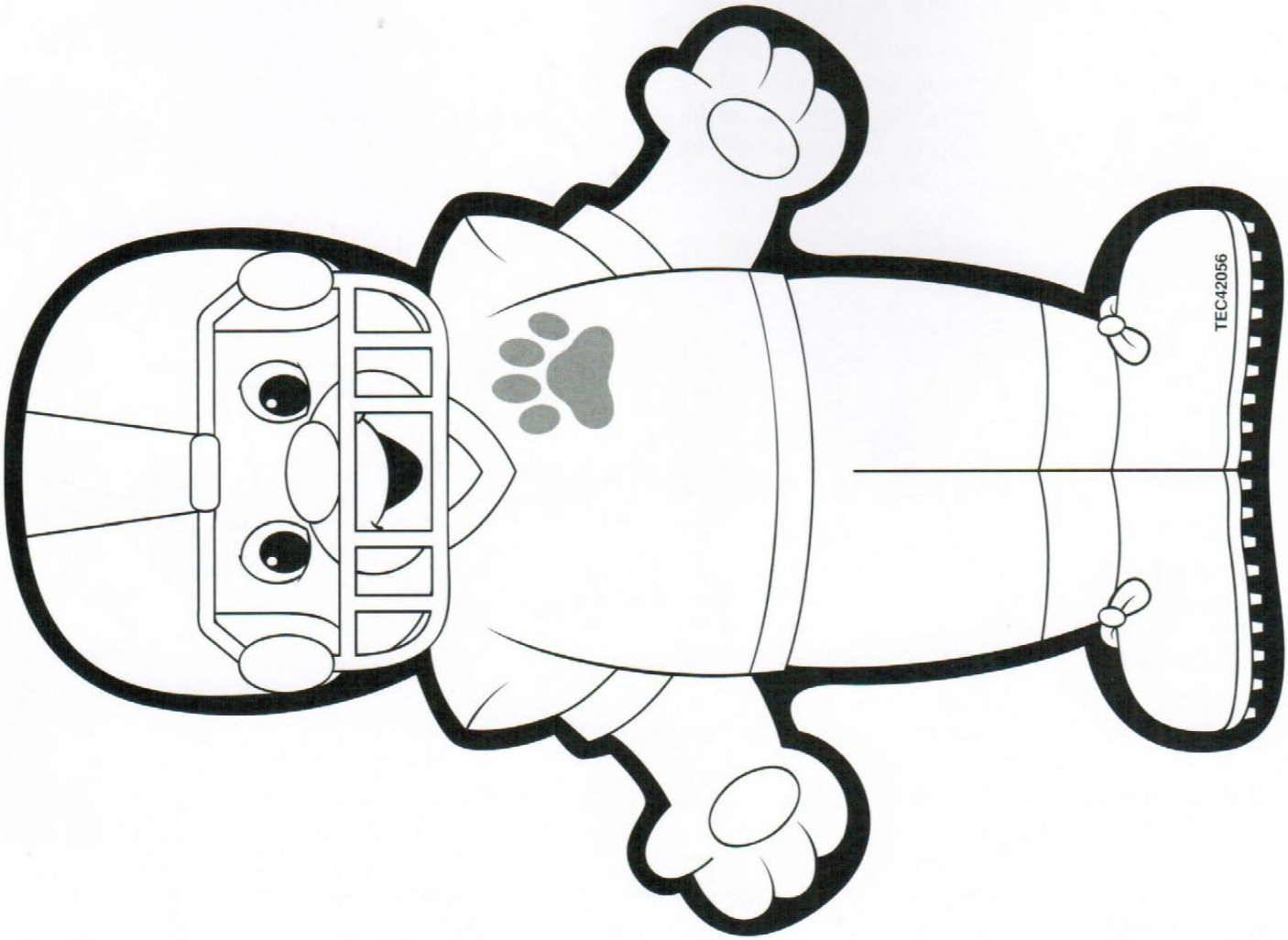
**Uniform Shirt**
have a brother or sister—red
do not have a brother or sister—blue

**Uniform Pants**
have a pet—red
do not have a pet—yellow

**Cleats**
ride the school bus—brown
do not ride the school bus—black

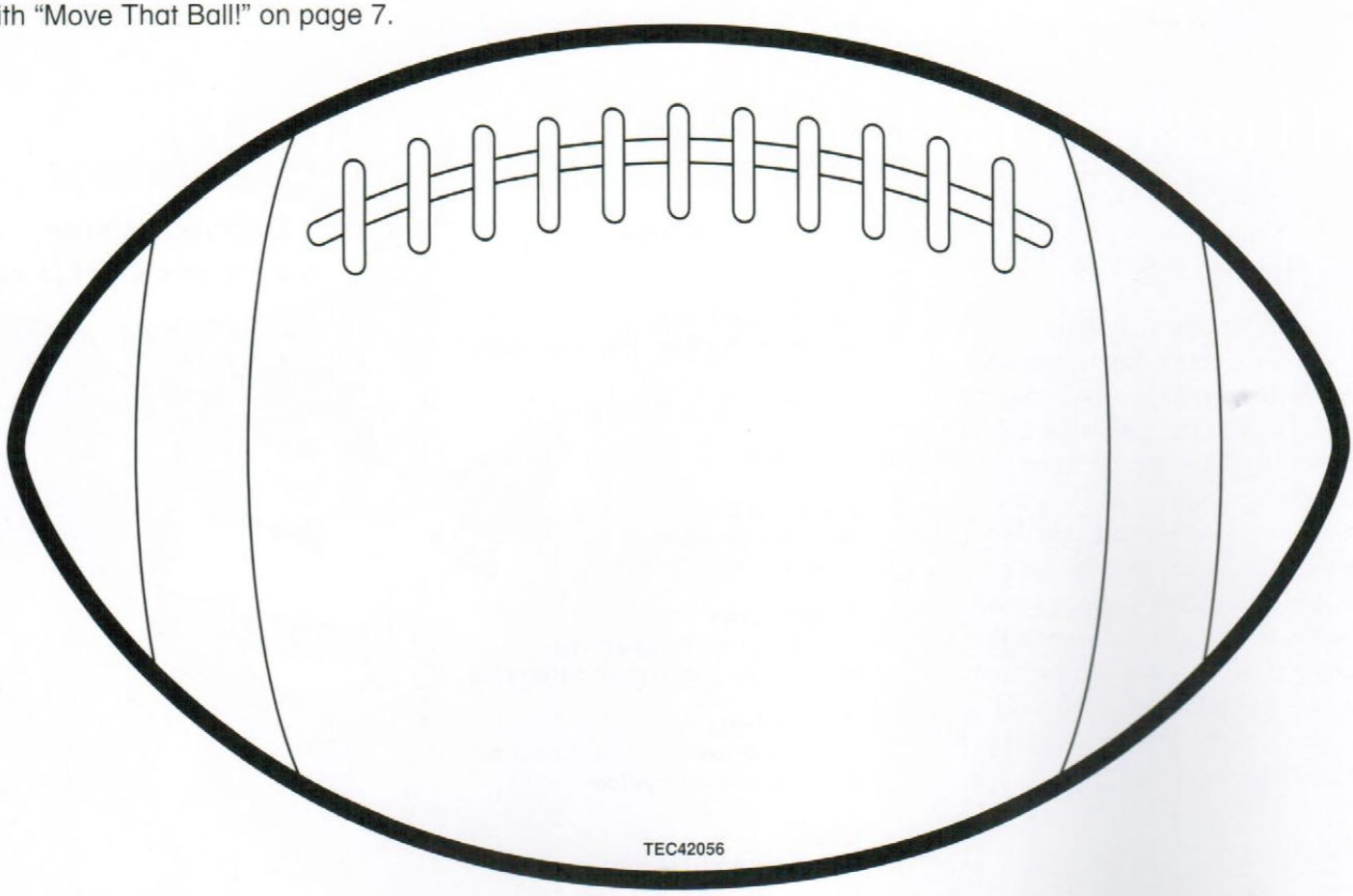
## Bear Pattern

Use with "A 'Bear-y' Good Team" and "Game-Bear Glyph" on page 7.




## Football Pattern

Use with "Move That Ball!" on page 7.



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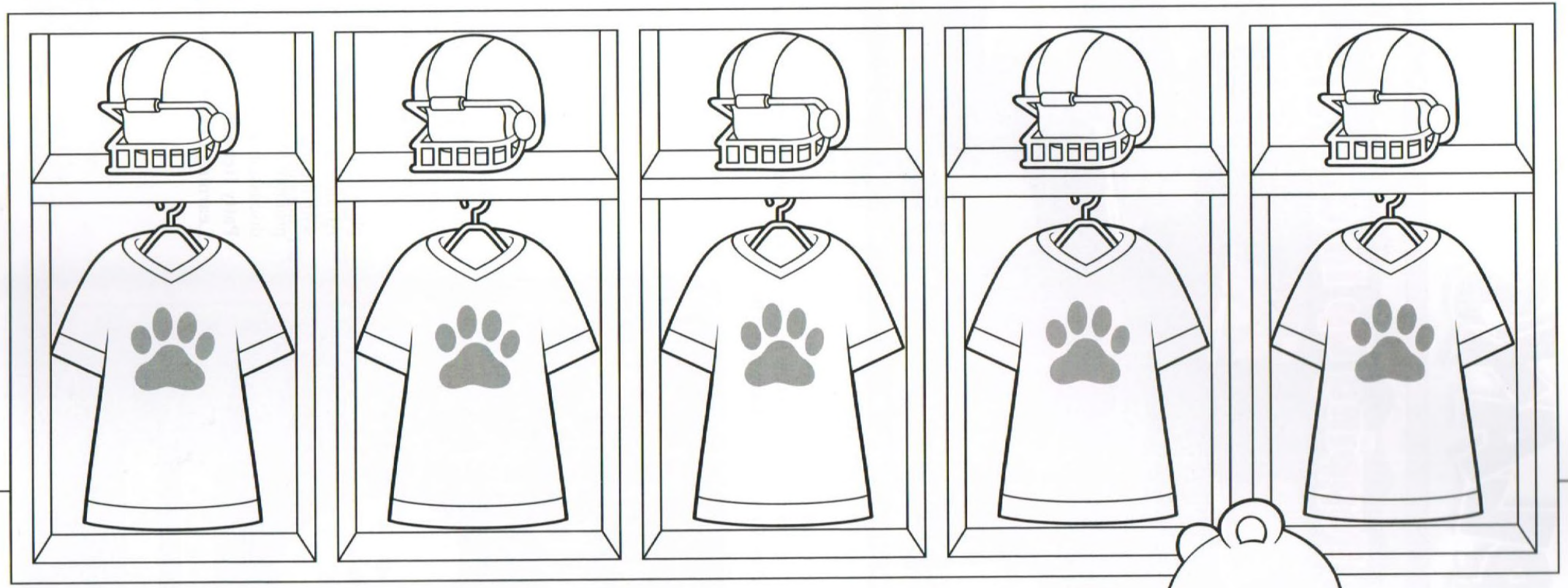
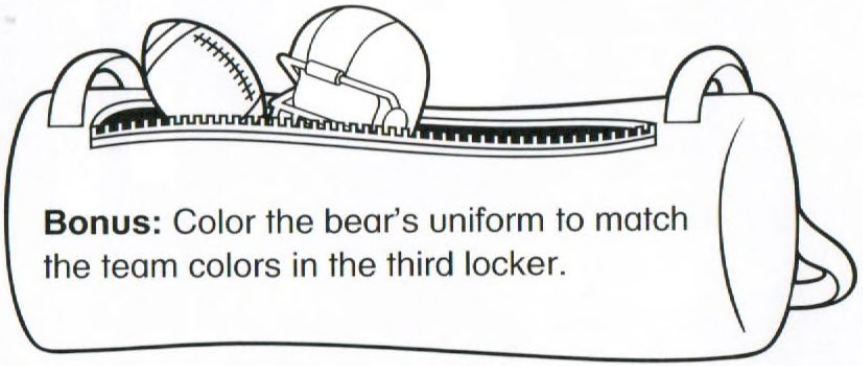
# Game Day!

Listen and do.





**Bonus:** Color the bear's uniform to match the team colors in the third locker.

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**Note to the teacher:** Give each student a copy of the page and make one for your reference. On the reference copy, color-code the helmets, jerseys, and lockers. Use the reference to give students coloring directions that incorporate ordinal numbers. For example, say, "Color the second helmet green."