

Week 4

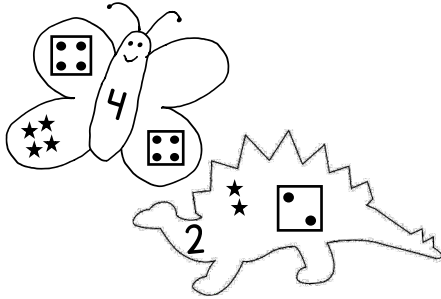
Roll & Stamp

Use the butterfly or dinosaur activity (activity 4.1-4.2)

Roll a die and identify the number

Stamp or use stickers to make the same amount in the space it belongs

(You can use a plastic die AS a stamp with paint or an ink pad)



Materials:

- Dice (plastic if using as stamps)
- Activity page 4.1 or 4.2
- Ink or washable paint (optional)

Name Practice

Make Your Own Name Puzzles

1. Write out your child's first or last name on a strip of thick paper or cardboard leaving some space between each letter
2. Cut the spaces between the letters to make a puzzle or draw the cutting lines with marker and have your child cut (try thick paper vs cardboard if they are cutting)

Other Ideas:

Try placing the puzzle pieces in a small "sensory bin" with dry pasta or beans. Add in some tongs for some added fine motor practice

Rainbow Name

1. Write your child's name in pencil on a piece of paper
2. Trace over each letter 5 different times, using 5 different colors

Materials:

- Thick paper or cardboard
- Colorful writing tools
- scissors

Rhyming Games

Go on a rhyming scavenger hunt!

(Example, point to a car and then shout "star" as a rhyming word. (can use rhyming scavenger hunt sheet activity 4.3)

Or draw a picture list of as many items you can think of that rhyme with a word a grown up gives you

Play Rhyming Memory (Activity 4.4)

1. Shuffle cards and then place them facedown to form a square
2. Take turns flipping over two cards at a time. If you flip over two words that rhyme, you can keep the set!
3. The player with the most rhyming pairs at the end wins!

Flip and Count On

Use a deck of cards, shuffle and place the deck face down.

1. Take turns flipping over the top card, saying it's number and the next two numbers
2. Try building the numbers with objects such as rocks, Legos, beads, or snack items or doing an exercise for each number (ex. 4 hops, 5 skips, 6 squats)

For a challenge:

- Instead of saying the next two numbers, identify the number that comes before and after
- Have two players each flip over a card- identify the card with the highest number and the lowest number (to help with this, grab some objects to build each number so your student can visually see the amounts)

Materials:

- A deck of cards with numbers 1-10
- Small objects for counting with (rocks, Legos, snacks, small toys, etc.)



Sticker Sounds

1. Add stickers to a sheet of paper
2. Have your child identify and write the beginning sound for each

No stickers? Draw a simple picture of 5-10 items, print activity 4.5) or gather a small assortment of items from around the house

Materials:

- Stickers with various images
- Writing tools (markers, pencils, etc.)
- Or Activity Page 4.5

Before and After



Have your child practice identifying numbers in sequence.

On the ground with chalk, paper/cardboard or tape, write the numbers 0-10 in a shape such as a circle or cloud.

Call out phrases like:

- What comes before ____?
- What comes after ____?
- What number is between ____ and ____?

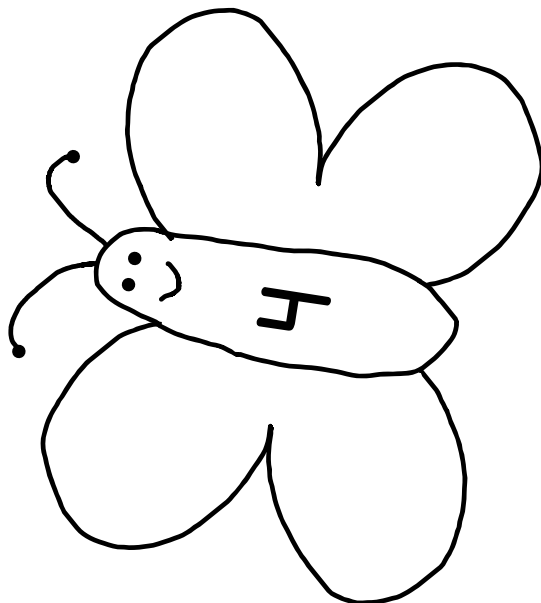
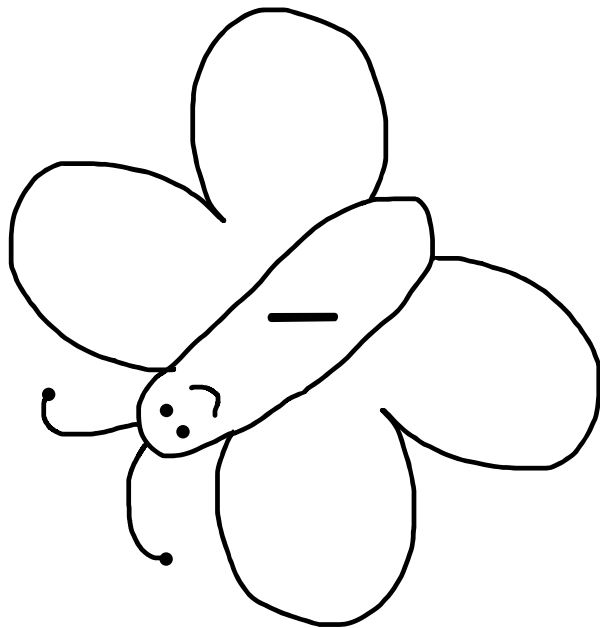
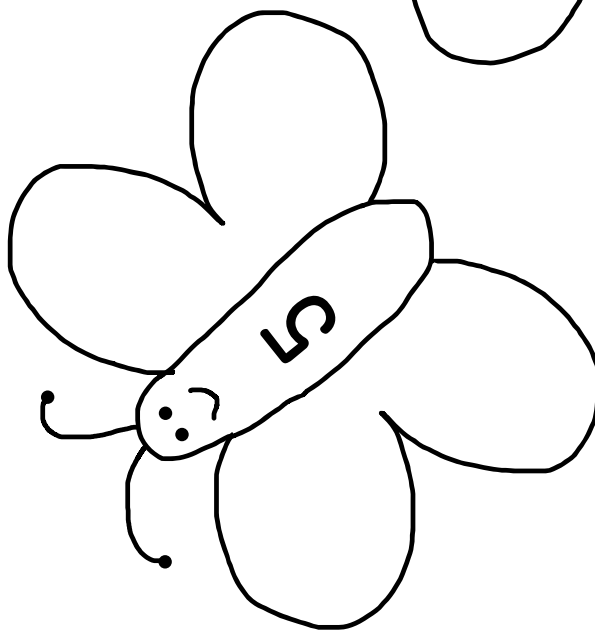
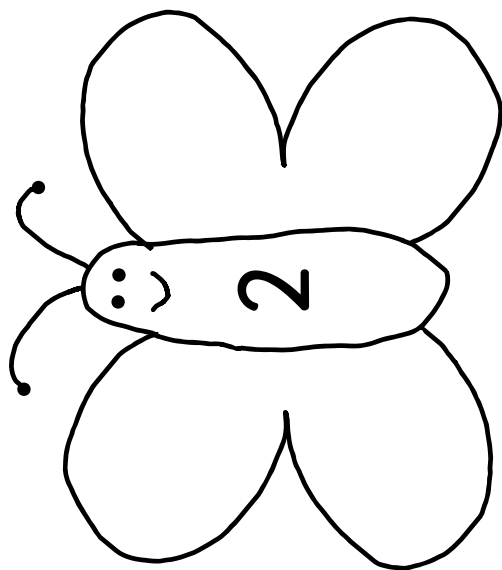
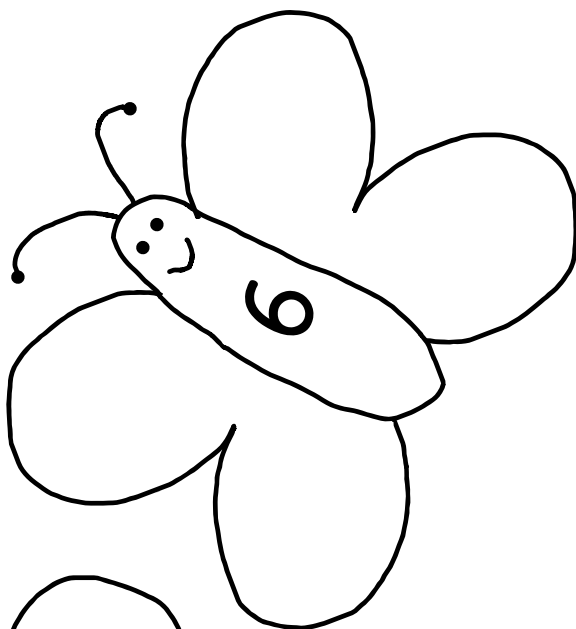
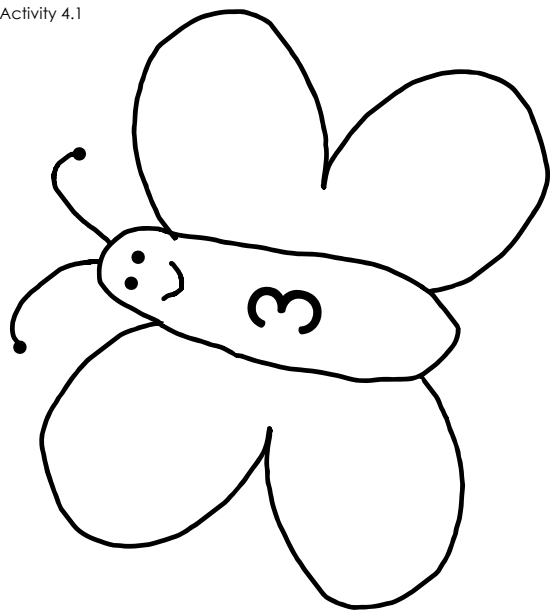
Have your child "airplane hop" to the correct number by holding both arms out as they hop with two feet. Try to think of some other fun ways can you get your child to move?

You could also practice this skill using the Ants Go Marching activity 4.6

Materials:

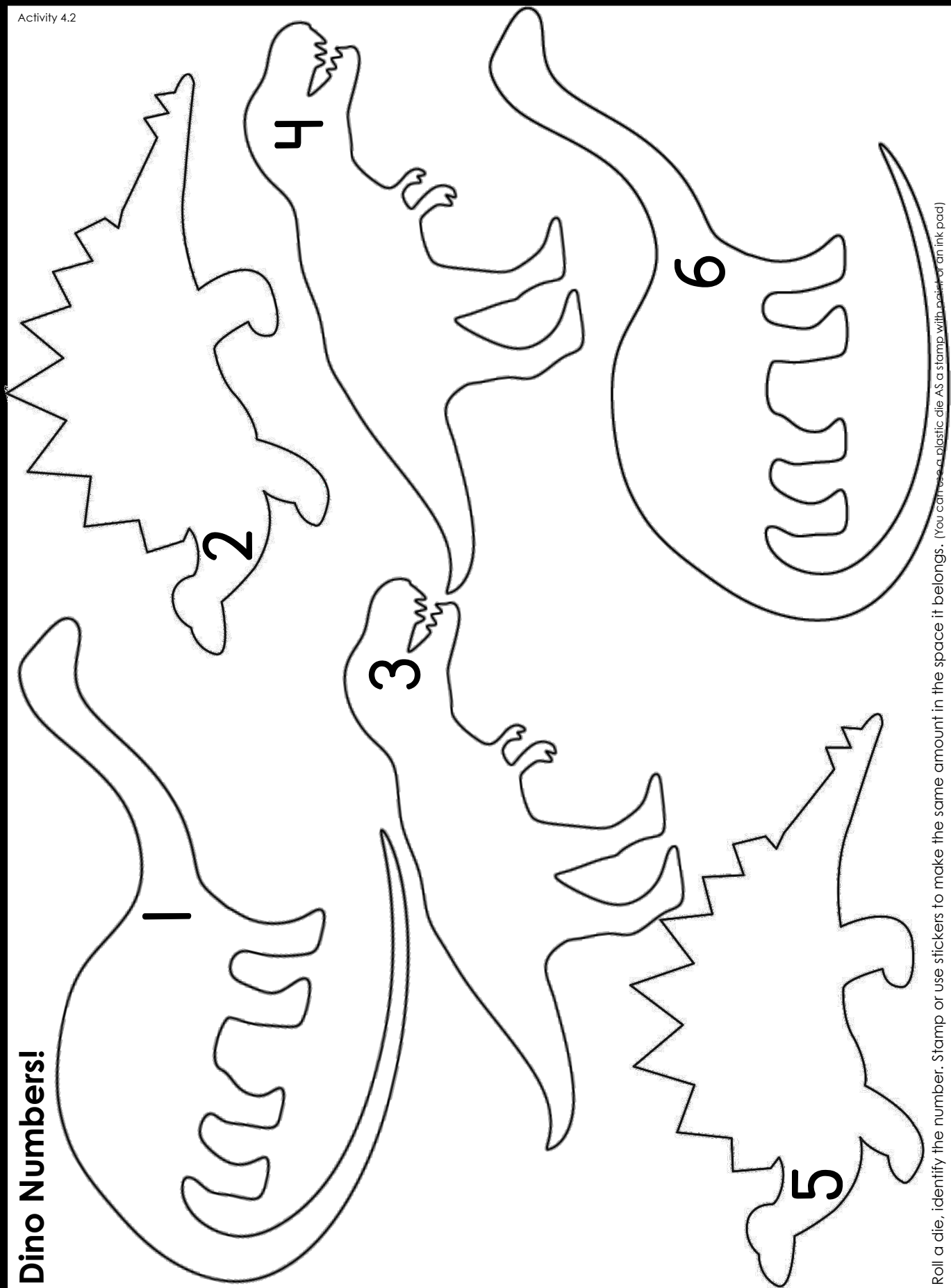
- Chalk or large numbers placed on the ground (numbers 0-10)
- Or Activity Page 4.6

Butterfly Numbers!

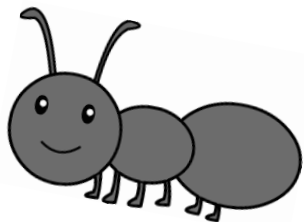


Roll a die, identify the number. Stamp or use stickers to make the same amount in the space it belongs. (You can use a plastic die AS a stamp with paint or an ink pad)

Dino Numbers!

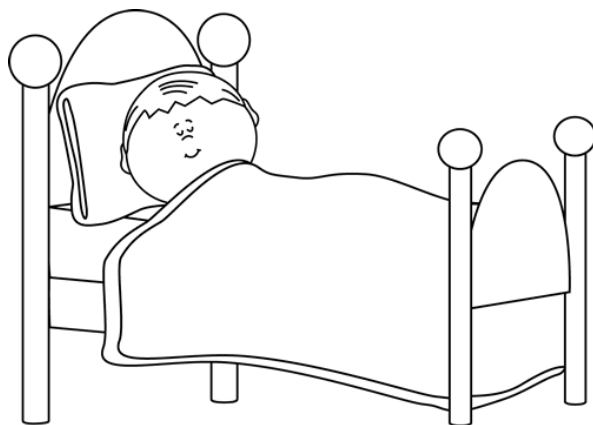
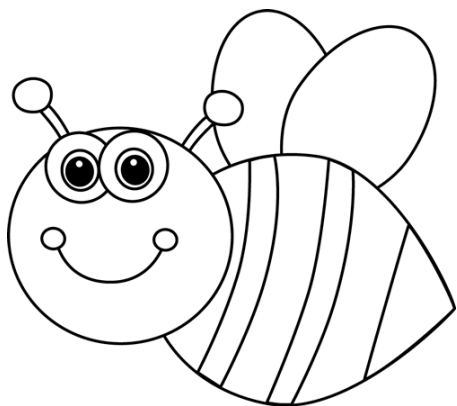
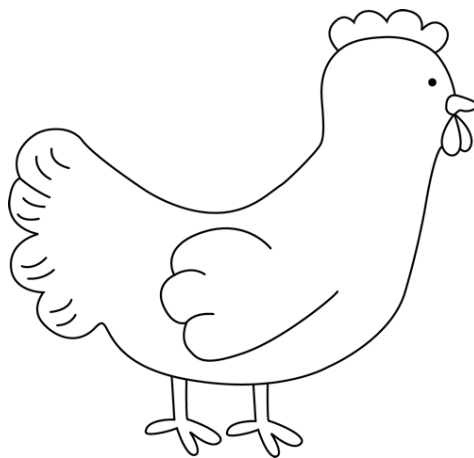
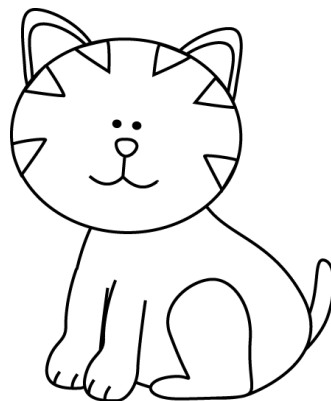
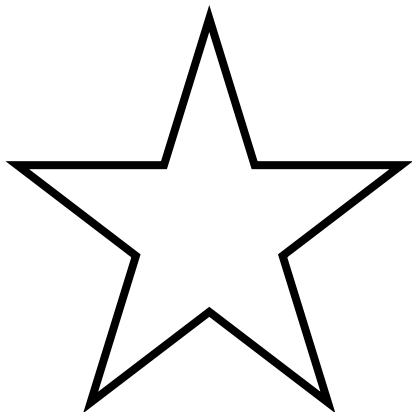
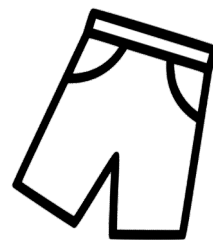


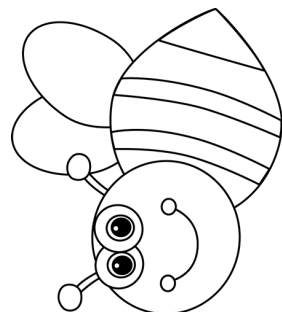
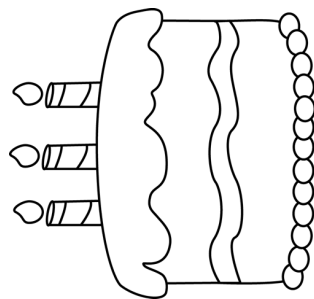
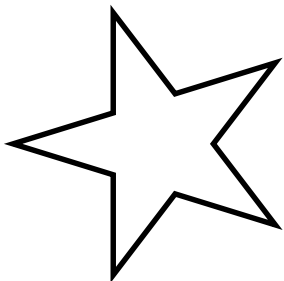
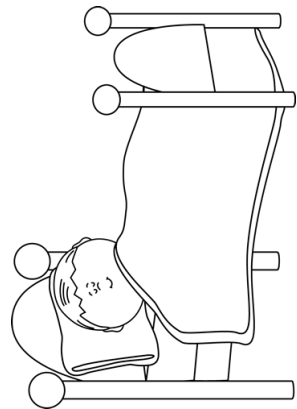
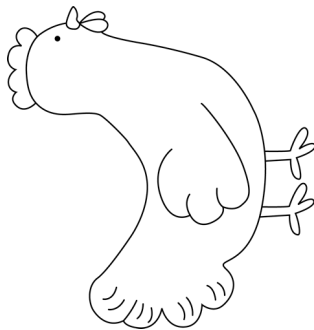
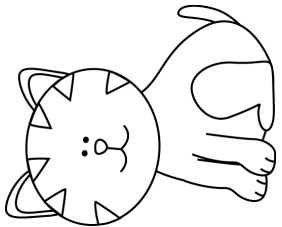
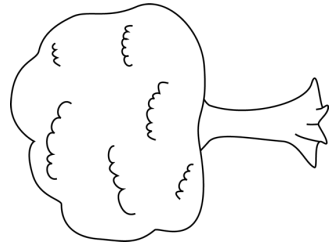
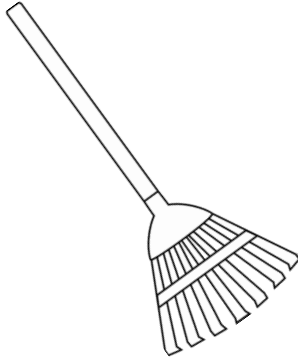
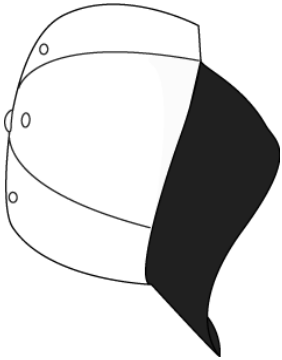
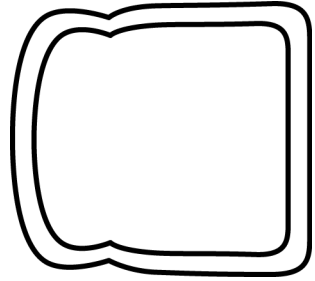
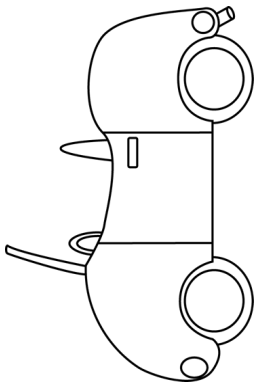
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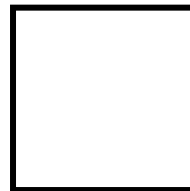
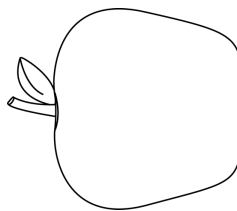
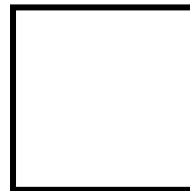
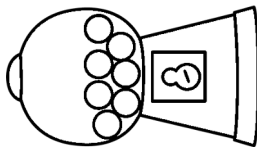
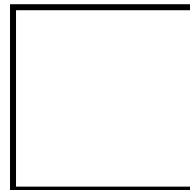
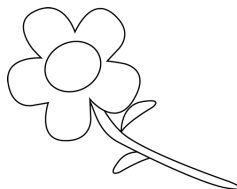
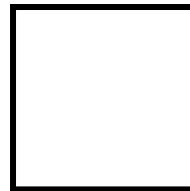
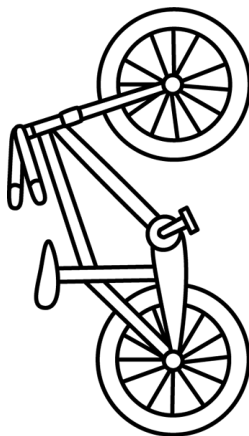
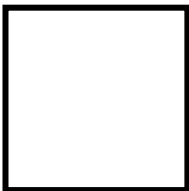
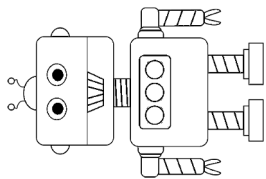
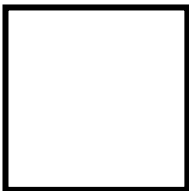
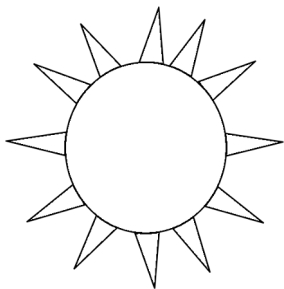
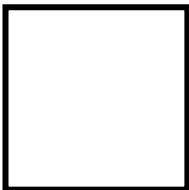
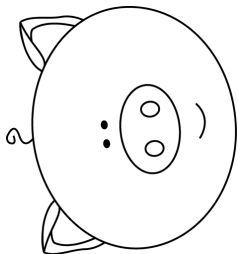
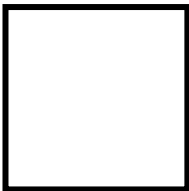
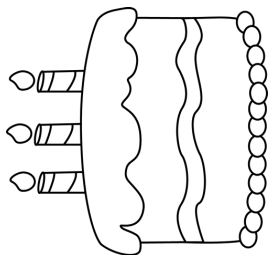
Rhyming

Scavenger Hunt



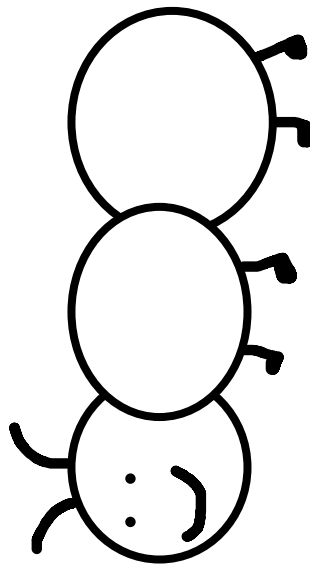
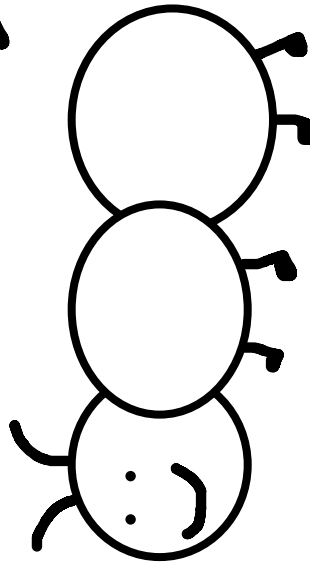
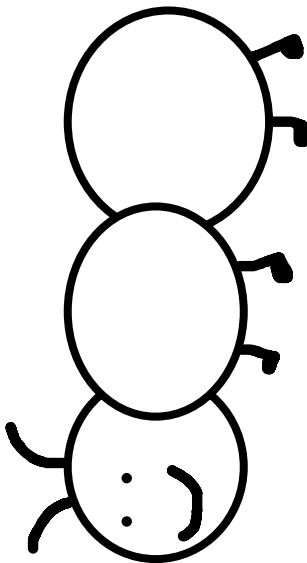
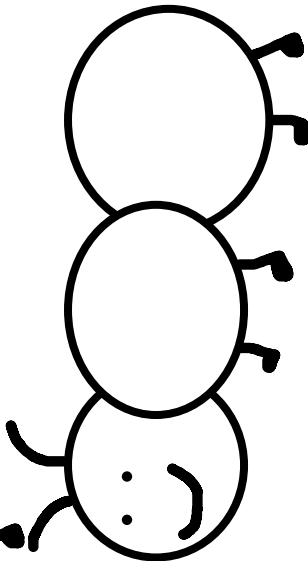
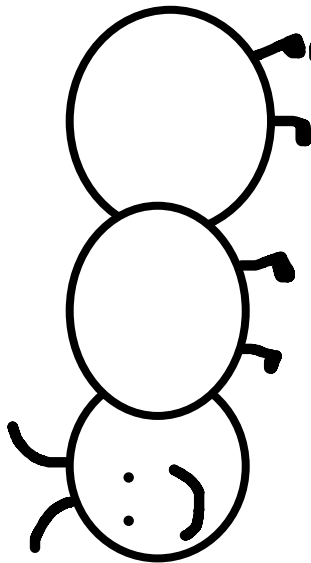
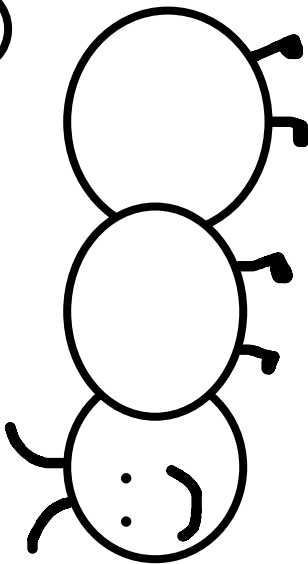
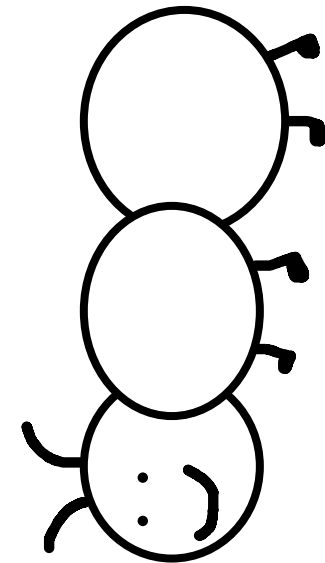
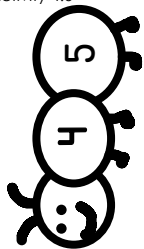


Beginning Sound Match



The Ants Go Marching

Example:



Roll a die or flip a number card. Write the number in the middle of the ant, then the number that comes after. Try using different writing tools like markers, pens or crayons!