

## **A Horse's Tale Colonial Cards**

To make colonial cards from A Horse's Tale, print out the 2 sheets of images and 4 glossary card templates. Set 2 of the templates aside. Using the glossary in the back of the book, have the students write the 12 definitions that correspond with the 12 images inside the spaces provided on the other two templates. Students can work together or alone to complete the "glossary" sheets. Once finished, take the two remaining blank templates and place one underneath each of the image sheets ink-side up. The images should fit nicely over the spaces. Laminate TOGETHER and carefully cut the twelve images into individual cards using the lines for guidance. Laminate the two "glossary" sheets (separately!) and cut into 12 playing cards. You now have a set of 24 colonial playing cards. Students can play games similar to Go Fish or Match Game where they spread cards out face down and then turn cards over to match a definition with the correct image. You can also choose to make a double set of image cards and play the same card games but matching images only instead of images and definitions. Maybe the students can come up with their own idea for a game!

**To print out card images and templates return to activity page and click on links**

**A Horse's Tale**

**[www.susanlubner.com](http://www.susanlubner.com)**

**illustrations by, Margie Moore**