

# Webster County Schools

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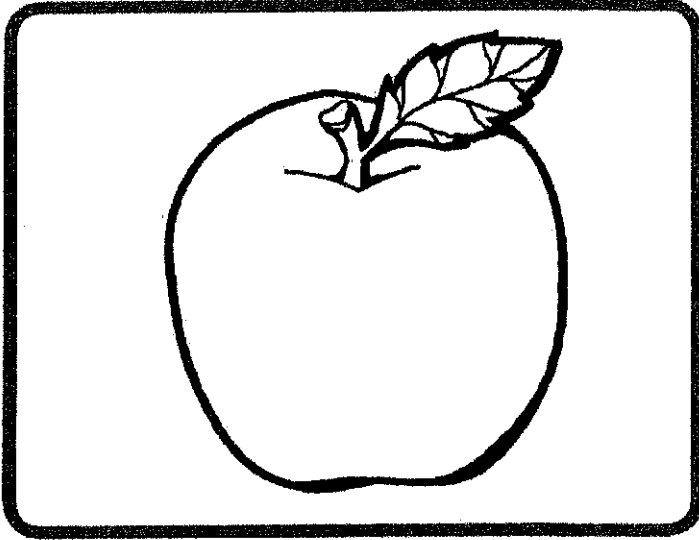
# Pre-K

# Packet 4

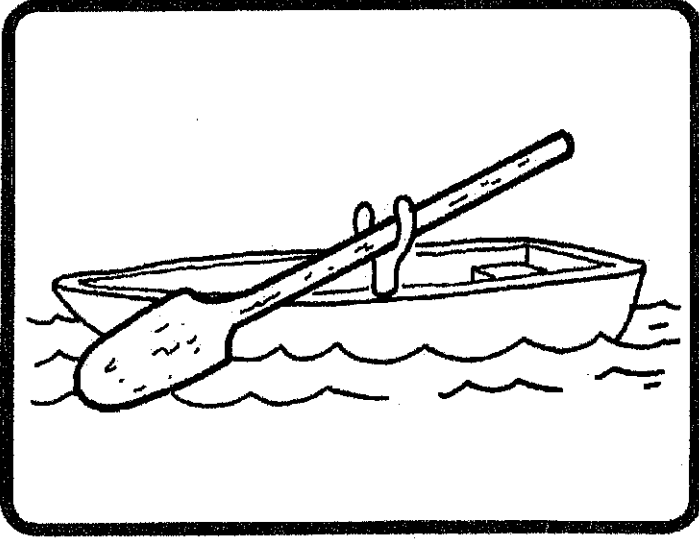
# Alphabet Flashcards



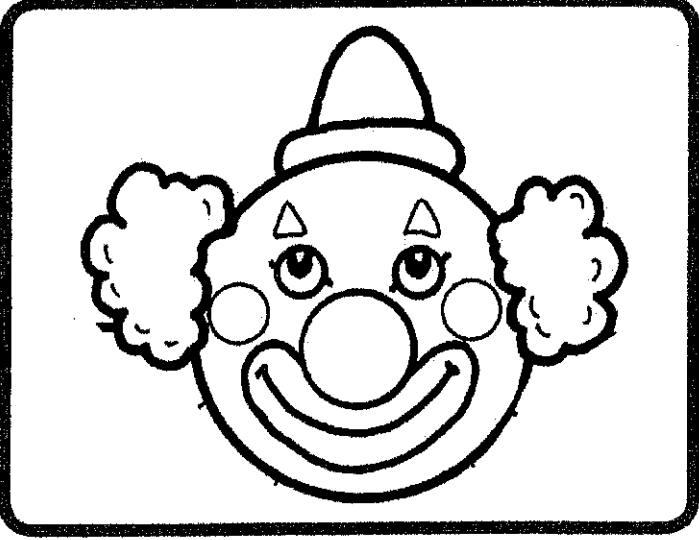
A a



B b

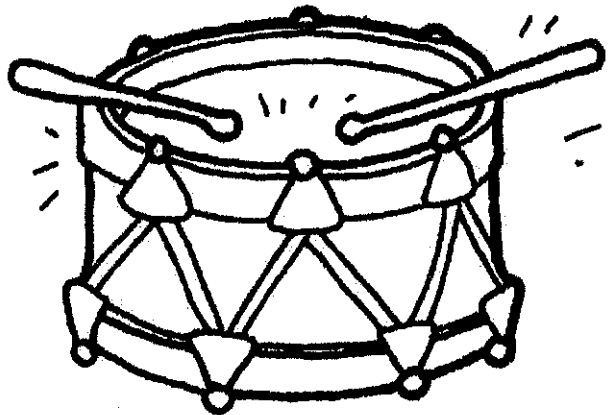


C c

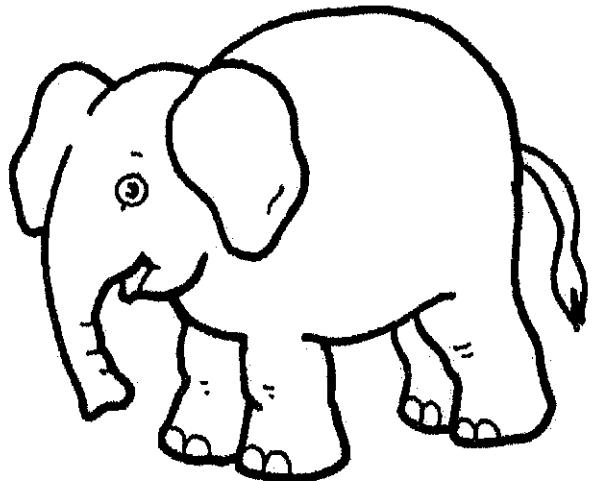




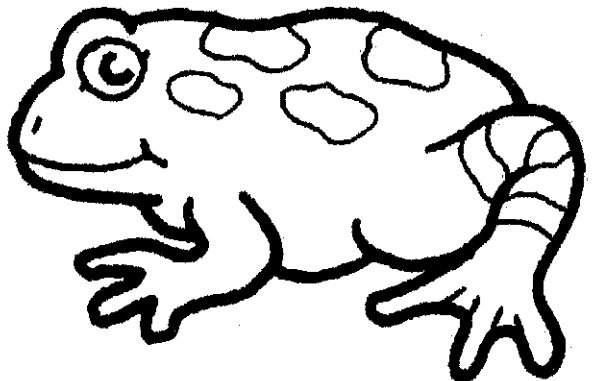
D d



E e

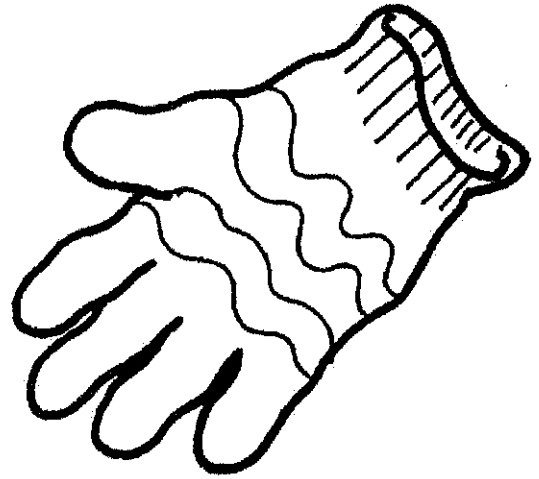


F f





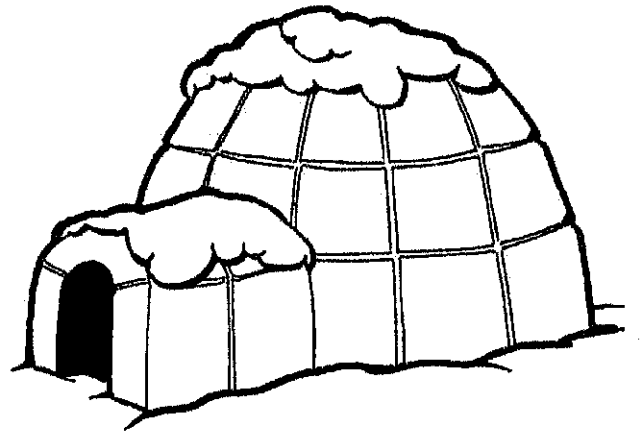
Gg



Hh

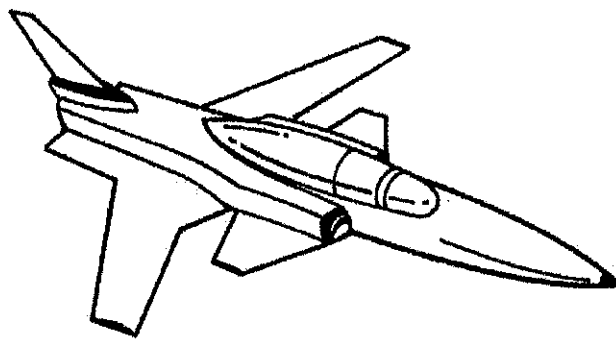


Ii

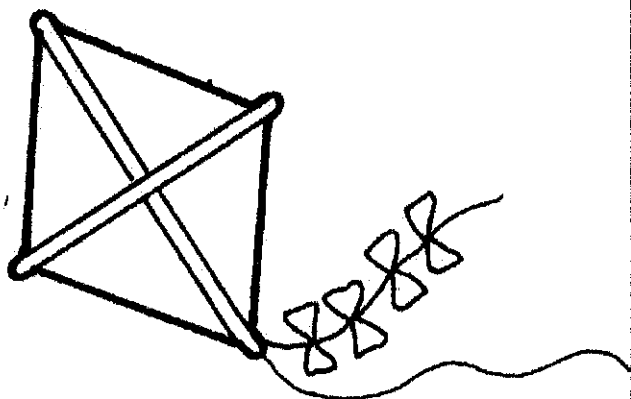




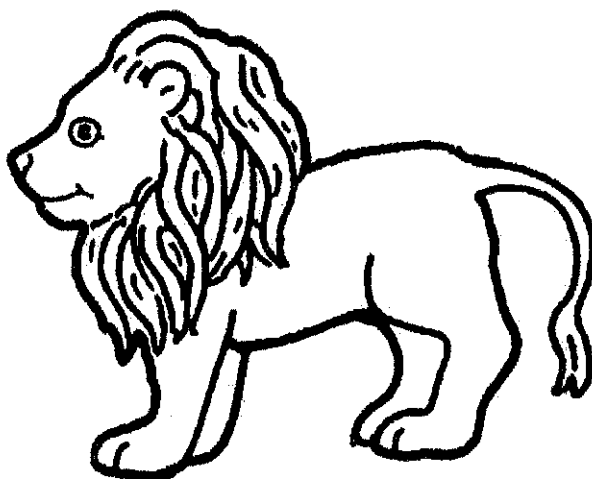
J j



K k

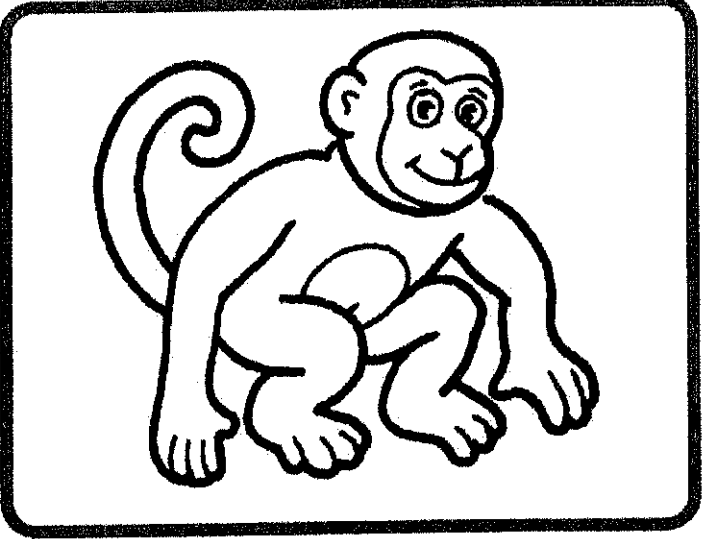


L l

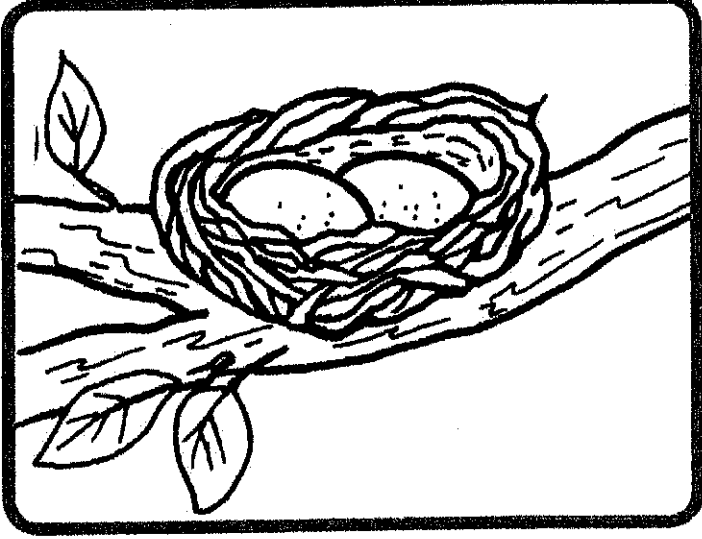




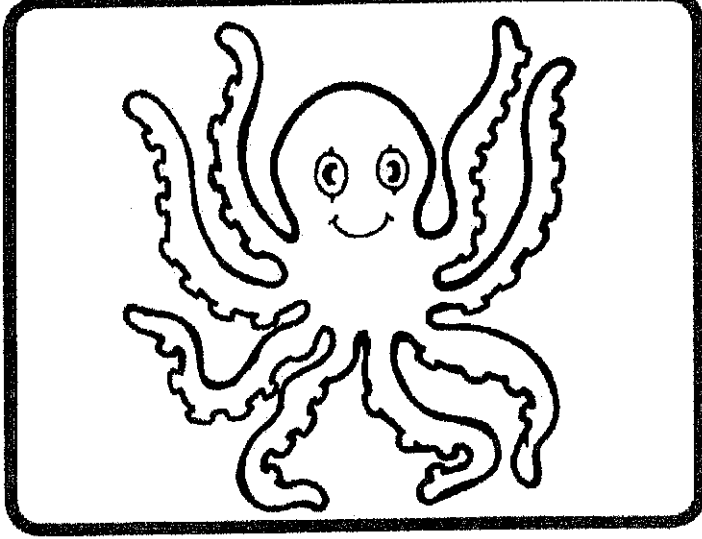
Mm



Nn

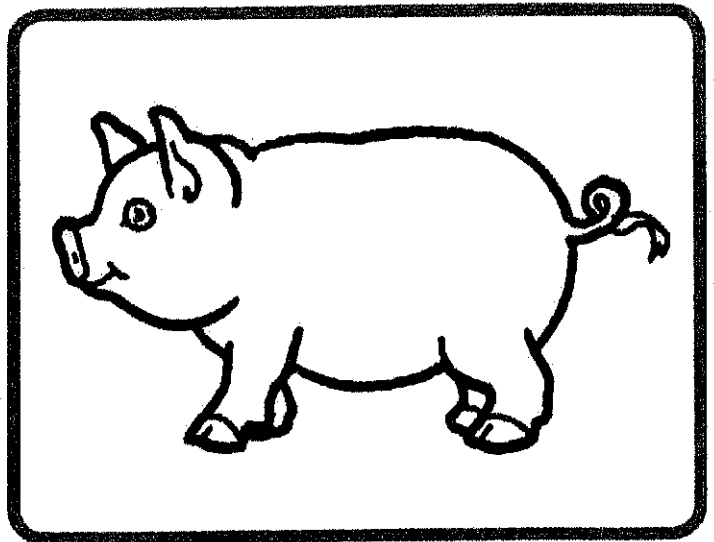


Oo

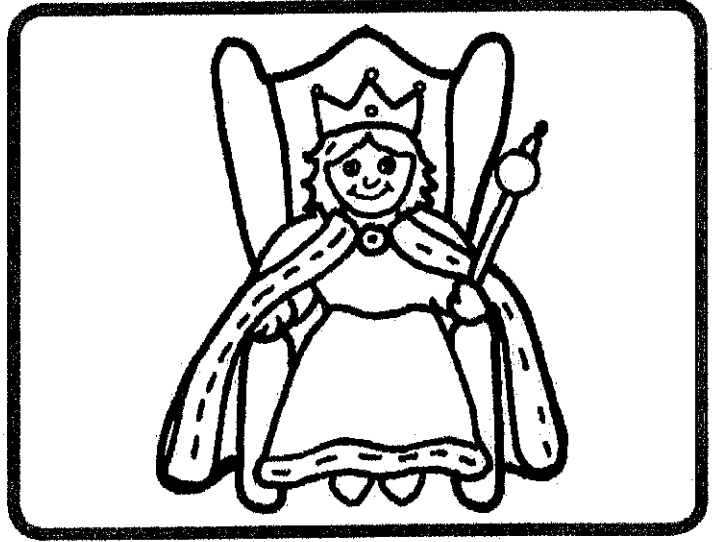




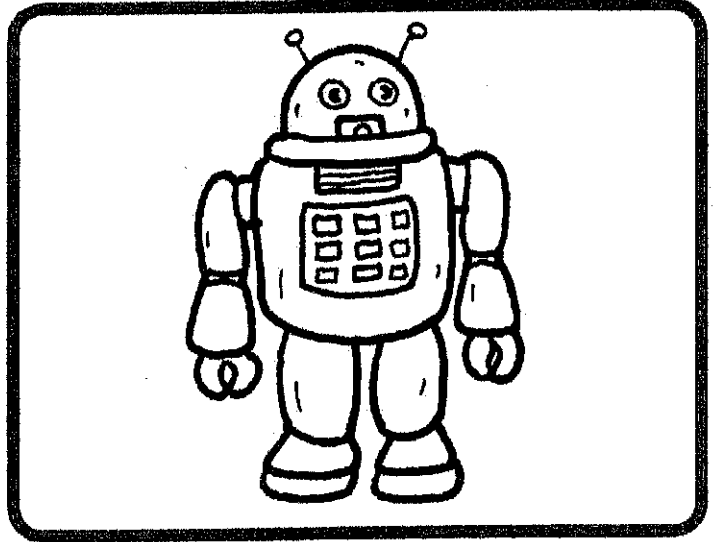
P p



Q q

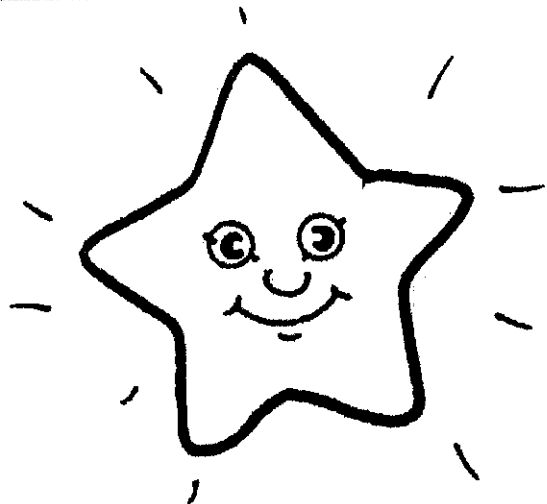


R r

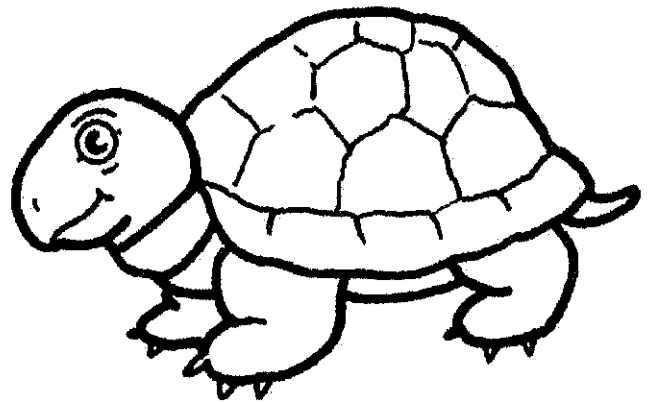




S s



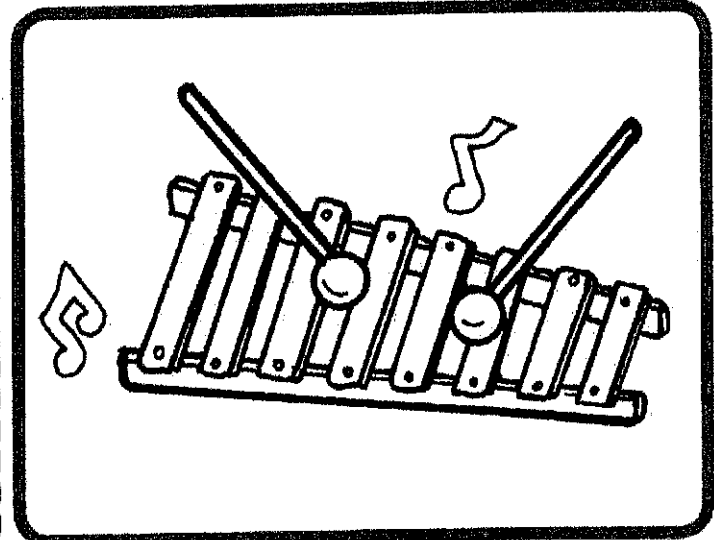
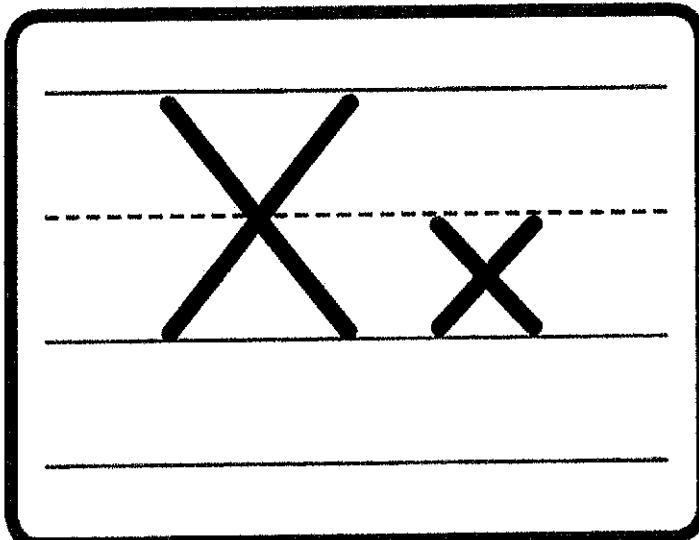
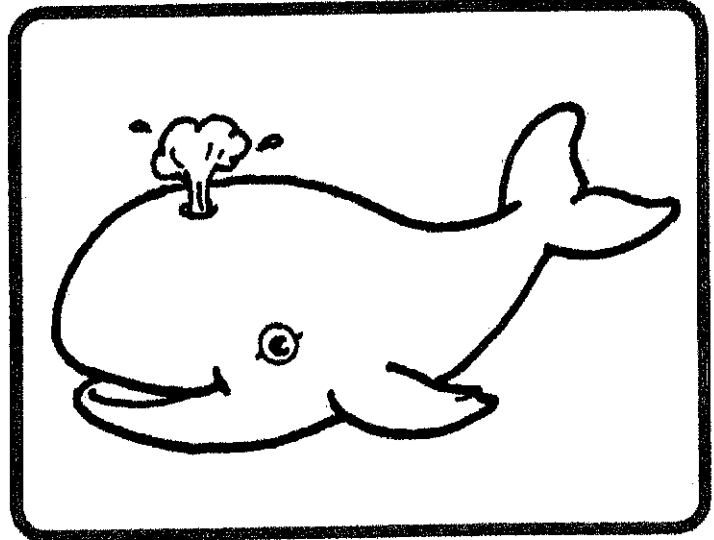
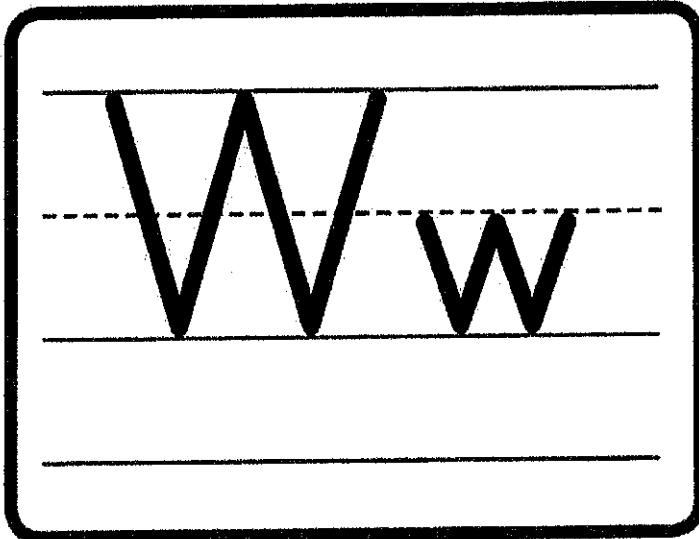
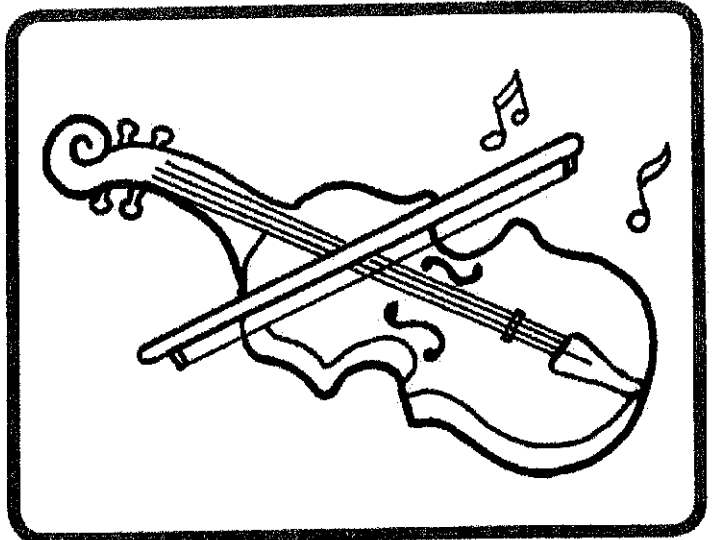
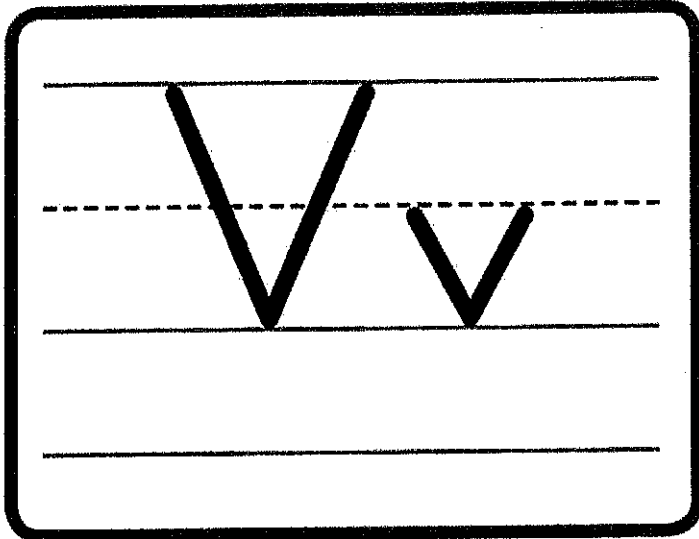
T t

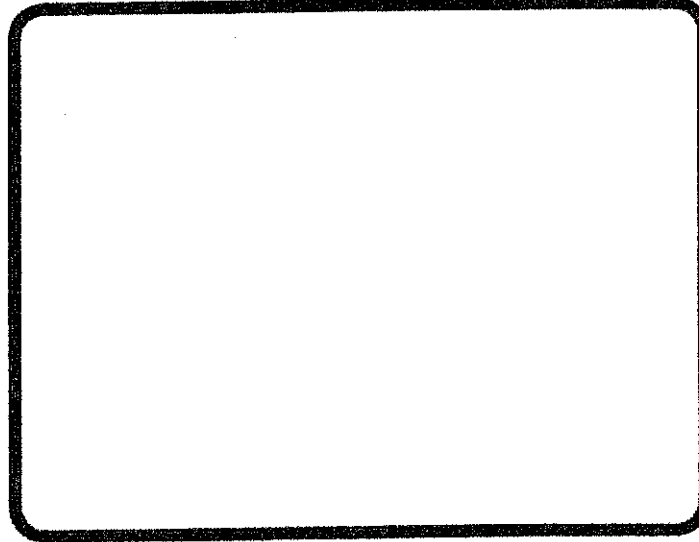
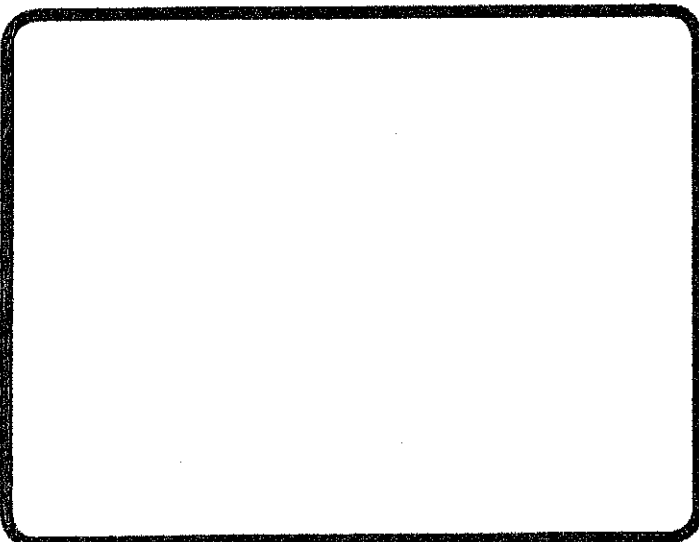
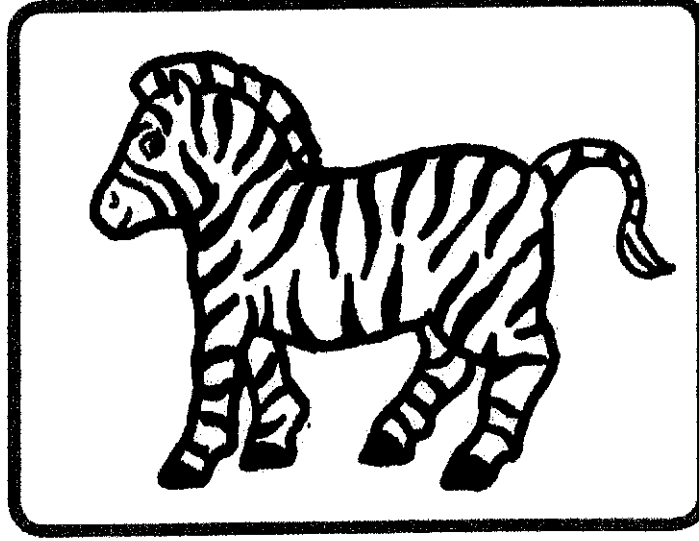
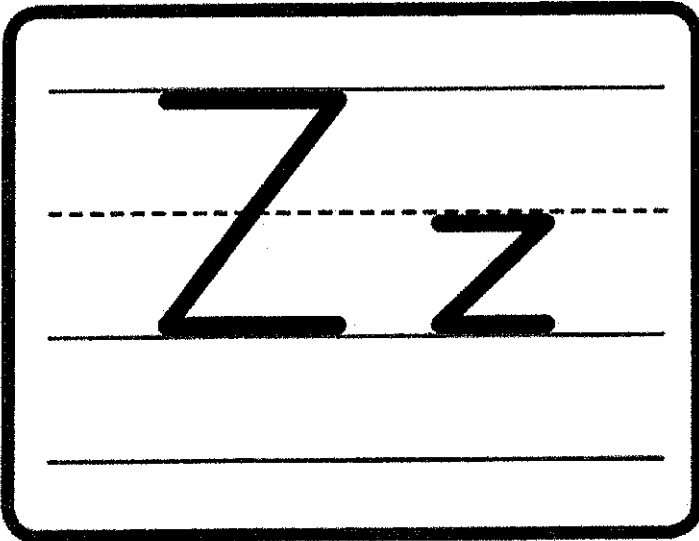
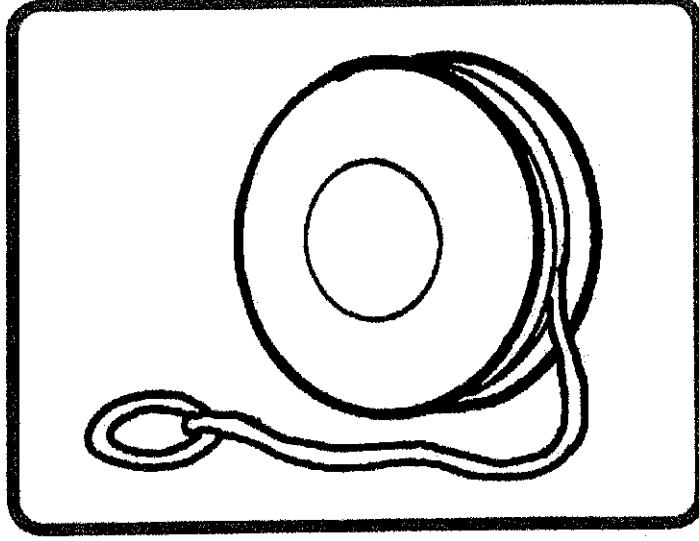
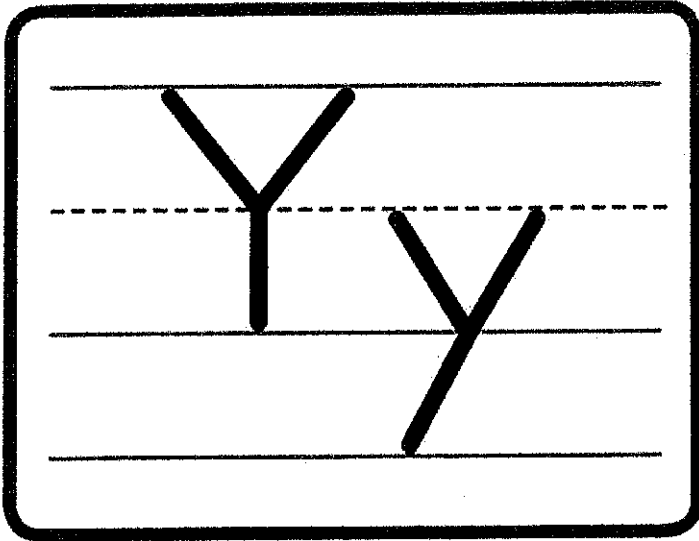


U u









\_\_\_\_\_  
\_\_\_\_\_  
Name: \_\_\_\_\_

# I Can Print The Alphabet

A B C D E

F G H I J K

L M N O P

Q R S T U

V W X Y Z

Name: \_\_\_\_\_

# I Can Print The Alphabet

a

b

c

d

e

f

g

h

i

j

k

l

m

n

o

p

q

r

s

t

u

v

w

x

y

z

\_\_\_\_\_  
\_\_\_\_\_  
Name: \_\_\_\_\_

# I Can Print The Alphabet

Aa

Bb

Cc

Dd

Ee

Ff

Gg

Hh

Ii

Jj

Kk

Ll

Mm

Nn

Oo

Pp

Qq

Rr

Ss

Tt

Uu

Vv

Ww

Xx

Yy

Zz

Name: \_\_\_\_\_

# Alphabet Line

Write the missing letters.

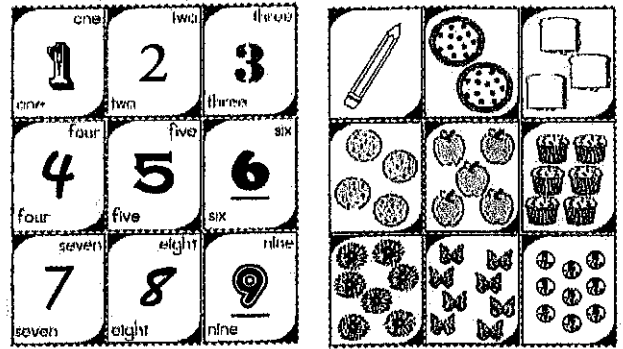
a → b → [ ] → d → [ ] → [ ] → [ ]

[ ] → i → [ ] → k → [ ] → [ ] → [ ]

[ ] → [ ] → q → [ ] → [ ] → + → [ ]

[ ] → [ ] → y → [ ] → [ ] → [ ]

# Counting Memory Match Game



This game is played like the memory match card game that many children are familiar with. It is designed to reinforce their understanding of counting up to 12.

## Materials:

Counting picture cards and number cards (pages 2-4)

## Set up:

Copy the cards on card stock so students cannot see through the paper.

Cut the cards on the dotted lines.

Laminate the cards, if desired.

## How to Play:

Lay all of the cards upside-down on the table and mix them up.

Players will try to flip pairs of matching cards.

example: The  card matches the  card.

Player 1 flips two cards. If the cards match, he or she gets to keep both cards. If the cards do not match, then the cards are flipped back upside-down.

Then, player 2 gets a turn to try to flip matching cards. Players alternate until all cards have been removed from the game.

When the game is over, the player with the most cards is the winner.

one

1

one

two

2

two

three

3

three

four

4

four

five

5

five

six

6

six

seven

7

seven

eight

8

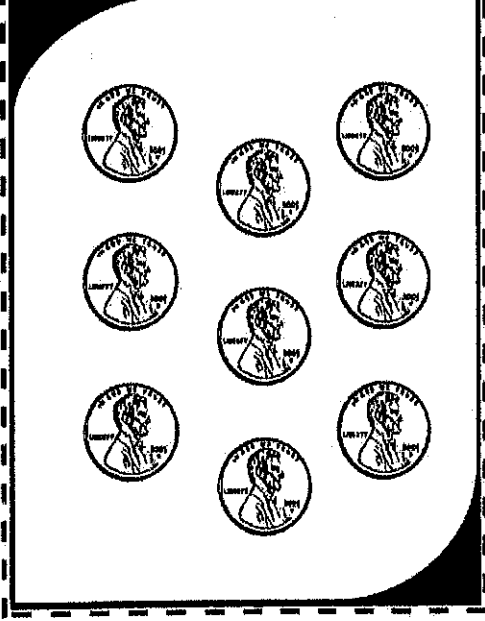
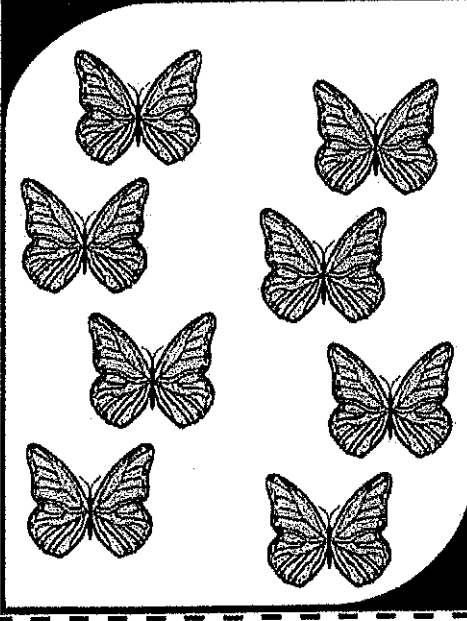
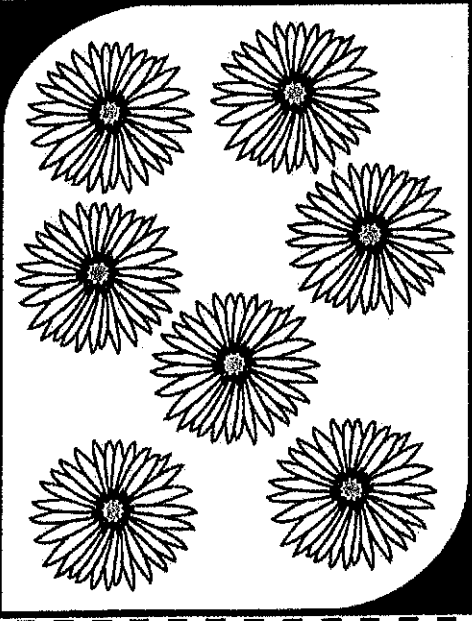
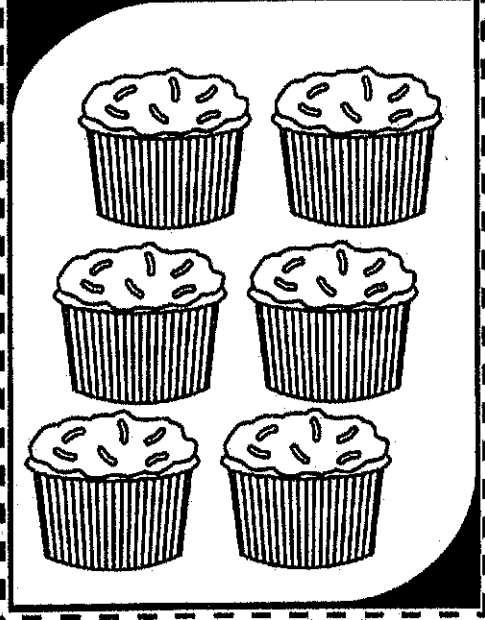
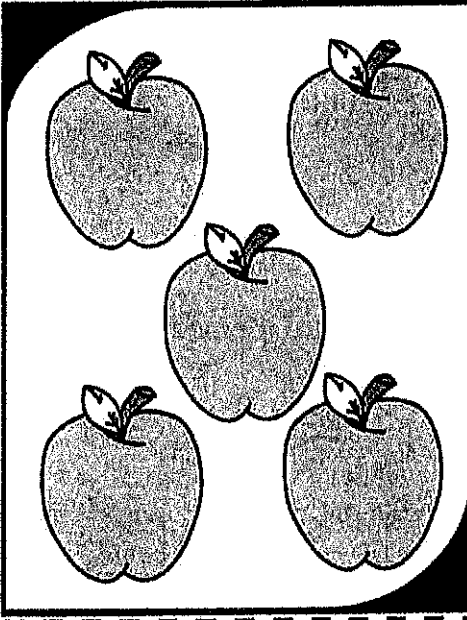
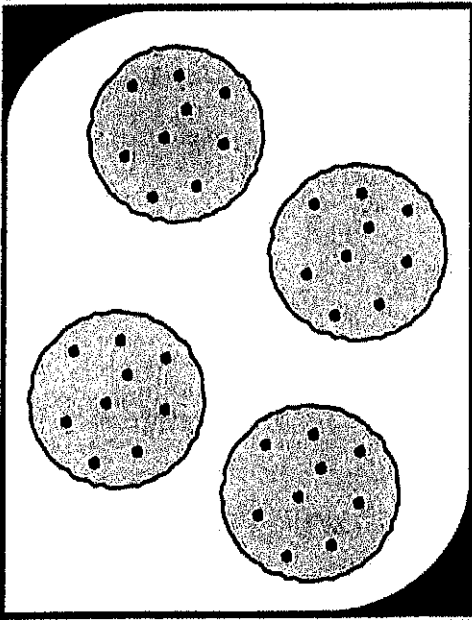
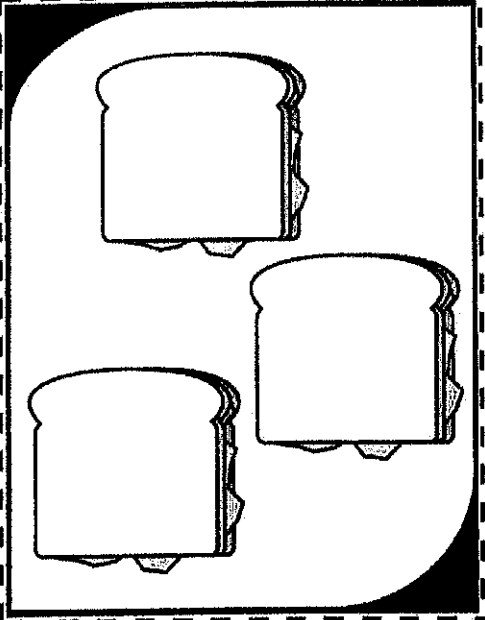
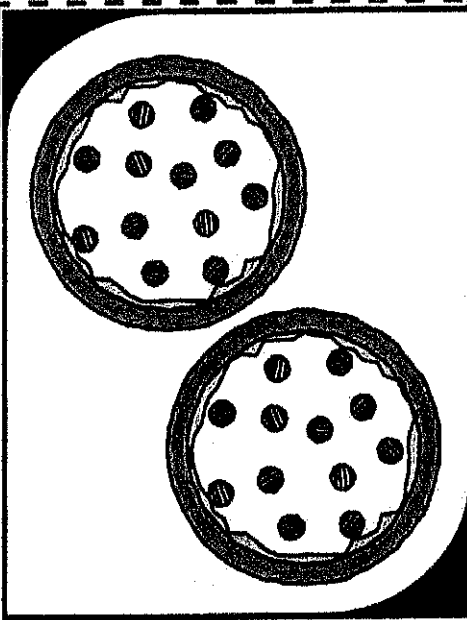
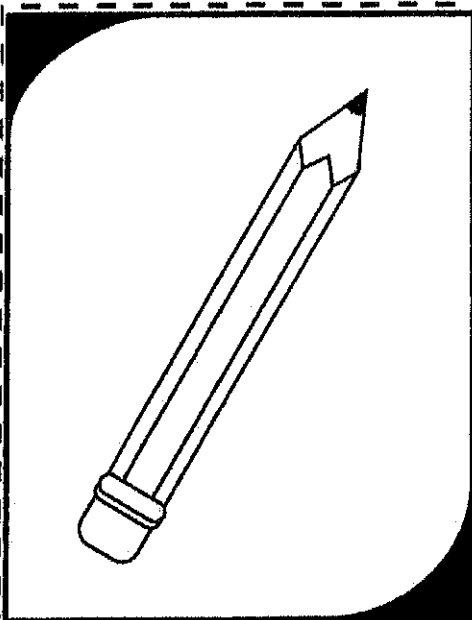
eight

nine

9

nine





ten

10

ten

eleven

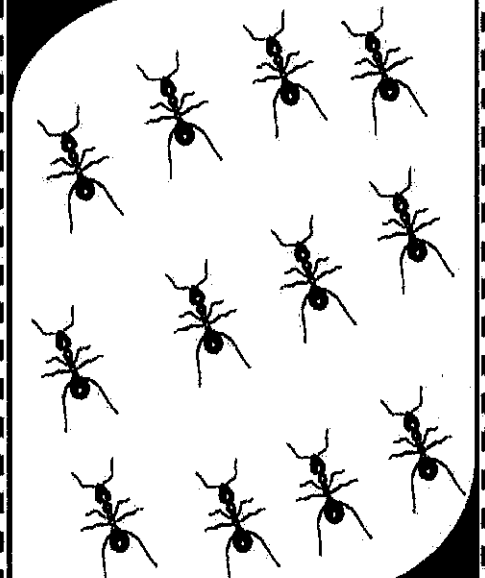
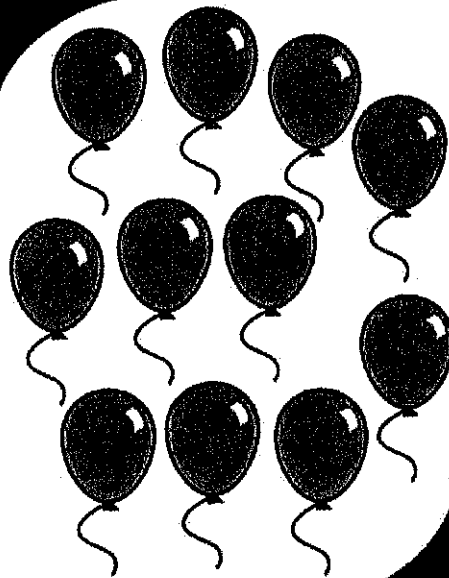
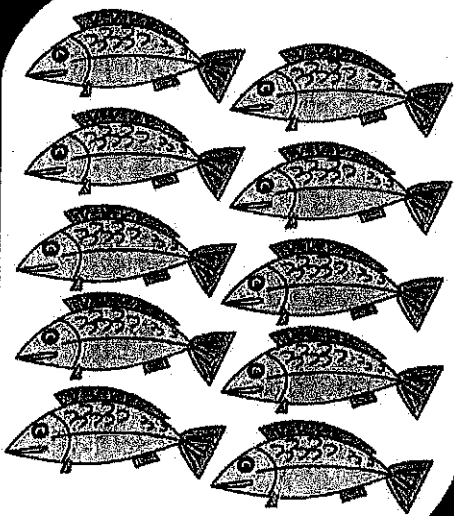
11

eleven

twelve

12

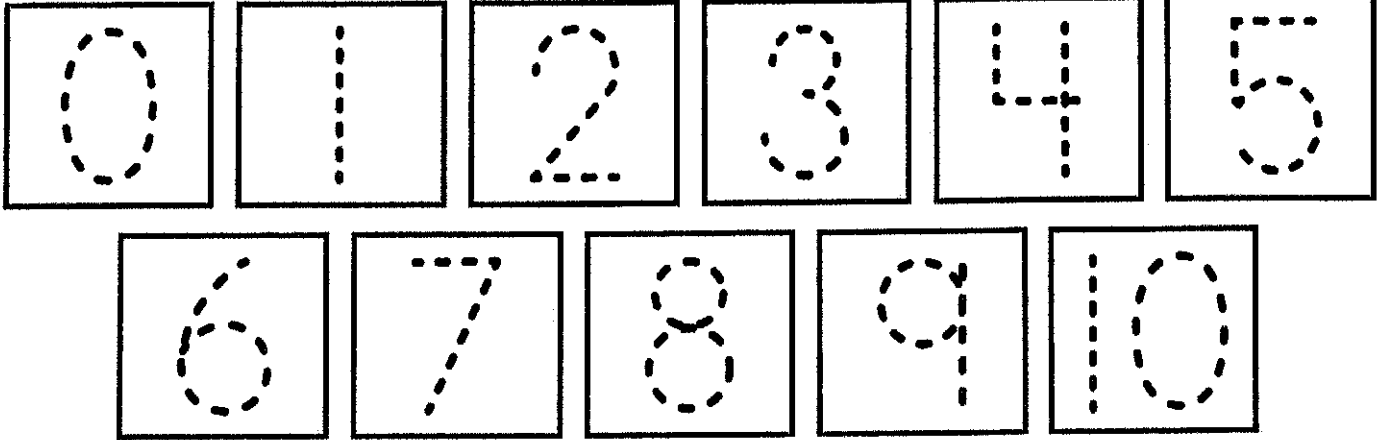
twelve



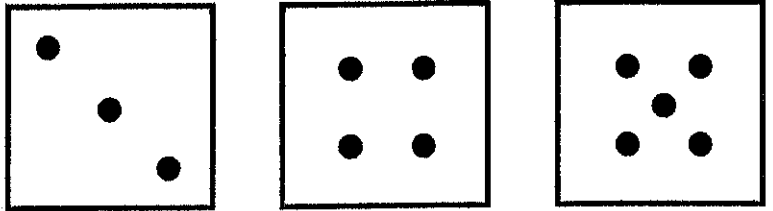
Name: \_\_\_\_\_

# Counting

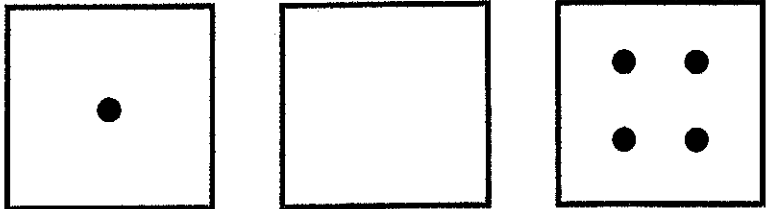
Trace numbers 0 to 10.



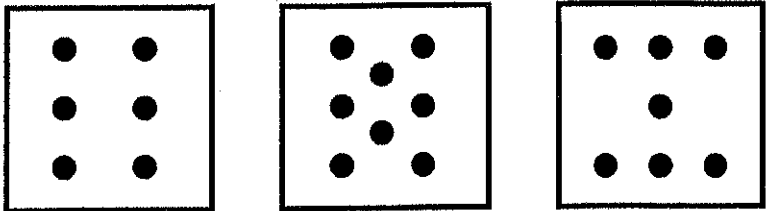
Color the square with **4** dots.



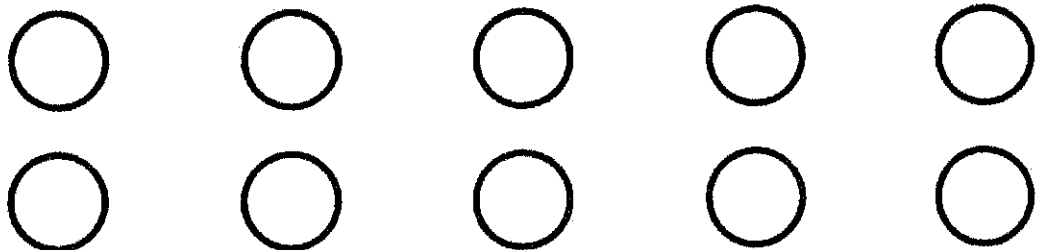
Color the square with **1** dots.



Color the square with **7** dots.



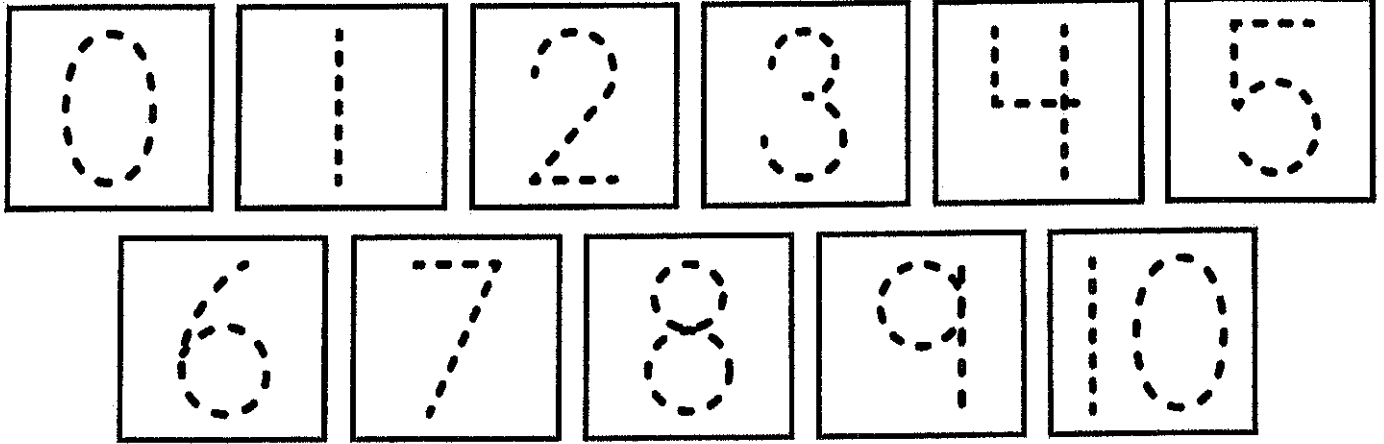
Color **6** circles.



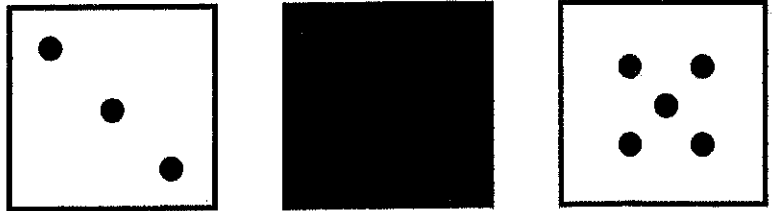
# ANSWER KEY

## Counting

Trace numbers 0 to 10.



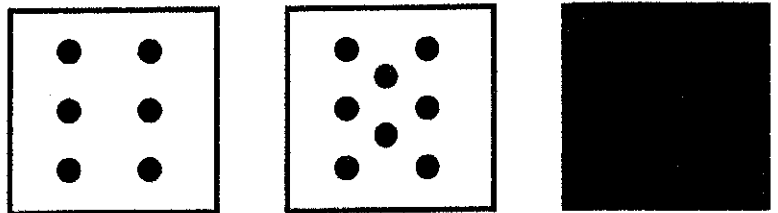
Color the square with 4 dots.



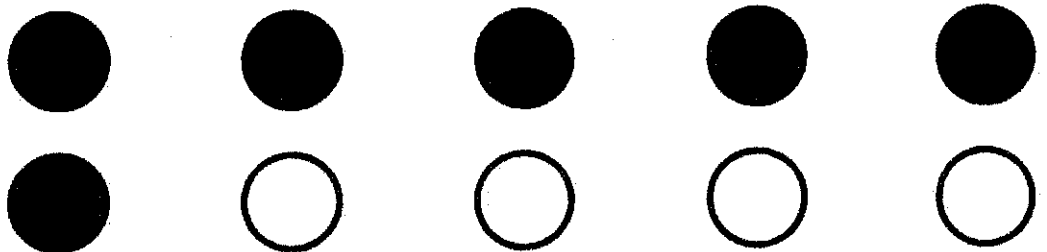
Color the square with 1 dot.



Color the square with 7 dots.



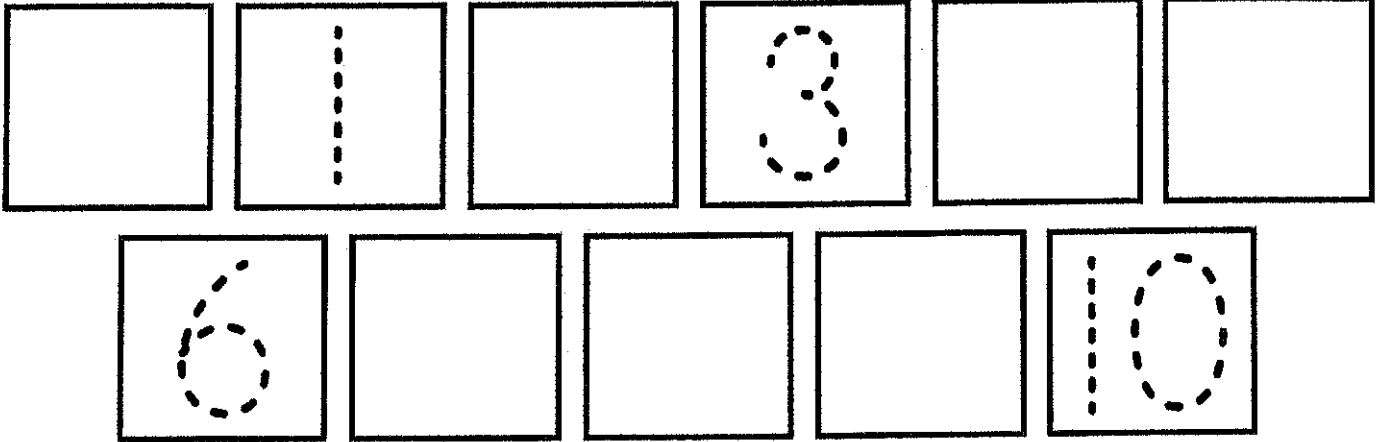
Color 6 circles.



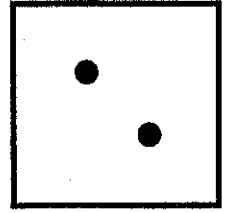
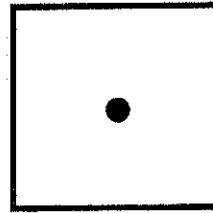
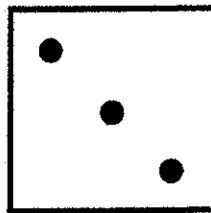
Name: \_\_\_\_\_

# Counting

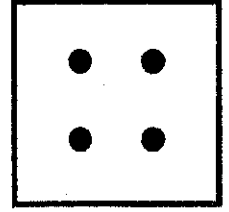
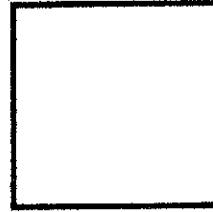
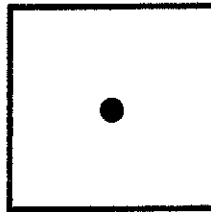
Write numbers 0 to 10.



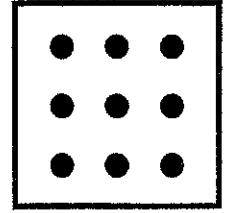
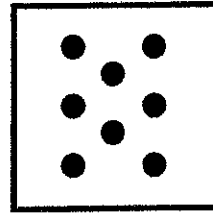
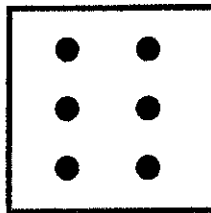
Color the square with **2** dots.



Color the square with **0** dots.



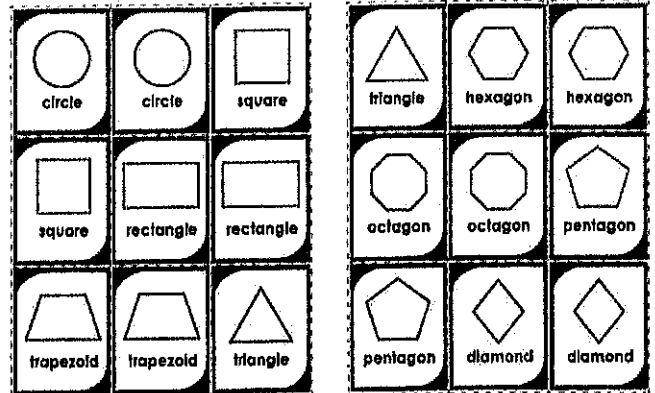
Color the square with **9** dots.



Color **5** circles.



# Basic Shapes Match Game



This game is played like the memory match card game that many children are familiar with. It is designed to reinforce their understanding of basic shapes.

## Materials:

Basic shapes cards (pages 2-3)

## Set up:

Copy the cards on card stock so students cannot see through the paper.

Cut the cards on the dotted lines.

Laminate the cards, if desired.

## How to Play:

Lay all of the cards upside-down on the table and mix them up.

Players will flip pairs of cards. They will try to match the basic shape with its pair.

example: The two "square" card are a match.

Player 1 flips two cards. If the cards match, he or she gets to keep both cards. If the cards do not match, then the cards are flipped back upside-down.

Then, player 2 gets a turn to try to flip matching cards. Players alternate until all cards have been removed from the game.

When the game is over, the player with the most cards is the winner.

MONTH

May

## 50 FITNESS ACTIVITIES HEART RAISERS ON THE SPOT

### 36. R-P-S (ROCK-PAPER-SCISSORS)

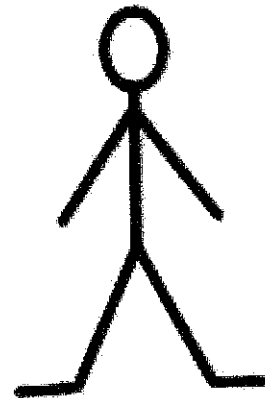
ROCK



PAPER



SCISSOR



The following are descriptions for three movement activities for R-P-S: Rock = Crouch low into a ball, touching hands to knees. Paper = Stand straight, with your feet together and hands at your sides. Scissors = Legs straddle shoulder width apart and arms move away from your sides. Add a jump into each movement. For example, two foot jump into the 'Rock' activity, then jump to 'Paper', and then jump to 'Scissors'. Key Phrase: "Jump-Rock, jump-Paper, jump-Scissors". Repeat R-P-S sequence. As a variation, find a partner and play active R-P-S. Partners start by facing one another. Both partners jump twice then on the third jump show either rock, paper, or scissor. Play best of three rounds then find a new partner. Key Phrase: "Jump, jump, show".

# KIDS 7 MINUTE HIIT WORK OUT FOR SELF-REGULATION

Set an Interval timer and complete each animal movement  
for 45 seconds, with 15 seconds of rest in between. Do as  
many as you can!



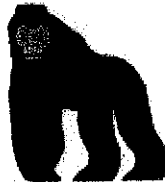
## FROG JUMPS

Hop, hop, back and forth like a frog



## BEAR WALK

Hands & feet on the floor, hips high - walk left  
and right



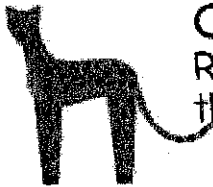
## GORILLA SHUFFLE

Sink into a low sumo squat, with hands on the  
floor, shuffle around the room.



## STARFISH JUMPS

Jumping jacks as fast as you can, with arms  
and legs spread wide.



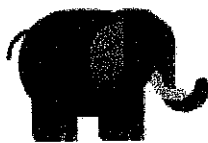
## CHEETAH RUN

Run in place, as FAST as you can! Just like  
the fastest animal in the Sahara.



## CRAB CRAWL

Sit and place your palms flat on the floor behind you  
near your hips. Lift up off the ground and crawl.



## ELEPHANT STOMPS

March in place lifting your knees as high as  
you can and stomping the ground as hard as  
you can!





# OUTDOOR ADVENTURE HUNT

- { } Something colorful.
- { } A pinecone.
- { } An acorn.
- { } Something smooth.
- { } Something rough.
- { } Two kinds of leaves.
- { } Two kinds of sticks.
- { } Something bumpy.
- { } A flat rock.
- { } Something fuzzy.
- { } Something pretty.
- { } A chewed leaf.
- { } A flower or petal.
- { } A piece of litter.
- { } Something you think is  
a treasure.

