Don't Burn Your Feet

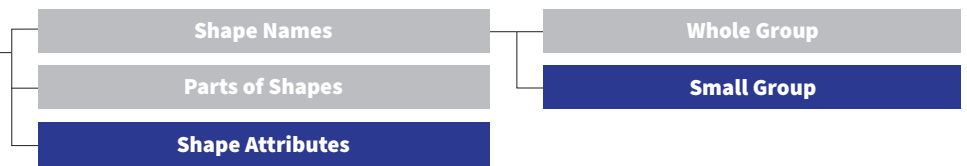| Shape Names | | Whole Group |
| Parts of Shapes | | **Small Group** |
| **Shape Attributes** | | |

Summary of Activity Adaptations

This is a summary of all the available adaptations to make Don't Burn Your Feet easier or harder to accommodate the needs of your students. Whether the adaptation is easier or harder depends on each student's math or executive function (EF) skills.

	Make It Easier	**Make It Harder**
Math	■ Use familiar shapes (such as circles, triangles, squares, rectangles). ■ Use only easier examples and non-examples (such as triangles vs. circles and squares) for shapes. ■ Talk about the properties and attributes of the shape focused on in the rule and show examples.	■ Use less familiar shapes (such as hexagons, trapezoids). ■ Use more challenging examples and non-examples. ■ Challenge children to tell you exactly why the shape they chose is appropriate, naming some of the attributes of the shape class (for example, *I know it's a triangle because it has three sides*).
EF	■ Before jumping, have children point to which shape(s) they will jump on and which will "burn their feet." ■ Use Stop and Go Mediator Cards to separate "planning" time (when children state the rule) from "action" time (when children start to move to shapes). Hold up the red stop card while children plan their next move to their next shape, and hold up the green card to cue children to move.	■ In addition to giving a rule about what shape to jump on, tell children to move in a certain way (for example, *Tiptoe to the circles or Hop on the squares*). ■ Use a rule with negation: a NOT rule (*for example, Jump on shapes that are* not *triangles*).
Math & EF	■ Draw a few examples of shapes to jump on (that fit the rule) and some to avoid jumping on (that don't fit the rule) on a white board and have children tell you whether or not the drawn shapes fit the description.	■ Use an intersection rule: an AND rule with two property descriptions (for example, *Jump on shapes with more than three sides and two or more right angles*). ■ Use a union rule: an EITHER/OR rule (for example, *Jump on shapes with more than three sides* or *all right angles*).