Cootie Catcher Fun for School Library Centers

FREE Sample

Text Features, Genres, Parts of a Book, Dewey Catchers by Kathryn Garcia

Library Catchers ©Kathryn Garcia 2016 @ TpT
How to make a 'cootie catcher'

1. Cut out along outside square line.

2. Turn over and fold in half.

3. Fold in half again.

4. Fold in each corner to touch the center.

5. Turn over and fold in each corner again.

6. Fold the square in half both ways.

6. Slide index fingers and thumbs into the four flaps. Pinch and open back and forth.
**Make a Spinner:**

Print on heavy cardstock or cut out and glue to poster board.

Attach an arrow in the middle with a loose brad.
Parts of a Book

1. Make a 'Parts of a Book' catcher.
2. Spell 'BOOK' or spin the spinner and move that number of times.
3. Spin again to choose a question.
4. Check your answer.
5. Play again.

Cut along the outside square line. Fold according to instructions.
Students seem to love the timeless games of cootie catchers and fortune tellers. Why not use that interest to review skills and terminology often encountered in the library curriculum.

Included in this product are:
• 8 different catchers in both color and black & white
• Student directions for folding a catcher
• Spinners to print and construct
• Sign for a 'Catcher' center
• 4 printable fill-in-blank, matching pages
• 1 blank catcher outline to make your own
• Answer Key cards to know what info is included
Thank you to these wonderful TPI artists:

KB3 Fonts
Graphics from the Pond
Creative Clips
EduClips
Charlotte's Clips
KG Fonts
Ashley Hughes
Wimsy Clips

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Searching for an Author
Parts of a Book Dice Game
Dewey Card Games

You might like some of these other center activities in my store.
~Kathryn