

LEARN & PLAY WITH POOL NOODLES!

HANDS-ON • FUN • COLORFUL • MEANINGFUL LEARNING

1. LETTERS & SOUNDS

Write letters on noodles. Stack and match to make words and sounds!

DIRECTIONS:

- 1 Write letters (upper or lower case) on different noodles.
- 2 Say a letter sound.
- 3 Find the noodle with that letter.
- 4 Stack them to build words!

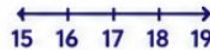


2. NUMBER SEQUENCING

Write numbers on noodles. Connect and order them to build number lines!

DIRECTIONS:

- 1 Write numbers on noodles.
- 2 Mix them up.
- 3 Put them in the correct order.
- 4 Count together out loud!



3. COUNT & MATCH

Write numbers on noodles. Match the numbers to build counting skills!

DIRECTIONS:

- 1 Write numbers on noodles.
- 2 Count the noodles.
- 3 Find the matching number.
- 4 Stack or line them up to match!



4. FRACTIONS & DECIMALS

Write fractions, decimals, or percentages. Compare and build understanding visually!

DIRECTIONS:

- 1 Write fractions or decimals on noodles.
- 2 Build sets to show equivalence.
- 3 Compare sizes and values.
- 4 Talk about what you notice!



5. NUMBER MATCH

Write numbers on noodles. Find the matching numbers!

DIRECTIONS:

- 1 Write numbers on pairs of noodles.
- 2 Mix them up and spread them out.
- 3 Find the matching number.
- 4 Check your matches and count!



IDEAL FOR:

- Counting
- Number Recognition
- Operations
- Fractions
- Sequencing
- Early Literacy
- Centers & Stations



GENERAL DIRECTIONS:



Write numbers, letters, or fractions on pool noodles.



Set up the activity and explain the goals.



Let kids explore, match, build, count, and create!



Talk about what they see and learn.



Celebrate success and encourage confidence!



Hands-on play builds strong minds every day!

ENGAGE. EXPLORE. UNDERSTAND. **PLAY** YOUR WAY TO CONFIDENCE!

LEARN & PLAY WITH LEARNING EGGS!

HANDS-ON • FUN • COLORFUL • MEANINGFUL LEARNING

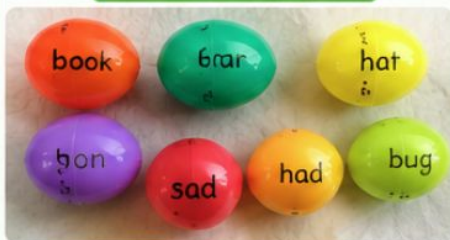
LETTERS & SOUNDS



Write letters on eggs.
Match uppercase to lowercase
and say the sounds!

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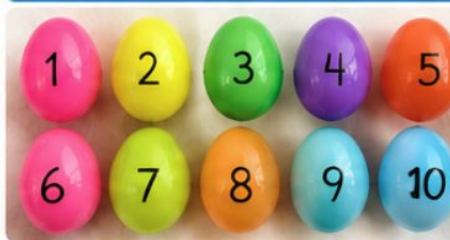
RHYMING



Write words on eggs.
Find and match the
rhyming words!



NUMBER ORDER & SEQUENCING



Write numbers on eggs.
Put them in order from
smallest to largest!

123

MATH OPERATIONS



Write math problems on eggs.
Solve and match the
correct answers!



FRACTIONS & DECIMALS



Write fractions, decimals,
or percentages. Compare
and build understanding!



TELLING TIME



Write times on eggs.
Match them to the
correct clock!



COUNTING & NUMBERS



Write numbers on eggs.
Match them to the
correct number of dots!



PATTERNS & SEQUENCES



Use eggs to build
number patterns
and sequences!



Engage. Explore. Understand. Play. Learning is more fun when you can touch it!





LEARN & PLAY WITH SENSORY BAGS!



HANDS-ON • FUN • ENGAGING • CALMING • MEANINGFUL LEARNING

Explore textures, build letters, find words, and practice skills through touch and discovery!

1 LETTER PRACTICE

1. Open the bag and press out the air.
2. Use your finger to draw letters.
3. Say the letter name and sound.
4. Try uppercase and lowercase!



2 SIGHT WORDS

1. Find a sight word card.
2. Read the word.
3. Find the word in the bag.
4. Trace the word with your finger.



3 SPELL & WRITE

1. Say a word aloud.
2. Spell the word by writing letters in the bag.
3. Then write the word on paper.



4 FINE MOTOR FUN

1. Use tools (finger, sticks, cotton swabs, or small manipulatives) to draw shapes and patterns.
2. Name each shape and pattern.



5 SEND & FIND

1. Hide small items in the bag.
2. Press and move the bag to find the item.
3. Name each item you find.



6 EARLY LITERACY

1. Use your finger to find and trace letters, numbers, and shapes.
2. Say each one out loud.
3. Match to letter, number, or shape cards.



DIRECTIONS FOR ALL BAGS

1. Always zip the bag tightly.
2. Press out extra air and seal.
3. Use on a flat surface.
4. Wipe clean and store to reuse.
5. Use tools for added fun and fine motor practice!

BENEFITS OF SENSORY BAG ACTIVITIES



SENSORY EXPLORATION

Supports focus and calm



FINE MOTOR SKILLS

Builds hand strength and coordination



LITERACY & MATH FOUNDATIONS

Strengthens letter, word, and number recognition



INDEPENDENT LEARNING

Encourages curiosity and confidence



LEARNING SHOULD FEEL GOOD!

Touch. Play. Discover. Grow!

EXTENSION IDEAS



- ★ Add letters or numbers with small objects.

- ★ Use themed items (e.g., animals, seasons).

- ★ Practice names, words, or numbers.

- ★ Use for calming breaks and mindfulness.

- ★ Pair with books, songs, and other activities.



LEARN & PLAY WITH CARDS!



HANDS-ON • FUN • ENGAGING • MEANINGFUL LEARNING

1 COMPARE NUMBERS



6 > 3

- Each player draws two cards.
- Place one card in each box.
- Compare the numbers.
- Write the correct symbol:
 > greater than
 < less than
 = equal to
- Say the comparison aloud: "6 is greater than 3."

★ **SKILLS:** Number recognition • Comparing numbers • Math vocabulary

2 COUNT & COLLECT



- Draw one number card.
- Read the number on the card.
- Count out the same number of chips or counters.
- Place the counters next to the card.
- Double-check by counting again.

★ **SKILLS:** Counting • One-to-one correspondence • Number sense

3 MEMORY MATCH



- Place all cards face down.
- Take turns flipping over two cards.
- If the cards match, keep the pair.
- If they do not match, turn them back over.
- Continue until all matches are found.
- The player with the most matches wins.

★ **SKILLS:** Memory • Visual attention • Turn taking

4 ODD & CLUE

$$6 + 2 = ?$$



- Read the math problem.
- Solve the problem.
- Find the number card with the correct answer.
- Place the matching card under the problem.
- Continue until all problems are solved.

★ **SKILLS:** Addition fluency • Problem solving • Number recognition

5 ORDER & SEQUENCE



- Draw several cards.
- Look at all the numbers.
- Arrange the cards from smallest to largest.
- Say the numbers in order aloud.
- Try again with new cards.

★ **SKILLS:** Sequencing • Number order • Comparing values

6 TALLY & RECORD

Card	Tally
2	
4	
5	
9	

- Flip over one card at a time.
- Record the number on the chart.
- Add one tally mark each time that number appears.
- Continue flipping cards and recording tallies.
- Count the tally marks at the end.

★ **SKILLS:** Data collection • Counting • Graphing readiness

EXTENSION IDEAS



- ✓ Use a timer for speed rounds.
- ✓ Play with partners or teams.
- ✓ Use larger numbers for advanced learners.
- ✓ Add subtraction or multiplication cards.
- ✓ Use dry erase sleeves for repeated practice.

♥ **Play Your Way to Confidence!**
 Practice • Problem Solve
 Think • Succeed!



LEARN & PLAY WITH WATER BALLOONS!



HANDS-ON • FUN • ENGAGING • REFRESHING LEARNING

1. MATH FACT SPLASH

1. Write math facts on water balloons with a washable marker.
2. Solve the facts.
3. Toss the ball to a partner.
4. Catch a ball and say the correct answer!



★ **SKILLS:** Addition • Subtraction • Fact fluency • Mental math

2. NUMBER MATCH

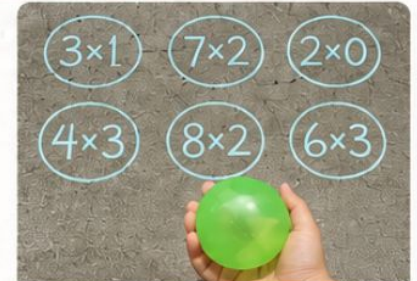
1. Write numbers on balloons.
2. Write numbers on the sidewalk with chalk.
3. Toss the balloon to the matching number.
4. Keep going!



★ **SKILLS:** Number recognition • Matching • Gross motor

3. MULTIPLICATION TARGETS

1. Write multiplication problems in chalk inside circles.
2. Toss a water balloon onto a problem.
3. Solve it!



★ **SKILLS:** Multiplication facts • Problem solving • Hand-eye coordination

4. SIGHT WORD SPLASH

1. Write sight words on balloons.
2. Catch a balloon.
3. Read the word and say it in a sentence!



★ **SKILLS:** Sight words • Reading fluency • Vocabulary • Sentence building

5. TIME TOSS

1. Write times on balloons.
2. Catch one.
3. Read the time.
4. Draw the hands on a paper clock!



★ **SKILLS:** Telling time • Time awareness • Fine motor • Concentration

6. COLOR & COUNT

1. Sort the balloons by color.
2. Count how many of each color you catch or pop!



★ **SKILLS:** Color recognition • Counting • Sorting • Data collection



SENSORY PLAY
Builds focus and sensory awareness



FINE MOTOR SKILLS
Strengthens hand and eye coordination



MATH & LITERACY
Builds math facts, words, and more



ACTIVE FUN
Encourages movement and healthy play

SPLASH INTO LEARNING!
Touch. Toss. Learn. Grow!

DIRECTIONS FOR ALL ACTIVITIES

1. Fill water balloons (not too full).
2. Use washable markers to write.
3. Play on grass or a safe area.
4. Take turns and play fairly.
5. Have fun and stay safe!



EXTENSION IDEAS

- ★ Use larger numbers for advanced learners.

- ★ Add letters or words for extra practice.

- ★ Use themed balloons (e.g., animals, shapes).

- ★ Play in teams for friendly challenges.

- ★ Use during centers, warm-ups, or outdoor time.

- ★ Pair with books, songs, and activities.



LEARN & PLAY WITH STICKY NOTES!



HANDS-ON • FUN • ENGAGING • CREATIVE LEARNING

1. MATH FACTS MATCH

1. Look at the math fact on each sticky note.
2. Solve the fact.
3. Find the sticky note with the correct answer.
4. Match them up!



★ **SKILLS:** Multiplication facts • Fact fluency
Matching • Problem solving



2. MAKE TEN

1. Look at the number in the center.
2. Use sticky notes to show all the ways to make 10.
3. Write the pairs.



★ **SKILLS:** Number bonds to 10 • Addition
Number sense • Flexibility

10

3. SIGHT WORD SENTENCES

1. Read the sight words on the sticky notes.
2. Build sentences by placing the words in order.
3. Read your sentence aloud!



★ **SKILLS:** Sight words • Sentence building
Reading fluency • Word order

35+

4. WORD BUILDING

1. Change the beginning letter on the sticky note.
2. Build new words.
3. Read your new words!



★ **SKILLS:** Phonics • Word families • Spelling
Decoding • Creativity

abc

5. ALPHABET MATCHING

1. Match each uppercase letter to the lowercase letter.
2. Name the letters as you match!

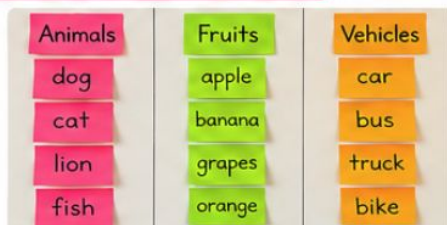


★ **SKILLS:** Letter recognition • Case matching
Alphabet knowledge • Early literacy

Aa

6. SORT & CATEGORIZE

1. Look at the words on each sticky note.
2. Sort the words into the correct category.



★ **SKILLS:** Sorting • Categorizing • Vocabulary
Classifying • Critical thinking



DEVELOPS
Fine motor skills
and coordination



BUILDS
Critical thinking
and problem solving



ENHANCES
Literacy and
vocabulary



ENCOURAGES
Creativity and
independent learning



**Small Notes.
Big Learning!**

DIRECTIONS FOR ALL ACTIVITIES

1. Use sticky notes on a flat surface or board.
2. Write clearly with a washable marker.
3. Encourage hands-on exploration and play.
4. Take turns and play fairly.
5. Have fun and celebrate learning!

EXTENSION IDEAS



- ★ Use different colors for categories or challenges.

- ★ Add timers for speed rounds or extra excitement.

- ★ Use themes (e.g., seasons, animals, holidays, community).

- ★ Play in pairs or small groups for teamwork and collaboration.

- ★ Use during centers, warm-ups, or independent practice.

- ★ Pair with books, songs, and other activities for extra fun!



LEARN & PLAY WITH HOPSCOTCH & TWISTER!



MOVE YOUR BODY • BUILD SKILLS • HAVE FUN • LEARN EVERY DAY!

HOPSCOTCH FUN!

Jump, hop, and learn!
Build balance, coordination, number skills, sight words, and more!

- 1 NUMBER HOP**
Hop in order from 1 to 10!
- 2 SIGHT WORD HOP**
Hop on each sight word and read it out loud!
- 3 MATH HOP**
Solve the problem, then hop to the correct answer!
- 4 LETTER HOP**
Hop on the letter that matches the sound!



★ Builds balance, focus, and confidence!

TWISTER TIME!

Stretch, twist, and learn!
Build body awareness, listening skills, and more!



- 1 COLOR CALL**
Call out a color—find it and stretch to it!
- 2 LETTER TWIST**
Call out a letter—say the sound while you move!
- 3 SIGHT WORD SPIN**
Spin and find the sight word!
- 4 MATH TWIST**
Solve a math problem, then move to the answer!

♥ Builds coordination, listening, and flexibility!

5. OBSTACLE COURSE CHALLENGE!

Move, balance, and learn!
Follow the course and complete each learning challenge!



★ Builds literacy, math, listening, balance, and coordination skills!

- 1 ALPHABET HOP**
Hop to the letter that is called out!

ABC

- 2 SOUND SEARCH**
Jump to the letter that matches the sound!



- 3 MATH FACT DASH**
Solve the math fact and move to the answer!

2+2=

- 4 SIGHT WORD FREEZE**
Freeze on the sight word that is called out!

the

- 5 WORD PATH**
Follow the path while reading each word aloud!



DIRECTIONS:



Choose a game to play.



Listen to the prompt or directions.



Move your body and follow along!



Take turns and encourage each other.



Have fun and keep learning every day!



Keep moving.
Keep trying.
You can do it!

SIGHT WORD HOPSCOTCH



Say a sight word, then hop to it!
Read it out loud!
Keep going until you reach the top and back!



ROLL AND WRITE

put	some	have	said	here	come





MOTOR SKILLS

MOVE • PLAY • GROW!



BUILDING STRONG BODIES, CONFIDENCE & COORDINATION EVERY DAY!

GROSS MOTOR SKILLS

Big movements for strong bodies!



JUMP

Builds leg strength and bone health.



RUN

Improves heart health and endurance.



CLIMB

Develops strength and coordination.



BALANCE

Helps with focus and body control.



KICK

Builds coordination and leg muscles.

FINE MOTOR SKILLS

Small movements for big success!



BUILD

Improves hand-eye coordination and creativity.



CUT

Builds hand strength and control.



WRITE

Prepares hands for writing and learning.



PICK UP

Strengthens fingers for daily tasks.



BUTTON

Builds independence and finger dexterity.

SENSORY & BODY AWARENESS

Understanding and feeling our bodies!



STRETCH

Improves flexibility and body awareness.



FEEL

Explores textures and sensory feedback.



LISTEN

Supports focus and calming the body.



SPIN

Helps with balance and coordination.



CRAWL

Builds strength and motor planning.

PLAY IDEAS

Fun ways to move and learn!



HOPSCOTCH

Jump, hop, and learn through movement!



TWISTER

Stretch, twist, and build body awareness!



TOSS & CATCH

Improves hand-eye coordination and teamwork!



OBSTACLE COURSE

Climb, crawl, and problem solve!



SPIN & MOVE

Encourages creativity and active play!



STRONG BODIES

Builds strength, health, and stamina.



SHARP MINDS

Improves focus, memory, and learning.



CONFIDENCE

Encourages independence and self-esteem.



SOCIAL SKILLS

Promotes teamwork, sharing, and friendship.



**PLAY TODAY,
SUCCEED TOMORROW!**

SIGHT WORD GAMES

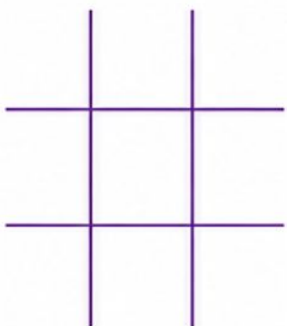
FUN WAYS TO PRACTICE AND LEARN SIGHT WORDS!

SIGHT WORD TIC-TAC-TOE

Write each player's words in the boxes below.
Then take turns playing tic-tac-toe with the words. The first player to get three in a line wins!

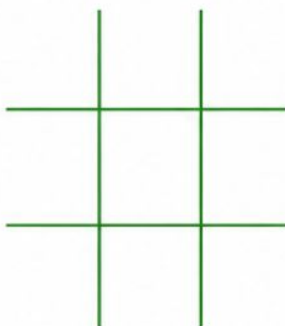
PLAYER 1

Words:



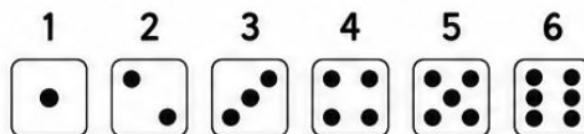
PLAYER 2

Words:



ROLL AND WRITE

Roll a dice and write the sight word that matches the number in the boxes below.
First player to fill a row wins!



SIGHT WORD BINGO

Write your sight words in the bingo board. Use a marker or small object to cover the words as you read them.
Get five in a row to win!

B I N G O

		FREE SPACE		



FRY'S FIRST 500 SIGHT WORDS



These are the most common words! Practice reading, recognizing, and using them every day!

FIRST 100 WORDS

the	of	was	a	but	not	what	all	out	many	then	them	could	people	my	than	over	new	sound	take
to	in	is	you	were	we	when	your	these	so	some	her	first	water	been	called	only	little	work	know
it	he	for	are	can	said	there	use	would	make	like	him	who	am	its	find	place	years	live	me
as	with	his	they	an	each	which	she	into	time	has	look	long	down	day	did	back	give	most	very
a	at	this	have	an	each	which	she	two	more	write	go	get	come	made	may	after	thing	our	just
or	one	had	from	do	how	their	if	see	number	no	way	part				name	good	sentence	
or	one	by	word	will	up	other	about												

101-200 WORDS

man	think	say	great	put	end	does	another	move	try	kind	hand	learn	should	America	car	mile	night	walk
where	help	through	much	well	large	must	big	picture	again	change		world	light	thought	sea	beg	example	
before	line	right	too	even	such	because	the	off	play	spell	air	while	always	both	began	let	enough	
same	tell	boy	follow	turn	here	why	ask	away	animal	house		paper	together	often	paper	carry	once	
also	around	came	want	went	men	read	need	point	page	letter	mother	group	important	until	book	next	without	
show	form	three	small set	land	different	home	us	answer	found	study	still	children	side	feet	almost	being		

201-300 WORDS

young	talk	soon	words	saw	far	don't	open	country	plant	school	behind	only	both	took	heard	order
family	across	state		seem	together		next	father	keep	face	without	door		red	door	sure
leave	eat	keep		white	life		child	always	knew	four	level	piece	tell	became	full	dead
eyes	never	last		between	high		every	head	foot	later	turned		hold	understood	added	
let	thought	city		add	near	been		mile	while	stop	themselves		toward	pass	since	nothing
tree	hard	start	might	food	own	below		something		think	five			able	body	

301-400 WORDS

himself	low	road	talking	next	radio	morning	ten	simple	map	science	rule	class	reach	move
music	knew	took	living	color	picture	several	toward	ready	rain	window	early	sight	black	main
moon	soon	well	week	let	word	against	pattern	leave	pulled	east	draw	seconds	found	ever
ran	flew	tree	real	felt	done	slow	center	love	wind	deep	number	stress	behind	
book	carry	state	listen	say	snow	person	money	serve	went	grow	round	interest	teach	
weeks	among		table	young		appear	road		fast	slow			improve	

401-500 WORDS

mind	bring	study	best	horse	heart	sense	watch	color	fall	kill	town	field	written	stay
hour	game	line	brought	better	course	face	wood	stand	board	across		glass	bottom	
ran	hold	warm	hundred	five	remember	special	town	saw	surface	deep		million	nothing	possibly
true	full	cost	step	early	west	decided		contain	though	surprised		plan	guess	
done	since	place	ground	interest	reach	understanding			perhaps			energy		



Practice a few words each day.



Read the words out loud.



Use the words in sentences.



See the words, say the words, write the words!



You can do it!
Keep practicing!
Keep learning!



★ FRY'S FIRST 500-1000 SIGHT WORDS ★

Keep practicing! These words will help you read, write, and understand more every day!

501-600 WORDS

across	around	best	brother	class	country	deep	door	eat	experience
against	arrive	better	build	clear	course	describe	draw	edge	face
ago	away	black	business	close	cover	detail	dream	education	fact
air	baby	blood	call	color	create	development	drive	effect	fall
among	back	blue	camera	compare	cross	die	drop	effort	family
animal	ball	board	care	complete	cup	difference	during	eight	far
another	base	body	cause	consider	cut	different	each	enough	fast
answer	become	book	certain	contain	dark	difficult	early	even	father
appear	begin	box	check	continue	data	dinner	east	exactly	few
area	believe	bring	child	control	decide	direction	easy	example	field

601-700 WORDS

figure	form	general	happened	hear	hope	inside	join	language	level
fire	forward	girl	happy	heart	hour	instead	keep	large	library
first	four	give	hard	heat	house	interest	key	laugh	life
fish	free	glass	has	heavy	however	involve	kill	law	light
five	friend	go	hat	help	huge	iron	kind	lead	like
floor	from	gold	hate	here	human	island	king	learn	line
fly	front	ground	have	high	idea	issue	kitchen	least	listen
follow	full	group	he	history	identify	item	know	leave	little
food	game	grow	head	hold	important	itself	knowledge	left	live
force	garden	guess	health	home	increase	job	land	let	local

701-800 WORDS

lose	matter	method	month	music	note	only	pain	patient	picture
low	may	middle	moon	myself	notice	open	paint	pattern	piece
machine	maybe	might	more	name	now	opportunity	paper	pay	place
magazine	meal	mile	morning	near	number	option	parent	peace	plan
main	mean	mine	most	necessary	object	order	part	people	plant
major	measure	minute	mother	need	office	organization	participate	perhaps	play
make	member	miss	mouth	network	often	other	particular	person	player
man	memory	modern	move	news	oil	outside	partner	phone	point
market	mention	moment	movie	night	once	owner	pass	physical	poor
material	message	money	much	none	one	page	past	pick	popular

801-900 WORDS

population	program	question	recent	resource	rock	school	send	shoot	sleep
position	project	quickly	record	respond	role	science	sense	short	slow
possible	property	quite	red	result	room	score	series	should	small
power	prove	radio	refer	return	rule	second	set	show	smile
practice	provide	raise	related	review	run	section	several	sign	social
pretty	pull	range	remain	rich	safe	see	shake	similar	society
probably	purpose	rate	remember	right	same	seed	shape	simple	sort
problem	push	reach	report	risk	save	seem	share	since	sound
produce	purchase	real	require	road	say	self	sharp	sing	source
product	quality	receive	research		scene	sell	she	skill	south

901-1000 WORDS

space	start	story	success	table	test	this	today	training	turn
speak	state	strategy	such	task	than	those	together	travel	type
special	statement	strong	suddenly	tax	thank	thought	tonight	treat	under
specific	station	structure	suffer	teach	that	thought	total	treatment	understand
speech	stay	student	suggest	team	themselves	thousand	touch	tree	unit
spend	step	stuff	summer	technology	then	threat	tough	trial	until
spirit	still	style	support	television	theory	through	toward	trip	value
split	stock	subject	sure	tell	thing	thus	town	trouble	variety
sport	stop		surface	term	think	time	trade	true	various
star	store		system		third	to	traditional	truth	very



Practice a few words each day.



Read the words out loud.



Use the words in sentences.



See the words, say the words, write the words!



You can do it! Keep practicing! Keep learning!



COMMON WORD FAMILIES

SHORT A FAMILIES

-at → cat, hat, bat, mat
 -an → can, fan, man, pan
 -ap → cap, map, tap, nap
 -ad → dad, sad, mad, pad
 -ag → bag, tag, wag
 -am → ham, jam, ram
 -ab → cab, lab, grab

SHORT E FAMILIES

-et → pet, jet, wet, net
 -en → pen, hen, ten
 -ed → bed, red, fed
 -eg → leg, peg, beg
 -ell → bell, fell, tell
 -est → best, nest, rest

SHORT I FAMILIES

-ig → pig, dig, wig
 -in → pin, fin, win
 -it → sit, hit, fit
 -ip → lip, sip, tip
 -id → lid, kid, hid
 -ick → kick, pick, lick

SHORT O FAMILIES

-op → hop, mop, top
 -ot → hot, pot, dot
 -og → dog, log, frog
 -ox → box, fox
 -ock → rock, sock, clock

SHORT U FAMILIES

-ug → bug, rug, mug
 -un → sun, run, fun
 -ut → cut, hut, nut
 -up → cup, pup
 -ump → jump, bump, dump

LONG VOWEL WORD FAMILIES

LONG A

-ake → cake, bake, lake
 -ail → mail, tail, sail
 -ay → play, day, stay

LONG E

-eat → seat, meat, heat
 -eep → keep, sleep, deep
 -ight → light, night

LONG I

-ice → rice, mice, nice
 -ine → fine, line, mine
 -ight → light, sight, bright

LONG O

-oke → joke, poke, smoke
 -oat → boat, goat, float
 -ow → snow, grow, throw

LONG U

-uke → mule, rule
 -une → tune, June

BLENDS & DIGRAPHS

BEGINNING BLENDS

bl- → black, blue
 cl- → clap, clock
 fl- → flag, flip
 gr- → green, grow
 st- → stop, star
 tr- → tree, train

DIGRAPHS

ch → chip, chat
 sh → ship, shop
 th → that, thin
 wh → when, what
 ph → phone

R-CONTROLLED FAMILIES

-ar → car, star
 -or → for, corn
 -er → her, term
 -ir → bird, shirt
 -ur → turn, burn

ADVANCED FAMILIES

-tion → station, action
 -ing → running, jumping
 -all → ball, wall
 -old → cold, told
 -ind → kind, find

TIPS FOR SUCCESS!

- Say the words out loud!
- Look for word families in books!
- Find the pattern and build words!
- Write the words and use them!
- Practice every day and have fun!

READ IT. BUILD IT. WRITE IT. PRACTICE IT. YOU CAN DO IT! ♥

0

zero

1

one

2

two

3

three

4

four

5

five

6

six

7

seven

8

eight

9

nine

10

ten

FIRST - THEN



★ VISUAL SCHEDULE ★



FIRST

THEN



DIRECTIONS:

- 1 Show the child the FIRST picture.
- 2 Tell the child what to do first.
- 3 Help the child complete the first task.
- 4 Show the child the THEN picture.
- 5 Tell the child what they will earn next.
- 6 Celebrate success!



First work,
then fun! ❤️

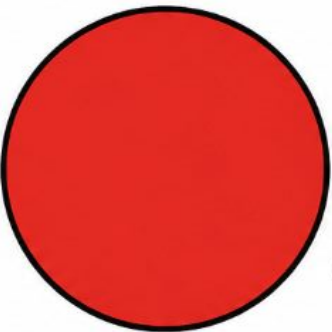


CONSISTENT ROUTINES HELP BUILD FOCUS, CONFIDENCE, AND SUCCESS!

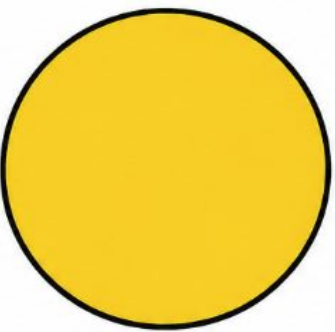


Waiting

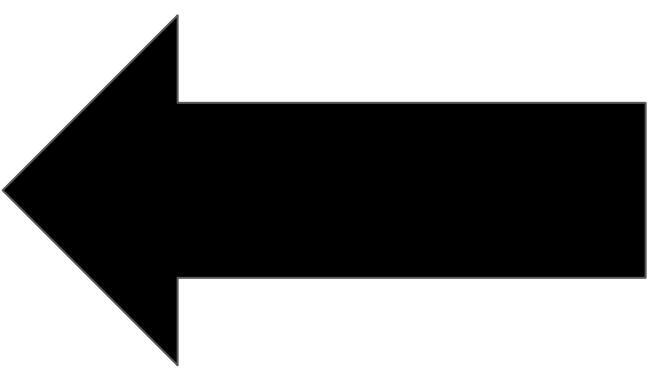
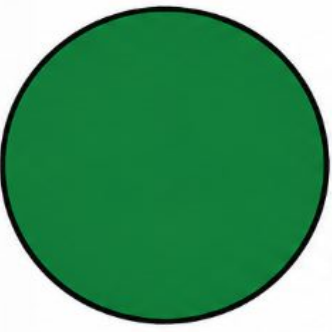
not time yet



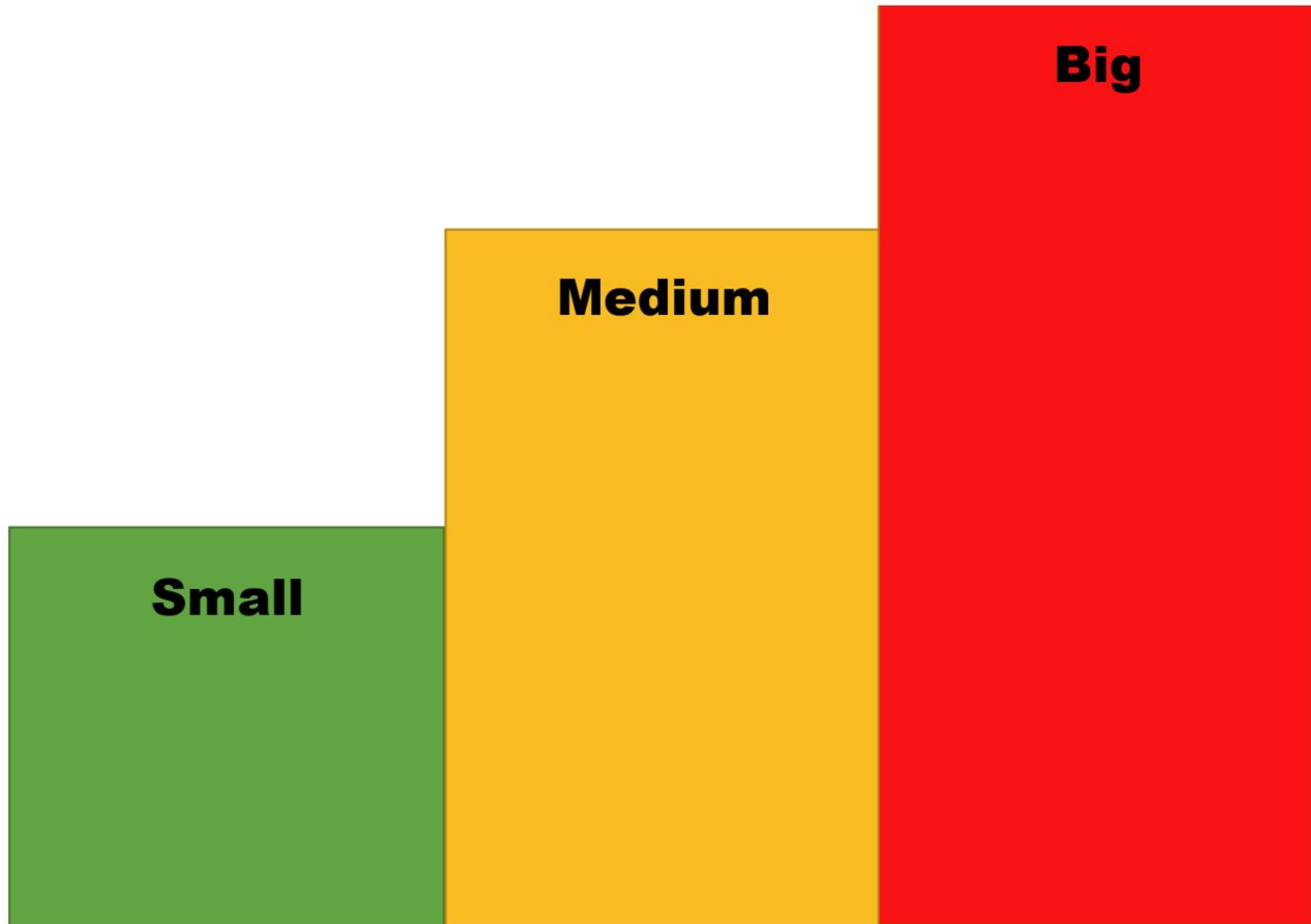
almost time



ready to go

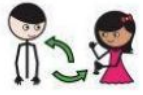


What Size Problem?



Directions: Each student receives a 9-square of visuals to cut and glue onto the "What Size Problem?" scale. Laminate and add Velcro for multiple uses.

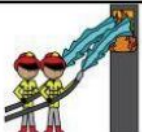


 I lost the game.	 It's not my turn yet.	 I got the answer wrong.
 I am sick and need medicine.	 A classmate hit you.	 I missed the bus.
 The building is on fire.	 I was in a car accident.	 I have to go to the hospital.

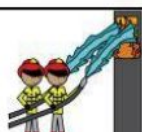


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COMMUNICATION BOARD

I CAN COMMUNICATE IN MANY WAYS!



MY COMMUNICATION BOARD



I can point, look, or touch to communicate my needs, feelings, and choices.



Happy



Mad



Break



No / Don't want



Happy



Mad



Pool



Park



Tired



Calm



Stop



All Done



Tired



Calm



Play Outside



Watch TV



Deep Breaths



Take a Walk



Eat / Snack



Drink



Point



Look



Touch



Speak



Device



Listen to Music



Squeeze / Fidget



Bathroom



Break



Every voice matters.
You can always communicate!



COMMUNICATION HELPS ME:



Share my feelings



Get my needs met



Make choices



Connect with others

COMPARE NUMBERS



Pick two cards.
Compare the
numbers and
write the correct
symbol: $>$, $<$, or $=$

