

DOCUMENT RESUME

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32

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AUTHOR Scott, Norval C., Comp.
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ABSTRACT

The Zip Pak for the pre-primer reading level was developed for use with migrant Mexican American children who have reading deficiencies. The area of failure with these children has not been with the visual discrimination involved in decoding, but with the interpretation of the material to be decoded. Therefore, the 5 lessons in this student workbook aim to prepare the children's way of thinking for the more abstract and inferential ideas encountered in the educational process. Goals of the lessons are to: (1) increase and widen the child's ability to be selective in choosing his information and selecting information pertinent to a purpose; and (2) improve the child's ability to make decisions, categorize, and acquire fluency in stating preferences. The behavioral objectives are that the child will: (1) select 10% more pairs of pictures in a sorting task on the posttest than on the pre-test; (2) provide 10% more taxonomic (categorical) labels in a sorting task on the posttest than on the pre-test; (3) provide 10% more inferential labels in a sorting task on the posttest than on the pre-test; and (4) provide 10% more labels of any kind in a sorting task on the posttest than on the pre-test. (NQ)

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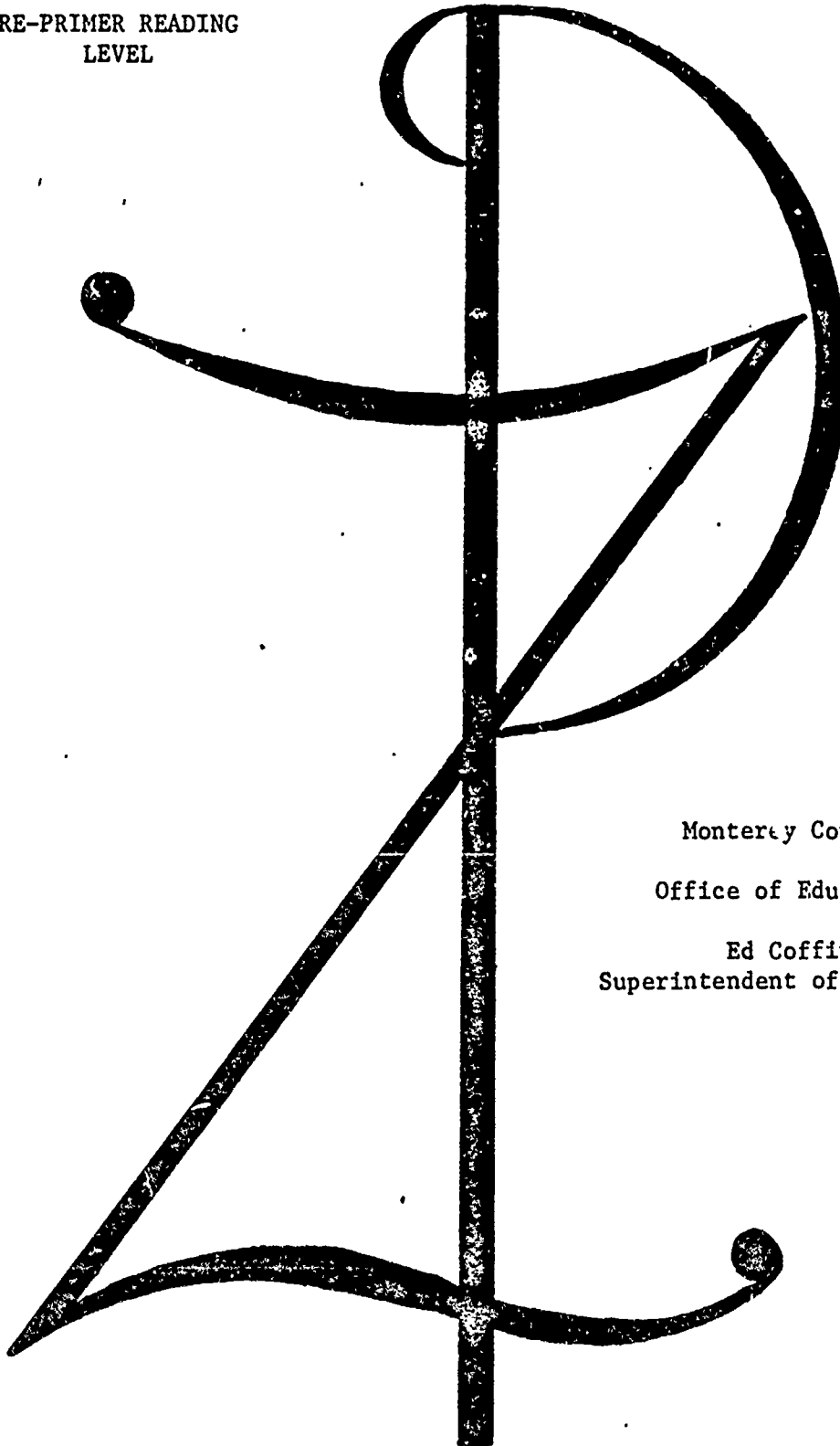
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ZIP PAK

for

PRE-PRIMER READING
LEVEL



Monterey County

Office of Education

Ed Coffin
Superintendent of Schools

ED119912

RC009055

ZIP PAK
MATERIALS

Prepared
by
the members of
The Zip Pak Workshop

Dr. Norval C. Scott
(Program Associate, Project EDINN)

Co-Sponsored
by the
Monterey County Office of Education
Ed Coffin, Superintendent of Schools

and

by Project EDINN (EDucational INNovation)
(the Supplementary Educational Center, serving
Monterey, San Benito, Santa Cruz Counties, California)

Beatrice Ann ward, Acting Executive Director

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1968

ACKNOWLEDGMENTS

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We also wish to thank the summer school principal of Alisal School, Robert Leighton, and his staff for their cooperation and encouragement.

A special word of thanks goes to Ed Coffin, Monterey County Superintendent of Schools, for his interest in this endeavor.

Last, but not least, a thank you to Julie Risdon, the secretary for the project, for her untiring efforts in meeting deadlines.

FOREWORD

The curriculum material that follows has been created by sixteen participants of a summer 1968 workshop, which had as its aim the production of a reading booklet to be used especially by migrant children. This booklet, called the Zip Pak, was to have these characteristics: (1) take about two weeks of class time; (2) appeal to the migrant child with his special set of needs; (3) be as interesting and creative as possible; and (4) have a built-in pre- and post-testing program for evaluation purposes. We leave it to the judgment of the teachers and pupils who use these Zip Paks whether or not the above criteria were met.

Several sets of Zip Paks were produced, ranging from the reading readiness level through the third level, and each Zip Pak has an accompanying Teacher's Manual to assist in its use.

These Zip Pak materials have been produced with the help of migrant children who attended a summer school program to which the teachers were attached. The four week duration of the workshop allowed time only for the grossest testing of new ideas, and the materials in the Zip Pak booklets are not the accomplished work to be expected from a major curriculum development project. The Zip Paks, at this stage, merely represent a first exploratory effort and are being presented with this question in mind: "To what extent are these ideas useful in pointing out a direction of movement for a future project?" The users of this booklet can help provide some answers to this question.

Norval C. Scott
Program Associate
Project EDINN

2

LESSONS

LECCIONES

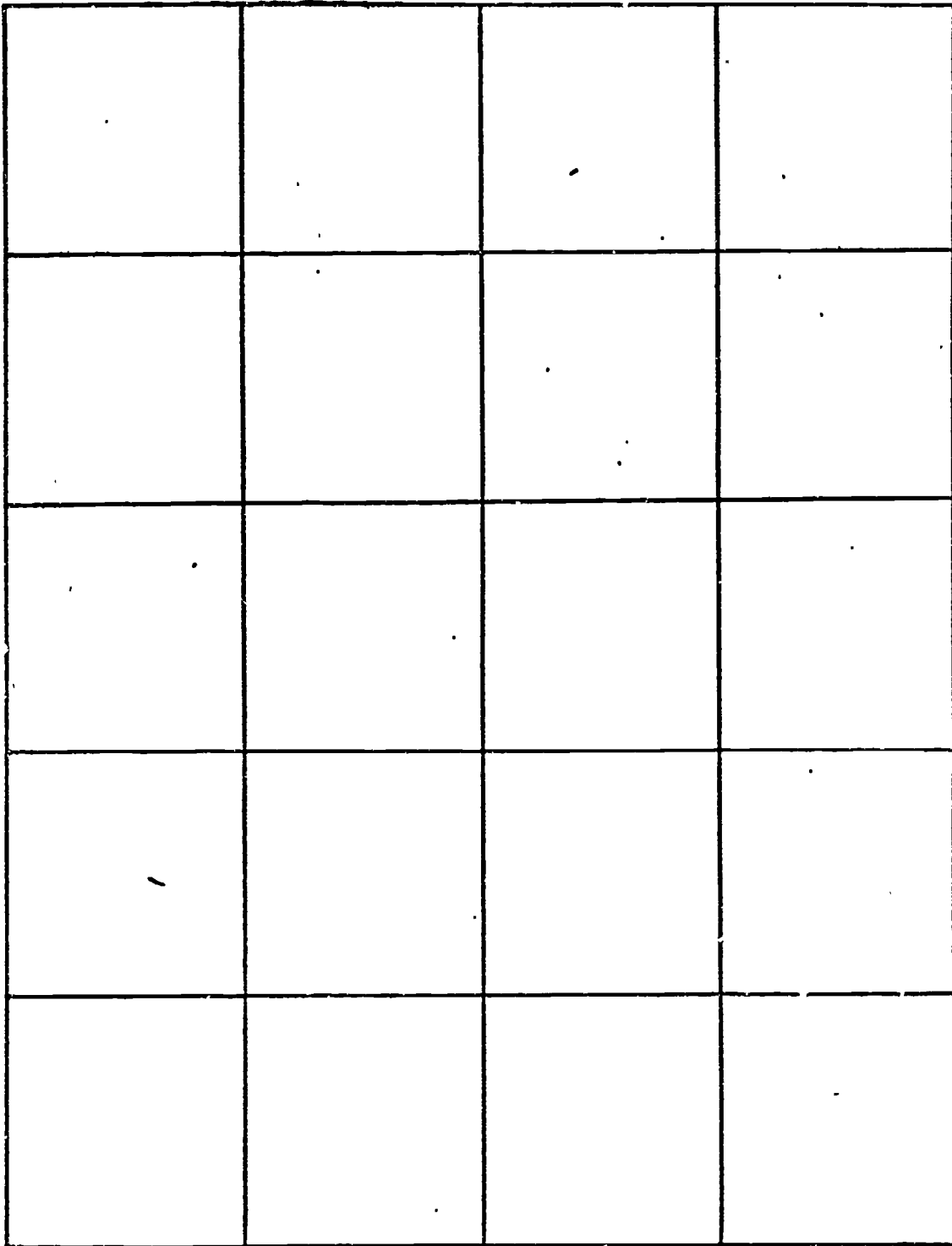
GAME # 1

How to play Follow the Arrows

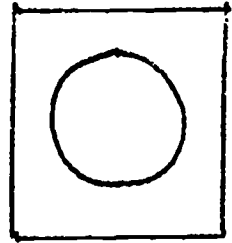
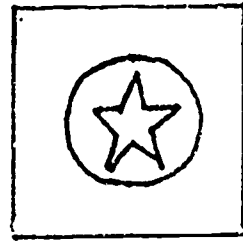
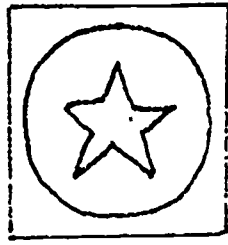
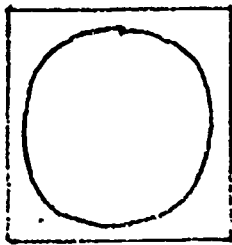
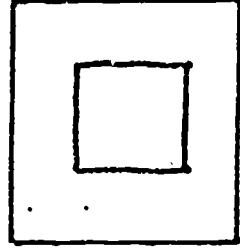
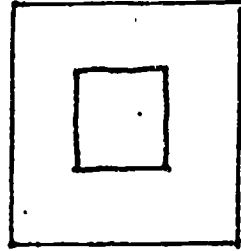
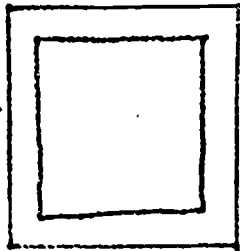
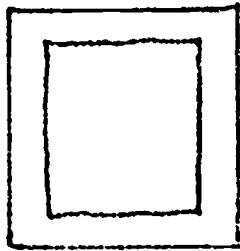
Choose one of the eight (8) drawings on Chart (see following page).

Beginning at the top, match drawing for size, opening the window to do so.

Match drawing by opening the bottom windows.

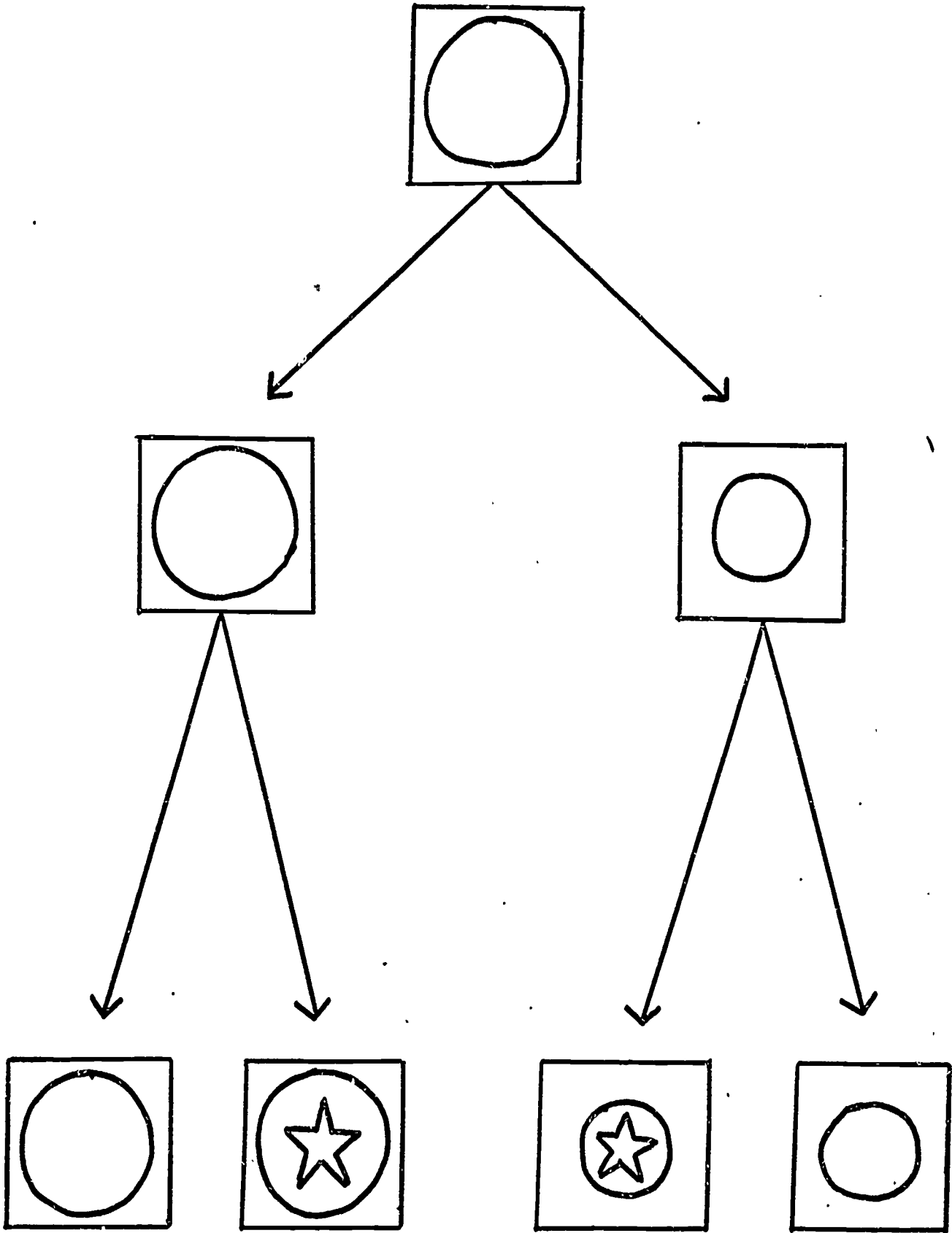


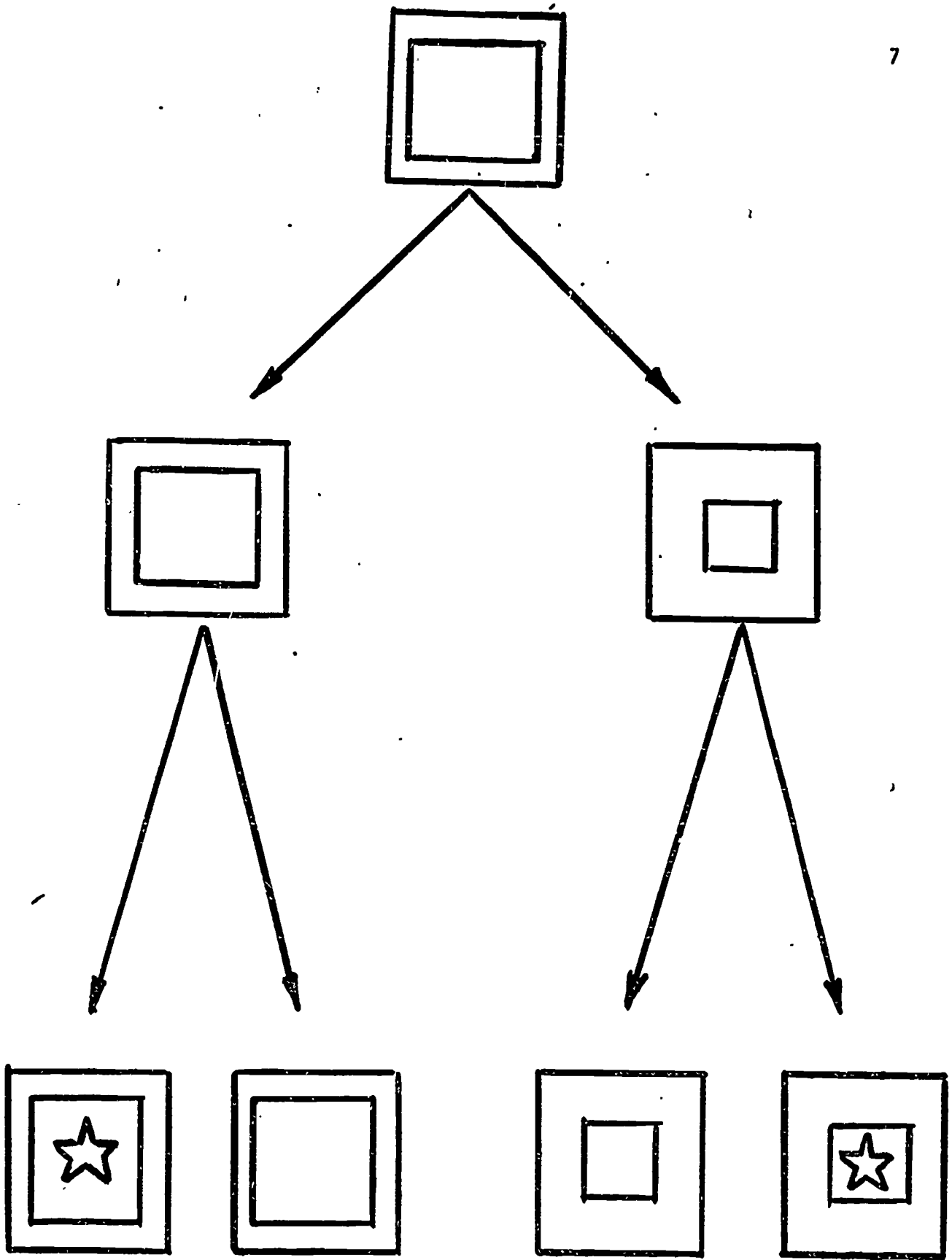
These are the "windows" for the game. Cut out the squares and scotch tape them along one (1) edge of each drawing so that the "window" may be lifted up to see the drawing.



cut out on squares

6.





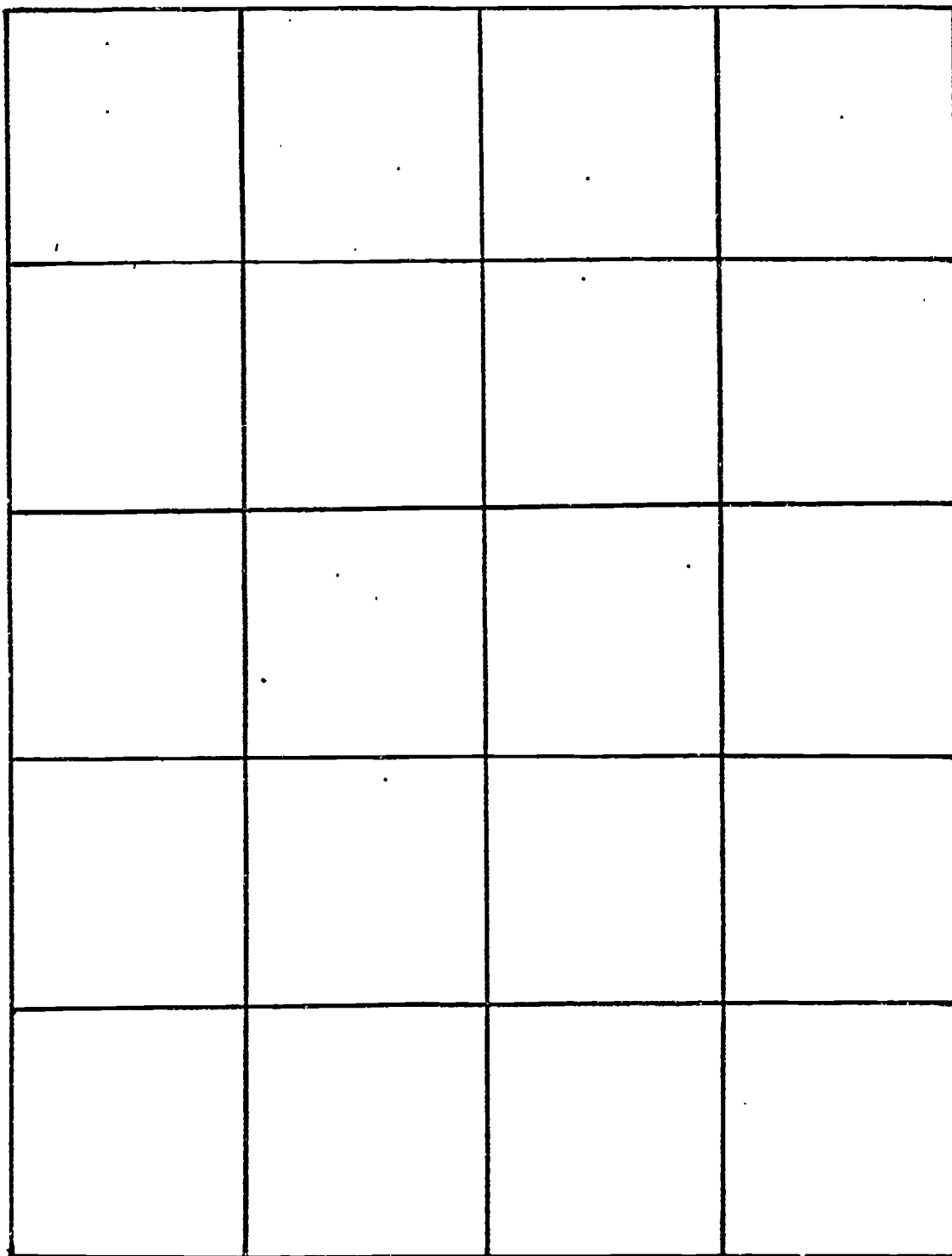
GAME # 2

How to Play

Choose one of the triangles or squares (see following page).

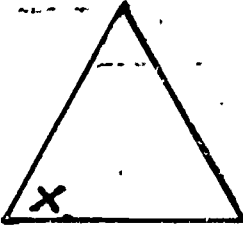
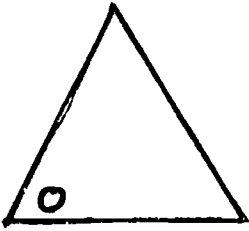
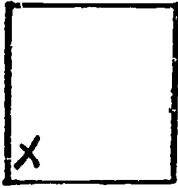
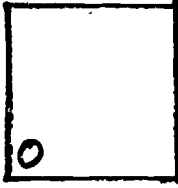
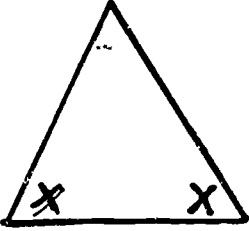
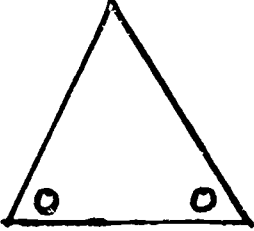
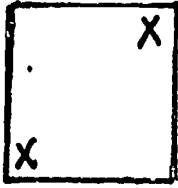
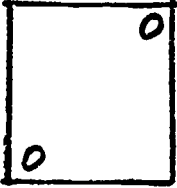
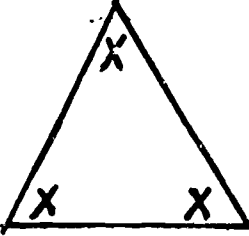
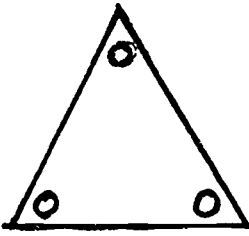
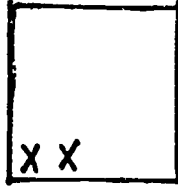
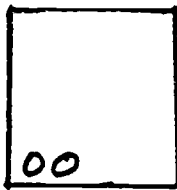
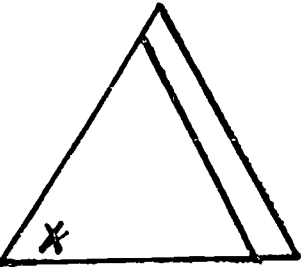
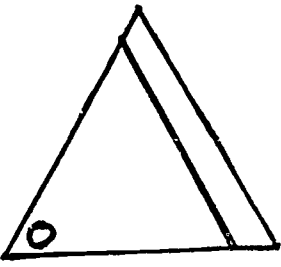
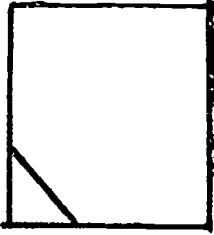
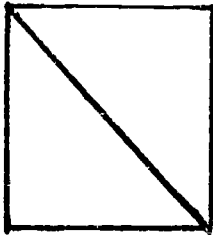
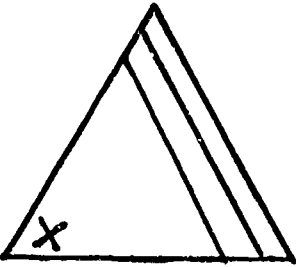
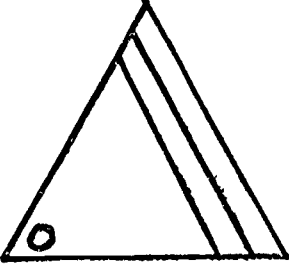
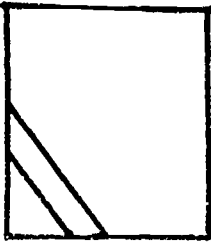
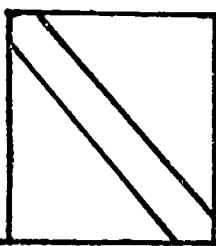
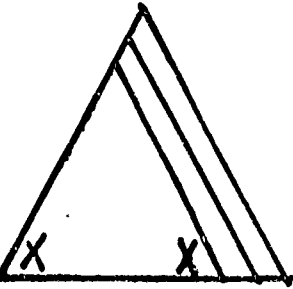
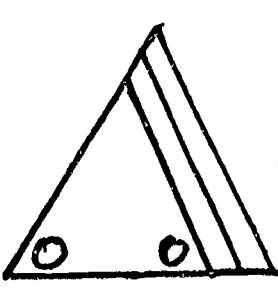
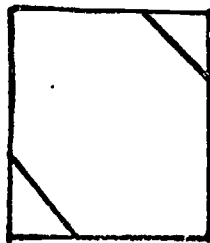
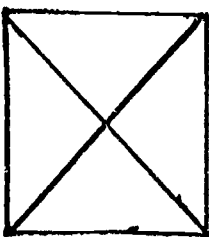
Beginning at the top, match either the square or triangle side of the sheet for size.

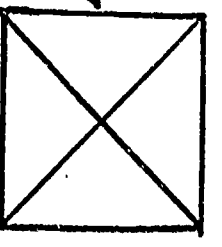
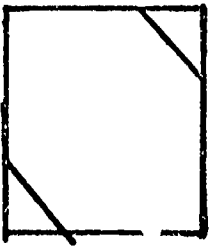
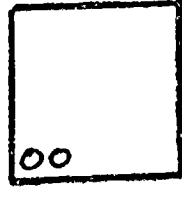
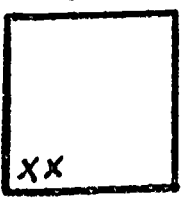
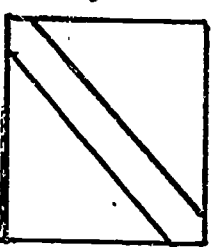
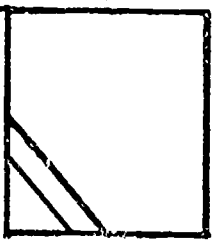
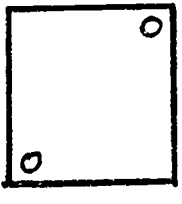
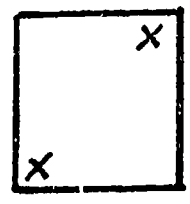
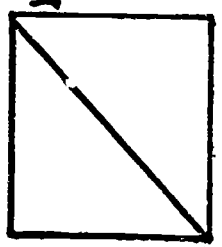
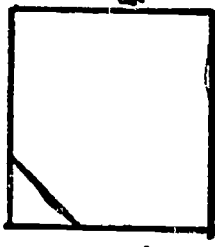
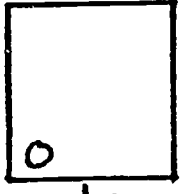
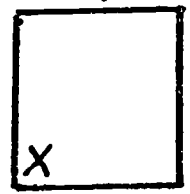
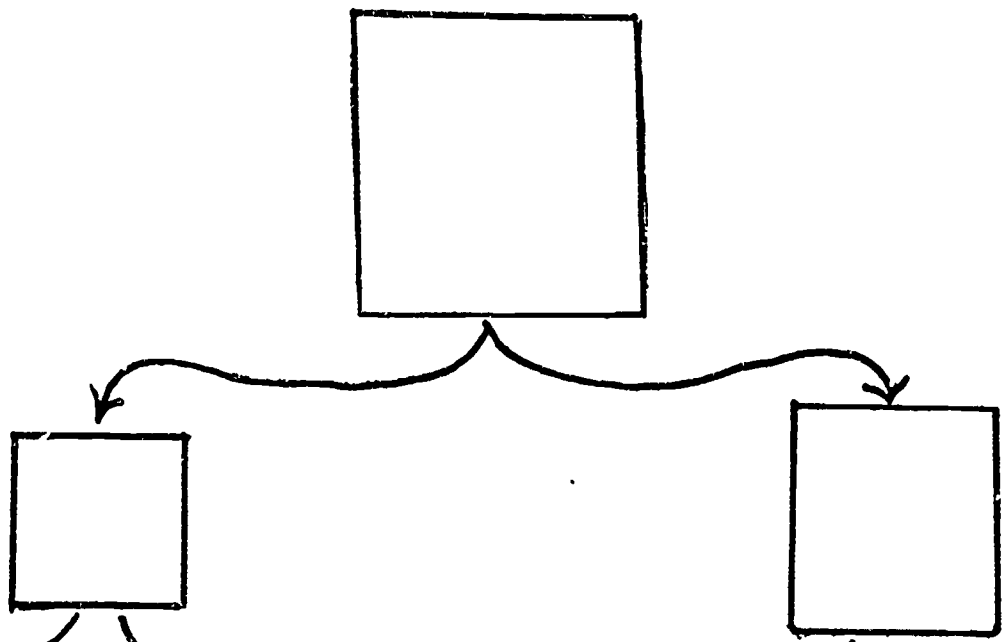
Then match for design, until you find the same size, shape, and design.

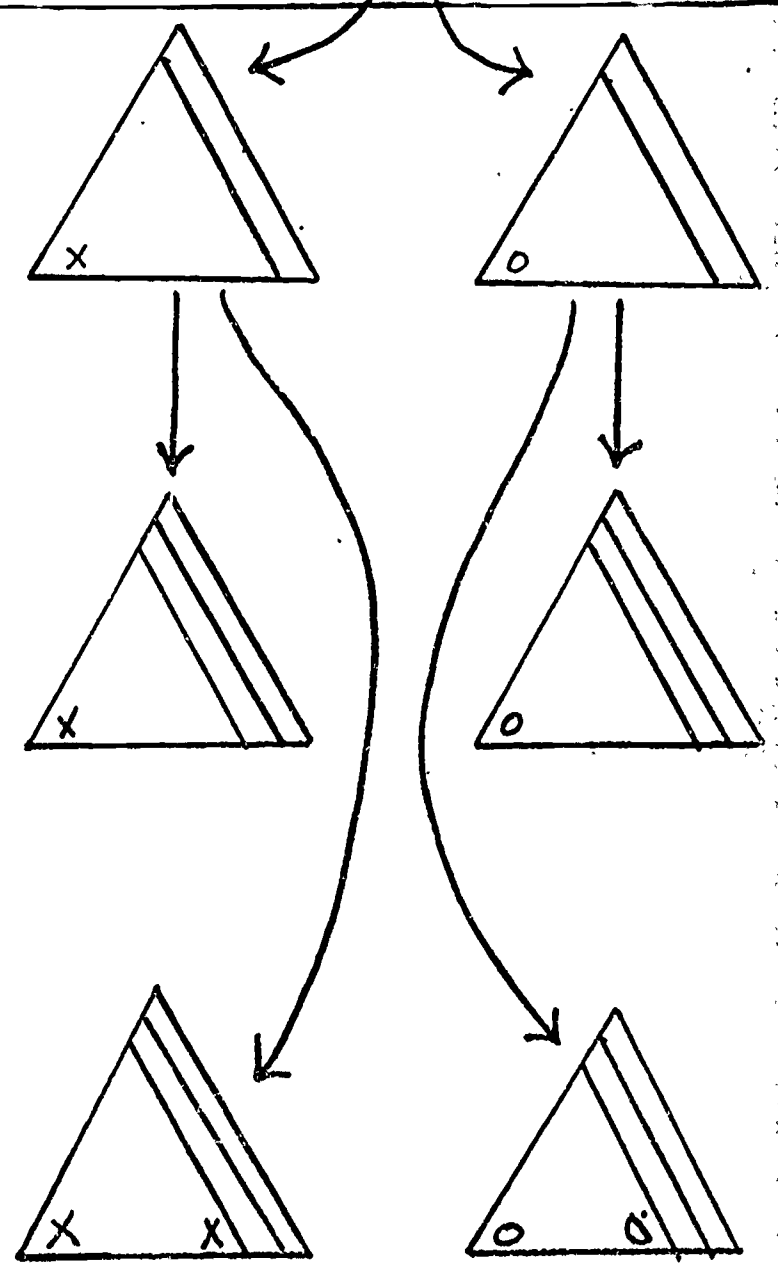
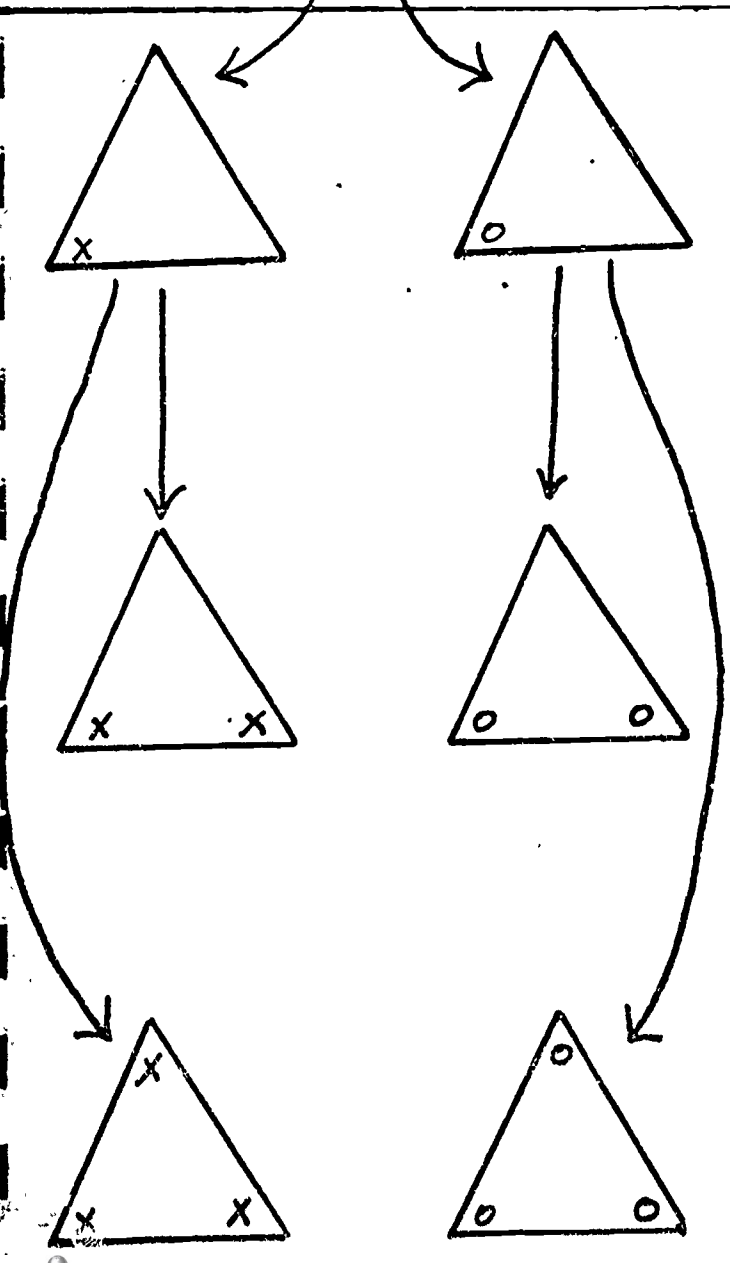
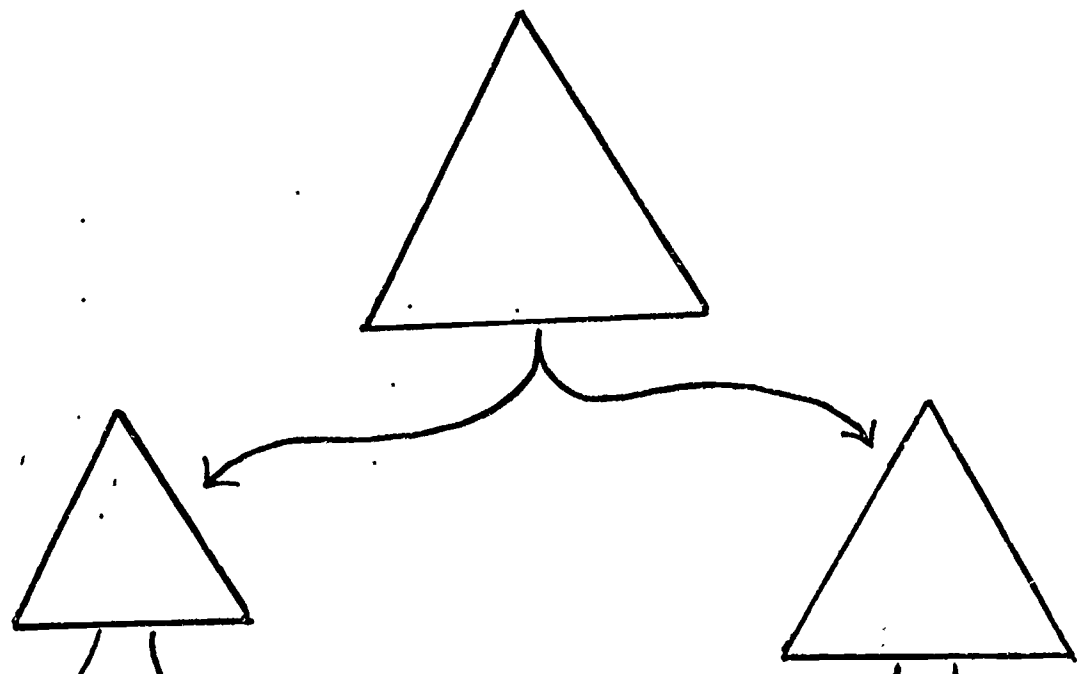


These are the "windows" for the game. Cut out the squares and scotch tape them along one (1) edge of each drawing so that the "window" may be lifted up to see the drawing.

cut out and match

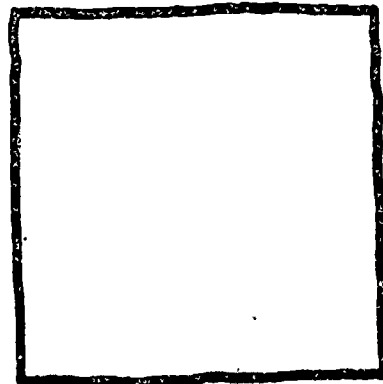
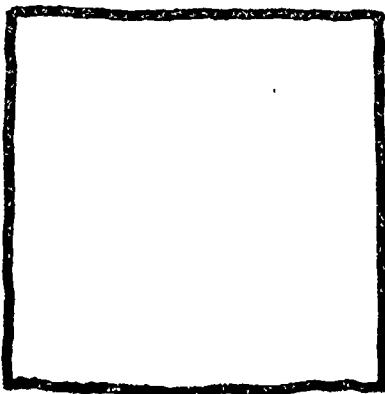
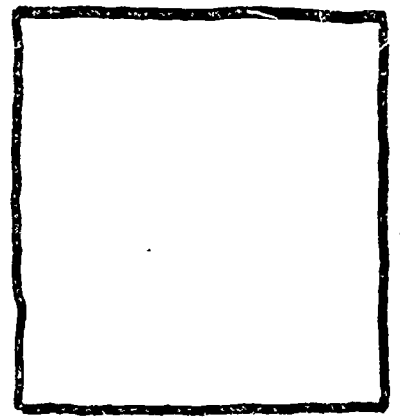
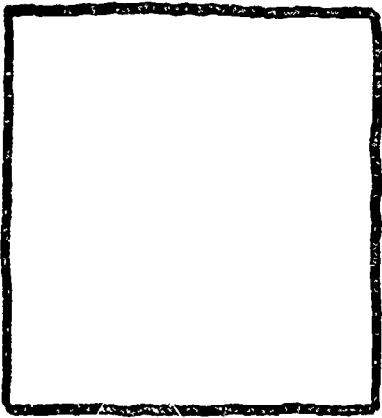
			
			
			
			
			
			



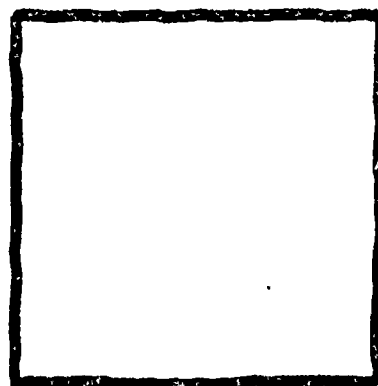
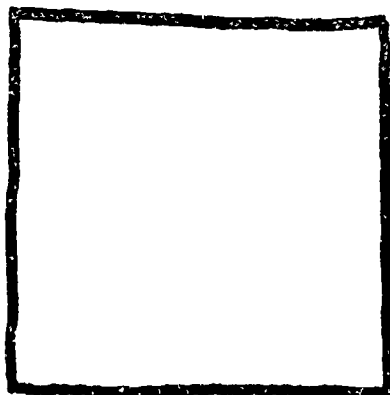
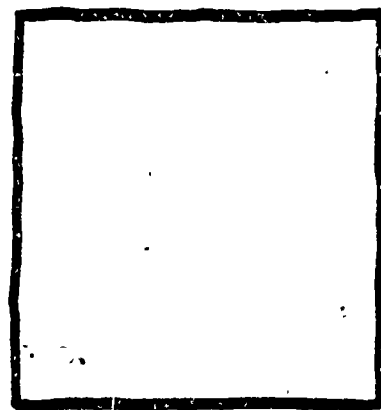
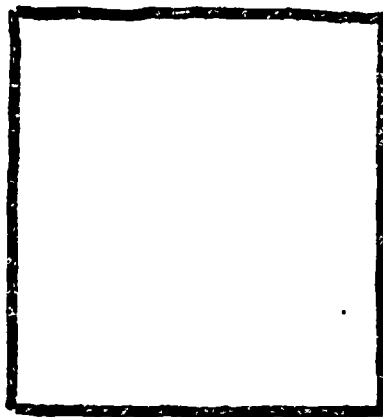


GAME # 3

Draw, cut out, and paste on chart ↩



Draw, cut out, and paste on chart. ↩



things
outside

toys

pets

to ride on

to ride on

to touch

to touch

to ride on

to ride on

to play with

to play with

things
inside

toys

pets

that move

to touch

that move

to touch.

that
don't move

to watch

that don't move

to watch

GAME # 4

How to Play

Choose three (3) things that are alike and cross out the one that does not belong. In the first one, "red," "blue," and "green" are colors. "Hat" does not belong as it is not a color. So, cross out the word "hat." Now, do the rest of the rows in the same way.

red blue green hat

cat dog mitten rabbit

boat car man wagon

orange pear bell apple

beet potato chair tomato

table chair sun desk

sun moon star flower

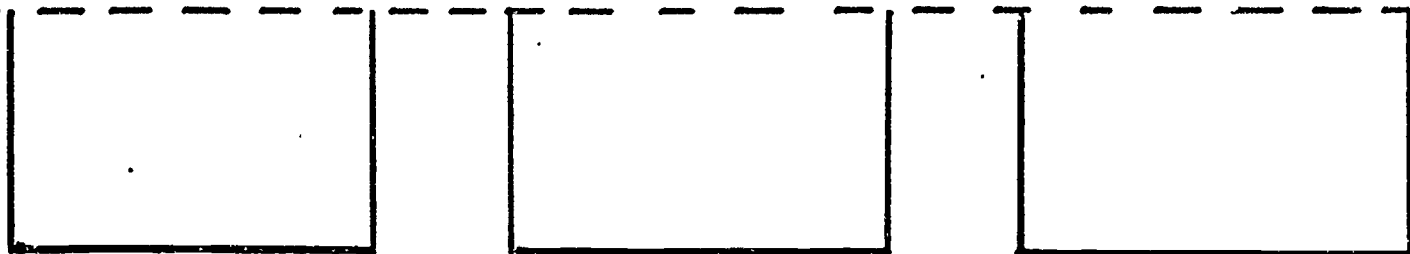
flower peach pear apple

pink red yellow shoe

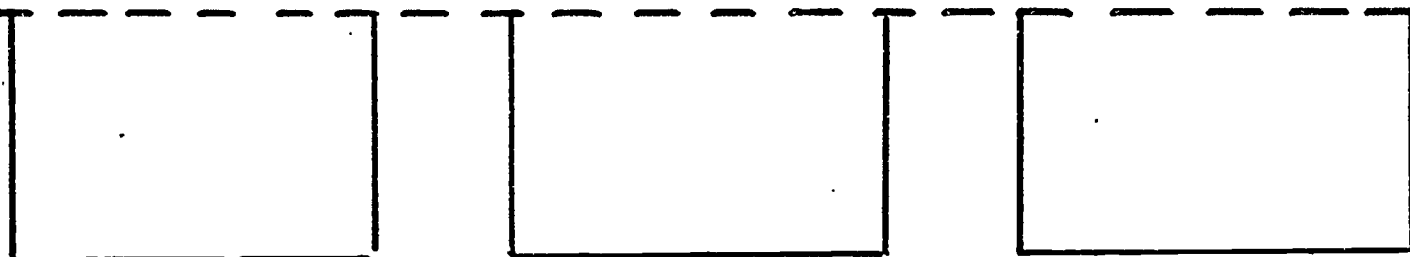
dress skirt car shirt

GAME # 5

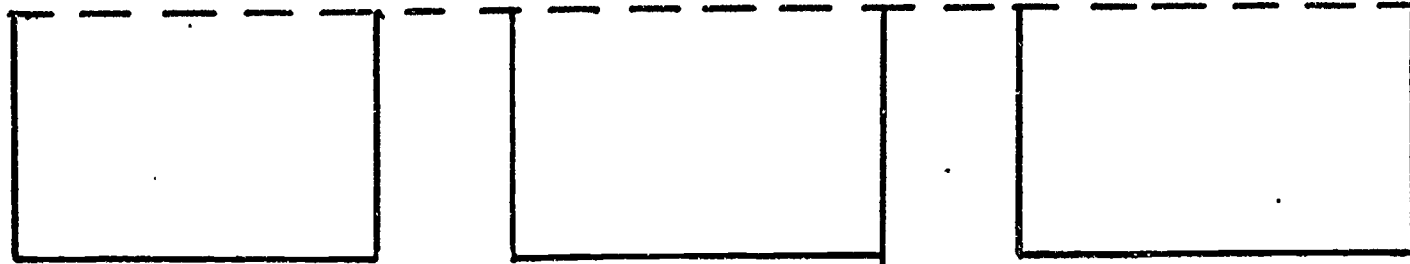
CUT OUT ALONG THE DOTTED LINES



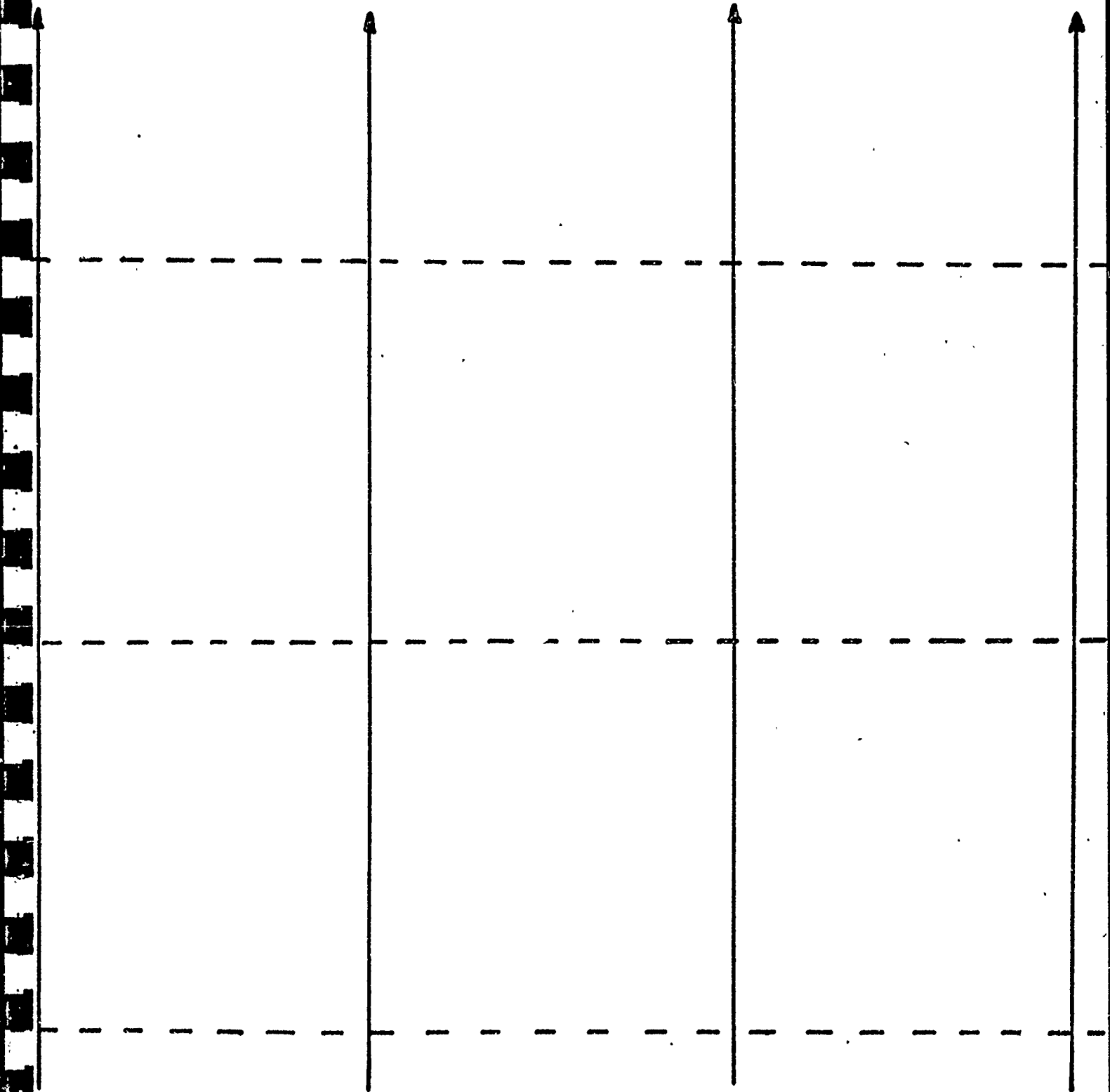
BOTTOM



BOTTOM



BOTTOM



pets

food

animals

fruit

to live in

things to wear

toys

to use inside

flowers

trees

money

to use outside

