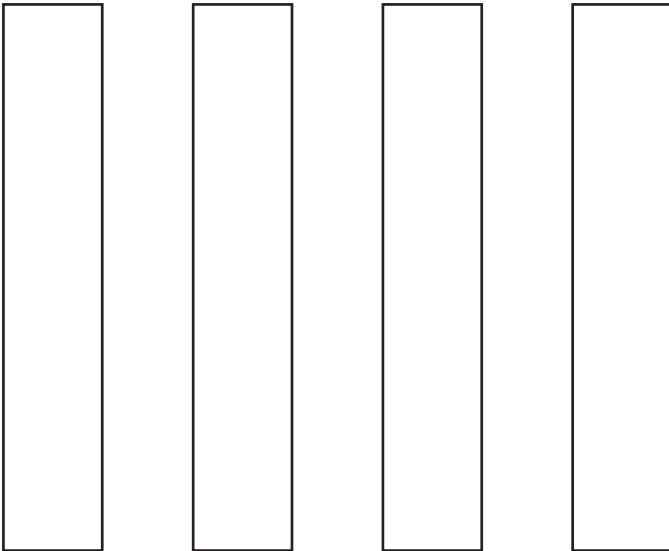
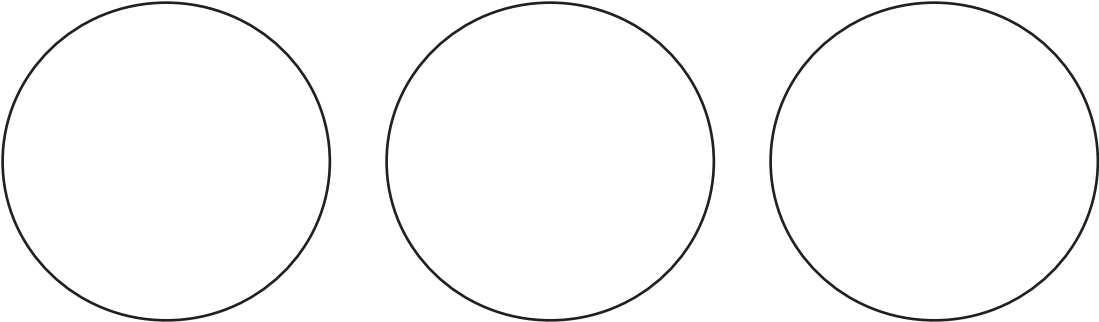
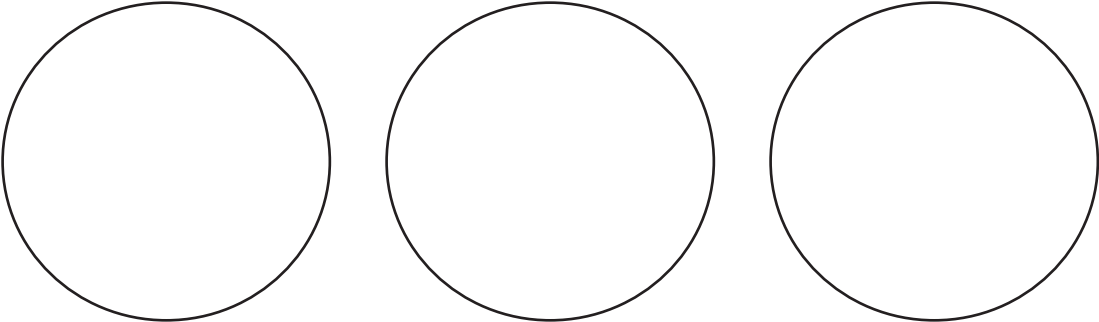
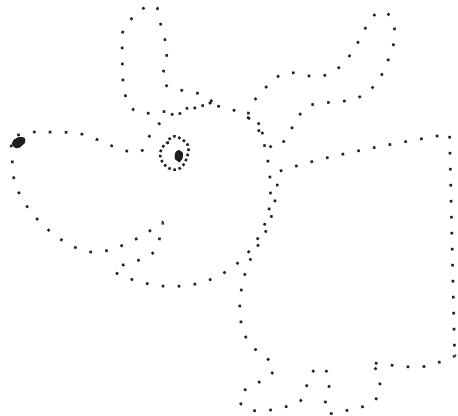
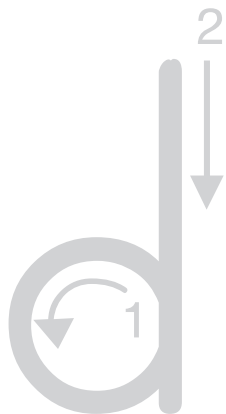
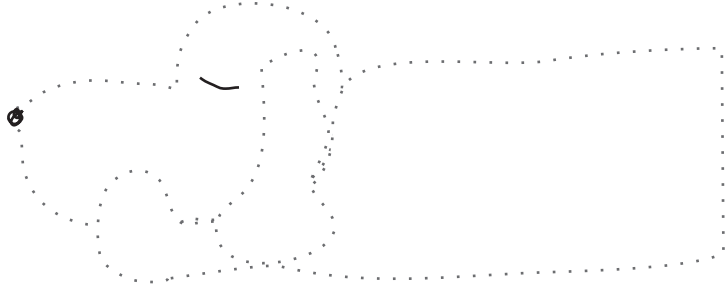
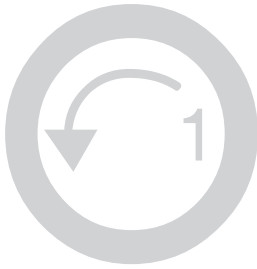


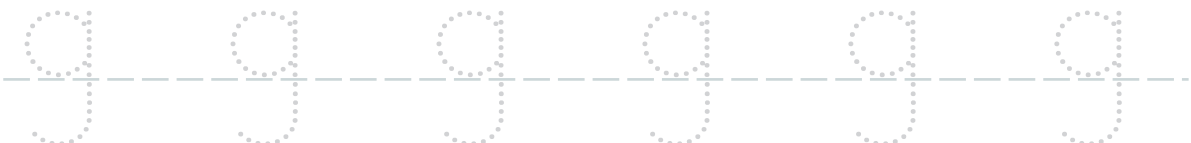
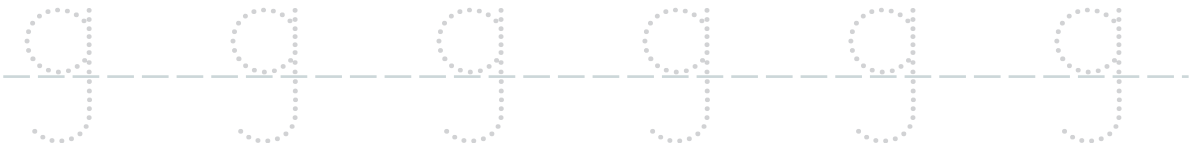
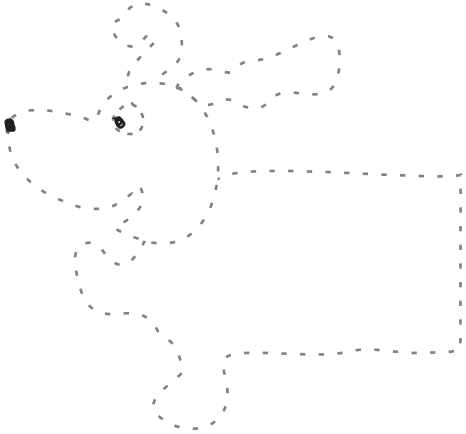
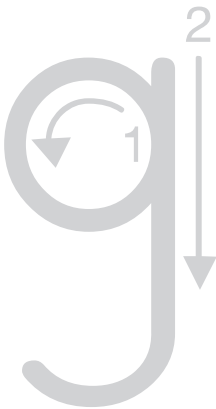
Alphabetti Book 1-1 activities page 1

Color the shapes, cut them out and then paste (glue) them to a new page to spell the words "dod" and "dog."











dog dog dog

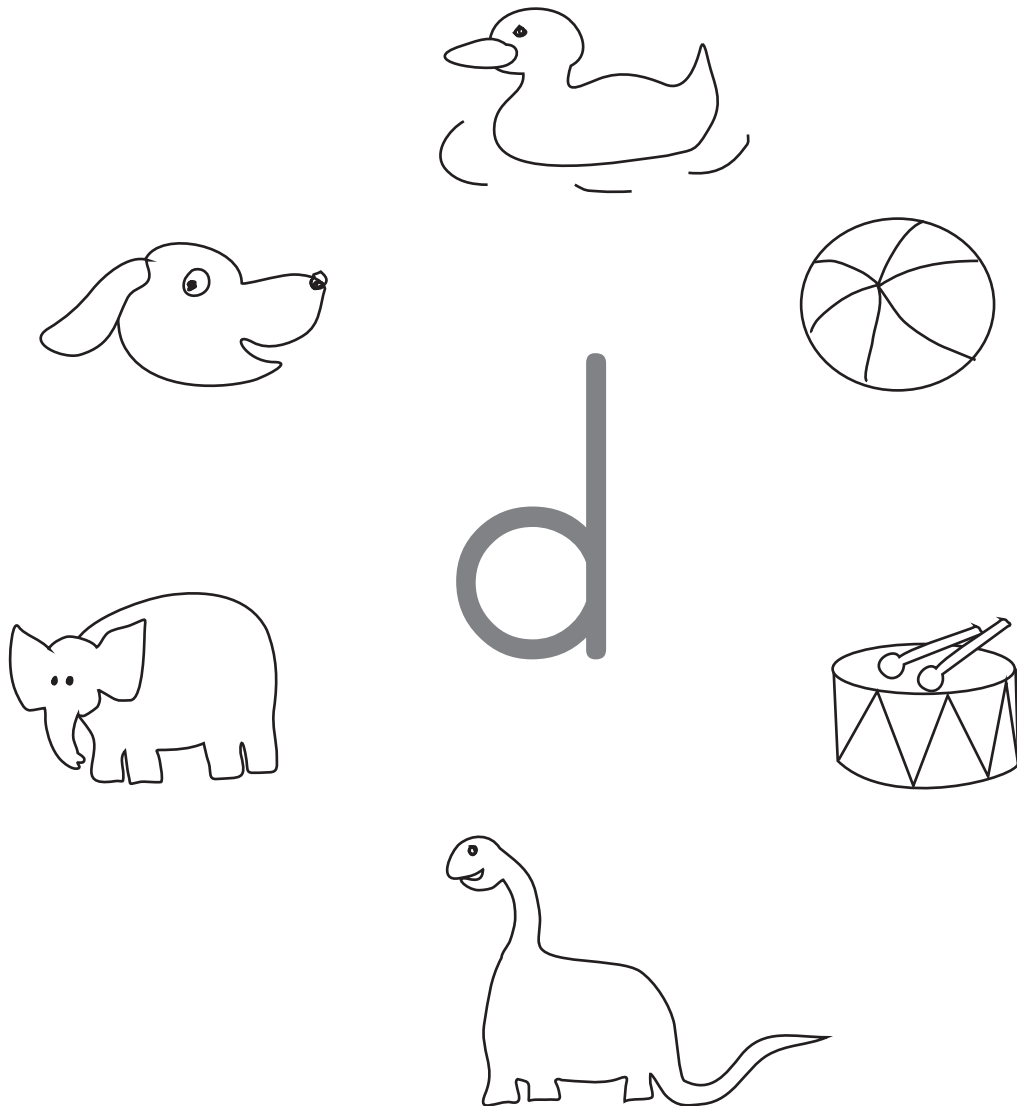
dod dod dod

dog dog dog

dod dod dod

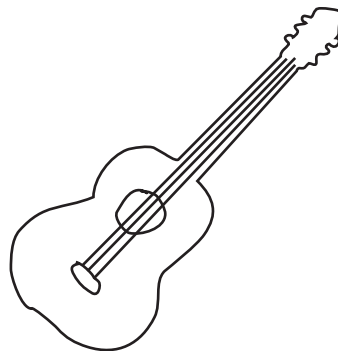
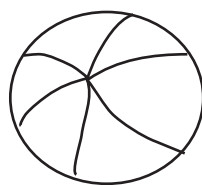
dog dog dog

Circle the things that start with the letter "d."

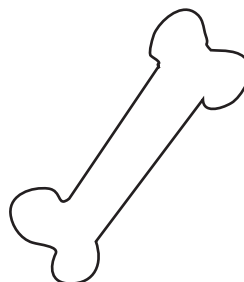
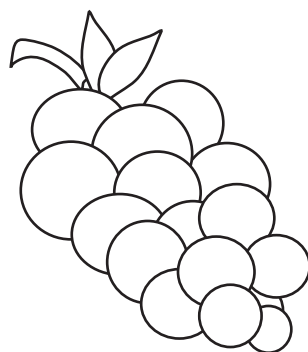


Answer: Right: duck, drum, dinosaur, dog; wrong: ball, elephant.

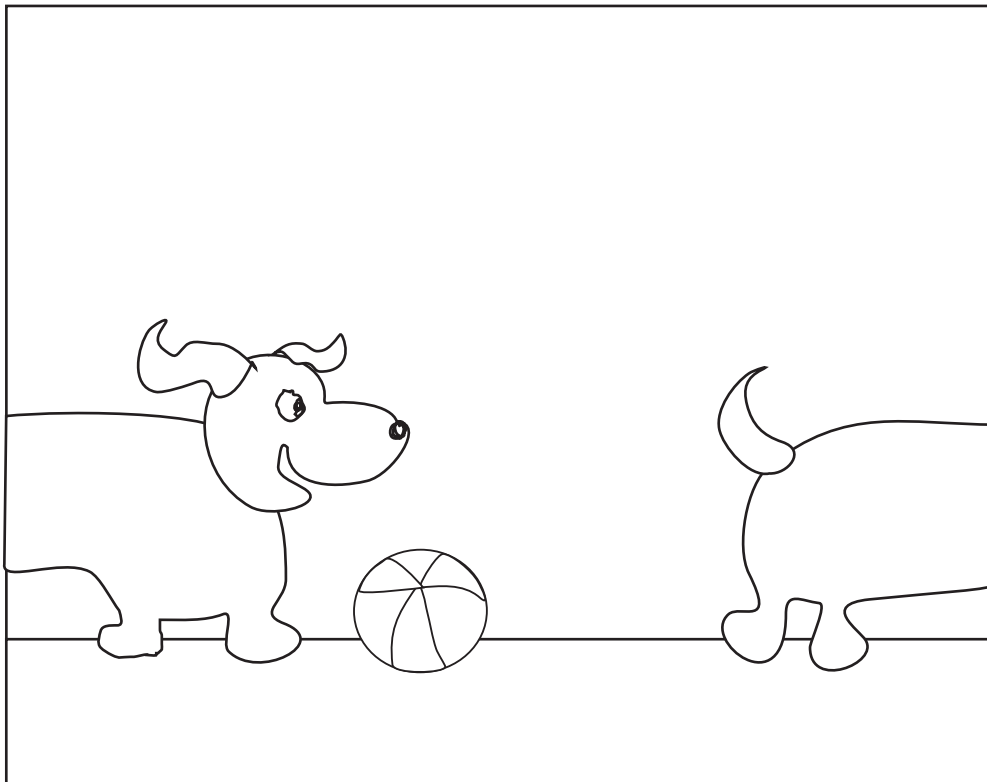
Circle the things that start with the letter "g."



g



Answer: Right: grapes, glove, guitar; wrong: ball, bone.



Coloring page

(No need to print this page.)

Memory game:

- 1** Print ONE copy of the attached “cards” and cut them up. Use thick enough paper so that you can’t see the words through the paper.
- 2** Mix up the cards and lay them face down on a table or on the floor.
- 3** The first player turns over two cards. If the words match, he/she keeps the cards and gets to turn over two more cards. If the words don’t match, the play passes to the next player, and so on until the cards have all been matched.
- 4** The player with the most pairs of words wins the game.

Note: The cards can also be used as flash cards, but the same educational effect can be had by playing this memory game. Little rewards or prizes, although not necessary, can help the memory game be more fun.

pop

pop

pop

pop

pop

pop

pop

pop

pop

dog

dog

dog

dog

dog

dog

dog

dog

dog