

Color Games

9 Whole Group & Small Group Games

COLOR SPIN



The Printable Princess

Directions: Spin the spinner. Find the matching picture and cover it.

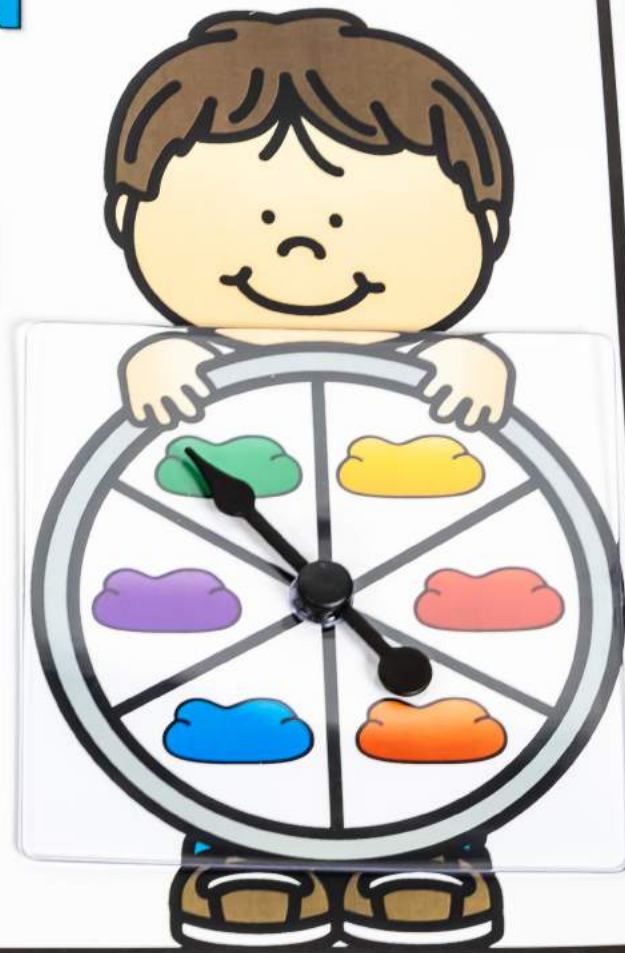


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About this resource...

This resource includes 9 different partner, small group, and whole group games to teach color recognition and color words. Some of the activities can be adapted for students to play independently, like a Spin/Roll and Cover type of activity.

Most of the games have multiple versions so that you can teach and explain once and then just switch out the activity. For activities that use the color gray, a separate “grey” option was included. Students will need basic classroom supplies to complete the games: dot cubes, plastic manipulatives (such as plastic cubes or bears), and spinners.

This resource is designed to offer students hands-on and engaging ways to practice color words and color recognition. There is a variety of whole group and small group games included. It is recommended that you have students play the games in a small group, adult-led setting before allowing them to play independently. These activities are great for a morning tub or fast finisher activity.

Note: The picture cards for the activity entitled “Roll and Cover” (pg 37 - 47), are meant to be used with the “Differentiated Instruction Cubes” which are available on Amazon. Or you can use the cube template, which is also included.



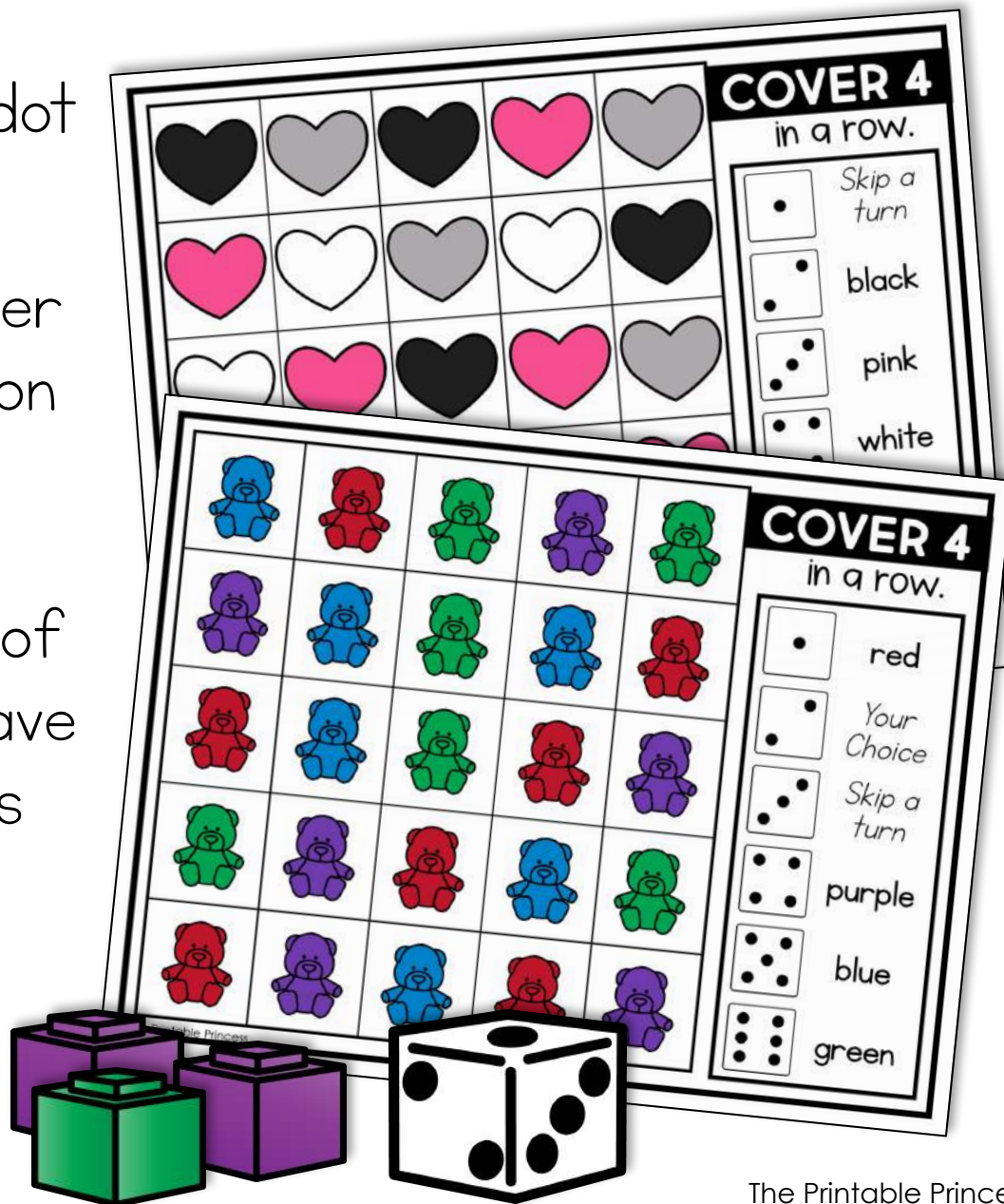
Color Games I

Students play with a partner.
They will take turns rolling a dot cube.

They will determine the number they rolled and use the code on the mat. They will read the color word and cover a matching picture/color. If all of the corresponding pictures have been covered, the player skips their turn.

The first player to cover four in a row is the winner.

6 Games Included



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Color Games 2

Students play with a partner. Each player needs 10 plastic cubes in the same color. Players will take turns rolling the dot cube and covering a picture with a plastic cube.

If a player rolls the same word they can "BUMP" the other player off the space. If the player rolls the same word again, without being bumped off, they can add a second cube to "lock" the space. Locked spaces cannot be bumped. The first player to use all of their cubes is the winner.



4 Games Included

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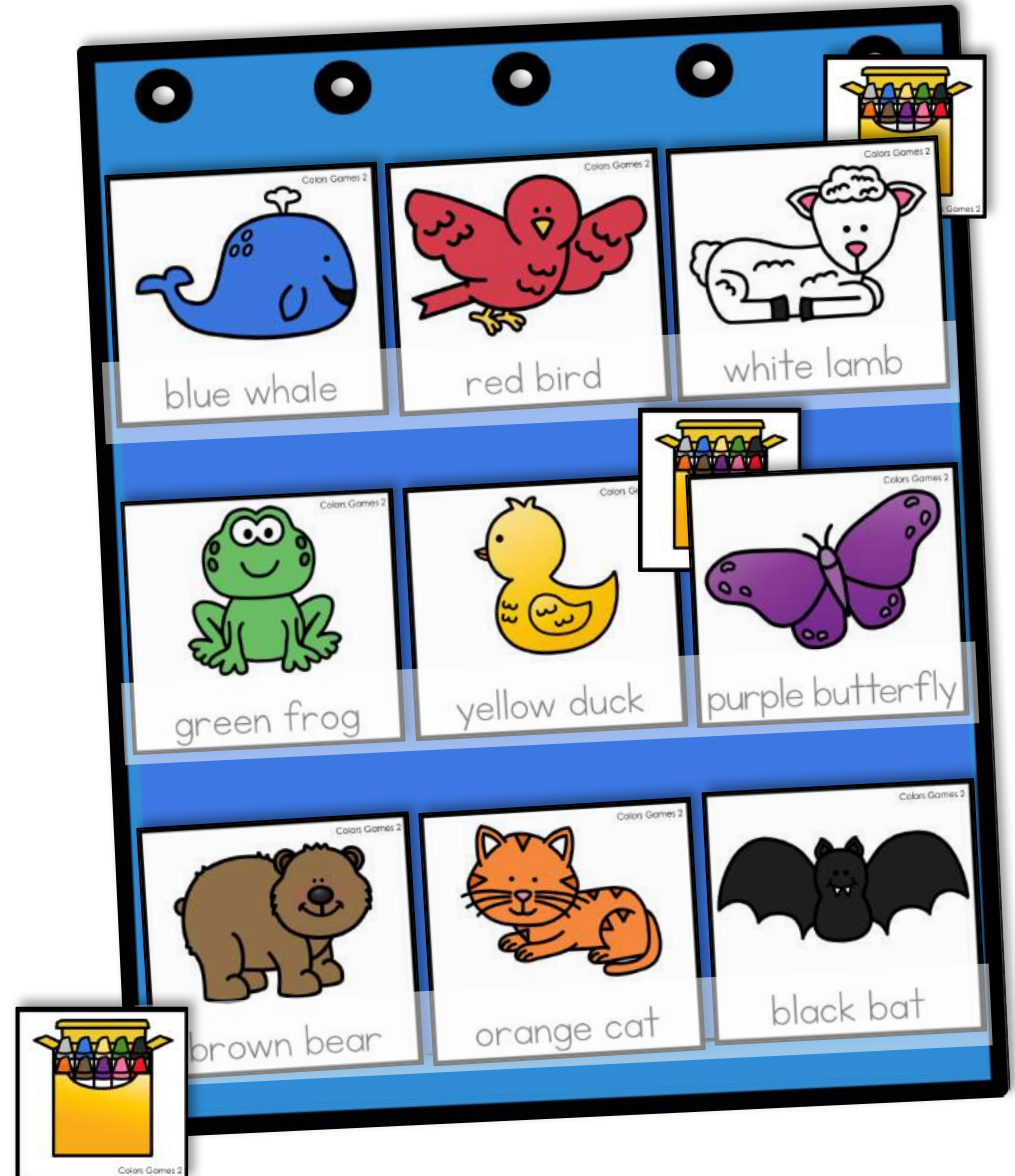
Color Games 3

To use this activity print, cut, and laminate the color cards and the special picture cards. Print the optional pocket chart headers, if using.

Place the color word cards in a pocket chart. Hide the special picture cards behind the color word cards. Call on students to identify a color/color word and guess which words the special cards are hiding behind.

Note: The color word cards can be made smaller by reducing the print size in your printer settings.

3 Games Included



Color Games 4

Print the student game mats. There are two differentiated options included. Print and laminate the color cards.

Students will color the squares or write the color words to match the color cards - they will pick where to put the colors on their page. Students will need manipulatives to cover the squares. Decide the game objective: three in a row, four corners, etc. The game leader will select a color and the players will cover that color square on their game board. The first player to match the objective wins.

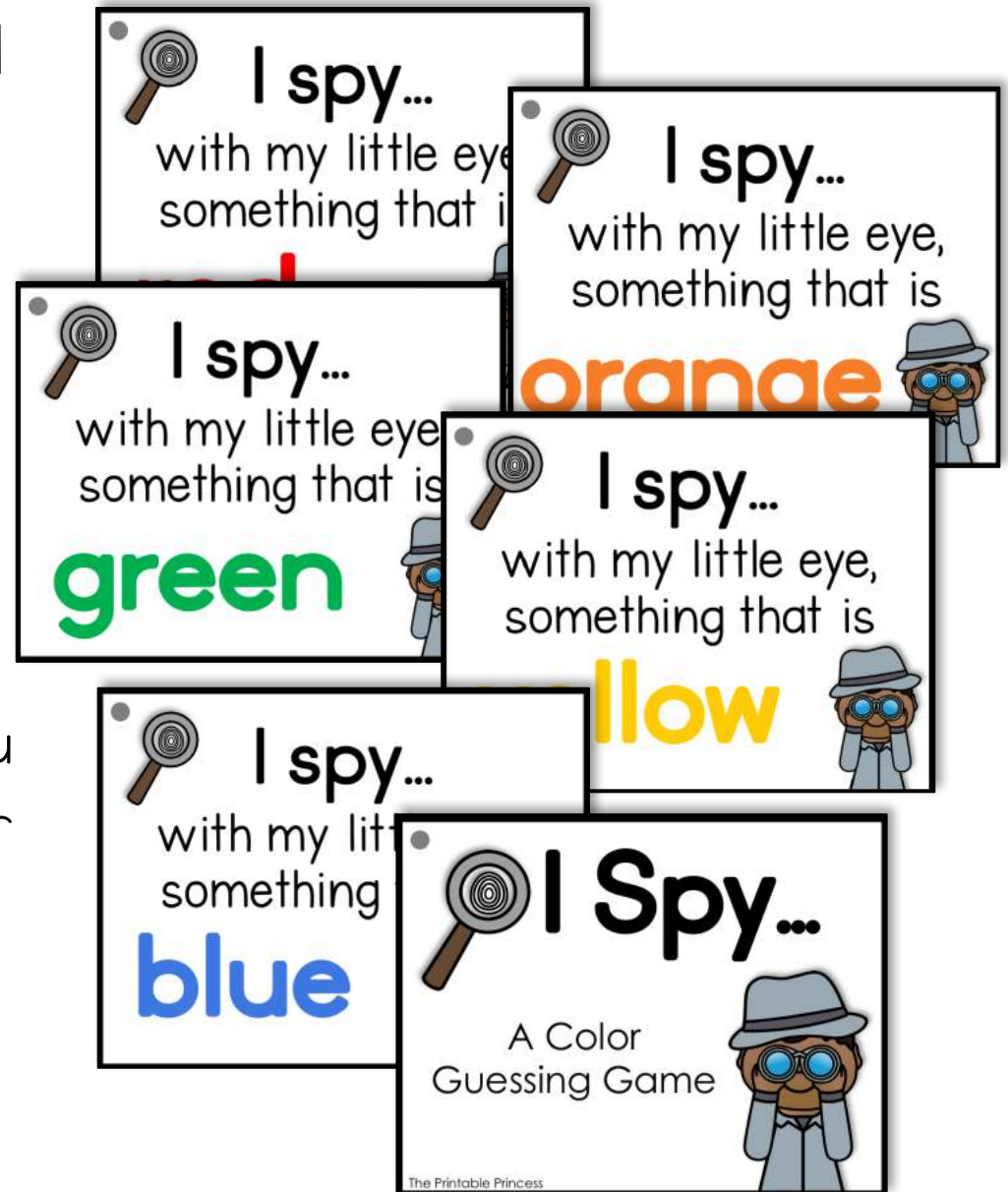
Options 2: Print and laminate the game mats and have students use color cubes or manipulatives to mark their spaces. They remove the manipulatives as the color is called.



Color Games 5

Print, cut, and laminate cards and put in a basket or on a color ring.

This is a fun whole group game when you have a few extra minutes. Call on a student to select a card. Students will identify something in the classroom that is that color. (You might want to have them whisper to you what it is.) They will read the statement to the class and students will take turns guessing the object.

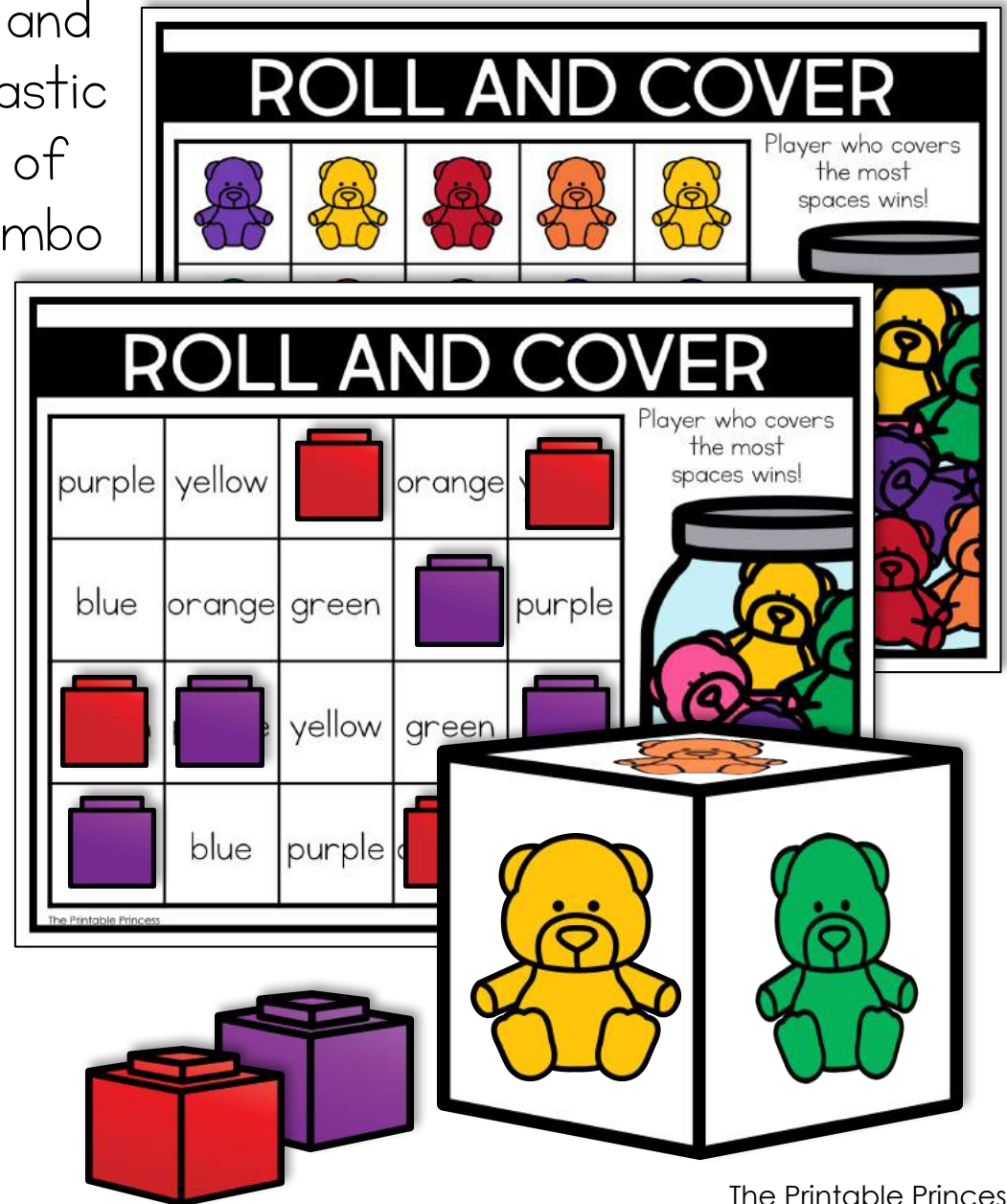


Color Games 6

Print and laminate game mats. Print and cut the game cards and slide in a plastic pocket cube. There are two options of game mats and cards. Select the combo that works best for your class. Students will need their own color of manipulatives to cover their spaces.

Students will play with a partner. They will take turns rolling the cube and covering a corresponding space. The game is over when all of the spaces on the board have been covered. The player with the most amount of spaces covered is the winner.

4 Game Options Included



Color Games 7

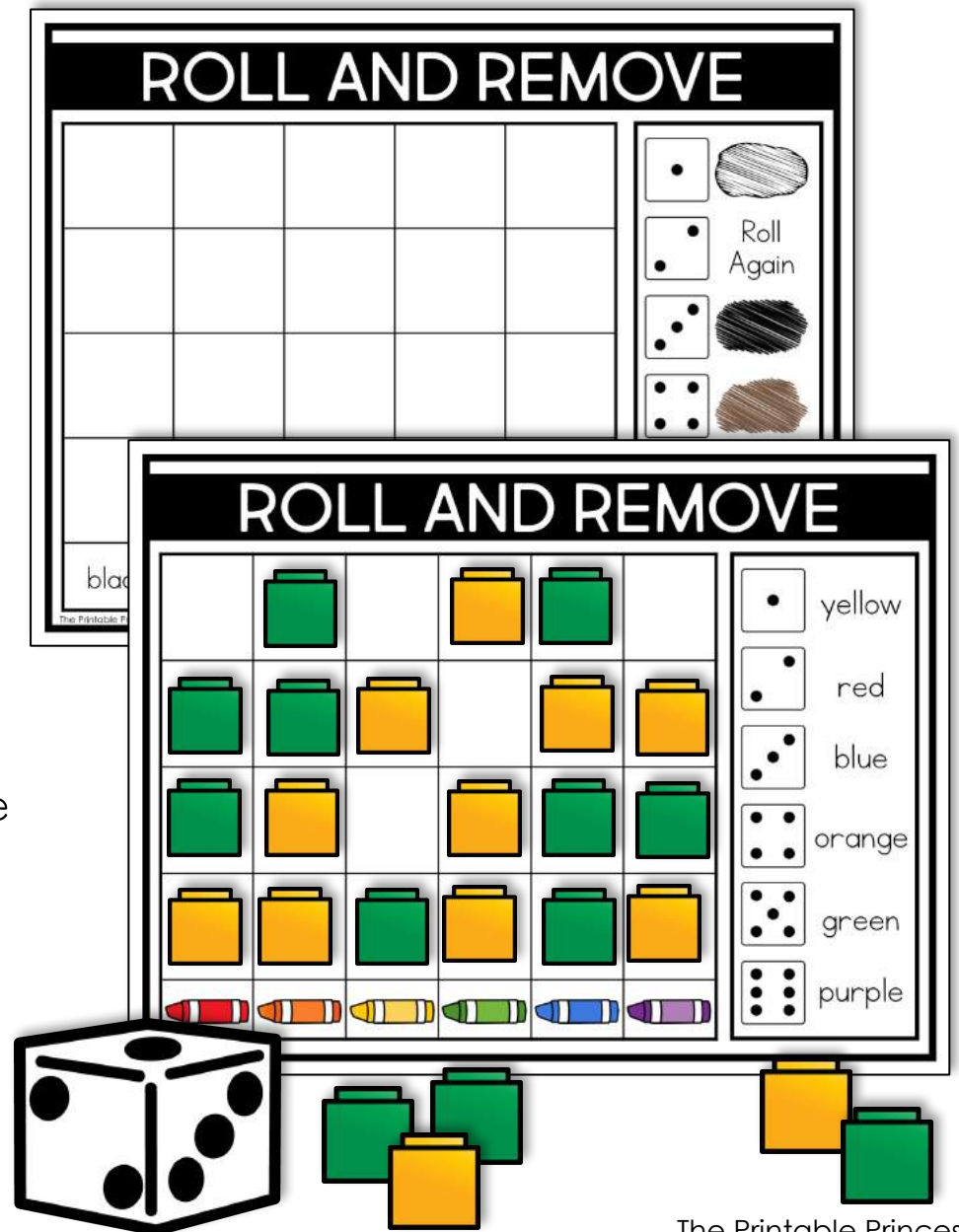
Print and laminate the game mats.

Students will need a dot cube and their own color manipulatives. Students will need 12 manipulatives for one mat style and 10 manipulatives for the other.

Before the game begins, students will take turns placing their cubes on the game board, wherever they want - but only one game piece per square.

Students will take turns rolling a dot cube. They will refer to the code on the right. If they roll a color and have at least one cube placed on that color, they can remove a cube. If they do not have a cube on that color, they skip a turn. The game is over when the first player removes all of their cubes.

4 Games Included



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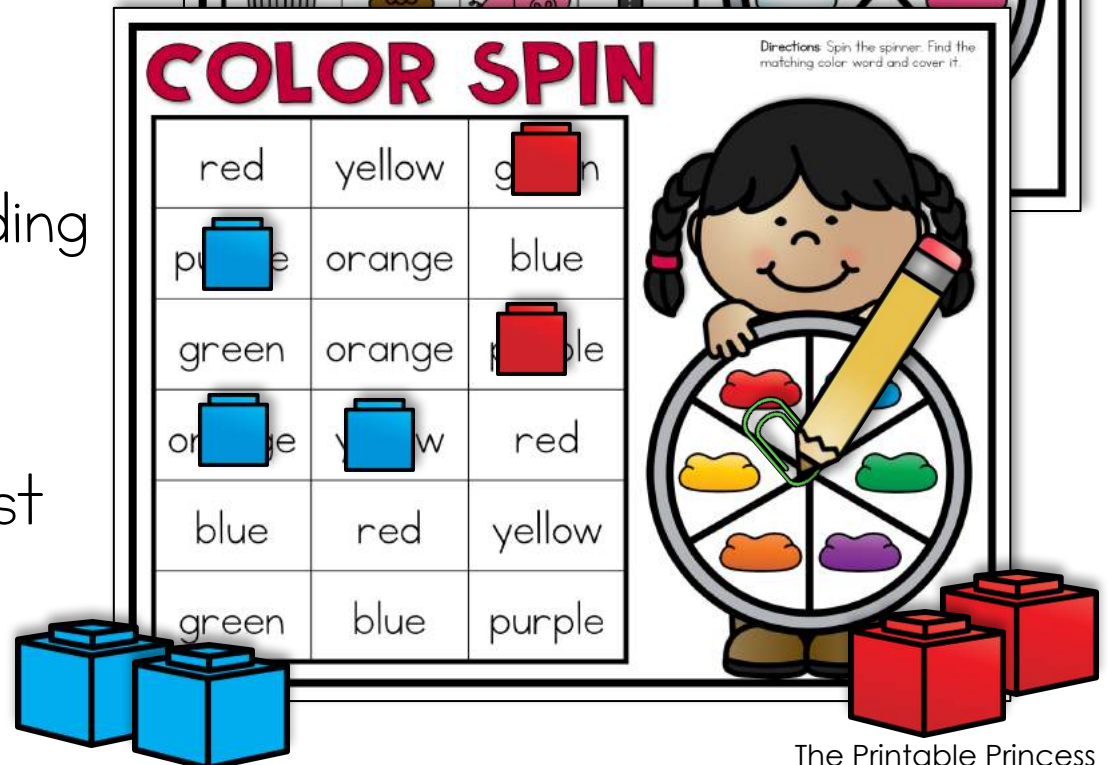
Color Games 8

Print and laminate game mats. Students will need a paperclip and a pencil to make a spinner or use a premade spinner. They will need 10 plastic cubes to cover their answers.

Students spin the spinner and cover a corresponding color space. If all of the corresponding spaces have been covered, the player skips their turn.

The game is over when the first player uses all of their plastic cubes.

4 Games Included



Color Games 9

Players will roll a dot cube and count the dots. Using the code at the top of the game mat, they will identify the corresponding color. They will cover a matching picture.

If all of the corresponding pictures have been covered, the player skips their turn.

The first player to cover all of the pictures on their mat is the winner.

