

Arizona: Nations and Art

Vocabulary Practice

This lesson is fashioned into the game of Memory. Three tiers of student abilities have been identified. This lesson is meant to work with small groups or partners depending on teacher preference. Ideally this practice serves as continued review as the students read through the book.

1. Materials - Index cards or even cut construction paper. It is important that all pieces are identical on the back side and the words cannot be read through each paper.
2. Each set is made in pairs.
3. Number of vocabulary words used is up to the teacher's discretion. Suggested essential vocabulary words are as follows: ancestral, artifact, canyon, cliff dwelling, culture, indigenous, mesa, mosaic, nation, pueblo, reservation, symbol, tradition, and tribe.
4. Game rules – All cards are placed face down and spread out. The pairs are mixed throughout the spread cards. One player at a time will turn over two cards. Everyone should have a chance to view the cards. If they are not a match, they must be turned over at the same place. The student will keep the pair if they match. The student with the most cards at the end wins. *Have the book available if needed for support groups.

Tiered Lesson Guidelines

Tier 1 (Most support needed) – Split cards into two equal piles. One pile will be the vocabulary word. Spelling counts. The other card will be the definition directly from the book. As the students make progress identifying each vocabulary term they will make student generated definitions. (In their own words)

Tier 2 (Independent Groups) - Follow the same function as group one. Begin with student generated definitions. Before the game is played, they must review the definitions referencing the book for concurrence. All students must agree. The students may also progress to drawing illustrations to explain each definition as they gain comprehension.

Tier 3 (Achieving Groups) – Follow the same function as group one and two. Student generated analogies will be used in place of definitions. All analogies must be verified with the teacher before the students begin playing. They will not view others' cards before the game. Allow for at least three distracters in the card pile. As each match is made the students must explain in their own words the meaning of the terms to keep the pair.