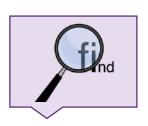


What will you **GIVE** today?

The word **GIVE** is an action word with several different meanings. You can **GIVE** lots of things: *objects* "**GIVE** me a cracker," *information* "**GIVE** me the facts", or even a *helping hand* "She is **GIVING** her time to help today".

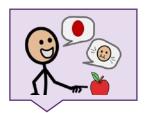
We may also combine the word **GIVE** to other words to **GIVE** it different meanings: "**GIVE** chase, **GIVE** in, **GIVE** me a break, or **GIVE** back."



FIND

Find the word in the vocabulary. **GIVE** is a verb, so it will typically be a green word. It is often located on the ACTIONS page of many vocabularies. If you can't find **GIVE**, use the Word Finder feature to learn where it is. If it is not in the vocabulary, you may want to add it.





INTRODUCE

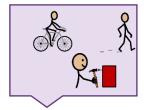
Use **GIVE** in context and try to explain it at the learner's level. Modeling, touching the word in the vocabulary as you say it, may help. Here's an example: "**GIVE** means when someone provides something to someone else, like a gift or hug."



MODEL

Model the word throughout the day, touching **GIVE** in the vocabulary anytime you say it.

"GIVE me a cookie, please." "What did you GIVE him?" "She GIVEs hugs to all her grandchildren." "Please GIVE to our fundraiser." "Should we GIVE him more time?

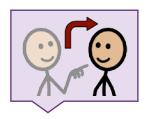


ENCOURAGE

Create activities to provide lots of models and practice with **GIVE**.

Book: If You **GIVE** a Mouse a Cookie

Activity: **GIVE** materials out during class (e.g., pencils, paper) Activity: Practice **GIVING** money to cashiers at the store.



EXPECT

Create opportunities for the learner to say the word. Make sure to wait, and look so they know it is expected.

For requests, add **GIVE**, "**GIVE** me the cookie."

Take a break in the day to **GIVE** high-fives to classmates or family. "Time to **GIVE** high-fives!"

