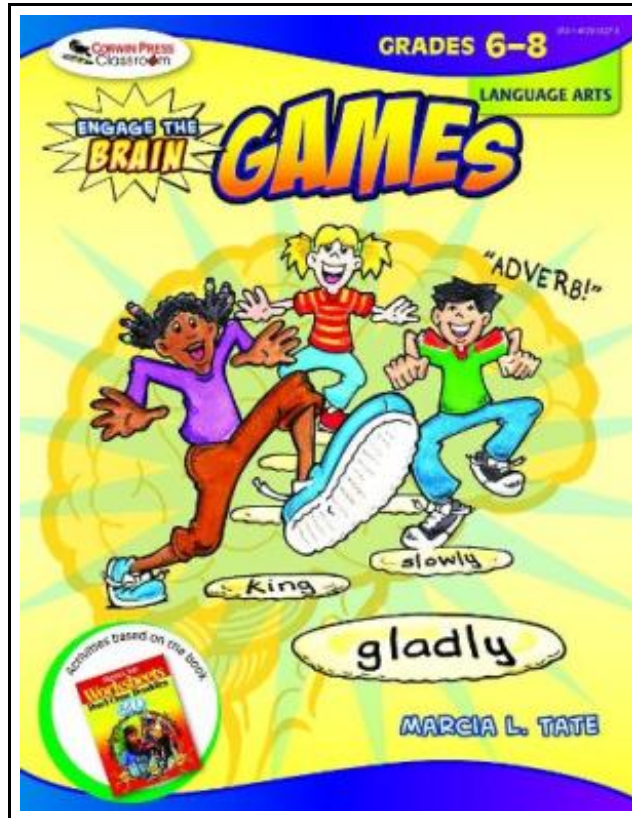


Engage the Brain: Games Language Arts: Grades 6-8



Filesize: 4.34 MB

Reviews

The publication is easy in read through preferable to fully grasp. It is written in simple phrases instead of hard to understand. You will not sense monotony at any moment of your respective time (that's what catalogs are for concerning if you request me).

(Kevin Bergstrom Sr.)

ENGAGE THE BRAIN: GAMES LANGUAGE ARTS: GRADES 6-8



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SAGE Publications Inc. Paperback. Book Condition: new. BRAND NEW, Engage the Brain: Games Language Arts: Grades 6-8, Marcia L. Tate, About the Engage the Brain Series This practical resource gives teachers the tools they need to plan lessons correlated to the way the brain learns best. Based on tested, research-based strategies presented in *Worksheets Don't Grow Dendrites: 20 Instructional Strategies That Engage the Brain*, this book offers a variety of language arts activities that incorporate games to help students make sense of and reinforce learning. These activities give students the opportunity to not only play but also construct and design a variety of games, greatly increasing brain connections to the content. These strategies allow students to master curriculum objectives while actively rehearse information in an engaging, non-threatening atmosphere, which makes a real difference in students' energy, motivation, and achievement. *Engage the Brain: Games, Language Arts, Grades 6-8* contains games based on national academic standards for language arts, including reading, writing, language conventions, and listening and speaking. Some games are based on old favorites (such as Bingo, Scavenger Hunt, Relay Races, Go Fish, Concentration, Charades) and some are brand new, including: Context Clue, Capers, Multiple Meanings Mania, The Root of the Matter, Synonym Shades and Grades, Couplet Chaos, Tone It Up, Pass, Write, and Edit, Genre Jumble, Sentence Shuffle, Five Alive! Bingo, Grammar Charades, Error Bearers, Word Power, Lingo Ladder, Forbidden Phrases, Media Mix, Sinking Ship. Each game includes one or more learning objectives, a comprehensive materials list, step-by-step information for the teacher on how to prepare for and play the game, any necessary reproducibles (such as game cards, game boards, scorecards), and follow-up activities for extended learning. The games are presented in the brain-friendly lesson formation, including a focus activity, modeling, guided practice, independent practice, and closing.



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