

The Playful Classroom

Games and Books for Play-Based Learning!

 **Rosen**
Classroom™
HABA®

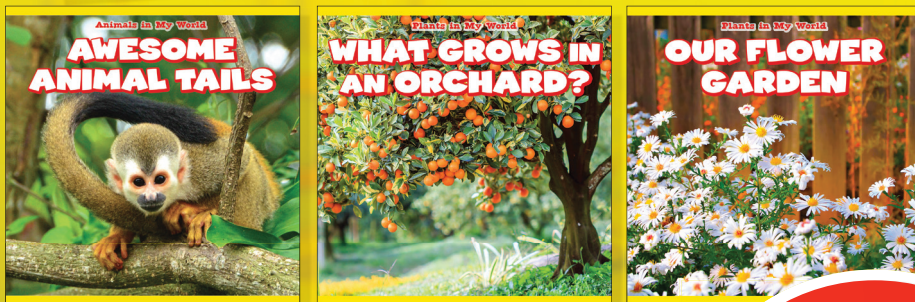
PLAY TOGETHER
READ ALOUD
READ ALONG
READ ALONE



Games and Books for Play-Based Learning!

These highly engaging games, which are integrated into early childhood curriculum topics, now include new read aloud picture books with artwork taken directly from the game; this is done to help maintain students' attention as they transition from game to book. Read aloud nonfiction titles within each topic extend the learning around concepts from the games.

Teacher planning materials include lessons, extension activities, reproducibles, movement activities, and more. Full learning packages focus on meaningful play.



**PLAY TOGETHER
READ ALOUD
READ ALONG
READ ALONE**



Grades Pre K-1

Theme 1: Plants: The Flower Fairy The game and books below integrate many childhood learning domains including social-emotional, fine and gross motor skills, social relationships, cooperation, and conceptual knowledge of the physical world.



Rosalina loved to climb trees. She had two trees she could climb. Jethro was older and bigger and could run up three hills.



Rosalina loved to run up hills. She could run up two hills before she got tired. Jethro was older and bigger and could run up three hills.

READ ALOUD FICTION TITLES

Rosalina and Jethro Solve a Mystery

Patricia Harris • 978-1-5383-2105-8

Rosalina Becomes a Flower Fairy

Patricia Harris • 978-1-5383-2109-6

Rosalina Learns Magic Games

Patricia Harris • 978-1-5383-2113-3

READ ALOUD NONFICTION TITLES

Let's Plant a Tree

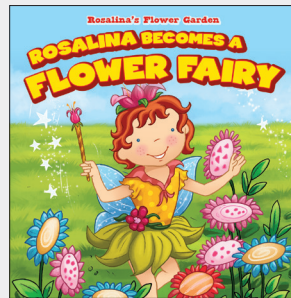
Marigold Brooks • 978-1-5383-2120-1

Our Flower Garden

Dorothy Jennings • 978-1-5383-2117-1

Plants in My Pond

Porter Holmes • 978-1-5383-2124-9



Grades Pre K-2

Theme 1: Plants: Orchard The game and books below integrate many childhood learning domains including social-emotional, fine and gross motor skills, social relationships, cooperation, and conceptual knowledge of the physical world.



Farmer Rosco began to jump around. He jumped and waved his arms. He yelled, "Go away, thief!"



Raven just sat in the tree. He ate another cherry. He thought, "Maybe a thief is a bird that takes the cherries."

READ ALOUD FICTION TITLES

Raven and the Farmer

Patricia Harris • 978-1-5081-6143-1

Raven in the City

Patricia Harris • 978-1-5081-6147-9

Raven's Garden

Patricia Harris • 978-1-5081-6151-6

READ ALOUD NONFICTION TITLES

Picking Fruit

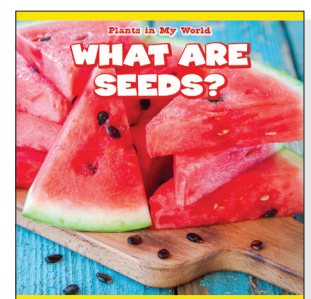
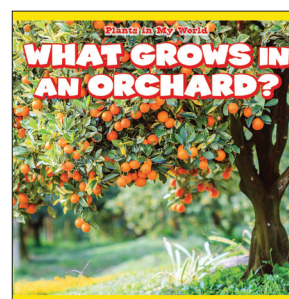
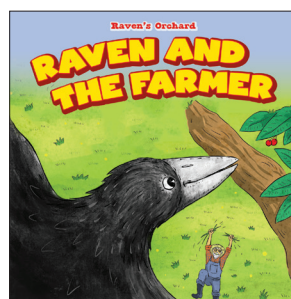
Mark Ripley • 978-1-5081-6163-9

What Are Seeds?

Jens Haakonsen • 978-1-5081-6155-4

What Grows in an Orchard?

Elise Collier • 978-1-5081-6159-2



Grades Pre K-1

Theme 2: Colors: Teddy's Colors and Shapes The game and books below integrate many childhood learning domains including social-emotional, fine and gross motor skills, social relationships, cooperation, print concepts and conventions, number relationships and operations, and art.



READ ALOUD FICTION TITLES

Ben's Color Book

Patricia Harris • 978-1-5383-2152-2

Teddy Finds Some Friends

Patricia Harris • 978-1-5383-2155-3

Teddy's Birthday

Patricia Harris • 978-1-5383-2159-1

READ ALOUD NONFICTION TITLES

Colors at the Garage Sale

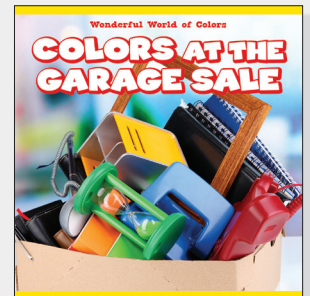
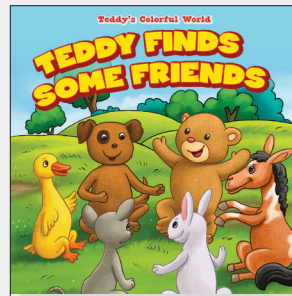
Omar Stone • 978-1-5383-2167-6

Mixing Colors at School

William Decker • 978-1-5383-2171-3

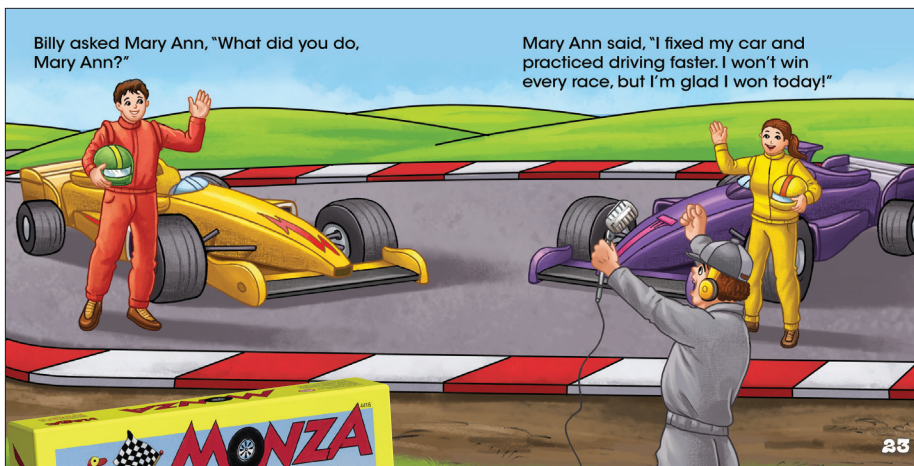
Our Colorful World

Cecily Jobes • 978-1-5383-2163-8



Grades K-2

Theme 2: Colors: Monza The game and books below integrate many childhood learning domains including social-emotional, fine and gross motor skills, social relationships, cooperation, print concepts and conventions, number relationships and operations, and art.



READ ALOUD FICTION TITLES

A Thrilling Race

Patricia Harris • 978-1-5383-2083-9

Race Cars Can Go Fast

Patricia Harris • 978-1-5383-2091-4

The Car of Many Colors

Patricia Harris • 978-1-5383-2087-7

READ ALOUD NONFICTION TITLES

Colors at the Races

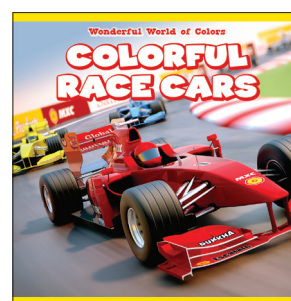
Dwayne Hicks • 978-1-5081-6167-7

Colorful Race Cars

Rosemary Jennings • 978-1-5383-2095-2

Let's Paint Our Cars

Liz Chung • 978-1-5383-2098-3



Grades Pre K-1

Theme 3: Animals: Eeny, meeny, moo The game and books below integrate many childhood learning domains including social-emotional, fine and gross motor skills, social relationships, cooperation, reasoning and problem solving, and characteristics of living things.



READ ALOUD FICTION TITLES

A Visit to the Farm

Patricia Harris • 978-1-5383-2174-4

The Cat and the Dog

Patricia Harris • 978-1-5383-2178-2

Everyone Has a Job on the Farm

Patricia Harris • 978-1-5383-2182-9

READ ALOUD NONFICTION TITLES

Fantastic Farm Animals

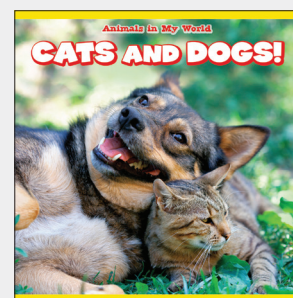
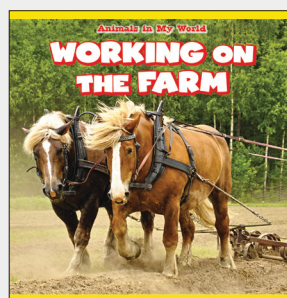
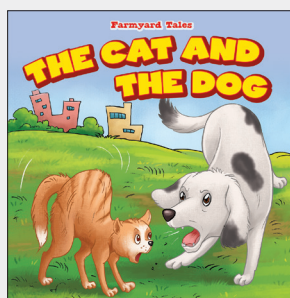
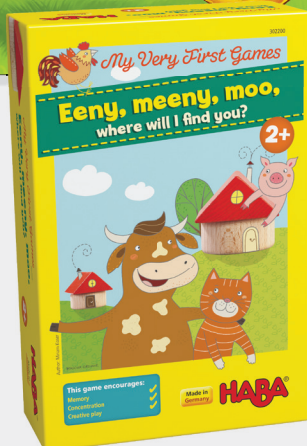
Ada Kinney • 978-1-5383-2186-7

Cats and Dogs!

Andrea Palmer • 978-1-5383-2189-8

Working on the Farm

Jack Reader • 978-1-5383-2193-5



Grades K-2

Theme 3: Animals: Magic Feathers The game and books below integrate many childhood learning domains including social-emotional, fine and gross motor skills, social relationships, cooperation, reasoning and problem solving, and characteristics of living things.



READ ALOUD FICTION TITLES

Do You Wonder Why?

Patricia Harris • 978-1-5383-2132-4

Hide and Seek in the Jungle

Patricia Harris • 978-1-5383-2136-2

Rowdy Racket in the Jungle

Patricia Harris • 978-1-5383-2128-7

READ ALOUD NONFICTION TITLES

Animals in Hiding

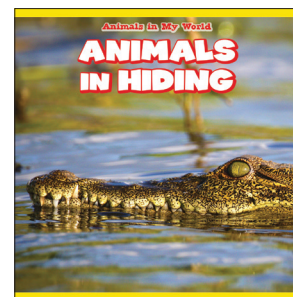
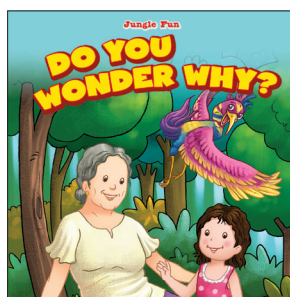
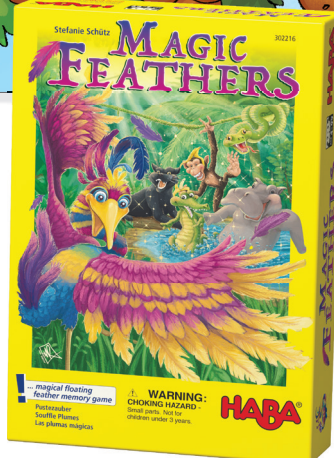
Michael Salaka • 978-1-5383-2148-5

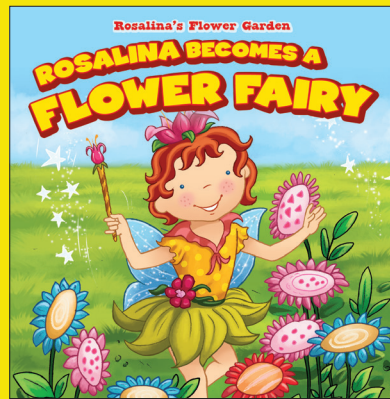
Animals of the Jungle

Shelby Moran • 978-1-5383-2140-9

Awesome Animal Tails

Edison Booth • 978-1-5383-2144-7





Notes and Extension Activities

Notes

Introduction

Raven wants to eat flower seeds and he knows he must make his own garden. He plants a garden as his friends watch but do not help. When winter comes, the other animals are hungry. Raven has many seeds and decides to share with them.

Text-Dependent Questions

1. Why didn't the hedgehog, mouse and rabbit help Raven make his garden? Can you think of a time when you didn't want to help and what happened when you didn't help?
2. What were the five things Raven did to have seeds in the winter?
3. Why did Raven decide to share with the other animals? (page 22)

Instructional Activities

In the book Raven plants his own garden. Share with the children the process of planting a flower garden: Preparing the ground, planting the seeds, providing water, removing the weeds. Talk about the importance of good earth for plants to flourish because plants need nutrients from the soil. Talk about the need for water, emphasizing the point that all living things need water. If not enough rainfall occurs, watering is necessary. Plants also need sunlight to grow. If weeds grow too big in the garden, they can block the sunlight from the seedlings. Weeds also use nutrients and water that the flowers need.

Share the plant cycle with the students. Talk about the cycle: seeds, first shoots with roots, leaves, flowers, and back to seeds.

(continued on inside back cover)

Extension Activities

Give the children pictures of the raven and have them paste the raven on a scene they have drawn. The scenes could show preparing the ground, watering, removing weeds, gathering seeds or sharing the seeds in the winter.

Plant a bean seed in a clear plastic cup with the seed against one side so the children can observe the seed opening with roots, the first sprout going up, and the first leaves. What will the seed need to grow?

Have children sit in groups of five and give one child five apple slices. Have the other children come to that child saying they are hungry. Have the child with the apples tell about a time someone shared with him or her and distribute the apple slices. Remind children to say thank you when the apple pieces are distributed.

Final note on related game

This book is one in a series of books designed to supplement the Haba game Orchard, a cooperative game that has children working together to collect fruit from trees before they complete a puzzle of the Raven. They collect fruit by rolling a die and choosing the fruit with the color shown or adding a piece to the raven puzzle if the raven is shown. The game strategy required to win has the children choose the fruits evenly when they roll a basket which allows them to take any two fruits. The game fosters cooperative communication about what fruit to choose and allows the children to face the risk of losing.

Notes

Introduction

Rosalina sees greens and browns in the meadow, woods, and pond on her island, but there are few other colors. She adds color and becomes a flower fairy by planting a garden and using her magic to make the flowers many different colors.

Text-Dependent Questions

1. What three areas on the island had plants with the colors green and brown?
2. What did Rosalina need to do to make a flower garden?
3. What colors did Rosalina want to see? What made her think of those colors? What size flowers did she want? What made her think of those sizes?

Instructional Activities

This book focuses on using magic to change flower colors and sizes. It's a good stepping-off point for a discussion on the variety of flowers. Flowers come in all colors, shapes, and sizes. Talking about flower shapes can include a discussion on pollination. Some flowers, such as buttercups and roses, have an open shape. These flowers are pollinated by all kinds of insects. Lipped flowers have a landing place so bees can enter the flower to get to the pollen. Some flowers have short tubes into which pollinators stick their tongues and some have long tubes that they enter. Others have open bowls or clusters of small flowers that can attract a variety of insects.

Cut out a collection of different flower pictures to paste onto stems that have been drawn on paper. Initiate a conversation about flower shapes and colors.

(continued on inside back cover)

Extension Activities

Have the children draw a flower stem on paper and paste on flower petals cut from colored paper. Have them add an insect on the flower.

Have several big, middle-sized, and small flower stems on a wall. Have the children go to the matching flower when you call out a size.

If the season is right, visit a nearby garden to look at flowers, generating conversation about the variety.

Final Note on Related Game

This book is one in a series of books designed to supplement the HABA game Flower Fairy, a cooperative game that has children working to stack stem pieces before Rosalina reaches the end of her path. The playing board is two sided, with the springtime pond side of the board for the basic game and the summer meadow side for a variation in which children match shapes.

In the basic game, children take turns rolling a die. If the die shows a color, they can place a stem piece of that color on the island, stacking it on top of a matching piece if one is there. If it shows the star, they can place any piece in the correct color area. If it shows Rosalina, the fairy figure moves one space along the path. If Rosalina has not reached the island before the flower stems are completed, the children can wave their magic wands and place the flowers on the tops of the stems. The game allows children to develop fine motor skills and have conversations about which piece to pick if one of them rolls a star. The players face the risk of losing to Rosalina if she reaches the island first, but they don't risk losing to another player.

Early Childhood Domains Supported

Gross Motor Skills
Fine Motor Skills
Social Relationships
Self-Concept and Self-Efficacy
Self-Regulation
Emotional and Behavioral Health
Initiative and Curiosity
Persistence and Attentiveness
Cooperation
Reasoning and Problem Solving

Symbolic Presentation
Print Concepts and Conventions
Number Concepts and Quantities
Number Relationships and Operations
Patterns
Measurement and Comparison
Creative Movement and Dance
Art
Self, Family, and Community

Teacher Planning Excerpt

Theme: Colors

HABA®

**Rosen
Classroom**

TITLE: A BAG (*Books, Action, Games*) of Tricks for Teaching Colors in Kindergarten:

What you will find in your box:

- This BAG of tricks booklet with sessions that use the instructional materials in this box
- A pamphlet on using games for instruction: Welcome to the Playful Classroom
- A pamphlet that is an overview of all the materials available in this Rosen series
- The HABA game to support the content area: **MONZA**
- Six books:
 - Three story books
 - A Thrilling Race
 - Race Cars Can Go
 - The Car of Many Colors
 - Three nonfiction books
 - Colors at the Racetrack
 - Colorful Race Cars
 - Let's Paint Our Cars
- Instructional worksheets
- Materials to support instruction, including teaching aids
- Coloring sheets from book illustrations to reinforce recall of the books
- Reproducible materials in a spiral-bound book
- Take-home books
- A connection to downloadable materials

Why did Rosen develop this kit?

Experts have proposed that play is important for young children's learning. Board games that are family games that children love around the world allow play to reinforce learning. These games need to appeal to a wide range of ages and levels of learning. They need to have intentionally developed game strategies that have more than just chance determining the outcome of the game. When very young children are included in game play, the games must be certified safe for under three. HABA games meet all these requirements.

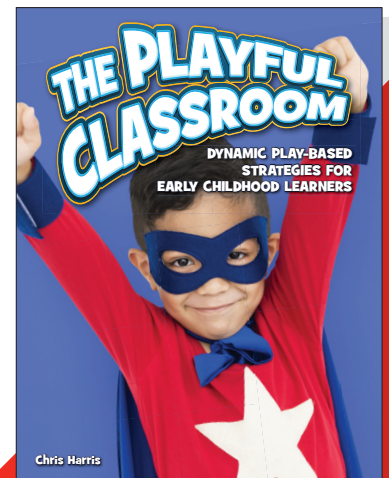
To be effective at fostering a child's development, the games must also have elements that can be connected to topics included in early childhood curriculum areas such as plants, animals, or colors. They must also target one or more of the domains of early childhood development: social-emotional development, physical development, cognitive development, and language development. While the game may link to one or more of the development areas, this BAG of tricks fosters the connection between play and learning by linking that learning to a curriculum area and appropriate development areas. While social-emotional development is often linked to playing the game, physical development is fostered through movement games and dance. Cognitive development often comes through playing the board game, making connections between the game and other materials in the package, and activities suggested for furthering content knowledge. Language development is fostered by the interaction of children or children and adults as they play the game and by linking the game to story books and nonfiction books. The books help children better understand the distinction between the world of make-believe and the real world of what you can see, hear, and touch.

The lessons in the BAG could be used for standalone presentation of the content or as a supplement to what has usually been done in the classroom. The materials in this box are considered appropriate for Kindergarten. There is a box on similar content with a different game, books, and suggestions available to use at the preschool level. Just remember, only the games included in the preschool boxes are listed as "safe" for children under three.

Each collection includes
18 themed take-home books
for extended learning!

Teacher Planning Guide

Each lesson plan spans several sessions to integrate multiple domains including music, movement, text concepts, social interaction, and more!



Included **FREE** with each collection: Chris Harris' professional book: **The Playful Classroom!**

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978-1-5081-6092-2	Flower Fairy and Book Collection (1 game, 1 copy each of 3 fiction titles and 3 nonfiction titles, 18 themed take-home books, 1 planning guide, 1 professional book: <i>The Playful Classroom</i>)		\$187.45	\$149.95	
978-1-5081-6091-5	Teddy's Colors and Shapes and Book Collection (1 game, 1 copy each of 3 fiction titles and 3 nonfiction titles, 18 themed take-home books, 1 planning guide, 1 professional book: <i>The Playful Classroom</i>)		\$187.45	\$149.95	
978-1-5081-6088-5	Monza and Book Collection (1 game, 1 copy each of 3 fiction titles and 3 nonfiction titles, 18 themed take-home books, 1 planning guide, 1 professional book: <i>The Playful Classroom</i>)		\$187.45	\$149.95	
978-1-5081-6089-2	Eeny Meeny Moo and Book Collection (1 game, 1 copy each of 3 fiction titles and 3 nonfiction titles, 18 themed take-home books, 1 planning guide, 1 professional book: <i>The Playful Classroom</i>)		\$187.45	\$149.95	
978-1-5081-6087-8	Magic Feathers and Book Collection (1 game, 1 copy each of 3 fiction titles and 3 nonfiction titles, 18 themed take-home books, 1 planning guide, 1 professional book: <i>The Playful Classroom</i>)		\$187.45	\$149.95	

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