

# Activity Procedure

1. Review the vocabulary on the "Location Word Cards" with the students.
2. Teach the students the "Flies, Flies Everywhere! Chant." Tell them to point to the fly puppet whenever they say the last word of the chant during the game.
3. Select a student to sit in front of the class. Choose another student to start the game by handing him or her the fly finger puppet. The student then flies the puppet up to the pocket chart and selects a location word card. The student hands the card to you. Read the card aloud to the class, or have the class read it to you. The chosen student then flies the puppet to the student sitting in front of the class and makes the fly hover at the location written on the location card. If the fly is correctly placed, have the students recite the chant. If the fly is incorrectly placed, give the student a hint to help him or her with the proper placement.
4. Continue the game by passing the fly finger puppet to a new student and repeating the process.

# Adaptations

- Select a student to sit in a chair as described above. Move the fly to the sitting student so that it hovers or sits at a location indicated on any of the location cards. Choose a student from the class to decide which location word in the pocket chart matches the location of the fly.
- Instead of a student sitting in the chair, use a large stuffed animal.
- Make enough fly finger puppets for each student. Let each student use the puppet to give location directions to a partner.

# Related Books

*On Top of Spaghetti* by Paul Johnson

# Location Word Cards

above

behind

below

beside

# Location Word Cards *(cont.)*

far from

on

to the left of

to the right of