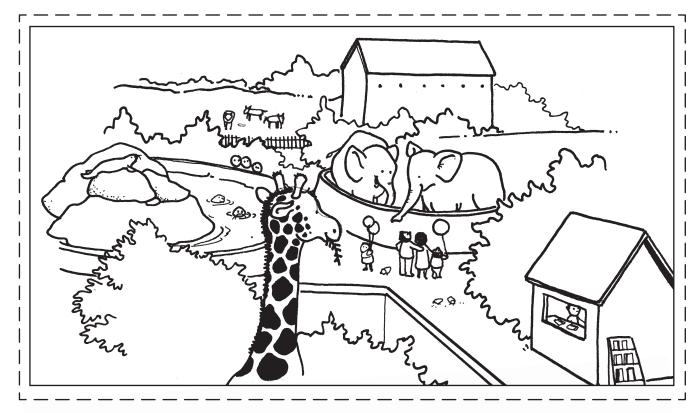
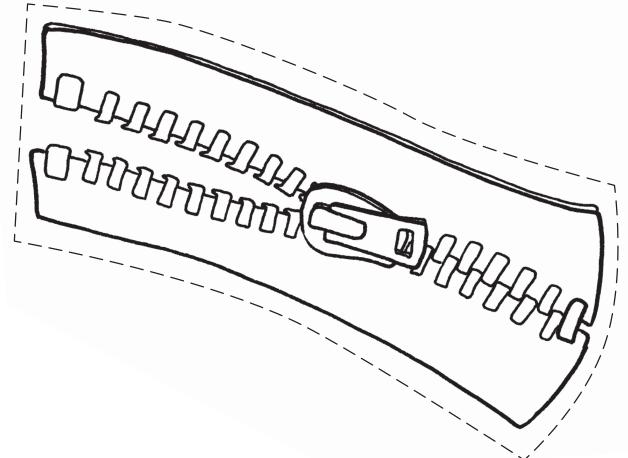
Picture Patterns

To the Teacher: Copy and cut out the zipper and zoo patterns. Use the pictures for instructional activities, center games, and bulletin boards.





Learning Center

Zz

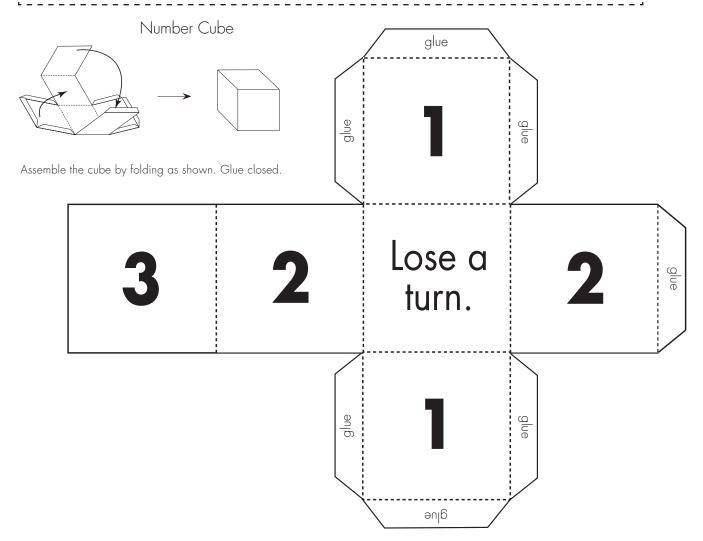
To the Teacher: Copy, cut out, and glue the directions to the front of a zipper storage bag, folder, or large envelope. Also copy and cut out the game board and number cube. (Enlarge, if desired.) Tape the two sides of the game board together, and assemble the number cube as shown. Place the game materials inside the bag, folder, or envelope along with game markers, such as different-colored buttons or counters.

Go to School

(Players: 2-4)

Directions:

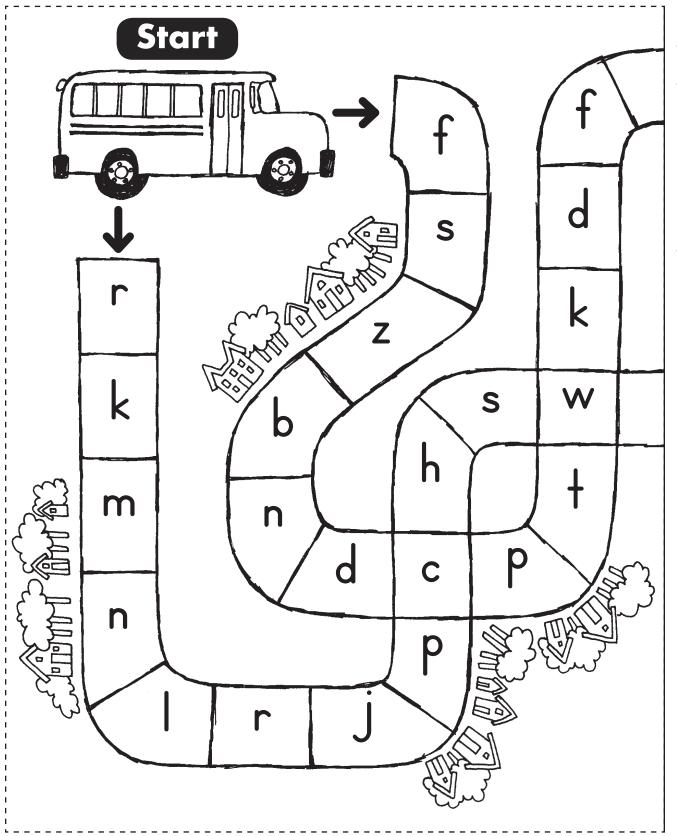
- 1. Each player chooses a game marker and places it on Start (the school bus).
- 2. The first player rolls the number cube and moves the number of spaces indicated in any direction along the path.
- **3.** The player says the name of the consonant on the space and then says a word that begins with that consonant sound. If the player cannot do so, he or she skips a turn.
- **4.** Players keep taking turns. The first player to reach Finish (the school) wins the game. (Players must roll the exact number of moves needed to reach Finish.)



Zz

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Go to School Game Board

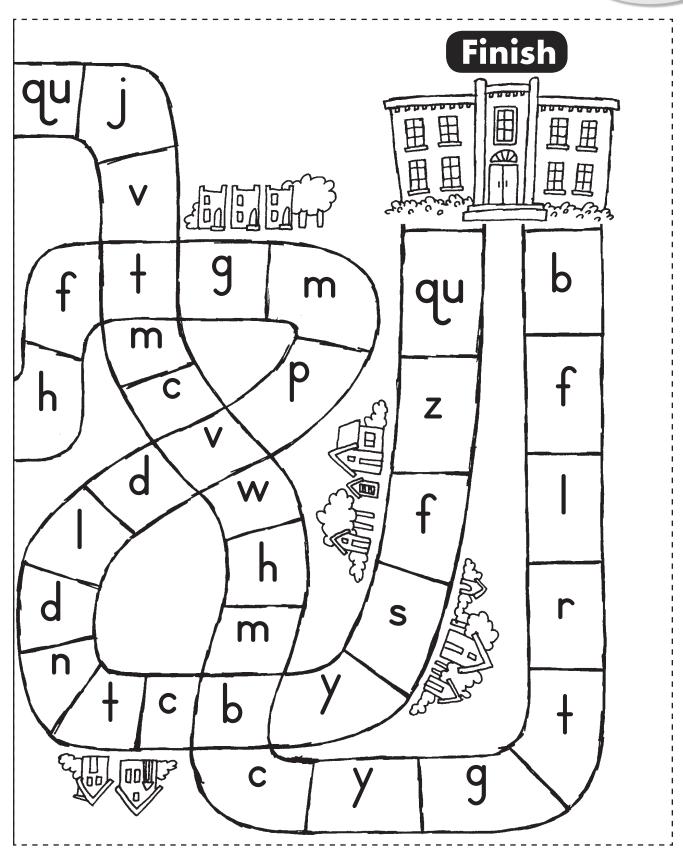


Cut along this edge and attach to the other half of the game board.

Zz

Learning Center

Go to School Game Board



Independent Activity

Name _

Connect the Dots

Connect the dots from A to Z. What do you see?

