

# KINAESTHETIC LEARNING

## ACTING TIME

**OBJECTIVE:** to recognise how the addition of 'ing' changes the spelling of verbs

**LEARNING LINK:** auditory, visual

**ORGANISATION:** individual; whole class

**RESOURCES:** ten verbs from the list (see below) written on a large whiteboard; the same verbs written on separate cards and placed in a box; a hall or a large area suitable for drama and movement

### Verbs

do, chat, stare, enjoy, smile, meet, cut, take, tack, shape, shop, slide, ask, rid, tip, tape, hope, drive, look, jog, cry, shout, swim

## WHAT TO DO

- It is 'Acting time'! Choose any of the words from the list on the whiteboard. You must not tell anyone the word you have chosen.
- While the teacher's eyes are closed, find a space in the classroom and start performing your action.
- The teacher will pull a verb card (for example, 'smile') from the box, and call *Freeze!*
- Freeze your action while the teacher reads out the card.
- If the teacher's card matches what you are doing, and you can spell it (for example, 'smiling'), award yourself one point for each (correct action and correct spelling).

## NOW TRY THIS

Play the game again with ten different words from the list. Occasionally you will be challenged to spell your 'ing' verb. How many did you spell correctly? Can you think of any rules to help you when adding the 'ing' ending to a verb?

## GOING FISHING

**OBJECTIVE:** to recognise how the addition of 'ing' changes the spelling of verbs

**LEARNING LINK:** auditory, tactile, visual

**ORGANISATION:** groups (large or small)

**RESOURCES:** a magnetic fishing rod (a stick with a piece of string and a magnet attached) for each child; fish-shaped word cards (see words below), each with a paper clip attached, a large plastic hoop, the spelling checklist (see below), group scoreboards and pens, for each group

### Fish words

pull, tug, dive, hop, win, jump, hope, slip, scare, lose, fall, leap, race, surf

### Spelling checklist

pulling, tugging, diving, hopping, winning, jumping, hoping, slipping, scaring, losing, falling, leaping, racing, surfing

## WHAT TO DO

- You are going on a fishing trip! Form a group.
- The fish are swimming face down in the water, so it is difficult to identify them. You can catch them using magnetism, but, to keep them, you must correctly identify and change them.
- The fish-shaped words will be scattered face down in the ponds (large hoops).
- Take turns at fishing, using your fishing rod. When you catch a fish, you must turn it over, read the word that is written on it and write its 'ing' form and your own name on the group scoreboard.
- Use the checklist to check the spelling and, if your verb is correctly spelled, you can keep the fish; otherwise it must be thrown back into the pond.
- When all the fish have been caught, count your own catch. Who is today's star fisherman in your group?

## NOW TRY THIS

Repeat the game, but this time, you have to explain the spelling rule in order to keep the fish.