# Quick : Easu 

# St. Patrick's Day Circle Time Games 



## St. Patrick's Day Games

## Chip Clip Poem

Carpet Game

Developing a strong sense of number is an essential bullding block for eariy childhood mathematios. Daily practice and playing with rumbers will help strengthen a child's number sense.

Objective: The students will count a set to 5 and make combinations of objects to create the set.

## Activity:

1. Print, mat, and out out the poem and coins. Laminate as desined.
2. Reoite the "5 Shing Coins" chip olip poem. As you progress through each verse, remove a coin from the pot. Alternatively, bring in a small black pot and gold plastic chips. Count as you put flve chips into the pot. Then, reolte the poem as desoribed above, removing a coin from the pot for each verse.


Letter knowledge is essential to the start of reading and writing. Success in readin can be seen in cornections of understanding the relationshlp between functions of

Objective: The students wil recognize letters of the alphabet.

To Play the Game:
Line up the pictures of the rainbows. (All 26 upper and lower-case letters are included. Plok the right number for your students.) Identify the letters together Hide the leprechaun under ore of the rainbows and recite the poem to find it. Ohildren ohoose a letter and check to see If it's there.


Grid Game
Quick and easy games to celebrate the holiday with your young learners!

Being able to recognize and extend patterns is an important early math akil. Encouraging active partiolpation and insorporating ploy into this type of learning alows students to build their knowlecige of patterng in a fun way.

Objective: The ctudente will notice and extend simpla patterns.


## Chip Clip Poem

## Counting : <br> Number Sense

Developing a strong sense of number is an essential building block for early childhood mathematics. Daily practice and playing with numbers will help strengthen a child's number sense.

Objective: The students will count a set to 5 and make combinations of objects to create the set.

## Activity:

1. Print, mat, and out out the poem and coins. Laminate as desired.
2. Recite the "5 Shiny Coins" chip clip poem. As you progress through each verse, remove a coin from the pot.
3. Alternatively, bring in a small black pot and gold plastic chips. Count as you put five chips into the pot. Then, recite the poem as described above, removing a coin from the pot for each verse.


## 5 Shiny Coins

Chip Clip Poem
The leprechaun has 5 coins So shiny as you see. If he takes one out, How many will there be?

Continue counting backwards.
No shiny coins Are left in the pot.
The leprechaun took them all And he never got caught!



## Carpet Game

Letter knowledge is essential to the start of reading and writing. Success in reading can be seen in connections of understanding the relationship between functions of letters and writing. Develop and strengthen letter knowledge with this engaging game.

Objective: The students will recognize letters of the alphabet.

## To Play the Game:

1. Line up the pictures of the rainbows. (All 26 upper and lower-case letters are included. Pick the right number for your students.)
2. Identify the letters together. Hide the leprechaun under one of the rainbows and recite the poem to find it.
3. Children choose a letter and check to see if it's there.


# Sneaky Little Leprechaun <br> Sneaky little leprechaun Hiding carefully. 



## Pick a letter

Where could he be?






Cut out the leprechaun.







## Grid Game

Patterns

Being able to recognize and extend patterns is an important early math skill. Encouraging active participation and incorporating play into this type of learning allows students to build their knowledge of patterns in a fun way.

Objective: The students will notice and extend simple patterns.

## To Play the Game:

1. Copy template page onto 5 different colors of paper.
2. Create a grid where each column has the same item, and each row is the same color. Discuss the pattern and relationship of the cards.
3. Students close their eyes while the teacher removes 1 card.
4. Students use their knowledge of patterns to determine which card (color and picture) is missing.


horseshoe

leprechaun

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 for St. Patrick's Day
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