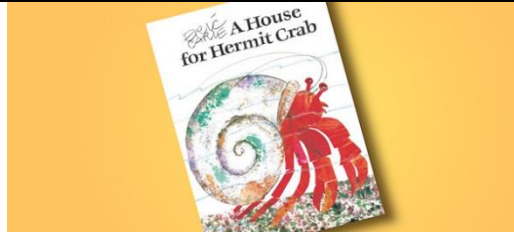


Unit 2, Week 6 Choice Board



Read Aloud

Link: [A House for Hermit Crab](#)

After listening to the read aloud, ask your child: What happened at the beginning, middle, and end of the story? How did hermit crab solve his problem? Name some of the other characters in the story.

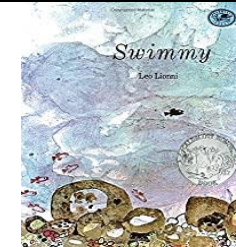
Challenge: Ask your child to draw their favorite part of the story then describe their drawing. Help them label their drawing, identifying the beginning sound of each word.

Letter Naming Bag

Gather a paper bag and foam letters or magnetic letters, for the letters *M, A, S, T, E, L, O, and B*. If you do not have manipulative letters, write each letter on a piece of paper, and put the letters in the bag.

Explain that you are going to play a Letter Naming Game. "Without looking, you will pull out a letter and if you can, say its name and the sound."

Challenge: As each letter is identified, see how many words you and your child can think of that begin with that sound.



Read Aloud

Link: [Swimmy](#)

After listening to the read aloud, ask your child what happened at the beginning of the story? Why did Swimmy feel sad? How did he solve the problem for all the red fish at the end of the story? How did Swimmy feel at the end? Why? **Challenge:** Ask your child to describe something that makes them feel sad and talk about things they can do to help them when they feel sad.

Rhyming Basket

Gather a basket, or a sack, with five to seven familiar objects, such as a small ball, tape, pencil, plate, toy, etc. As your child pulls an item out of the bag, ask them to help you think of a word that rhymes with the name of that item, even if the words are not actual words, (e.g., spoon / zoon).



Count Jumps

Write numerals 1-10 on separate pieces of paper. As you show your child one of the numbers, they should jump that many times. Observe if they stop jumping when they get to the correct number. If not, have them count out loud with you, jumping one time for each number as they say it, slowing down as you both get closer to the number. Have them suggest other fun and silly actions to count and repeat with other numbers.

Nursery Rhymes

[This Little Piggy](#)

[Who Took the Cookie from the Cookie Jar?](#)

[Hickory Dickory Dock](#)

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