

Don't Burn Your Feet

Shape Names

Parts of Shapes

Shape Attributes

Whole Group

Small Group

Center Time

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	<ul style="list-style-type: none">■ Use only familiar shapes (such as circles, triangles, squares, rectangles).■ Use only easier examples and non-examples (such as triangles vs. circles and squares) for shapes.	<ul style="list-style-type: none">■ Use less familiar shapes (such as hexagons, trapezoids).■ Use more challenging examples and non-examples.
EF	<ul style="list-style-type: none">■ Use the activity step icons to re-introduce the activity each time children play the game in Centers.	<ul style="list-style-type: none">■ Omit the activity step icons.
Math & EF		<ul style="list-style-type: none">■ Let the child choosing the rule make up their own rules instead of choosing a rule card.