CARS GO

Unity Sequenced Activity Set

TARGET WORD BANK

- car
- go
- fast
- slow
- push
- crash

- honk
- stop
- turn
- help
- drive

INSTRUCTIONS

- Read the story together.

- After reading the story a couple of times, help the student find words in the story on his or her device.

- Remember to model the words on the device if the vocabulary is new to the student.

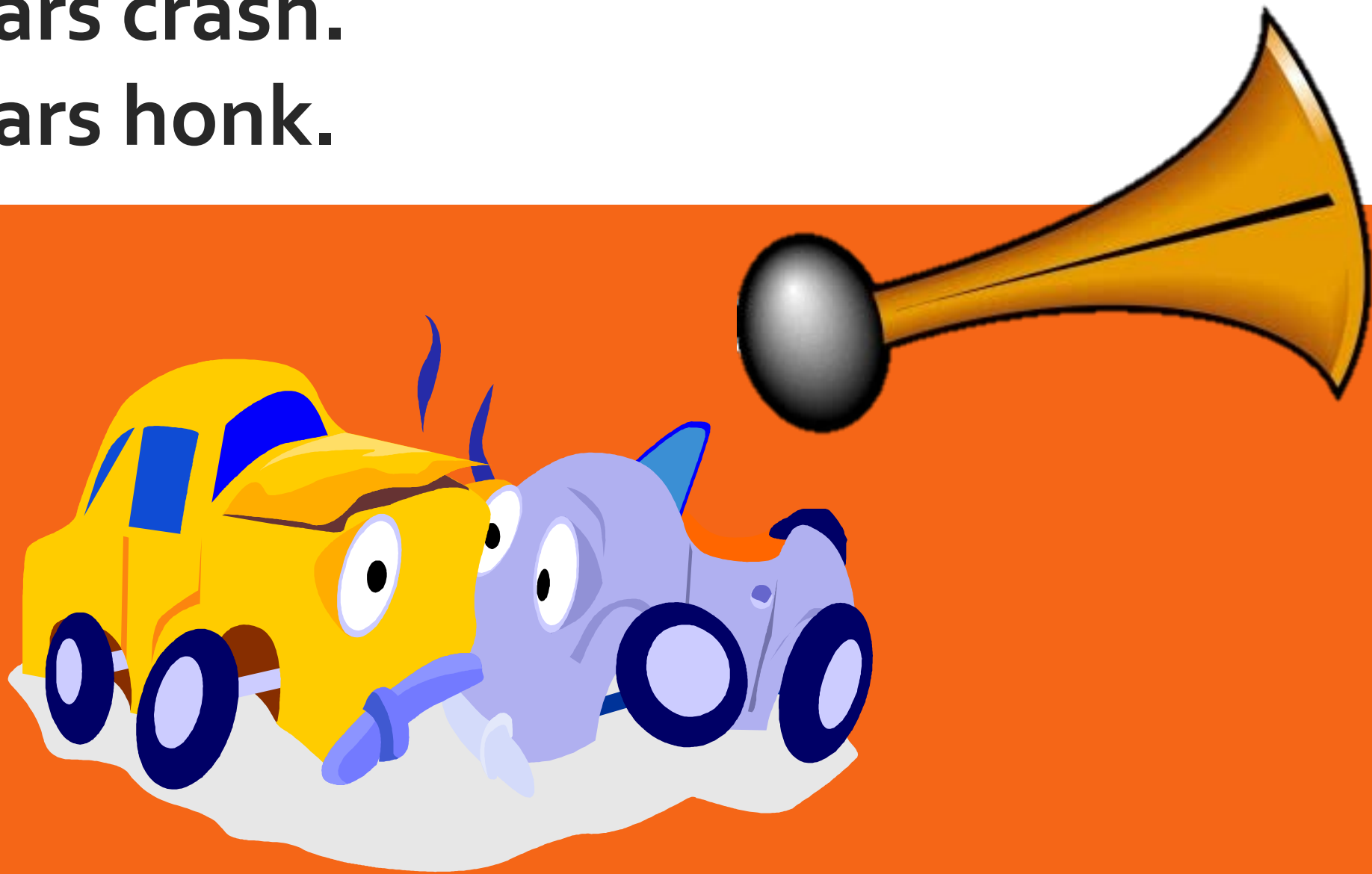- Demonstrate the words through objects and actions in the student's environment.

Cars go fast.
Cars go slow.

Push a **car** to make it **go**.

Cars crash.
Cars honk.

Cars stop.
Cars turn.

Cars help.

Cars are fun to **drive.**

THE END

For additional information on Language Stages, Teaching Resources, Supplemental Materials, PRC Products and Unity, Please visit: www.aaclanguagelab.com