

LOOK FOR THE GOOD



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The Goal:

Score points by finding 4 objects in your house (1 at a time) that fit in the *Look for the Good* category of your choice.

What You Need:

Spot Marker to Mark a Home Base

How To Play:

- Choose a Look for the Good category from the following list: 4 of your favorite objects; 4 objects that match your favorite color; 4 objects that start with L,F,T,G Look For The Good.
- On the start signal, move through your house and find the first object in the *Look for the Good* category.
- Bring the object back to Home Base and then go find the second object.
- Continue until all 4 objects are back at Home Base.

UDL Mods:

- Provide each player with the names of the actual objects (L, F, T, G) to be found.
- Plan ahead and create visual pictures of the objects that students can search and find.
- Choose 4 objects that make different sounds. Students search for the sounds.

Boardmaker®



in support of

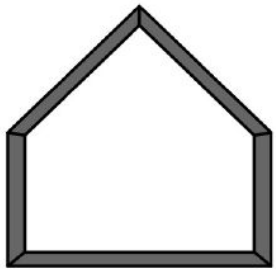
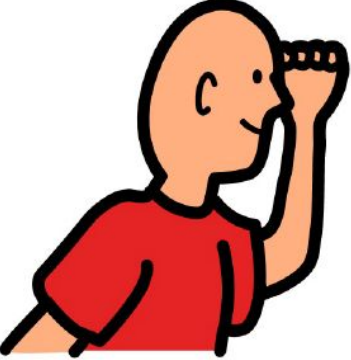
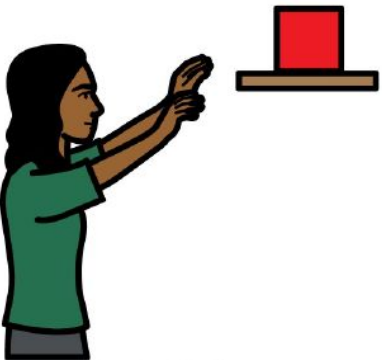
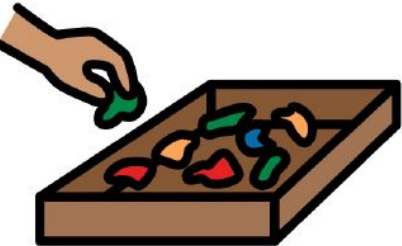


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Picture Communication Symbols[®] courtesy of Boardmaker 7.

 <p>Home Base</p>	 <p>Look</p>	 <p>Find Object</p>	 <p>Collect</p>
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