

Reading Games with Ziggy the Zebra



Second Edition

by
Marie Rippel

 ALL ABOUT *Reading*

Level 1 Supplement

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*Reading Games with Ziggy the Zebra is part of the
All About® Reading program.*

For more books in this series, go to www.AllAboutReading.com.

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Preparing for Takeoff

Correlation with *All About Reading* Level 1

The games included in *Reading Games with Ziggy the Zebra* are a fun way for children to review the concepts in *All About Reading* Level 1. The chart below outlines when each game is mentioned in the Level 1 Teacher's Manual.

| Beginning in this lesson | Play this game | Purpose |
|--------------------------|---------------------------|---------------------------------------|
| Lesson 1 | Apples for Ziggy | Recognize vowels and consonants |
| Lesson 2 | Ziggy at the Market | Practice Phonogram Cards |
| Lesson 3 | Ziggy at the Beach | Practice Word Cards |
| Lesson 4 | Treasure Hunt with Ziggy | Reinforce that every word has a vowel |
| Lesson 6 | Ziggy Teaches School | Practice with blending |
| Lesson 19 | Caving with Ziggy | Practice Phonogram and Word Cards |
| Lesson 33 | Ziggy Rounds Up Horses | Practice Phonogram and Word Cards |
| Lesson 44 | Ziggy Plays with Penguins | Practice Phonogram Cards |
| Lesson 50 | Blast Off with Ziggy! | Practice counting syllables |

Meet Ziggy!

If you used the *All About Reading* Pre-reading program, the Zigzag Zebra needs no introduction. But if you are new to our reading series...then meet Ziggy!



Ziggy is a young zebra who is learning to read right along with your students. He is a supportive friend for beginning readers, and he likes to have a good time as he learns. In the Pre-reading program, Ziggy is represented by a plush puppet, but if you do not own a Ziggy puppet, don't despair! Make a stand-up Ziggy using a file folder and the graphic of Ziggy on the next page.

- 1 Remove Ziggy from page 11 and trim edges as needed. Glue to the front of a file folder.
- 2 Whenever you play a game, just prop up Ziggy so he can play along!

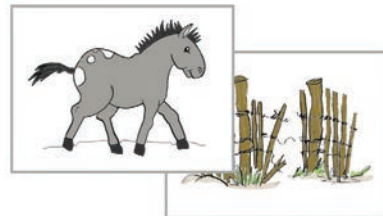
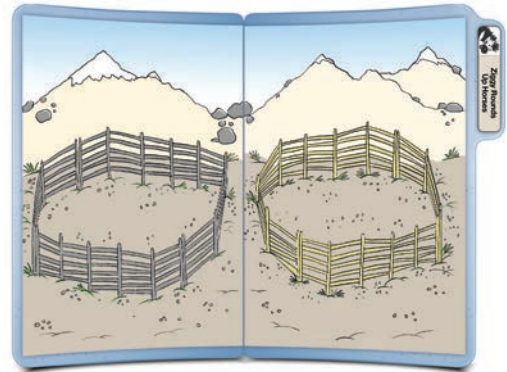




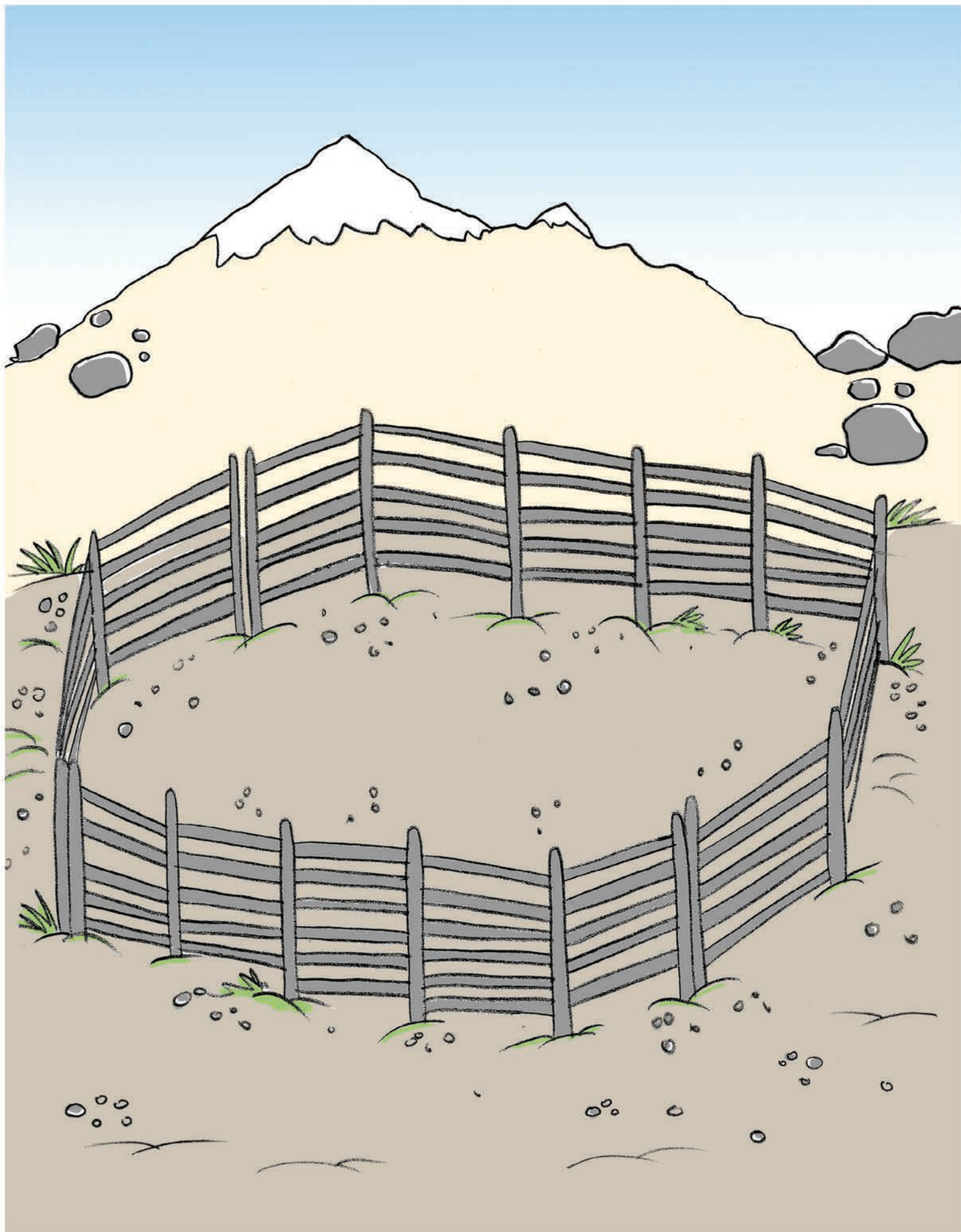
Ziggy Rounds Up Horses

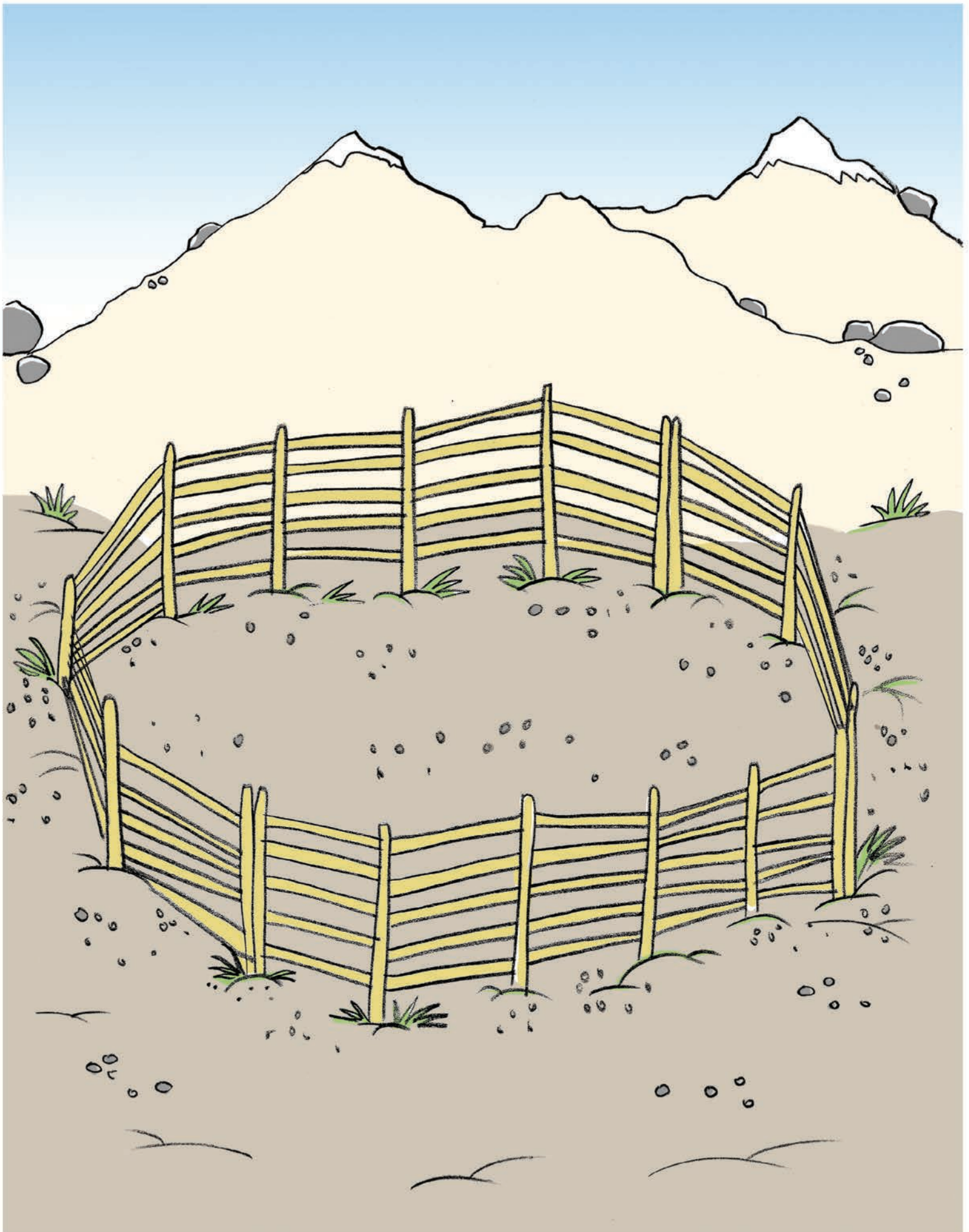
Assembly

- 1 Remove the game board on pages 88 and 89 and trim edges as needed. Glue the two-page spread inside the file folder.
- 2 Cut out the pocket on page 91. Attach the pocket to the front of the file folder by taping on three sides, leaving the top open. Use this pocket to store the instructions and game pieces.
- 3 Cut out the label on page 91 and glue onto the file folder tab.
- 4 Cut out the game pieces on page 93 and store them in the pocket.



You're ready to play!



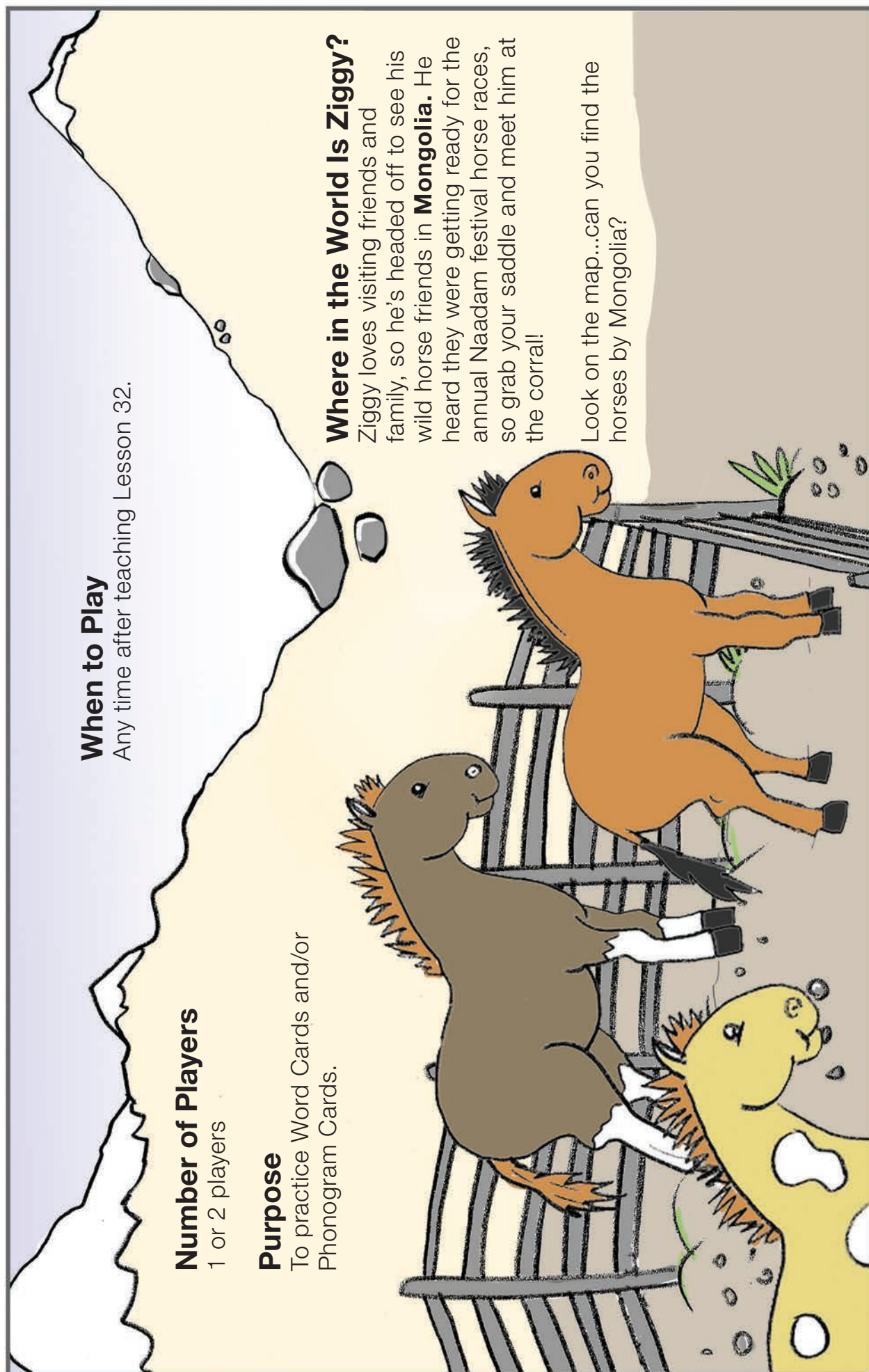




Ziggy Rounds Up Horses

← Label

↘ Pocket for front of file folder



When to Play

Any time after teaching Lesson 32.

Number of Players

1 or 2 players

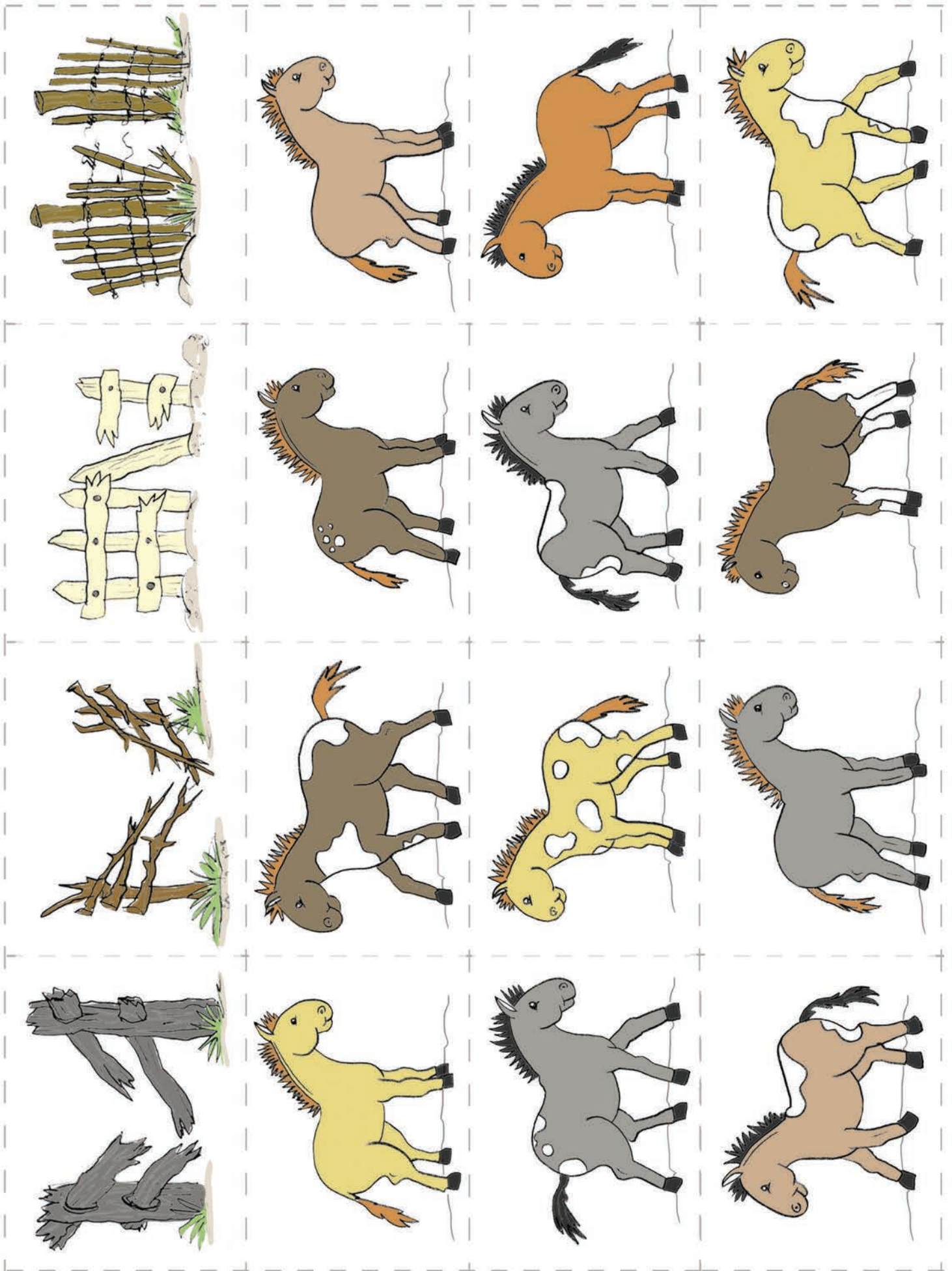
Purpose

To practice Word Cards and/or
Phonogram Cards.

Where in the World Is Ziggy?

Ziggy loves visiting friends and family, so he's headed off to see his wild horse friends in **Mongolia**. He heard they were getting ready for the annual Naadam festival horse races, so grab your saddle and meet him at the corral!

Look on the map...can you find the horses by Mongolia?





Game 7: Ziggy Rounds Up Horses

Play Instructions

Game setup

- 1 Arrange the game pieces around the perimeter of the game board with the hoofprints facing up.
- 2 Assign one corral to each player.
- 3 Select the Word Cards or Phonogram Cards from behind the child's Review divider. Each child will have his or her own pile of cards, according to what he or she needs to review. If Ziggy is one of the players, he can use a stack of cards from behind the Mastered divider.
- 4 If only one child is available to play, Ziggy can be the other player.

How to play

- * **Take out the Ziggy Zebra puppet and put it on. Ziggy says:**

"I'm having a marvelous adventure in Asia. Today I'm helping to move wild horses from the grassy plains of Mongolia and into corrals! But these horses are frisky and full of energy. Can you help me move the horses?"

"I like to make noise while I round up the horses—you can, too! Yee haw! Whoa!"

- * **The first player selects a game card and flips it over. If the player reveals a horse card, then the player chooses a Word or Phonogram Card and reads it aloud. If the card is read correctly, the player places the horse card in his or her corral.**

If the card is read incorrectly, the player can try again.

Return the Word or Phonogram Card to the bottom of the player's pile.

(continued...)

- ✱ If the player reveals a broken fence card, it means that a horse has escaped from the corral. In this case, the player does not read a Word or Phonogram Card; instead, the player must move one of his or her horses out of the corral and back onto the grassy plains around the edge of the gameboard. Leave the broken fence card face up on the perimeter of the game board.

"Now, it's ____'s turn."

- ✱ Play continues with the next player or, if only one child, with Ziggy.

Game continues until all the horses have been moved into the corrals. Each player can count the number of horses in his or her corral.

Who wins?

The winner is the player with the most horses in his or her corral.

Store these instructions in the pocket on the front of the file folder game.