

Summer

PRE-K BUNDLE

Your children will love the engaging activities in this Pre-K math and literacy pack!

I recommend printing on card stock and/or laminating these pages for durability. An alternative for some of the activities is to put the pages into page protectors, so that they are reusable.

TABLE OF CONTENTS

2 Sets of Number Mats (empty ten-frame, filled ten-frame)
Beginning Sound Match Up
4 Sets of Clip Cards (color, ten-frame, array, shape)
Color Sort
Class Set of Color BINGO
2 Graphing Dice Games
2 Spinner Graphing Games
Line Tracing Cards
Line-Up Puzzles for Counting to 5 & 10
4 Matching Games (picture, number, alphabet, rhyme)
Missing Number Cards
3 Levels of AB Patterns
Spring Shape Play Dough Mats
2 Sets of Counting to 10 Puzzles (array, ten-frame)
Shape Puzzles
2 Roll and Count Mats
2 Sets of Sorting Activities (shapes and numbers 1-10)
5 Spin & Cover Games (1-5, 6-10, shape, picture)
Ten-Frame Cards
Tic-Tac-Toe
4 Sets of Tracing Cards (uppercase, lowercase, number, shape)
Visual Discernment Clip Cards
Trace, Write & Draw the Room

Summer NUMBER MATS

Pages 5-14: Number Mats 1-10 with blank ten-frames

Pages 15-24: Number Mats 1-10 with guided ten-frames

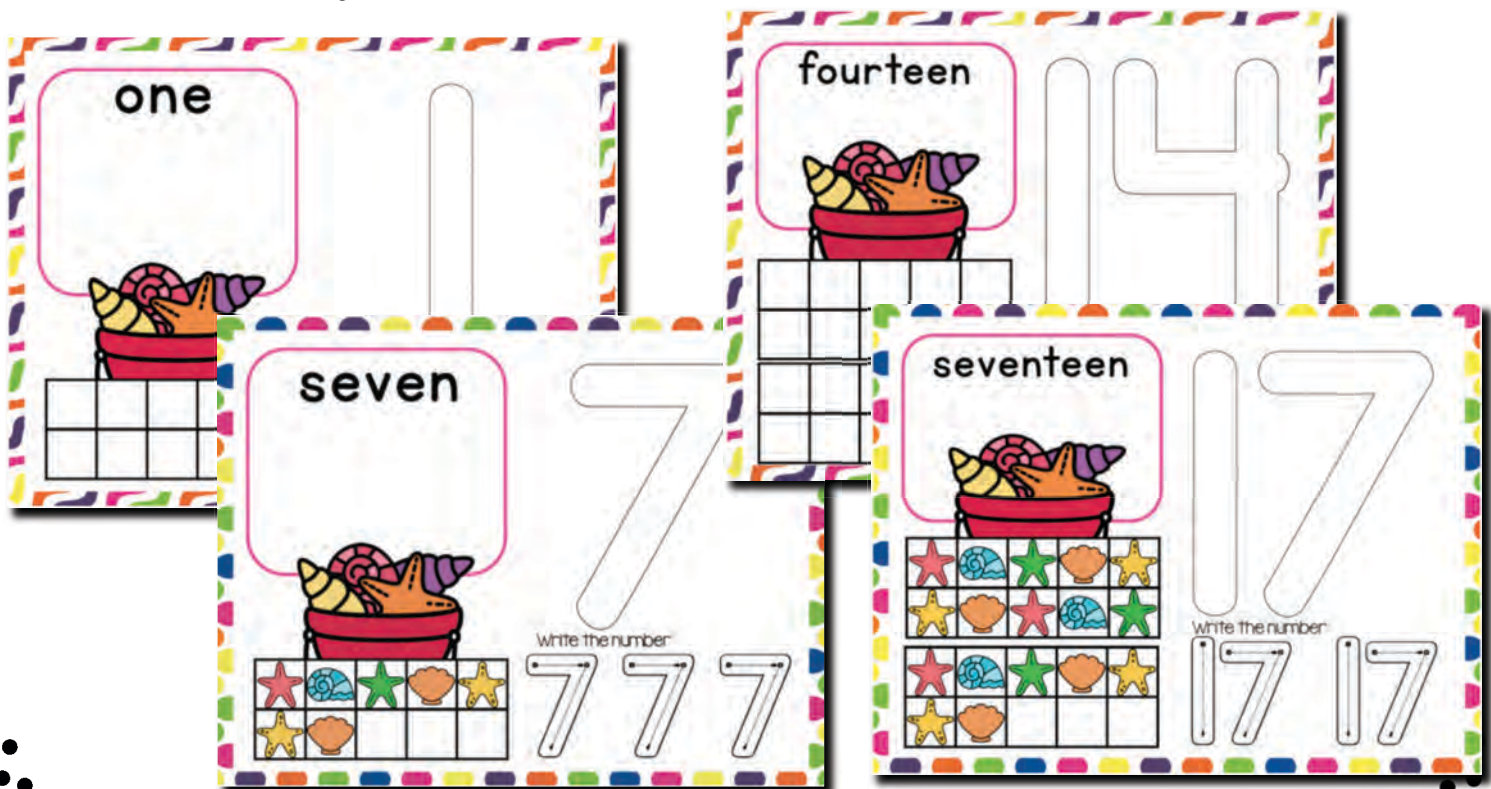
Pages 25-34: Number Mats 11-20 with blank ten-frames

Pages 35-44: Number Mats 11-20 with guided ten-frames

To Prepare: Print and laminate.

How to Use: Use play dough to create the number. Another option is to use a dry erase marker. You can also use a dry erase marker to trace the numbers on the lines.

Fill the ten-frame and the counting box with the correct number of objects.



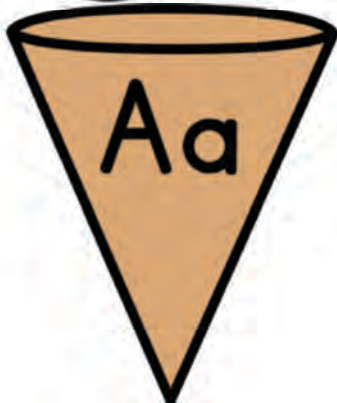
Summer

BEGINNING SOUNDS

Pages 46-54: Alphabet and Beginning Sounds Cards

To Prepare: Print and laminate.

How to Use: Match the pictures to the correct beginning sounds.



Summer

CLIP CARDS

Pages 56-57: Color Clip Cards

Pages 58-59: Counting Clip Cards Set 1

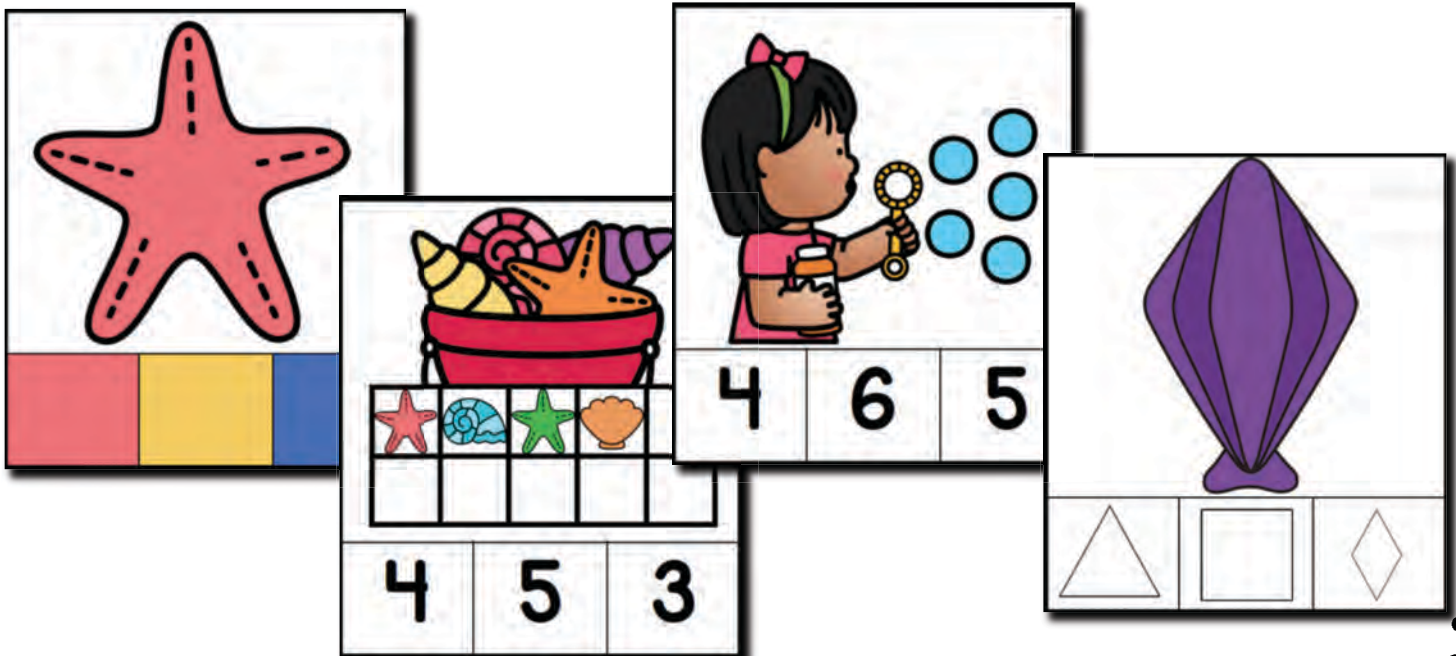
Pages 60-61: Counting Clip Cards Set 2

Pages 62: Shape Clip Cards

To Prepare: Print and laminate. Cut out the clip cards. To make the clip cards self-checking put a colored dot on the back of each correct answer.

How to Use: Students will use a clothespin or paper clip to show the correct answer.

By alternating the use of clothespins and paper clips, students will use different fine motor skills.



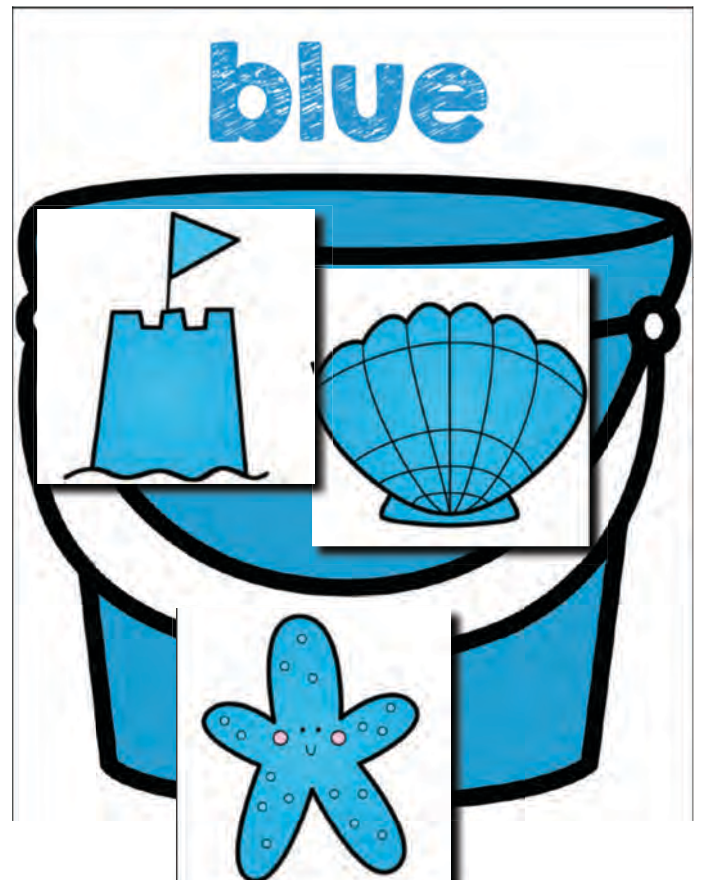
Summer

COLOR SORT

Pages 64-66: Sorting Mats and Images

To Prepare: Print and laminate.

How to Use: Match the pictures to the correct side of the sorting mat.



Summer

BINGO

Pages 68: Summer Picture Cards

Pages 69-93: BINGO Cards

To Prepare: Print and laminate. Cut apart the color cards.

How to Use: Draw one of the cards from a "hat". Cover the matching colors on the BINGO board.

The first child to get 3 in a row wins!



Summer

DICE GRAPHING

Pages 95-98: Picture Dice Graphing

Pages 99-102: Counting Dice Graphing

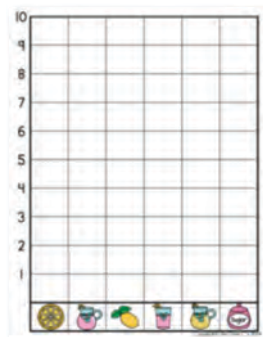
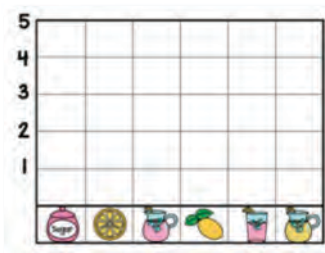
To Prepare: Print and laminate the graph. Print the dice. Then, use scissors to cut out the cube template or square pictures.

Option 1: Fold the cube template on the inside lines and tape it into a cube. I find it helpful to put additional tape on the outside of the cube to give the dice a little bit more weight and to last longer. You can also print on card stock for a more durable cube.

Option 2: Use the included 3.5" squares on pages 4 and 8 with differentiated instruction cubes (window cubes). Simply cut apart the picture squares and insert them into the slots on the cube.

How to Use: Roll die. Cover or mark one square on the graph in the column that matches the object that was rolled.

Continue until one column reaches the top.



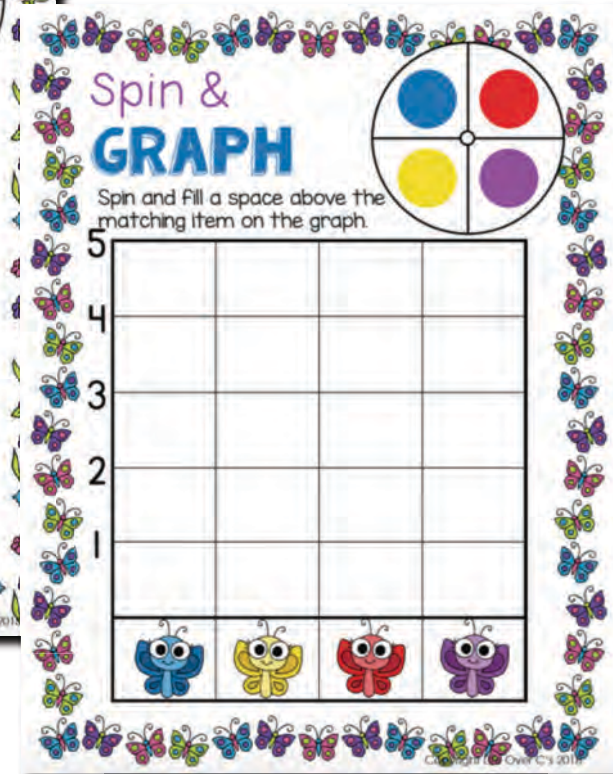
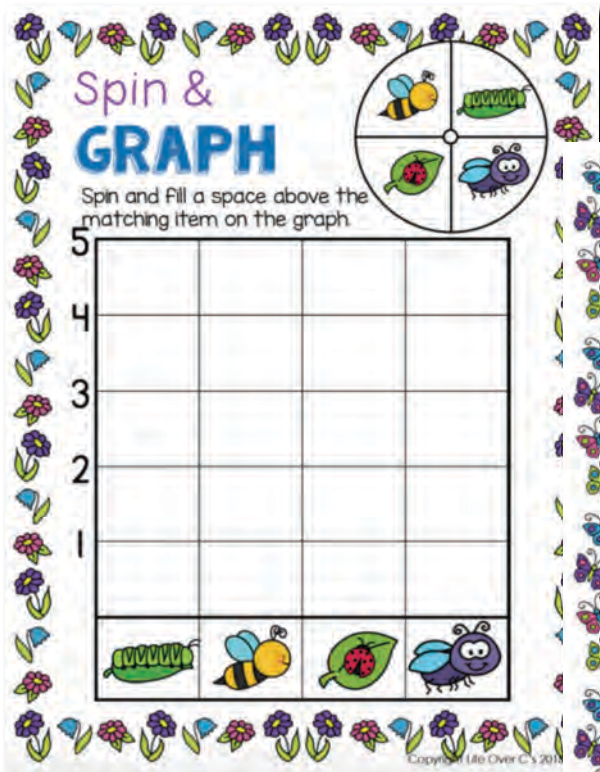
Summer SPINNER GRAPHING

Pages 104-105: Spinner Graphing Pages

To Prepare: Print and laminate the graph. Create a spinner using a pencil tip and a paperclip.

How to Use: Spin the spinner. Cover or mark one square on the graph in the column that matches the object that was spun.

Continue until one column reaches the top.



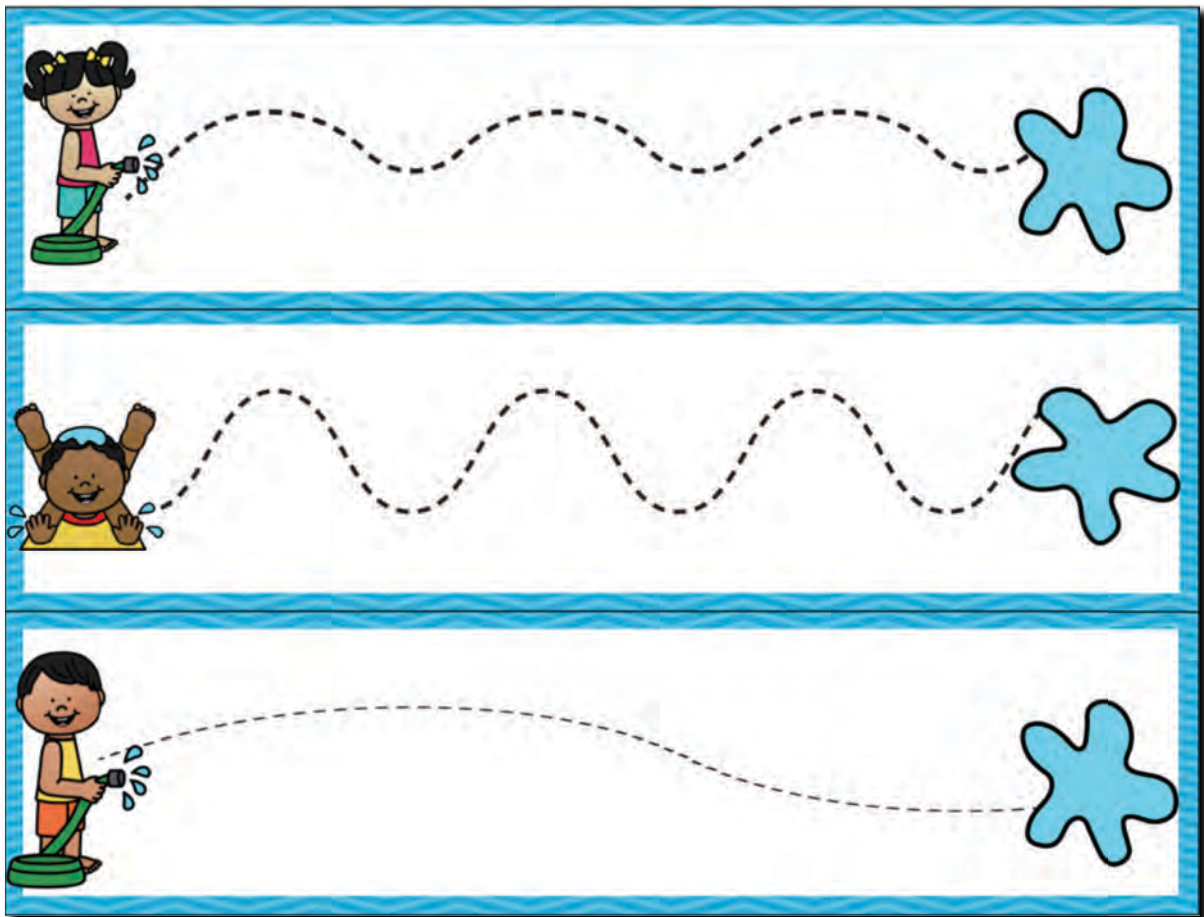
Summer

LINE TRACING CARDS

Pages 107-112: Line Tracing Cards

To Prepare: Print and laminate. Cut apart the cards. If desired, punch a single hole into the upper left-hand corner and thread the cards onto a book ring for easy storage.

How to Use: Use a dry-erase crayon or marker to trace each line.



Summer

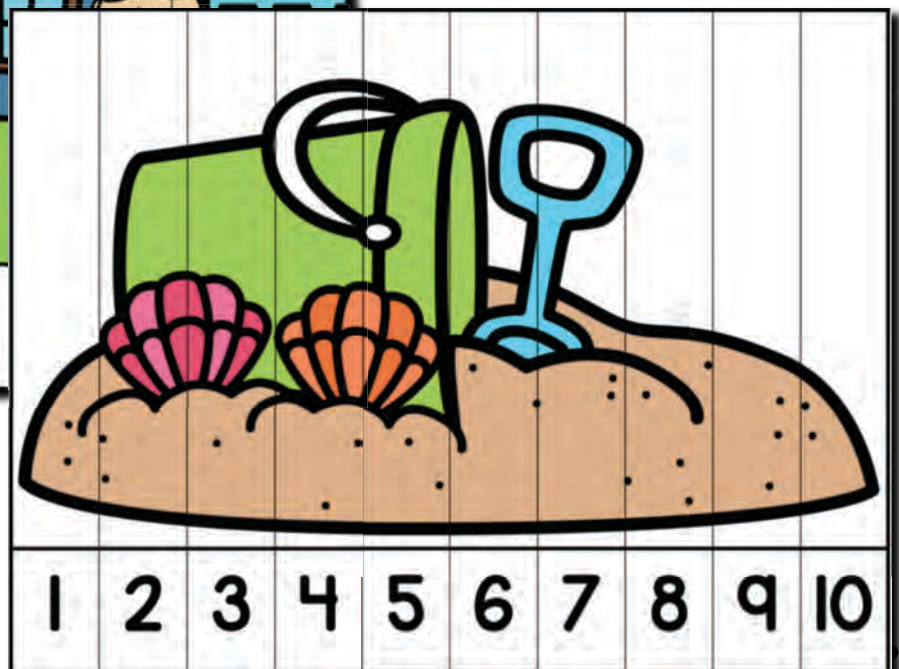
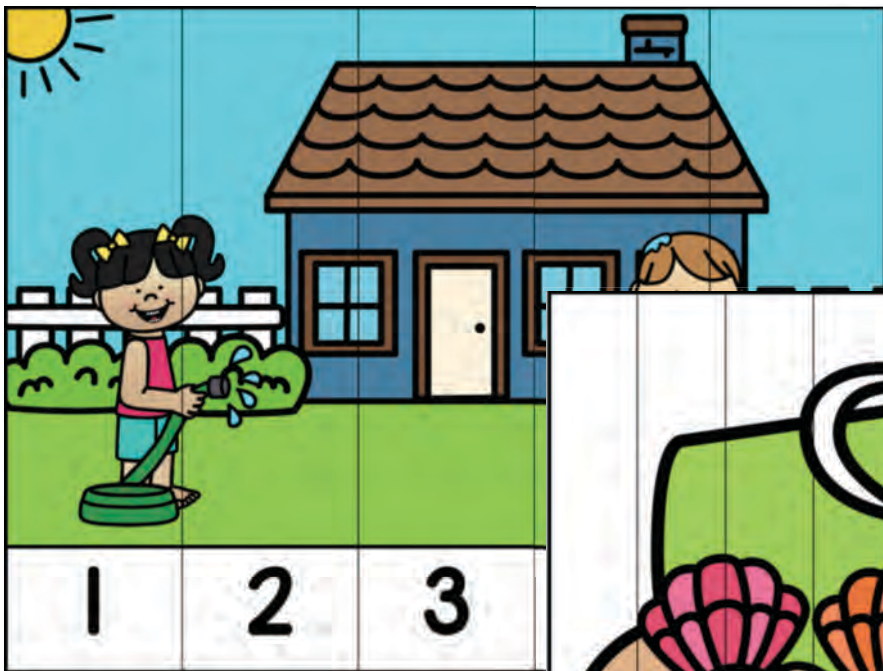
PUZZLES FOR 5 & 10

Pages 114-116: Line-up Puzzles for Counting to 5

Pages 117-119: Line-up Puzzles for Counting to 10

To Prepare: Print and laminate. Cut apart the puzzles. Store each puzzle individually either in a baggie or wrap them in rubber bands.

How to Use: Put the puzzle pieces in numerical order to create the picture.



Summer

MATCHING GAMES

Pages 121: Shape Matching Cards

Pages 122-123: Number Matching Cards

Pages 124-128: Alphabet Matching Cards

Pages 129: Rhyme Matching Cards

To Prepare: Print and laminate. Cut out the cards. Make small sets of cards to play with. Start with 2-3 letters for young children, and increase as their skill increases.

How to Use: Students will match the cards. You can make the game simple or more difficult by changing the amount of cards that you use.



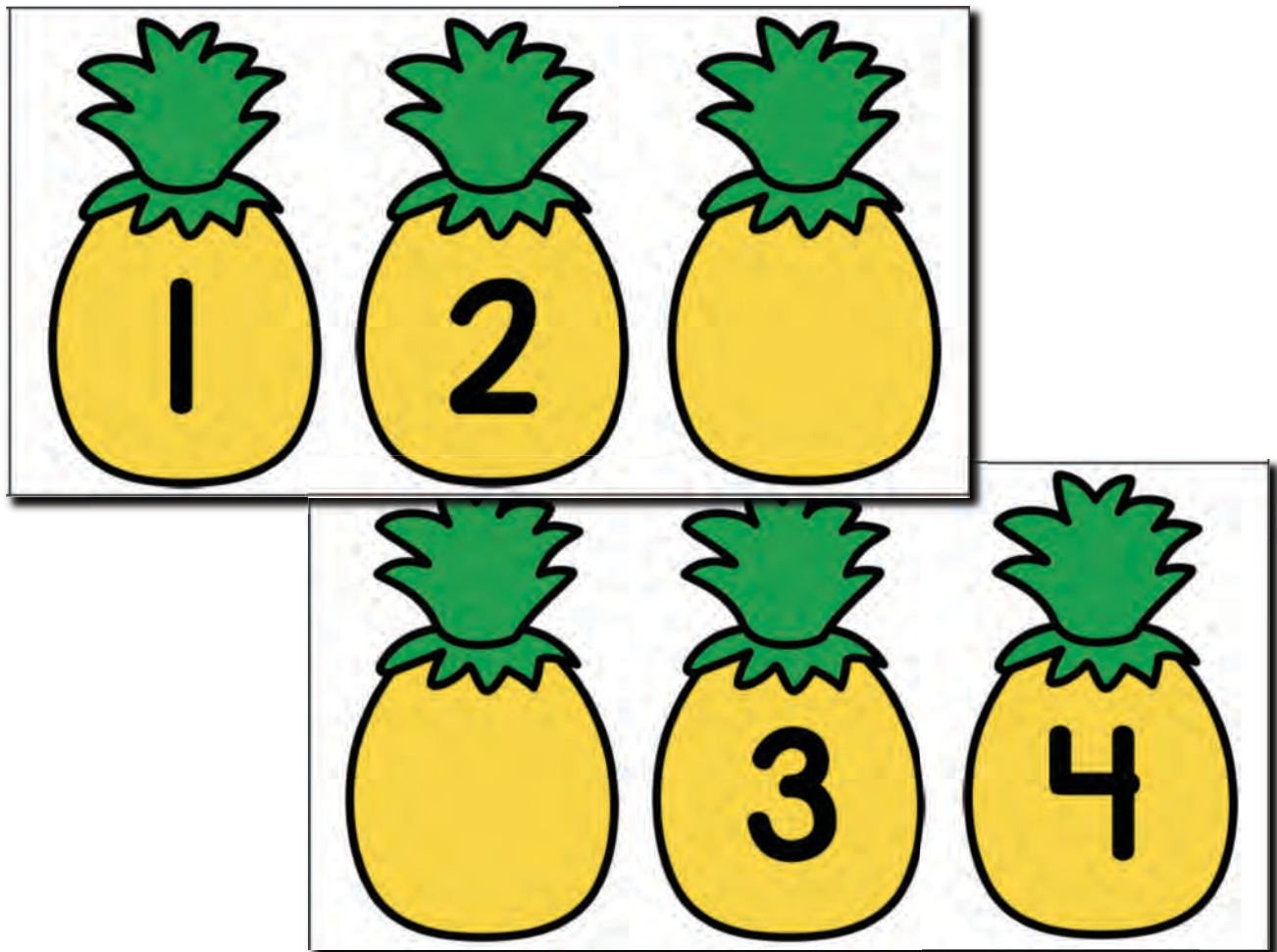
Summer

MISSING NUMBER CARDS

Pages 131-133: Missing Number Cards

To Prepare: Print and laminate. Cut apart the individual numbers and the missing number cards.

How to Use: Write the missing number on the cards.



Summer PATTERN CARDS

Pages 135-137: "I can copy an AB Pattern" pattern mats

Pages 138-140: "I can continue an AB Pattern" pattern mats

Pages 141-142: "I can create an AB Pattern" pattern mats

Pages 143-144: Pattern Pictures

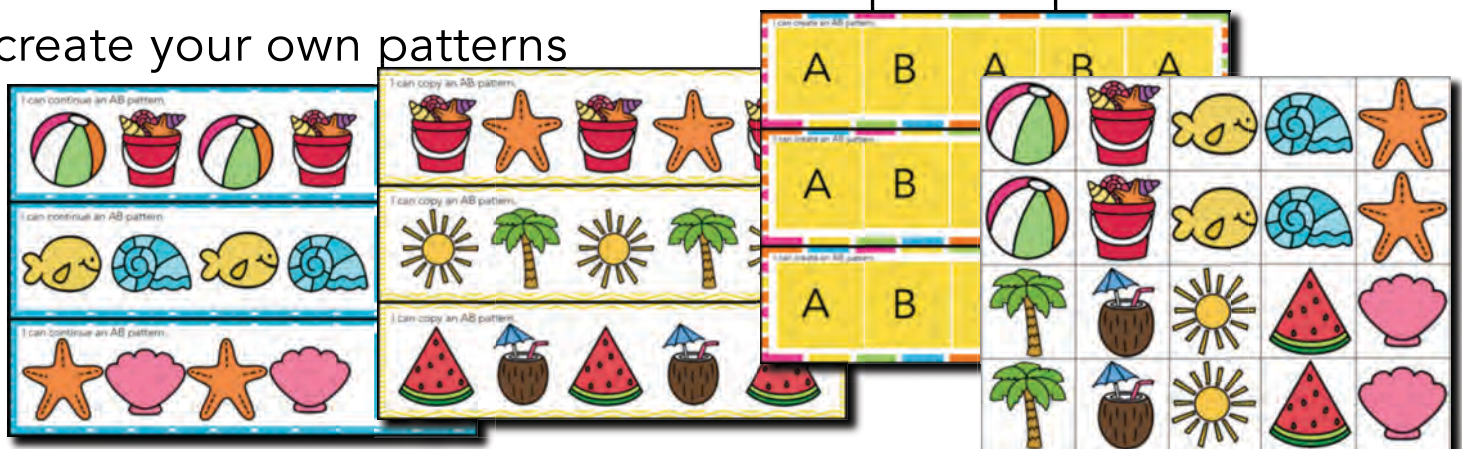
To Prepare: Print and laminate. (You may want to print extra copies of the pattern pictures.) Cut apart pattern cards and pattern pictures.

How to Use:

"I can copy an AB Pattern"- Use the pattern pictures to copy one of the pattern prompts onto the cards for copying.

"I can continue an AB Pattern"- Choose the correct pattern pictures to continue the pattern.

"I can create an AB Pattern"- Use the pattern pictures to create your own patterns



Summer

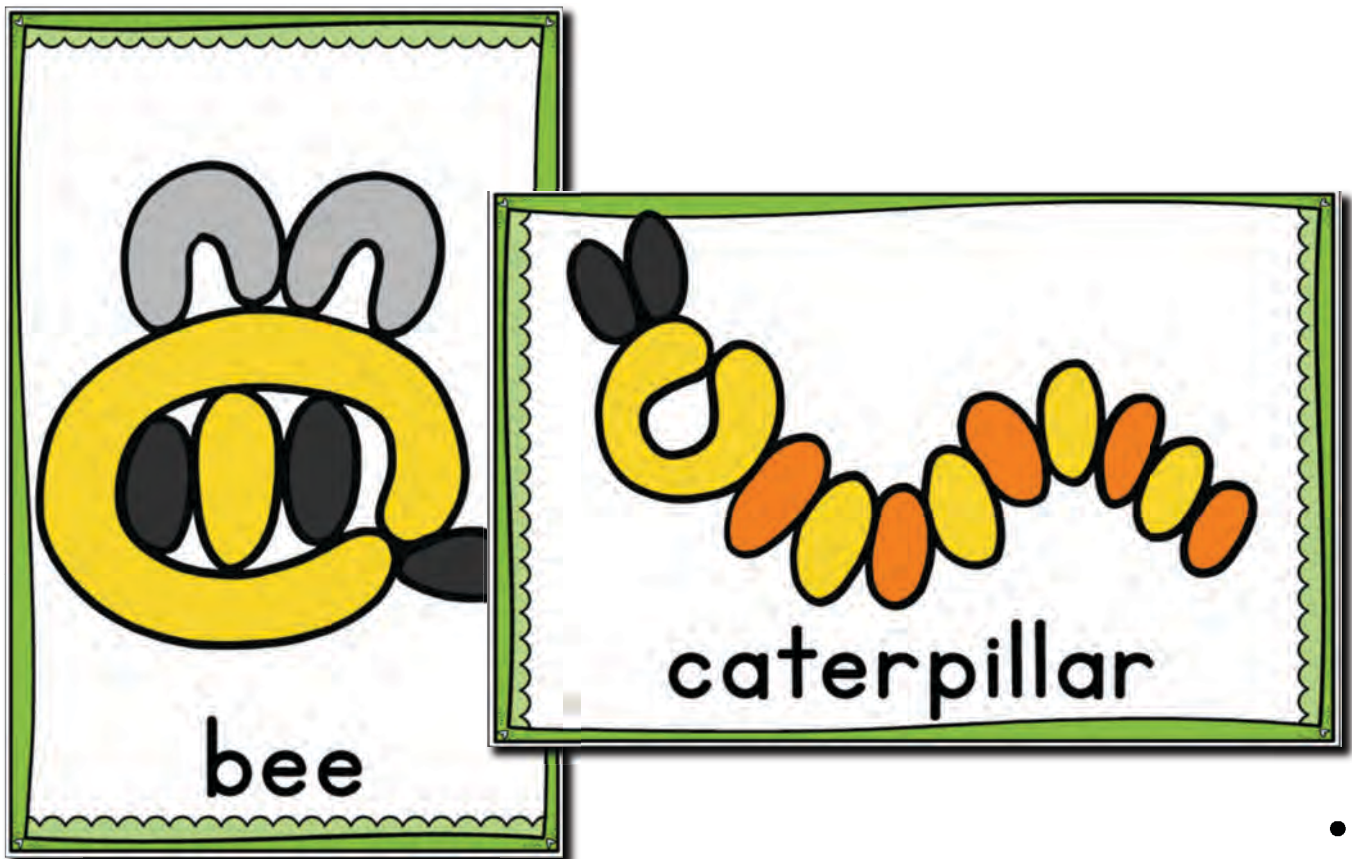
PLAY DOUGH MATS

Pages 146-149: Spring Shape Play Dough Mats

To Prepare: Print and laminate. Cut apart the play dough mats.

How to Use: Students will create the pictures on the play dough mats by matching the colors.

These mats are create for assessing color matching skills and fine motor skills.



Summer

2-PIECE PUZZLES

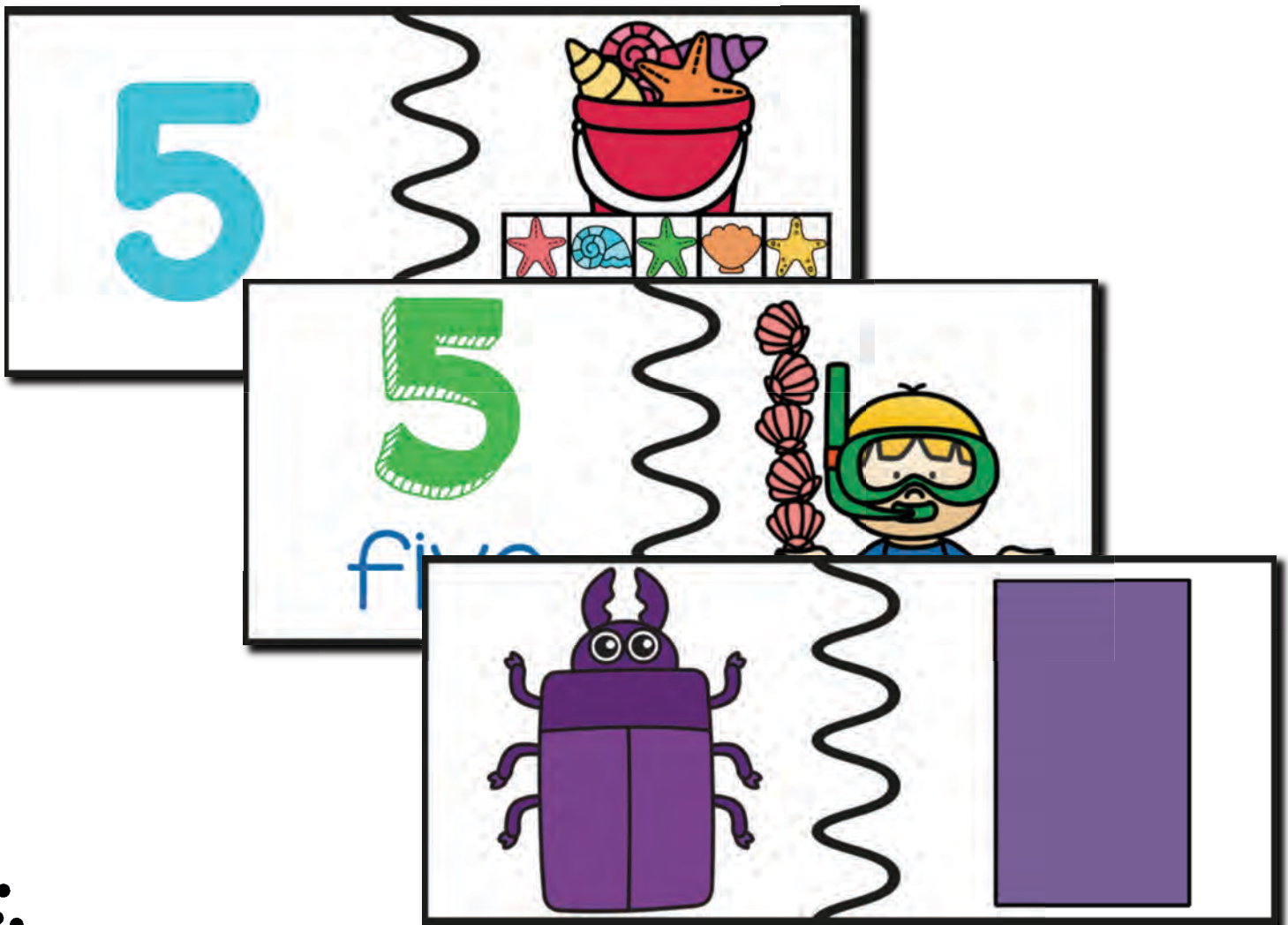
Pages 151-154: 2-Piece Puzzles for Ten-Frames

Pages 155-158: 2-Piece Puzzles for Arrays

Pages 159-161: 2-Piece Puzzles for Shapes

To Prepare: Print and laminate. Cut apart the puzzles.

How to Use: Match the correct numbers to complete the puzzle.



Summer

ROLL AND COUNT

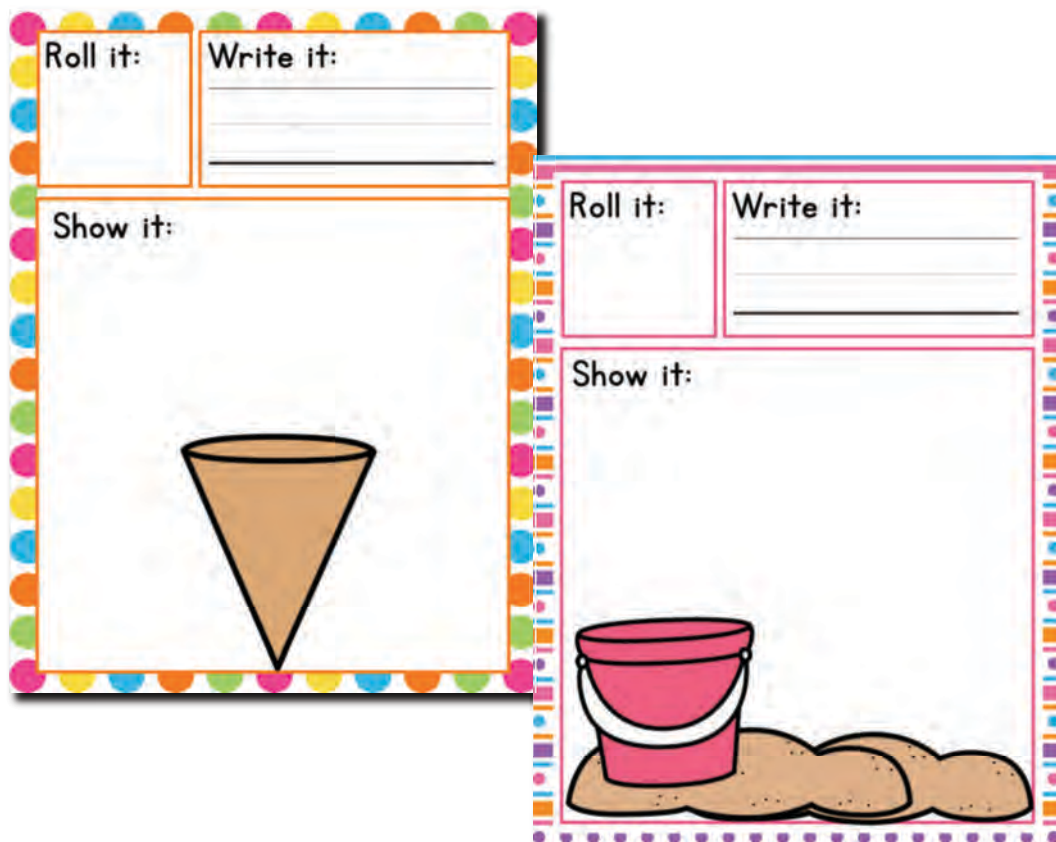
Pages 163-164: Roll, Write and Count Mats

To Prepare: Print and laminate.

How to Use: Roll a die (or multiple dice if you want to work on addition).

Write the number or number word on the lines.

Demonstrate the number with blue gems for raindrops and insect math counters or mini erasers.



Summer

SORTING MATS

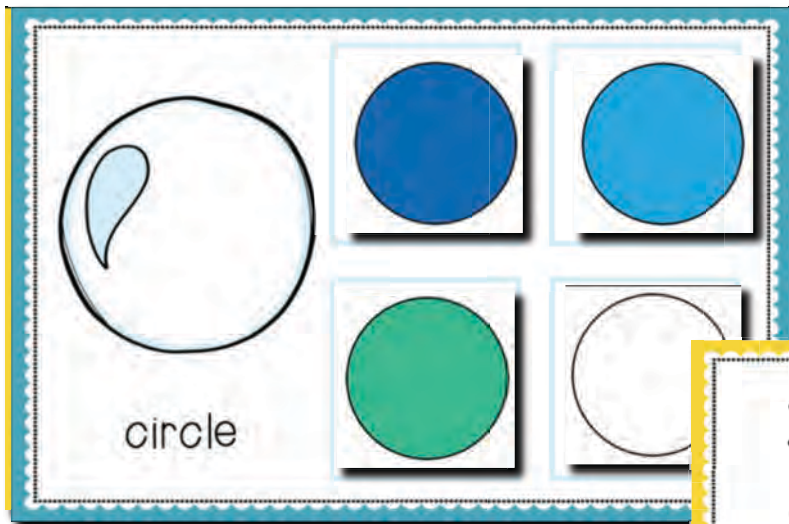
Pages 166-171: Shape Sorting Mats and Pictures

Pages 172-179: BIG/small Sorting Mats and Pictures

To Prepare: Print and laminate. Cut apart the sorting mats and the pictures.

How to Use: Sort the pictures onto the correct sorting mat.

Differentiate for lower learners by using a limited amount of sorting mats or offering more sorting mats.



Summer

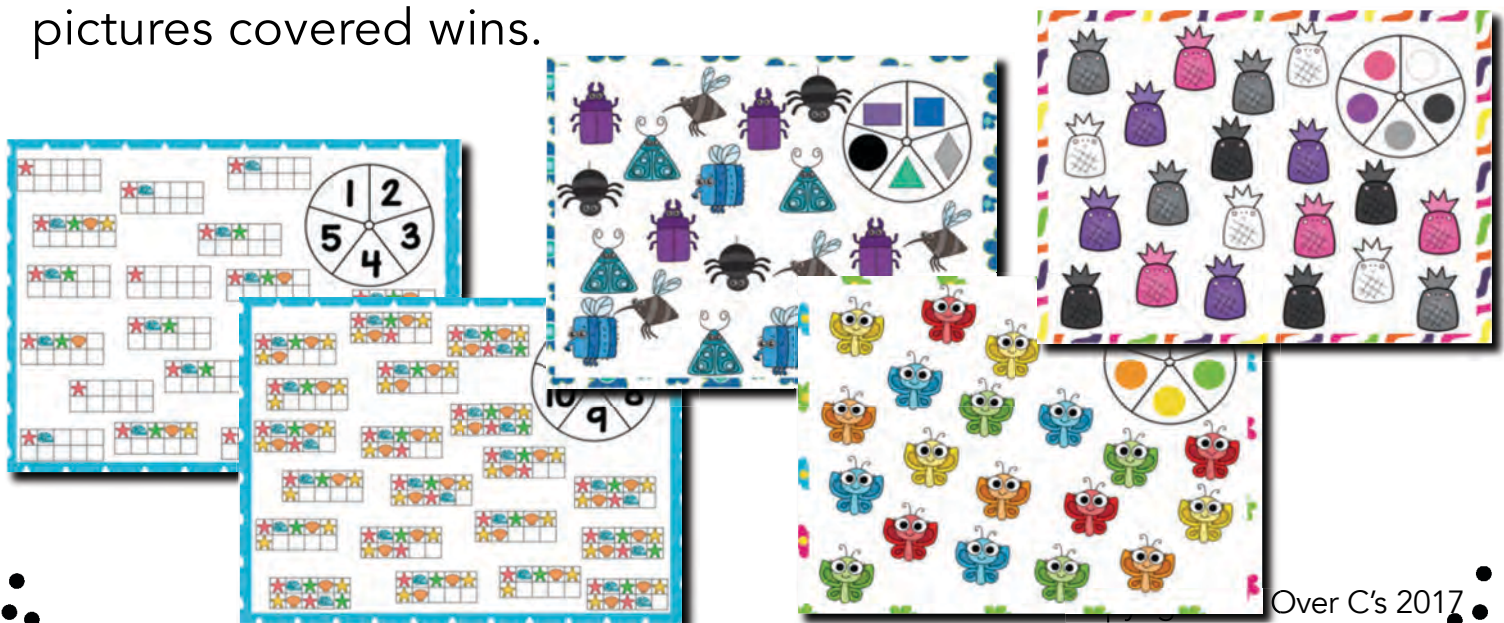
SPIN & COVER

Pages 181-185: Spin & Cover Games

To Prepare: Print and laminate. Create a spinner by placing a paper clip on a paper fastener, poking a hole through the center of the spinner and pushing the paper fastener through the hold.

How to Use: Spin the spinner. Cover a picture that matches what was spun.

2-Player option: Take turns spinning the spinner. Cover a picture that matches what was spun. If that picture is not available, player loses that turn and the other player spins. When the board is completed, the player with the most pictures covered wins.



Summer

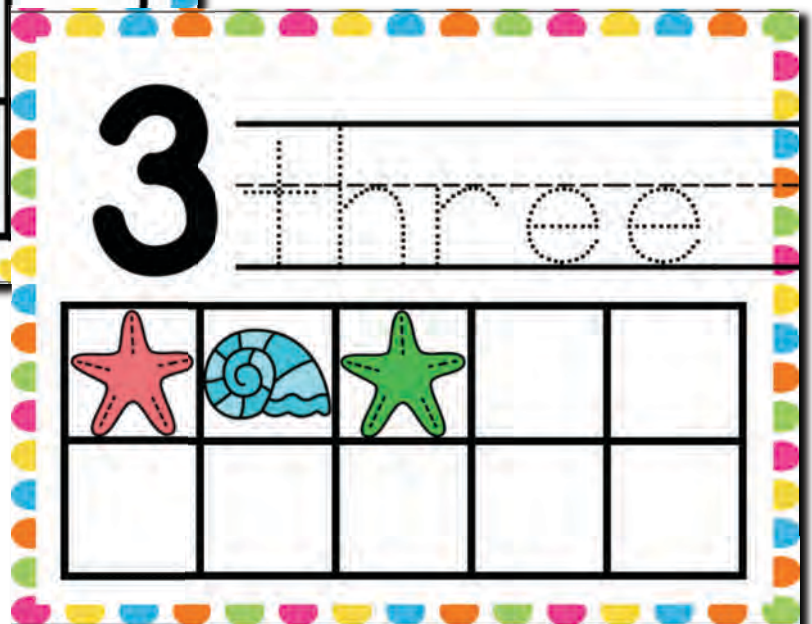
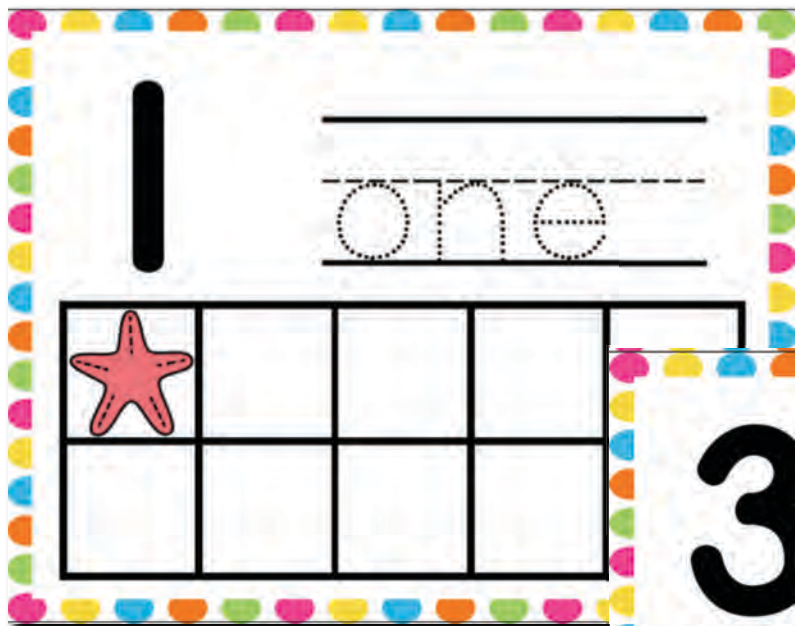
TEN-FRAME CARDS

Pages 187-189: Ten-Frame Cards

To Prepare: Print and laminate. Cut apart the cards

How to Use: Trace the the number with a dry erase marker.

Fill the ten-frame and the counting box with the correct number of objects.



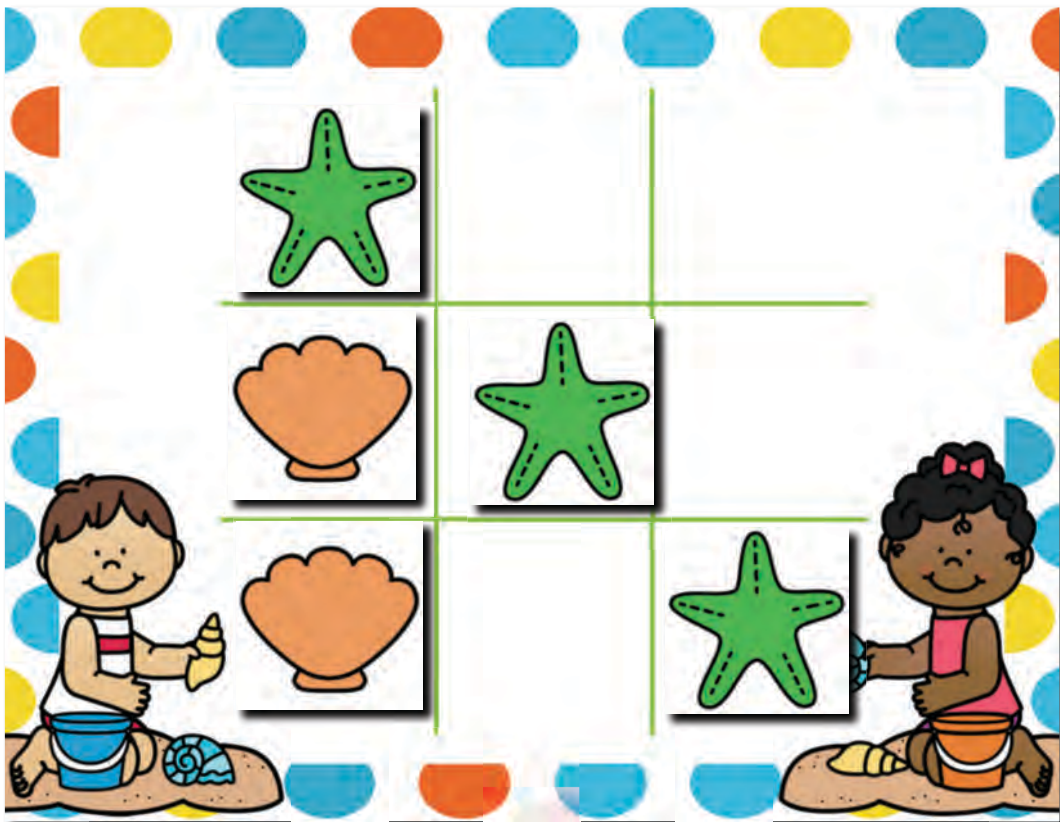
Summer

TIC-TAC-TOE

Pages 191-192: Tic-Tac-Toe Game Board and Pieces

To Prepare: Print and laminate. Cut apart the playing pieces.

How to Use: Each player gets one color of playing pieces. Take turns placing a playing piece. The first person to place 3 in a row vertically, horizontally or diagonally wins.



Summer

TRACING CARDS

Pages 194-200: Uppercase Tracing Cards

Pages 201-207: Lowercase Tracing Cards

Pages 208-210: Numbers 0-10 Tracing Cards

Pages 211-213: 2D Shapes Tracing Cards

To Prepare: Print and laminate. Cut apart the tracing cards.

Fill a shallow tray with salt or colored sand.

How to Use: Select a tracing card and draw the letter, number or shape in the writing tray with your finger.



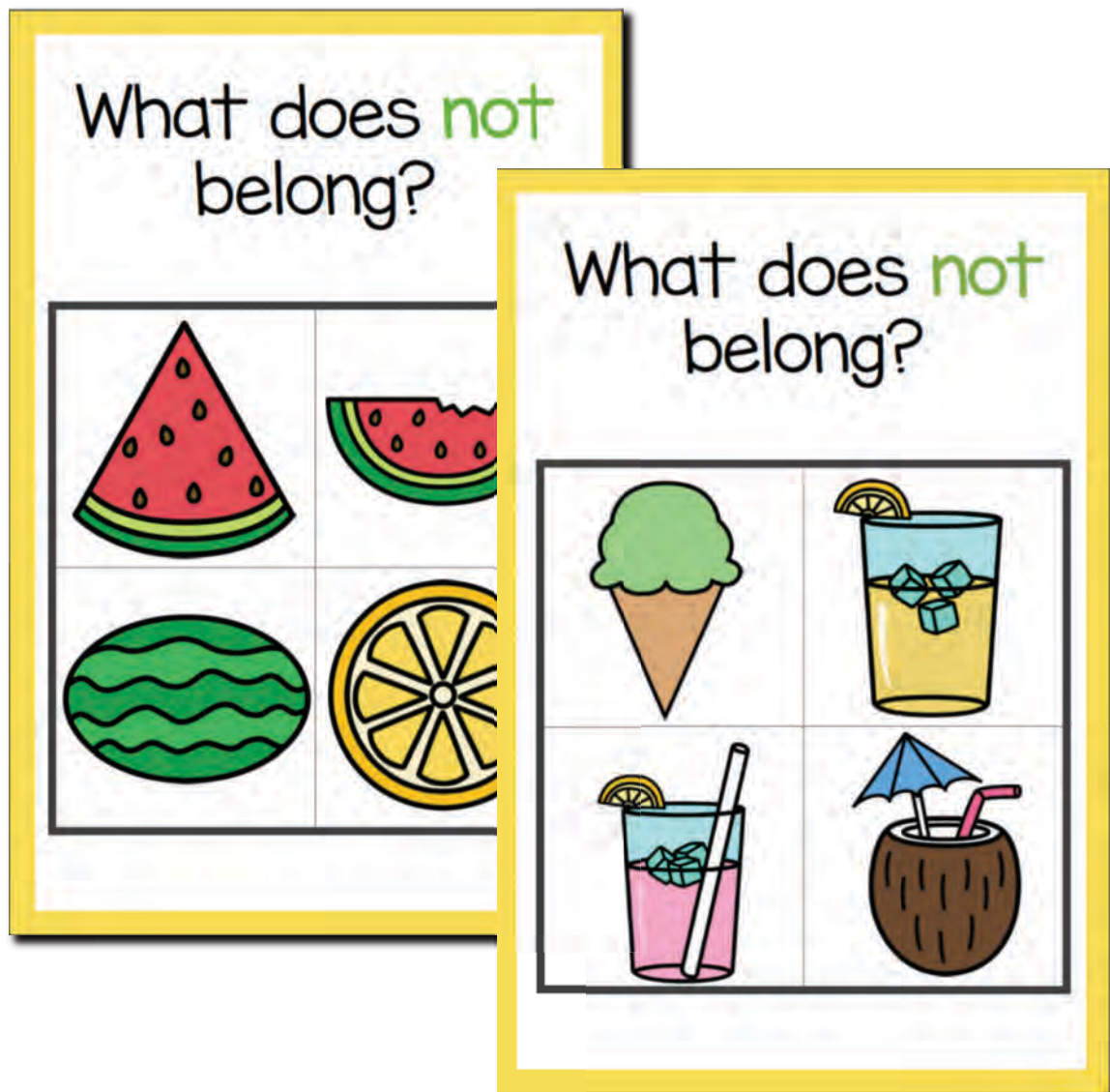
Summer

VISUAL DISCERNMENT

Pages 215-220: "What does not belong?" Cards

To Prepare: Print and laminate. Cut apart the cards

How to Use: Circle the picture that doesn't belong. Have the child explain why the picture doesn't belong.



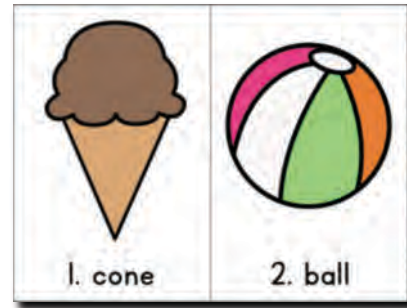
Summer

WRITE / DRAW THE ROOM

Pages 222-225: Posters

Pages 226: Trace the Room

Pages 227: Draw the Room



To Prepare: Print and laminate. Cut apart the posters and display them around the room.

How to Use: Place the posters throughout your classroom. Allow students to walk from poster to poster completing the printables while they get to move around. Each poster has a small number that corresponds to the printables.

Name: _____

1. cone	5. fish
2. ball	6. sun
3. lemon	7. melon
4. shell	8. pail

Name: _____

	5.	
	6.	
	7.	
	8.	