## Key Events of

# World War II



Have... Who Has...



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AYC&M Academic Series: Juanita Pritchard/DTA Schools





### WORLD WAR II

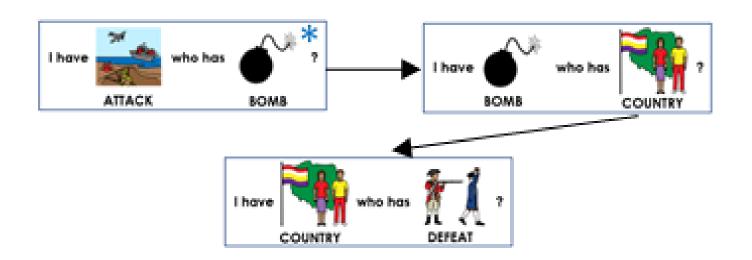
#### "I Have... Who Has..." Directions

This is a simple game that encourages cooperation and joint attention between peers. Students will be generalizing their new regions of Georgia vocabulary knowledge as they interact with their peers. As students listen to match up the answers on their cards with questions on other students' cards, they get practice with paying attention and listening to others.

#### Cut the cards into strips and pass out one to each student.

If you have less than 11 students, you can give more than one card to each student OR be sure to match up the cards you are using prior to the game to ensure there are the same number of example items to match the different ecosystems.

- Choose a student to go first and have them read their card with the \* aloud.
- 2. Any student who has a card with the answer then reads that answer aloud: "I have ... Who has...?". In this game, there will be multiple students who may have a card which answers the question. The first to respond goes next.
- 3. The next student will then read the question on their card 'I have....Who has ...?' Every card in the set is connected to a card before it and a card after it. The last card should link to the student who started the game.
- Play continues in this fashion until all the cards have been played. The game will end with the same student who started play.



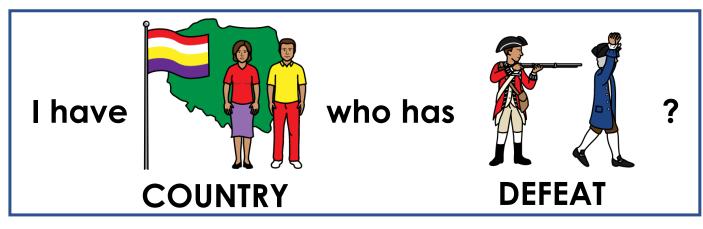


# **World War II**

## I HAVE..... WHO HAS.....





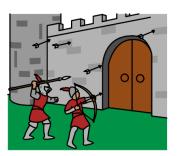






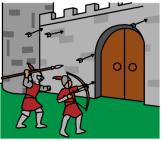


**DEFEAT** 



**FIGHT** 

I have



**FIGHT** 

who has



**INVADE** 

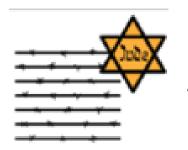
I have



**INVADE** 

who has

who has



**HOLOCAUST** 

I have



**HOLOCAUST** 

who has



**SURRENDER** 









