

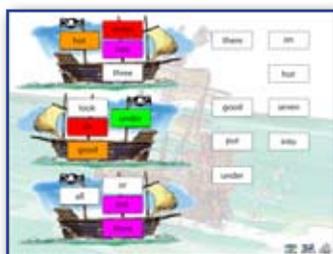
The Interactive Whiteboard Activities CD (found on the inside back cover of the Teacher's Guide) provides you and your students with adapted, interactive versions of most of the Literacy Centers. The sets of activities and games have been created for use with interactive whiteboards. All activities were created in Flash® and should be run from your computer's CD drive—no installation required. Simply insert the CD into your computer, project it for students to view, and you'll be ready to enjoy these paperless, interactive activities!



These three icons appear at the bottom right corner of each activity screen. **Help** gives students quick directions on how to play. **Reset** will start a new game using a different combination of pictures or words. **Menu** takes you back to the main menu.



The **Main Menu** screen displays all nine of the interactive activities included on the CD. Click on a title and you'll be ready to play. Specific information and instructions for each activity are provided below and on the back of this card.



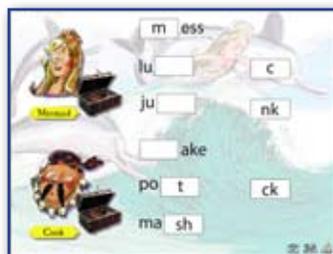
1 Cargo Words

This matching activity focuses on sight words and high frequency words. To play, drag each word card from the right to its matching word on a ship.



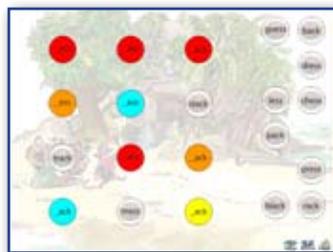
2 Word Maps

This is a fun way for students to practice content word recognition with words and pictures from the stories. To play, drag each word card to its matching picture.



3 Lost Letters

This activity provides practice with beginning and ending sounds, blends, and digraphs. Students will help the characters complete their words by finding their lost letters. To play, drag the letters on the right to their correct spots to make words for each character.



4 Rhyming Coconuts

This matching activity focuses on phonemic awareness, rhyming words, and word families. Students will match each coconut word to its correct word family. To play, drag each word to its matching ending sound.



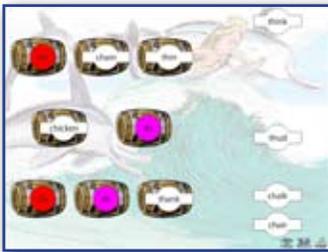
5 Treasure Words

Students will enjoy this word-building game. They will make words with short-vowel sounds using the letter coins in gold-silver-bronze order. To play, drag a letter coin to the blank coin with the same color. When you make a correct word, it will be added to the treasure chest.



6 What Happened Next?

This activity gives students practice with story recall, comprehension, and sequencing. Students arrange the events in the correct story order. To play, drag each sentence strip to its correct position. Start with the beginning of the story at the top and work your way down.



7 Word Barrels

This activity focuses on beginning and ending blends and digraphs. To play, drag each word from the right to a barrel with the matching beginning blend or digraph.



8 Message in a Bottle

Students will enjoy helping each character finish his or her message in the bottle. To play, drag the word cards from the right to their appropriate places on the message.



9 Story Starters

Here is a quick way to give students different sets of story elements for their own pirate adventure stories. The Reset button will create a new set of story ideas each time you click on it. Help each student record the different story elements for his or her story. Once students have their story starters, help them with their stories if needed.

You may choose to present each activity to the whole class before students participate in the Literacy Centers so that they understand what to do for each one. Students can also work independently or in pairs. They will enjoy the interactive games and activities as they practice and reinforce skills again and again.

NOTE: The printed Literacy Centers cards vary slightly from the interactive versions, however, the basic content and lesson focus is the same.