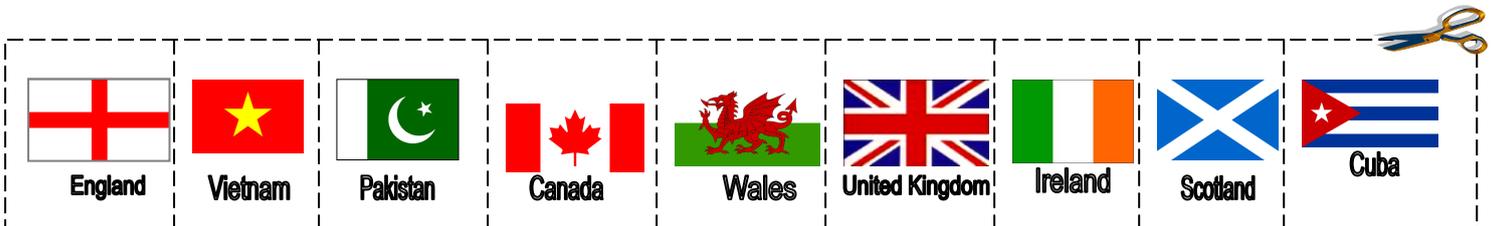
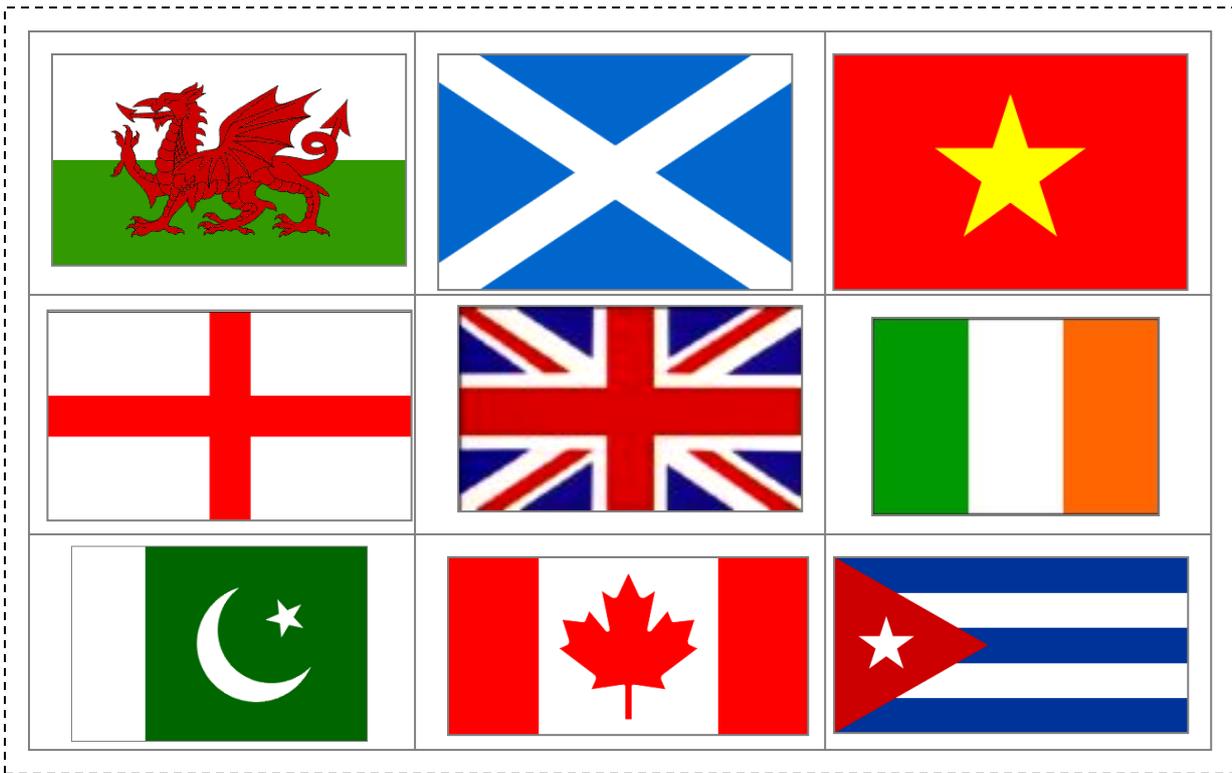


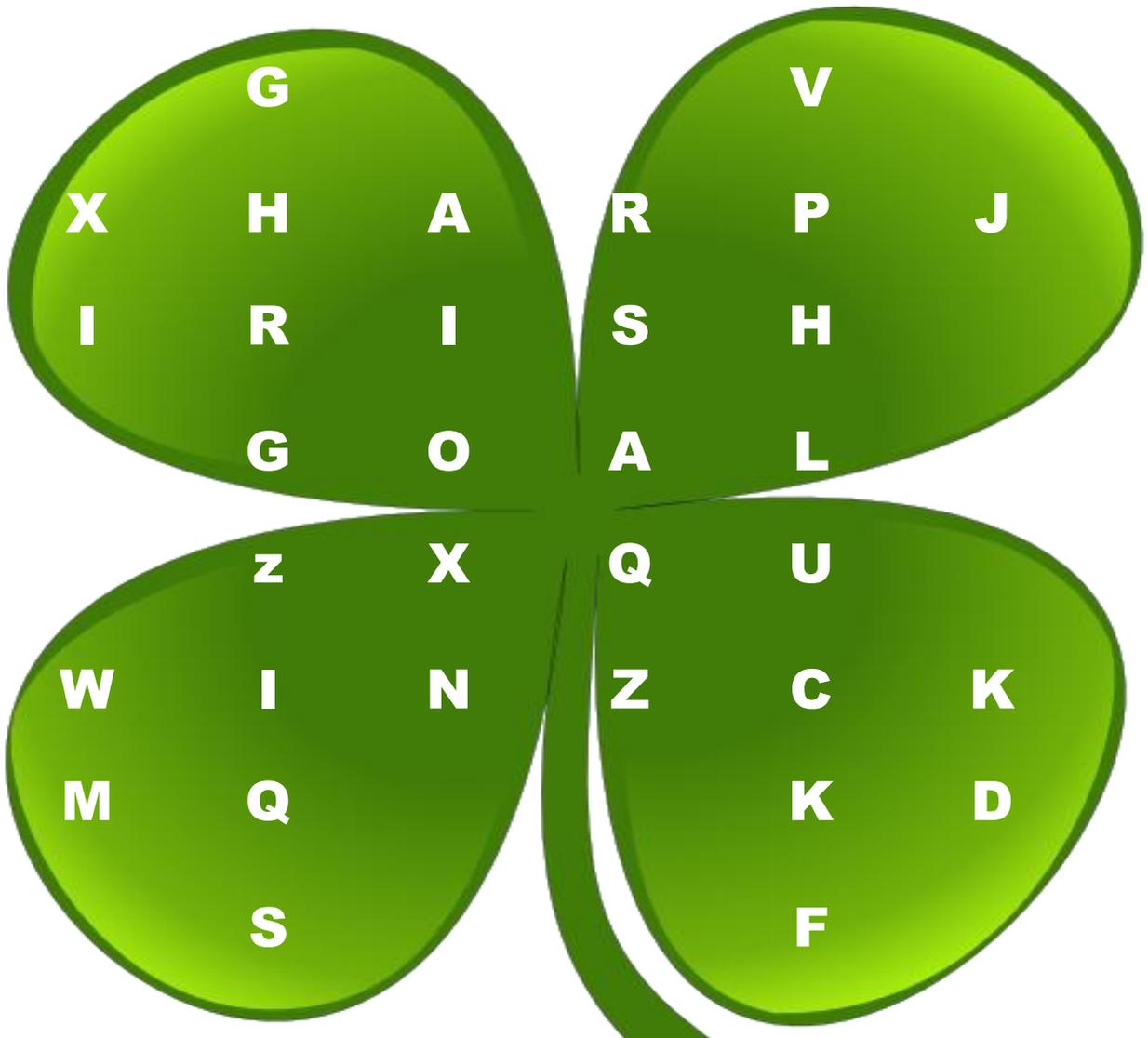
Wiggle Waggle Worksheet™ 6

Luck of the Irish





**HARP IRISH
GOAL LUCK
WIN**



Parents' Guide - Workshop 6 Luck of the Irish

Using Worksheet 6

This Worksheet comprises 3 activities over 2 pages.

1. Which Path
2. Irish Word search
3. Flag Lotto

Activity 1

Which Path

AIMS:

- To use logic to find the correct path for each question
- To practice pre-writing skills of following a shape with a pencil or finger

Encourage your child to follow each path with his/her finger or a pencil.

Questions:

- Which path leads to the Pot of Gold?
- Which path leads to the Leprechaun (You might say 'man dressed in green')?
- Which path will help the footballer score a goal?

Activity 2

Irish Word search

AIMS:

- To recognise words by their constituent letters
- To practice circling words
- To give experience of using a word search

Very young children may prefer for you to do much of the finding and circling. This will still have learning value, especially if you involve him/her in the process as much as possible.

1. Point to each word in the key, and tell your child what each word says.
2. Help your child to locate each word, then show them how to circle each word found, and lastly cross it off the key.

Activity 3

Flag Lotto

AIMS:

- To understand that each country has its own flag
 - To start to recognise countries' flags
 - To use logic and knowledge of colour and shape to identify flags.
 - To match objects
1. Cut around the lotto board
 2. Cut around the small individual flag counters
 3. Place the little flags into a container
 4. Draw out each flag, say its name and show it to the player.
 5. The player should cover the correct flag on the board with the smaller flags

After a few plays, an older player may try to guess each flag - just from its name.

For a 2 player game (great with older brothers and sisters):

- Print 2 copies of the board and counters
- Let players take it in turn to draw a flag
- Play as before, covering each flag with the counter drawn
- When a 'double' is drawn (an already covered flag), it should be placed back in the container
- The winner is the first player to cover all of his flags
- Allow the runner-up to continue playing until his/her board is also full