

Day Order Detectives

Students use daily events to identify first, middle, and last.

K.14.A "place events in chronological order;"

NAME _____

DATE _____

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

1 CIRCLE IT _____

a	Go-home	Wake-up	Eat-lunch
b	Eat-lunch	Go-home	Wake-up
c	Wake-up	Eat-lunch	Go-home

2 MATCH ORDER _____

Wake-up	•	•	3
Eat-lunch	•	•	1
Go-home	•	•	2

HOW TO RUN THIS PAGE

Model the idea of order with a different three-step action, such as: pick up a pencil, touch the paper, put hands in laps. Read each row aloud, then have students use daily-event order to make one mark. In the matching part, students connect each event to its number in the day sequence.

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

PART 1 • CIRCLE IT

SAY “Each row has three daily events. I will read the events and ask you about their order. Listen, then circle one box.”

ROW	SAY	STUDENTS CIRCLE
a	The boxes say go home, wake up, and eat lunch. Which event happens first in this day? Circle its box.	Wake-up
b	The boxes say eat lunch, go home, and wake up. Which event happens in the middle of this day? Circle its box.	Eat-lunch
c	The boxes say wake up, eat lunch, and go home. Which event happens last in this day? Circle its box.	Go-home

PART 2 • MATCH ORDER

SAY “On the left are daily events. On the right are the numbers 1, 2, and 3. Draw a line from each event to the number that tells its place in the day.”

- **Wake-up** matches **1**
- **Eat-lunch** matches **2**
- **Go-home** matches **3**

WHAT TO ACCEPT

Circle Wake-up in row 1, Eat-lunch in row 2, and Go-home in row 3. Match Wake-up to 1, Eat-lunch to 2, and Go-home to 3; accept clear connecting lines.