Words That Show

Students choose describing words, then use their own words to share a feeling and an idea.

1.LF.40 "Describe ideas, thoughts, and feelings, using adjectives, drawings, or other visual displays to clarify."

NAME _____ DATE _____

Teacher: this page is run aloud. The script and answers are on the guide page.

1 CHOOSE A WORD

a | sleepy | happy | scared

b | fast | still | slow

2 YOUR WORDS

feel	
game	

ANSWER KEY

Words That Show

GRADE 1 · 1.LF.40

HOW TO RUN THIS PAGE

Read each prompt and its choices aloud. In the boxes, students write an adjective, then explain their feeling and game idea aloud. Listen for a describing word that makes each meaning clearer, and record any support you give separately.

Students never read directions on this sheet. Read each part's script aloud, then each prompt, giving think time before students mark.

PART 1 · CHOOSE A WORD

SAY "Listen to each short story and the words I read. Circle the word that best describes the feeling or idea."

ROW	SAY	STUDENTS CIRCLE
a	A child smiles and laughs at a funny joke. The words are sleepy, happy, and scared. Which word best describes how the child feels?	**happy**
b	In a class game, everyone races to tag a wall before the teacher counts to three. The words are fast, still, and slow. Which word best describes the game?	**fast**

PART 2 · YOUR WORDS

SAY "Think about how you feel today. Write a word that describes your feeling in the feel box. Think of a game for our class and write a word that describes it in the game box. Tell me how you feel and why, then tell me your game idea and use your describing word."

- Box 1 (beside feel): **An adjective describing the student's feeling, such as calm.**
- Box 2 (beside game): **An adjective describing the student's game idea, such as silly.**

WHAT TO ACCEPT

Circle rows: happy, then fast. For the boxes, accept any fitting adjective; listen for the student to explain a feeling and describe a specific game idea aloud.