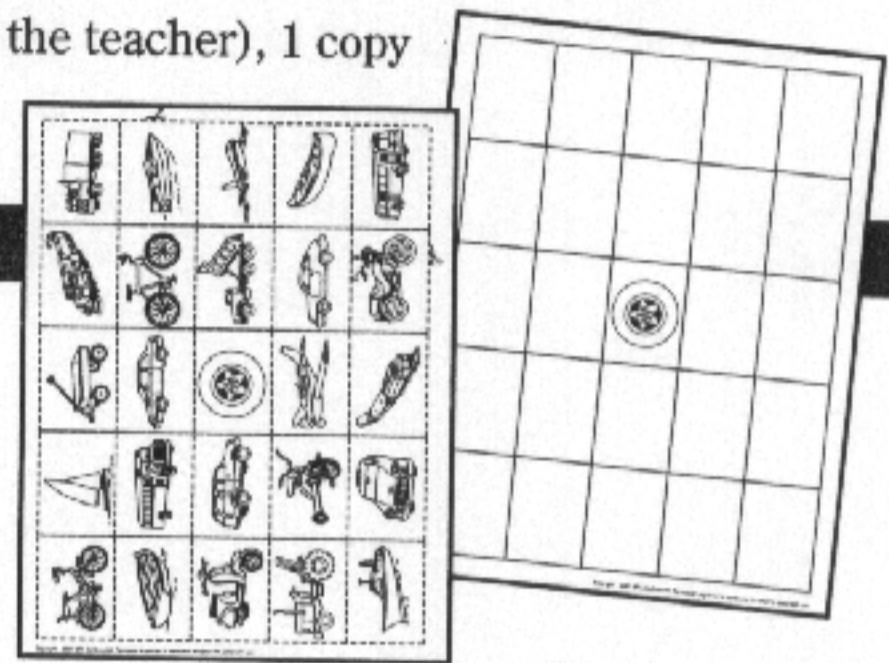


## Vehicle Lotto Object Identification

### Materials Needed for Lesson

For each child you will need 1 copy of BLM 70A (and 1 copy for the teacher), 1 copy of BLM 70B, crayons, scissors, glue, paper bag, and dry beans or buttons for markers.



### Presenting the Activity

1. (Make copies of the blackline masters.)
2. **Today we are going to make a game about vehicles, and then we will play the game.**
3. (Give each child a copy of BLM 70A and crayons.)
4. **Remember the rule, “If it’s made to take you places, it’s a vehicle.” What’s the rule?** (Signal.) *If it’s made to take you places, it’s a vehicle.*  
(Ask the children to identify the different vehicles. Then direct them to color the vehicles.)
5. (Give each child scissors. Direct the children to cut out the pictures of the vehicles along the dotted lines.)
6. (Give each child a copy of BLM 70B and glue. Direct the children to glue one vehicle in each blank square in any order.)
7. (To play, put the teacher’s set of vehicle squares into the paper bag and give students dry beans or buttons to use for markers.)
8. **Now we are ready to play the game. I’ll draw one vehicle at a time out of the paper bag. You will tell me the name.** (Draw a picture from the bag and show it to the children for identification.)
9. **Find this vehicle on your lotto card and put a marker on it.** ✓  
**The center square with the wheel is a free spot. Everybody, put a marker on the center square.** ✓  
**The first person to mark five squares in a row gets to say, “Lotto!” But we’ll keep playing until everybody gets five squares in a row.**
10. (After playing the game several times, small groups of children may play Lotto independently.)



