

Catch

Kit

2nd
Edition

Grade

2

English as a Second Language



**CAPTIVATE
STUDENTS WITH
FUN KIT MATERIALS!**

Diversify, customize and
differentiate your teaching
with a variety of helpful tools.



Flash Cards

124 flash cards



Find the unit vocabulary on ready-to-go flash
cards. Use them forwards or backwards for
matching games, charades, bingo, and
much more.



Memory Game Cards

4 sets per unit



Students can play memory games with
cards for just one unit, or combine cards
from different units to review vocabulary
at any point in the year.

Game Boards

8 game boards

Students will have fun reinvesting language from the unit. Each game is designed for 2 to 4 players or teams. All you need is a token for each player or team, a die, and sometimes a dry-erase marker.



Activity Cards

8 activity cards

“Where’s Catch” activity cards provide students with opportunities to use language from the units in fun and authentic ways.



Students use language and vocabulary from the units in fun and novel ways.

Look in the Teacher's Guide for more ideas on how and when to use the Kit materials to enrich student learning.



**CHENELIÈRE
ÉDUCATION**