

Coupons in the Classroom



Developed by Cherry Carl

Illustrated by Ron Leishman

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Coupons in the Classroom

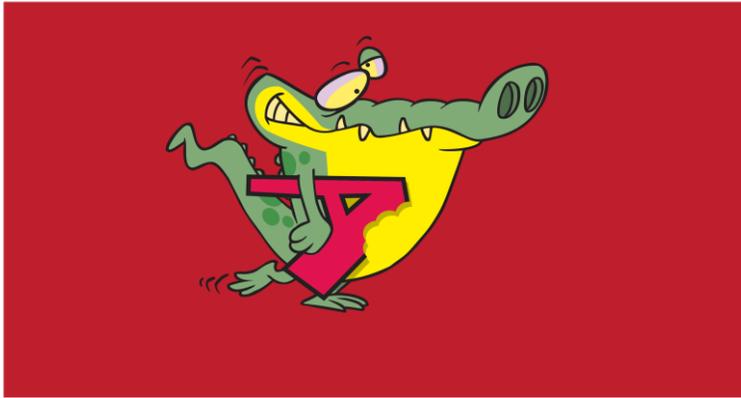
Suggestions for Use

Use with small manipulatives (airplane, ball, cat, dinosaur, egg, flag, etc.). Students match the small object with the coupon.

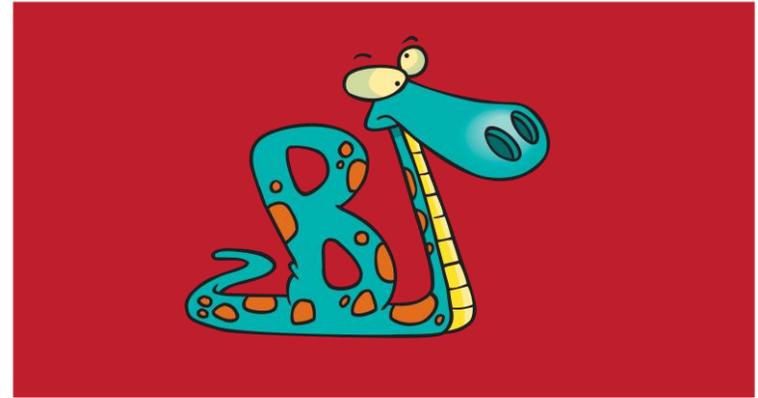
Make two sets, laminate for durability and use to play traditional games such as *Go Fish*, *Concentration*, etc. Option: teacher selects pertinent coupons to use for individual child. The child plays *Concentration* based upon the previous 6-10 letters learned.

Line the coupons up in *ABC* order, calling it the *AlphaToon Train*.

Reward students for being "caught" making great decisions (being kind, working hard, being polite). At the end of the day or week, the student is able to cash in coupons for *Free Play Pass*, *No Homework Pass*, *Treasure Chest Find*, etc.



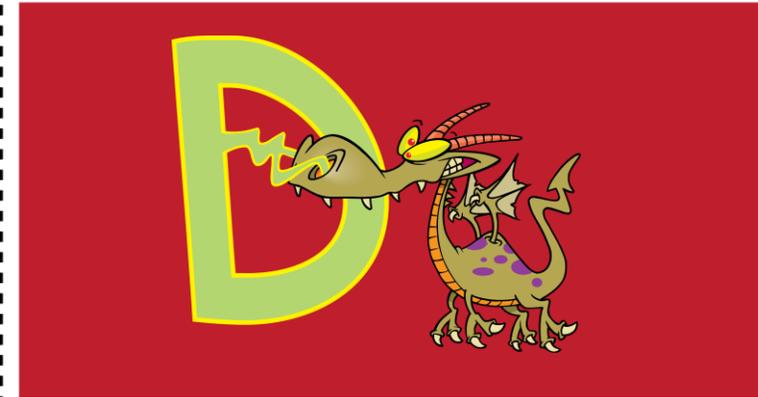
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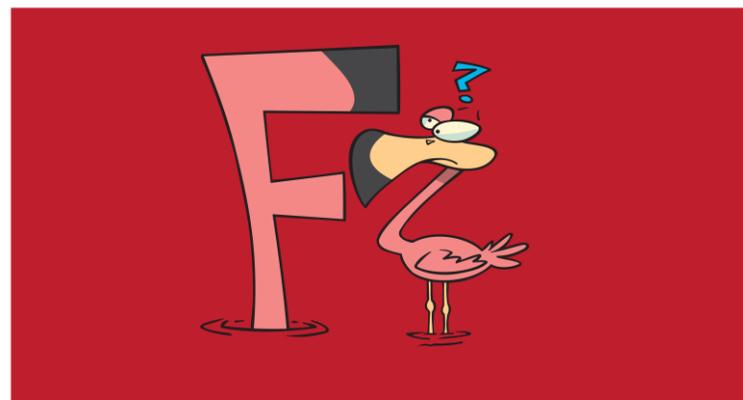


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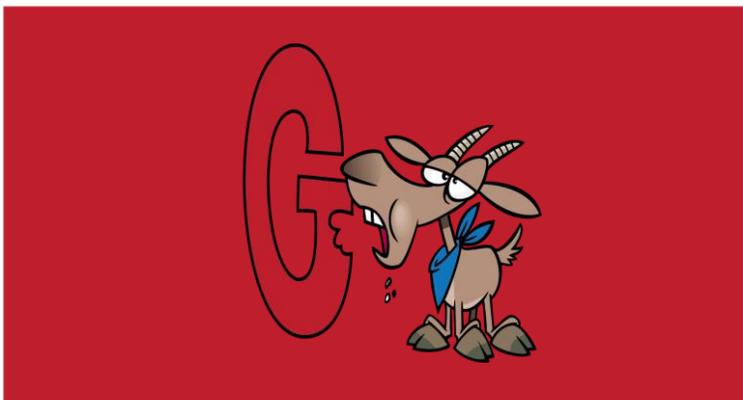




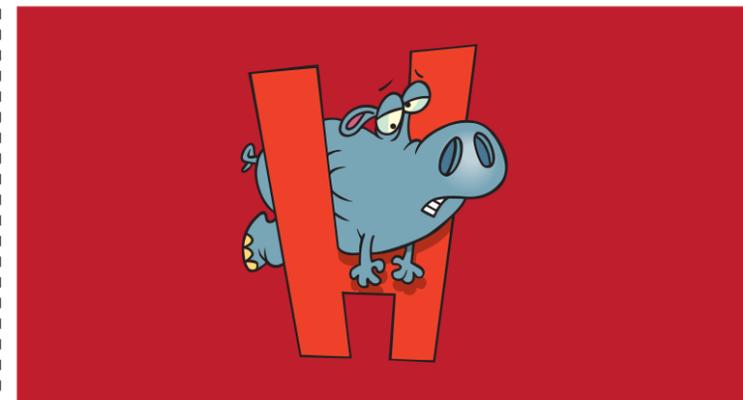
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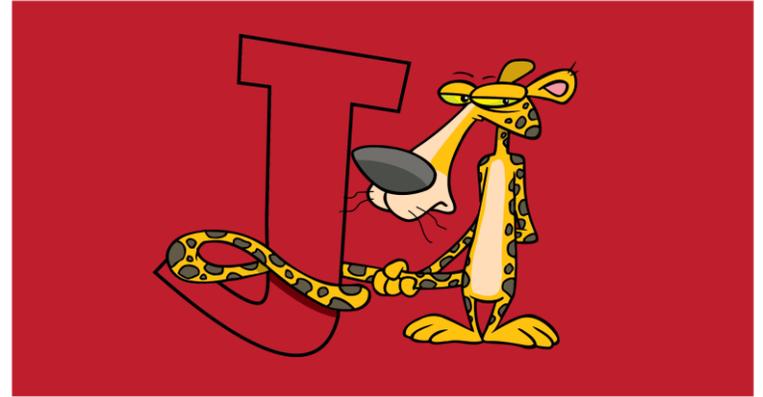


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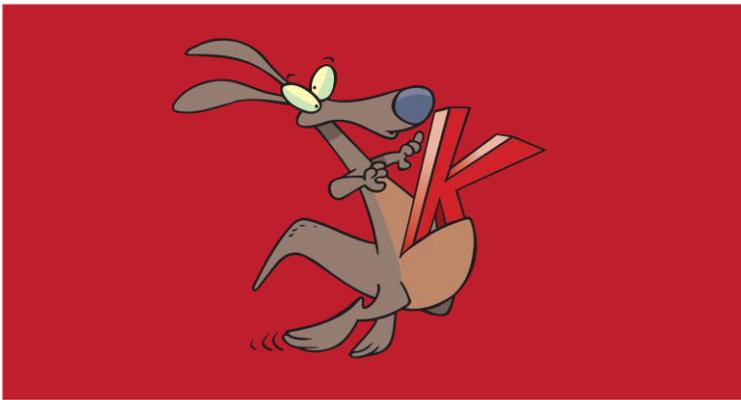




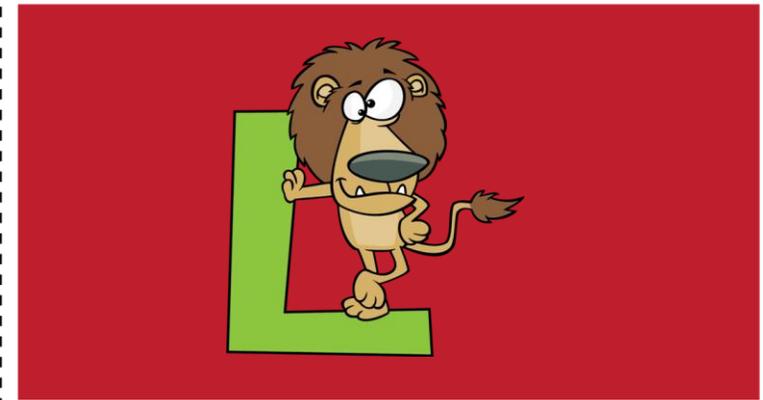
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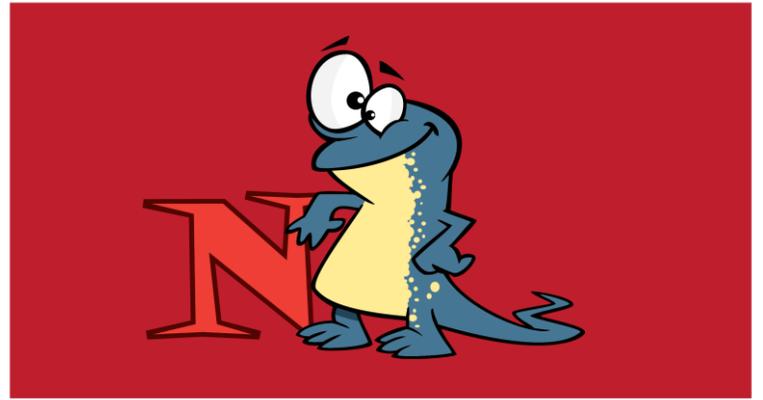


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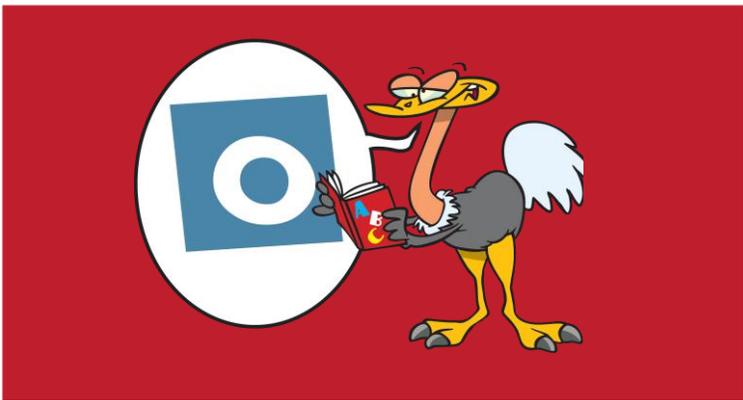




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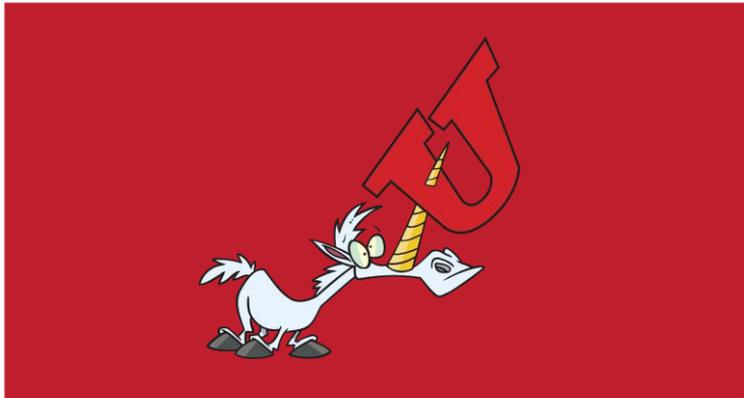


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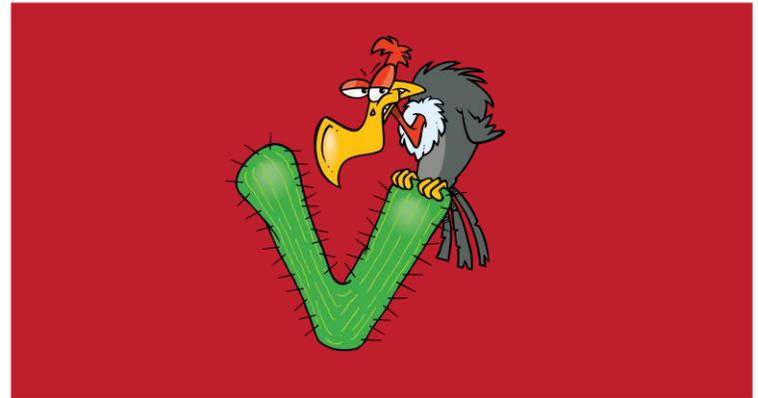


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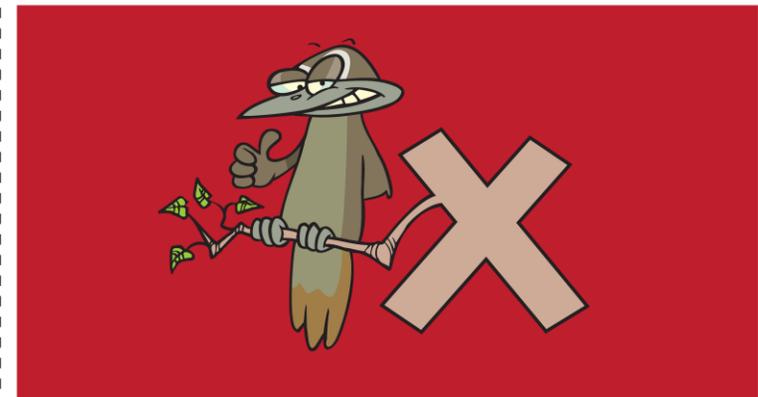
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