

# ACTIVITY PACKET



## PRE-K COURSE

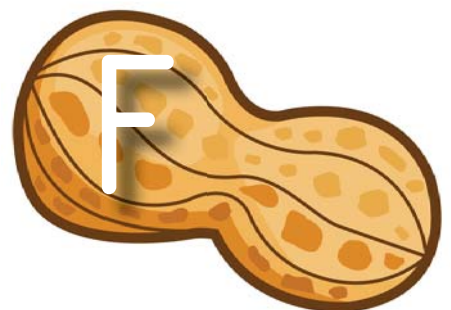
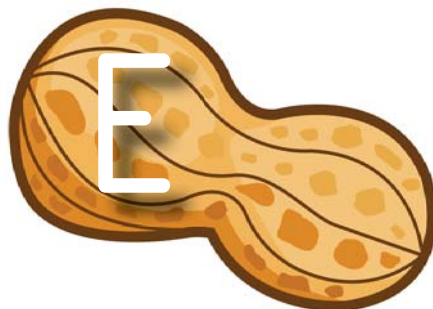
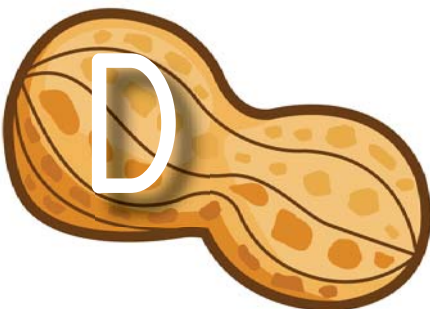
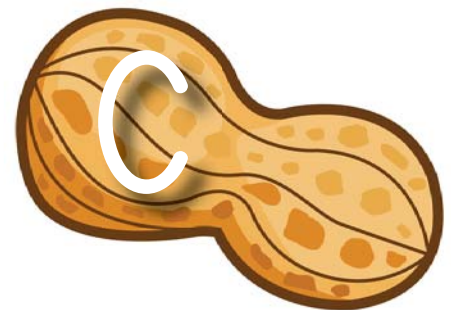
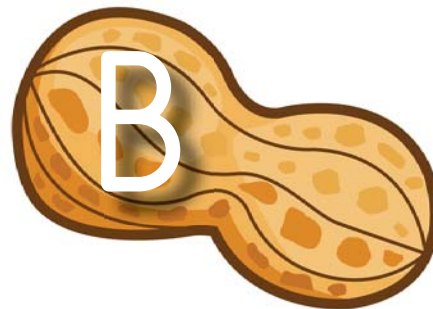
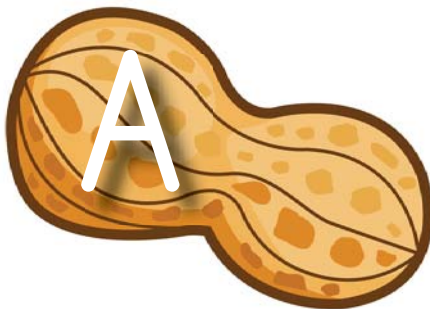
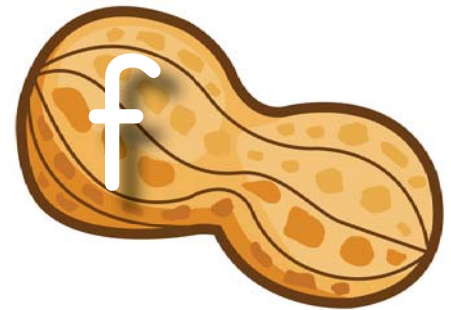
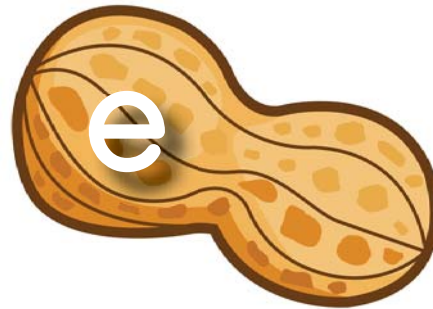
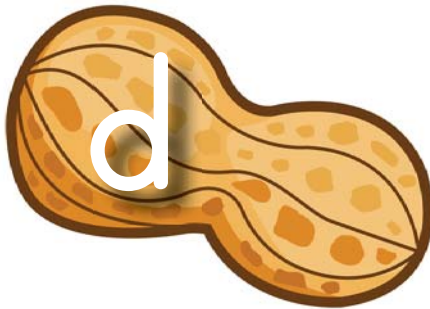
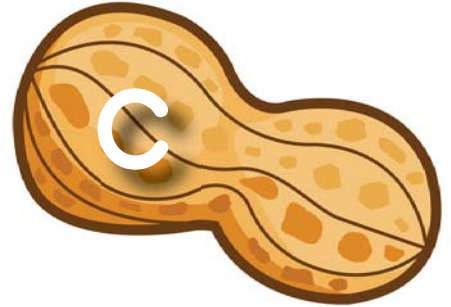
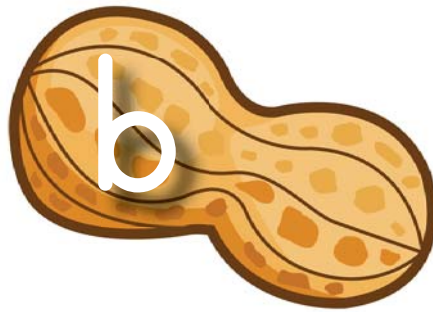
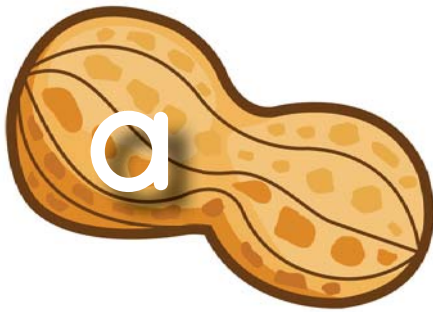
FOR USE WITH THE PRE-K COURSE BOOK

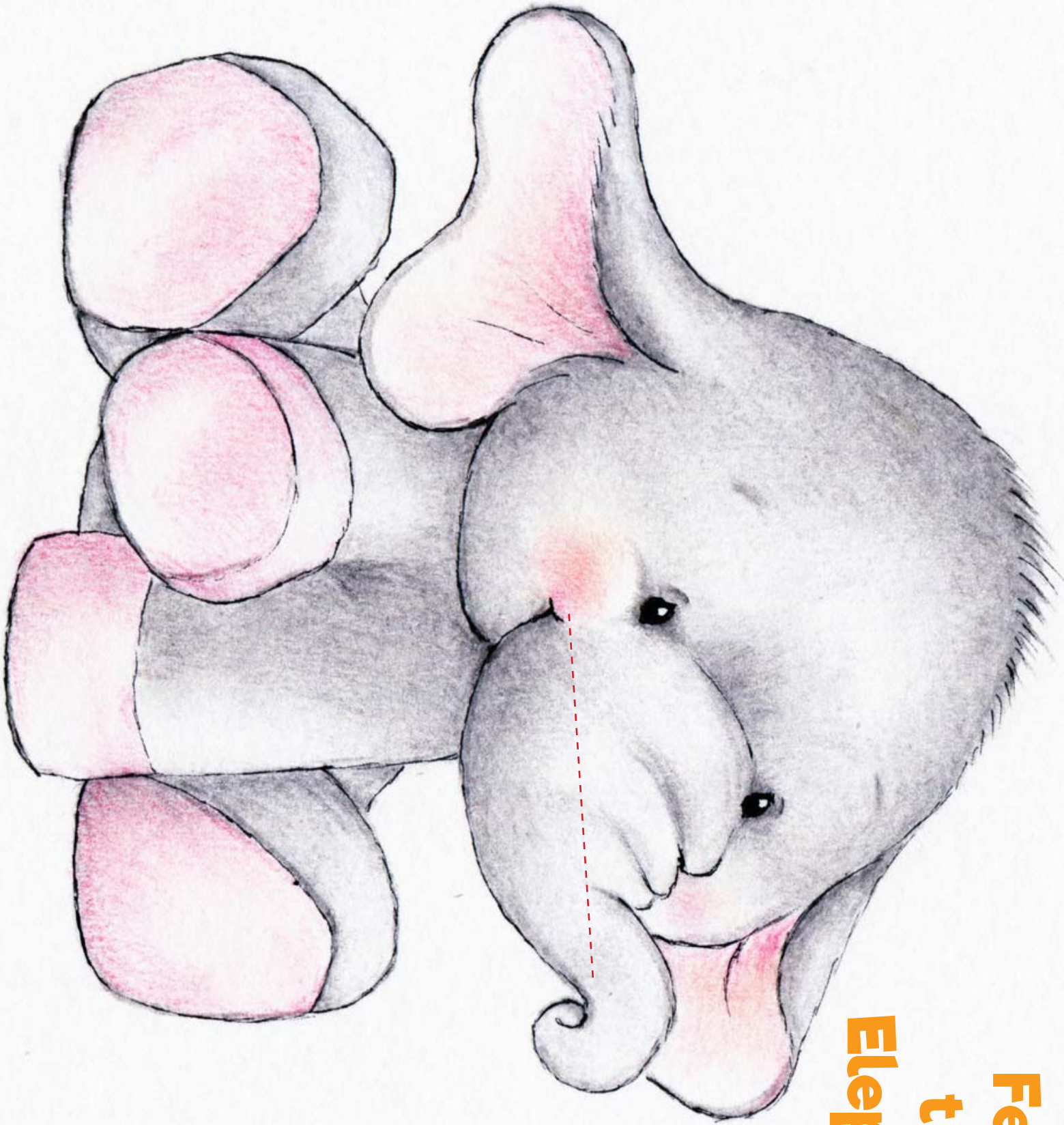
- Feed the Elephant
- Letter Cube
- Mouse House
- Hide & Seek Pets
- Swat the Fly
- Number Slider
- Letter Memory

**Instructions:** Cut out the instructions and the activities before beginning the course. Store each activity in a zip-lock bag with the instructions. Complete games and activities when indicated by course book or whenever desired.

# Feed the Elephant

1. Cut out the peanuts on this page. Cut along the red dashed line (on the elephant's trunk) on the next page.
2. Lay the peanuts and the next page, titled "Feed the Elephant," on the table.
3. Tell child to choose the upper case A peanut and "feed" it to the elephant by inserting it into the trunk of the elephant. Repeat with all of the letters.





**Feed**

**the**

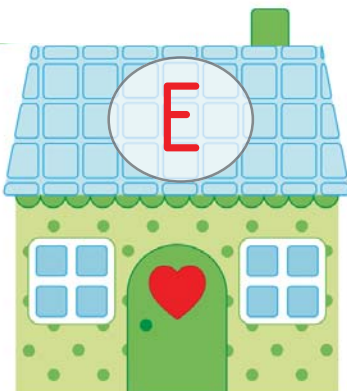
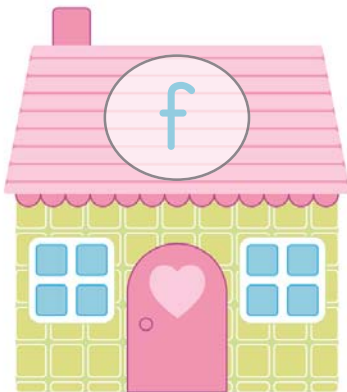
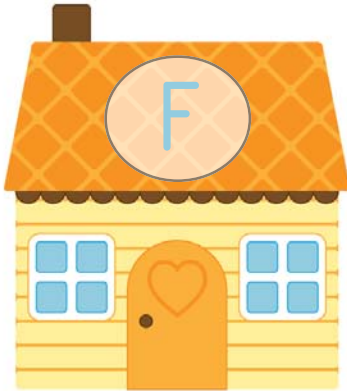
**Elephant**





# MOUSE HOUSE

1. Cut out the houses and the mouse.
2. Lay out all of the houses face up. Without child seeing, place the mouse behind one of the houses.
3. Have child choose a house and say the letter name and the sound the letter makes. Child may then pick up the house to see if the mouse is behind it. Have child continue until they find the mouse. Repeat the game if desired.





# Number Slider

1. Cut out circle. Cut slits on dotted lines.
2. Cut out the number strip on next page. Insert strip into slider so one number shows on the front at a time.
3. Have child pull the number strip through as they say the name of the number.



**Number Slider**



# Letter Memory

## Two Ways to Play After You Have Cut Out All of the Cards

### #1

1. Use only the cards with letters on the back. Lay the cards out facedown.
2. The first player selects two cards. If the cards are matching letters (upper case and lower case), the player gets to keep the cards and go again. If the cards do not match, the player returns the cards to their spot, and their turn is over. It is then the turn for the second player.

### #2

1. Use all of the cards. Lay the cards out facedown.
2. The first player selects two cards. If the cards are a letter that matches the first sound of a picture, the player gets to keep the cards and go again. If the cards do not match, the player returns the cards to their spots, and their turn is over. It is then the second player's turn. Note that there are two of each picture since there are two of each letter (upper case or lower case).





