

# ACTIVITY 18

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## HIDE AND SEEK ROCKET

### Objective

Students use numeral recognition and position words to locate a hidden rocket.

### Standards

Mathematics, Language Arts

### Materials

- 10 to 20 small lined envelopes
- Marker
- 1 small rocket drawing (Figure 7, page 79), colored and cut out

### Educator Information

- The educator labels each envelope with a numeral from 1 to 10. Depending on the ability level of students, label the envelopes from 1 to 20.
- Color and cut out the rocket drawing.
- Laminate the envelopes and rocket for future use.
- Be prepared to demonstrate the activity to students.

### Procedure

1. Place the envelopes in a line, in numerical order, flap end down, on a table or the floor.
2. Place the rocket in one of the envelopes.
3. Model for students how to ask questions to determine where the rocket is located. Use position words and the numeral on the envelope in the questions. For example: *Is the rocket in envelope 9? Is the rocket in the envelope before envelope 8? Is the rocket in the envelope after envelope 3?* Continue to ask questions until the rocket is found.
4. Tell students to close their eyes while the educator hides the paper rocket in one of the envelopes.
5. Students take turns asking questions to determine where the rocket is located. Have students use position words, such as *before* and *after* to help find the rocket. When asking questions to find the rocket, have students refer to the numeral on the envelopes. If appropriate, give clues to help students locate the rocket.
6. Repeat the game several times. Help students develop their guessing skills and improve their use of position words.



7. Let students play the game independently. Allow them to hide the rocket in an envelope and give clues to their classmates. Encourage students to provide good clues using position words.
8. Vary the game by putting the envelopes in non-numerical order. Vary the game by placing the envelopes in several rows. Encourage students to use new position words.

## ***Assessment***

- Observe students during independent practice of this activity. Monitor their use of position words and numeral recognition when they ask questions or give clues.

## ***Enrichment***

- Students predict the number of questions needed to find the rocket. Use tally marks to record the number of questions. Have students decide whether their prediction is *more than* or *less than* the actual number of questions.
- Have students generate different variations of the game. Label envelopes with letters of the alphabet, color words, number words, dots to represent numbers, or sight words. Play the game with the same rules.
- Select books that use position words or numerals as part of a story. Share with the class. Ask students to identify the position words or numerals in the books. Use these books to reinforce the objectives in this lesson.



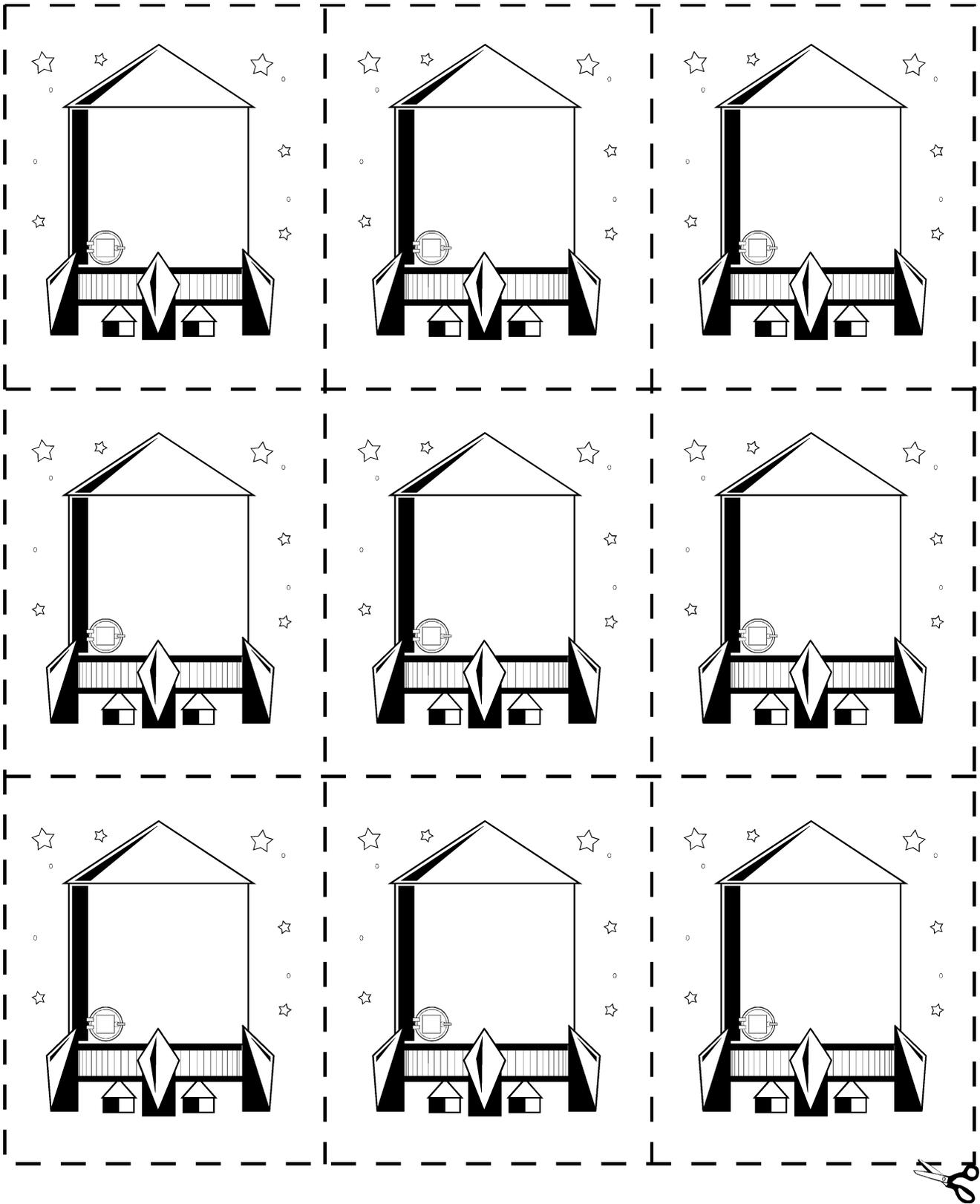


Figure 7. Small Rocket Drawings

