Show It in Drawings

Students draw to make a feeling and a game idea clear.

1.SL.5 "Create visual representations to clarify ideas, thoughts, and feelings."

NAME _____ DATE _____

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

1 SHOW A FEELING

2 SHOW AN IDEA

ANSWER KEY

Show It in Drawings

GRADE 1 · 1.SL.5

HOW TO RUN THIS PAGE

Read each part aloud and give students time to draw. Listen to each student explain both drawings, observe how the drawings clarify the feeling or idea, and record any support given on a separate class checklist.

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

PART 1 · SHOW A FEELING

SAY "Think of a feeling you have had. In the first box, draw a face that shows your feeling. In the second box, draw what happened when you felt it. Tell me what feeling your drawings show."

- Box 1: **A drawn face that the student connects to a chosen feeling in the oral explanation.**
- Box 2: **A drawing of an event that the student connects to the feeling in the oral explanation.**

PART 2 · SHOW AN IDEA

SAY "Think of a game you could teach a friend. In the first box, draw what you need to play. In the second box, draw what a player does. Use both drawings to tell me how to play."

- Box 1: **A drawing of something needed for the game, identified in the oral explanation.**
- Box 2: **A drawing of a player's action that helps explain how to play the game.**

WHAT TO ACCEPT

Accept different drawing styles when the student can explain how the drawings clarify the chosen feeling or game idea. Observe each student's oral explanation and record support separately.