

# Attributes Game Directions

## ***This classroom language lesson addresses:***

- vocabulary
- classification by descriptor, function, and category labels
- reasoning

## ***To get started:***

Print ATTRIBUTES 1-8 on card stock. Cut cards apart; laminate if desired. Attach a piece of adhesive-backed magnet strip on the back of each card. Print one copy of the ATTRIBUTES CLUES page.

## ***To play the game:***

Begin by showing the students the picture cards; have students take turns naming each as you put it on the board.

**Option 1:** To “preview” some of the attributes you will be using in the game, you could give the students descriptive clues before showing each picture. For example, I have a picture of a round, red fruit that has a stem. When a student guesses “apple,” put that card on the board.

**Option 2:** If you would like to work on prepositions during this activity, you can give each student directions to place the card he/she named on the board. For example, put the bus over the sun, put the kitten beside the banana.

When all the cards are named and placed on the board, you are ready to play. Give each student a clue from the Attributes Clues page. Students can respond verbally if able, or they can go to the board and point to two pictures that fit the clue. If necessary, provide students with a limited number of choices. Leave all cards on the board, as some can be used to fit more than one clue.

Encourage students to restate the common attribute by asking “Why did you pick --- and ---?” or “How are --- and --- the same?”

## ***Raise the bar:***

**Option 1:** After presenting all pictures on the board, name three pictures—two with a commonality, one that is different. Ask the students to guess which two go together and explain why.

**Option 2:** Use these pictures to play a modified classroom version of Tri-Bond. Students will take turns naming two or three pictures from the board that share a common attribute. Other students will guess the commonality between them.

## Attributes Game Clues: Find 2 things that...

1. you write with
2. are vegetables
3. have zippers
4. are skinny
5. you can eat
6. you use in school
7. start with "p"
8. have spots
9. are yellow
10. have stems
11. are round
12. are insects
13. have tails
14. are brown
15. can hold money
16. you can wear
17. are red
18. have wings
19. are blue
20. are green
21. can fly
22. have wheels
23. you can carry to school
24. are loud
25. are hot
26. are in the sky
27. are sticky
28. are sharp
29. you use to eat
30. are soft
31. are gray
32. have whiskers
33. have a nose
34. wear a hat
35. are cold
36. are big
37. are small
38. are wet
39. are blue
40. are fuzzy
41. have four legs
42. have doors
43. are bright
44. are heavy
45. you can ride in
46. can open and close
47. have two legs
48. have a handle

ladybug



Dalmatian



banana



bus



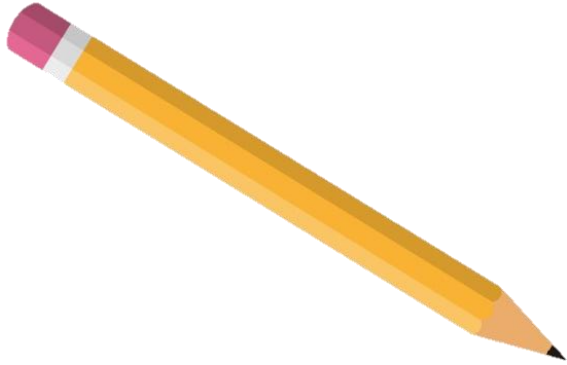
apple



pumpkin



pencil



crayon



backpack



jacket



potato



peas



fly



horse



lunch box



purse



wallet



belt



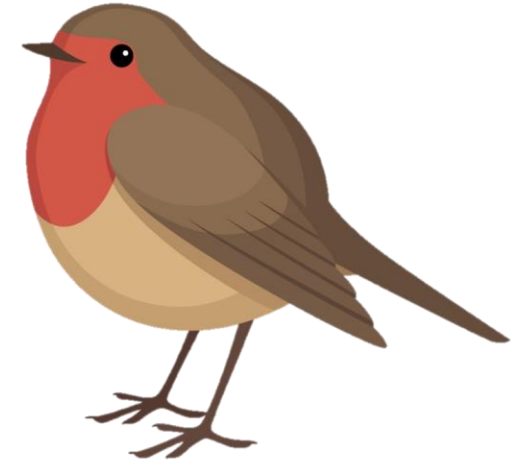
fire truck



sweater



bird



caterpillar



jet



bicycle



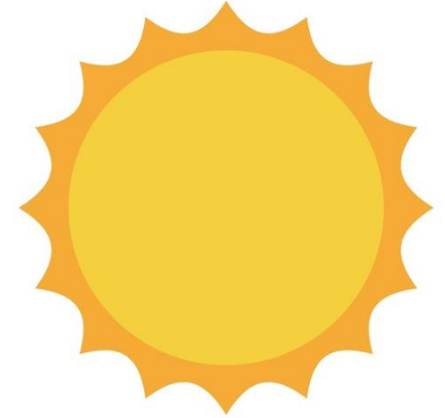
hot air balloon



fire



sun



peanut butter



glue



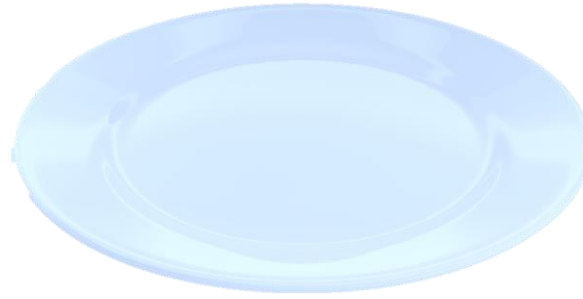
scissors



knife



plate



kitten



chick



Santa Claus



snowman

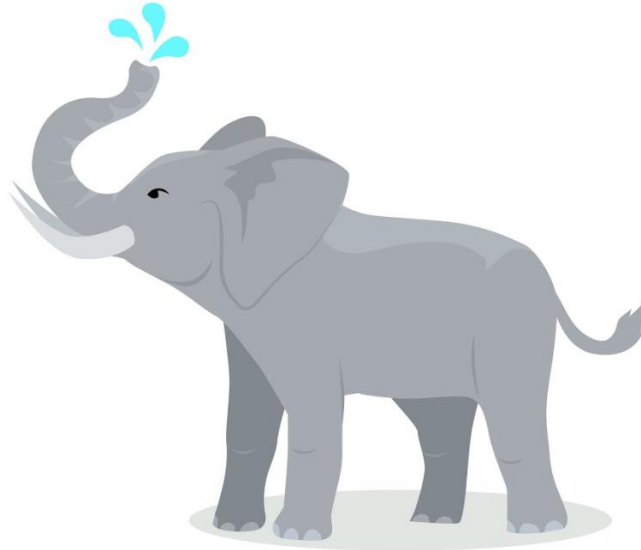




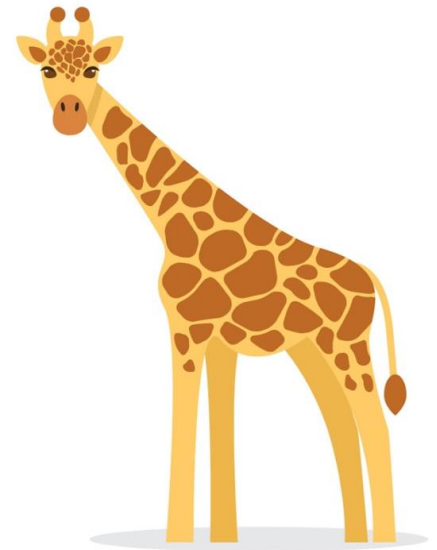
ice



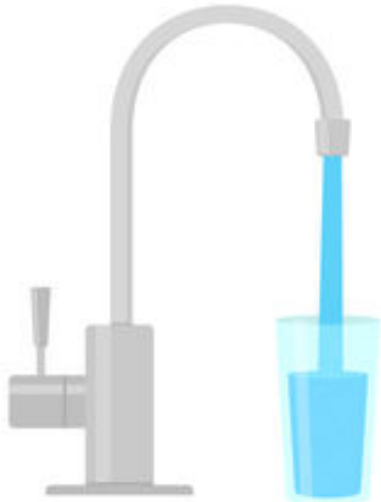
elephant



giraffe



water



milk



coffee



school



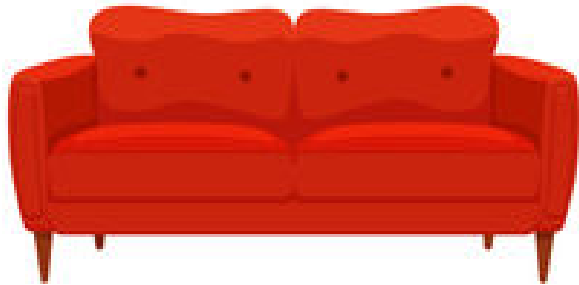
house



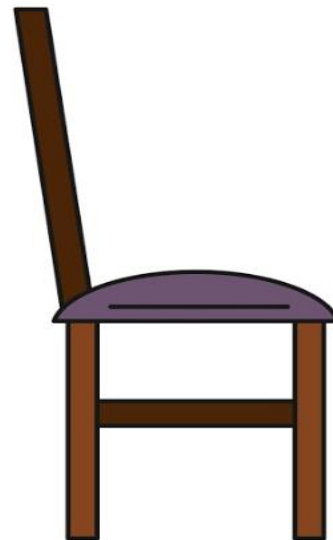
light bulb



couch



chair



train

