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Gam	e Des	igned	for Sec	tion III. H	iawatha's	Childl	1000	ł, by	Henry	Wadsı	worth	Long	gfellow

TREE

ARROW

HIAWATHA

WIND

LITTLE

FOREST

HEART

PRAIRIE

WATER

HEAVEN

. Game Designed for Sectior	n III. Hiawatha's Childhood, by	Henry Wadswort

NOKOMIS

DEER

EVENING

DAUGHTER

Moon

S	0	N	G	0	F	Н	1	A	W	A	T	Н	A	
Gan	ne Des	igned	for Sec	tion III. H	Hiawa	atha's Child	hoo	d, by	Henry	Wads	wortl	n Lon	gfellov	

S	0	N	G	0	F	Н	1	A	W	A	T	Н	Α
 Gam	e Desi	igned	for Sectio	n III. H	Hiawath	ıa's Childl	1000	1, by	Henry	Wads	wortł	Lon	gfellov

Hiawatha Listening Game Answer Key

Word	Total						
Nokomis	23						
Hiawatha	15						
Little	10						
Water	8						
Deer	8						
Daughter	6						
Forest	6						
Heaven	6						
Prairie	5						
Evening	5						
Tree	5						
Arrow	5						
Heart	5						
Wind	5						
Moon	4						

Setup

You need:

- Text to read
- Snacks or pennies to work as markers within reach of players
 - Small enough to fit on playing card
 - E.g. Raisins, chocolate chips, blueberries, nuts, etc.
- One playing card per player
- One Answer Sheet for the Reader

To Play

- 1. Read the selection.
- 2. The players take one marker each time they hear a word from the squares, and place it in the matching square.
- Depending on the age of players, read for a set time or distance and ask for a retelling of the story while the players enjoy their winnings.

Note:

• All squares should include variations of the word at the narrator's discretion.

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