

Reading Kit



Included in this kit:

Scrabble cards and letter tiles

George page and animal cards

Sound flip book



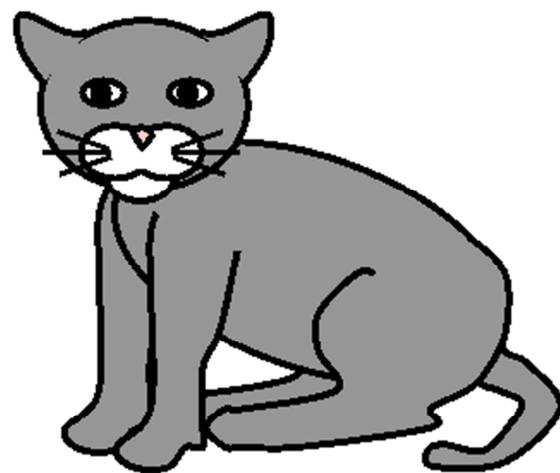
Bark George

By Jules Feiffer
Harper Collins

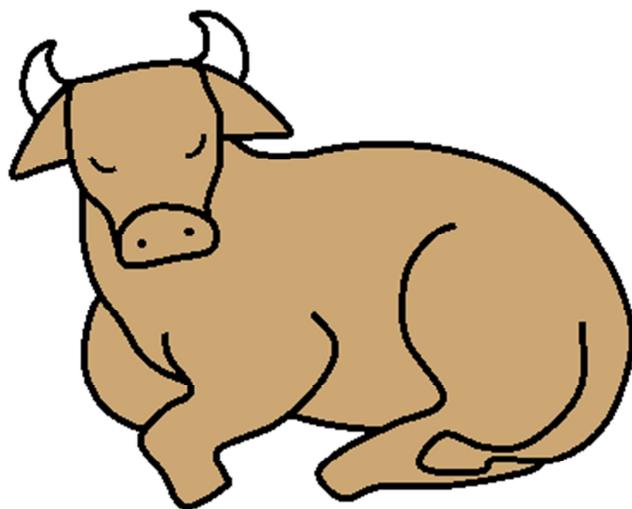


Activities:

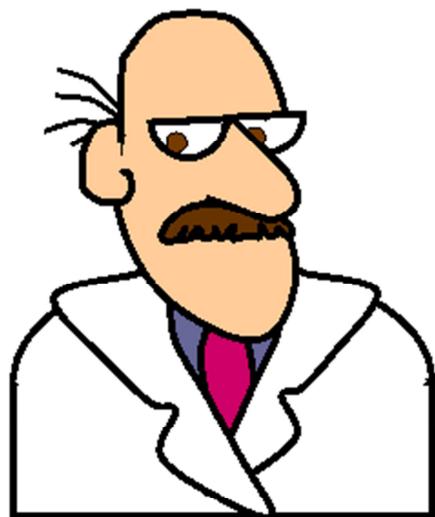
1. **George Scrabble:** Be the first one to finish your word and win. Use the cards and letter tiles.
2. **George finger play:** Use the George page and the animal cards to repeat the story in your own words.
3. **Animal sounds:** Have fun with animal sounds. Repeat them as you turn the pages of the flip book.



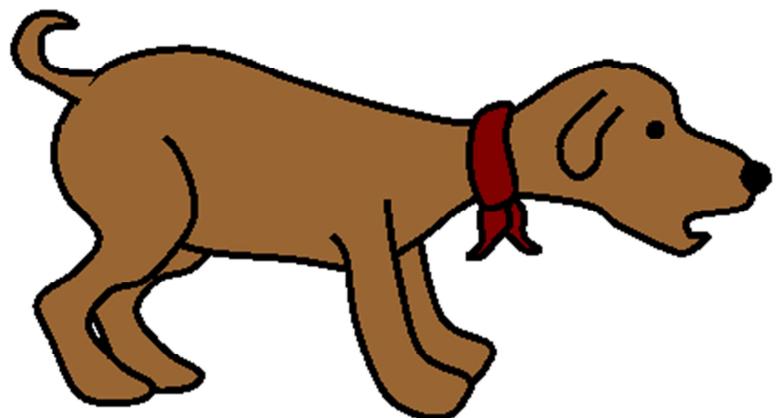
c a t



c o w



v e t

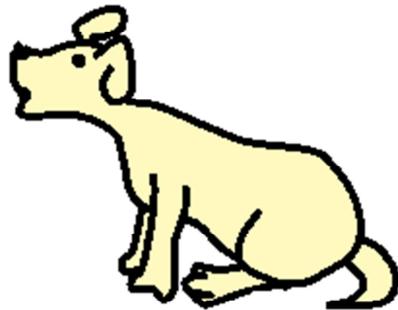
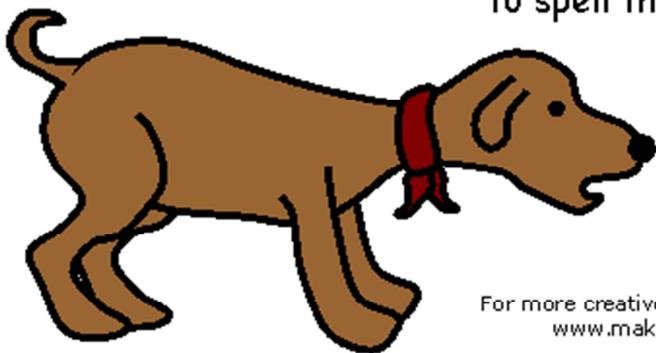


mo + h e r

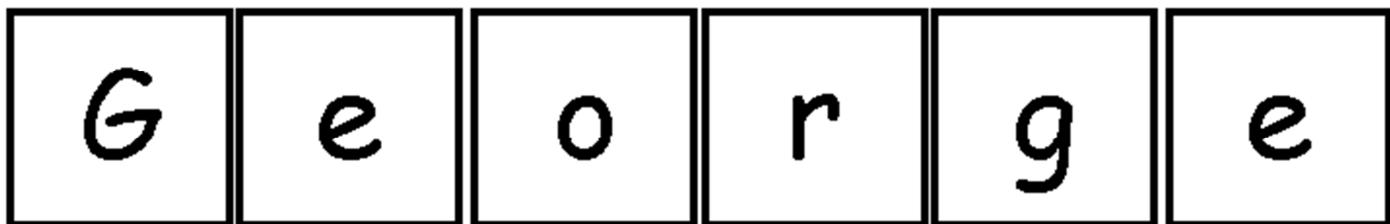
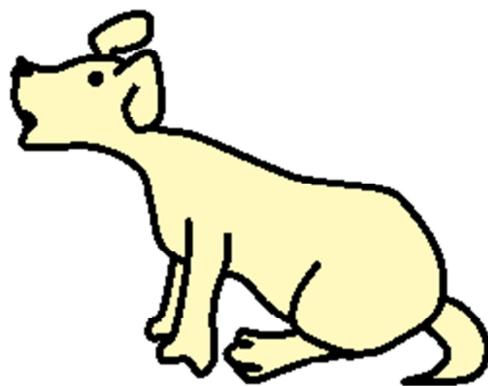
Bark, George Letter

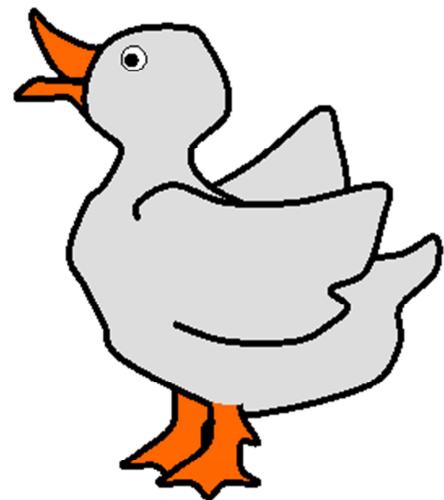


Print, cut and laminate the cards. Give the children the cards and 1" letter tiles. Have the children place the tiles into the spaces to spell the number words.

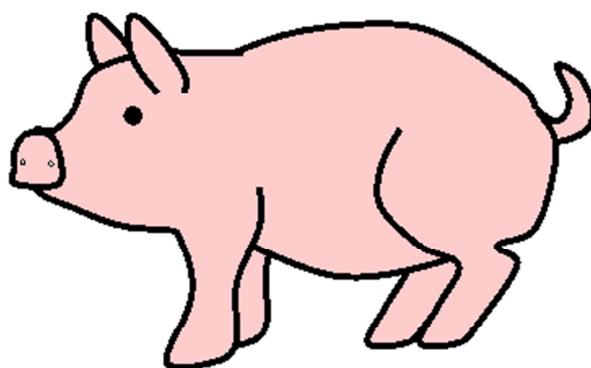


For more creative learning ideas check out
www.makinglearningfun.com





d u c k

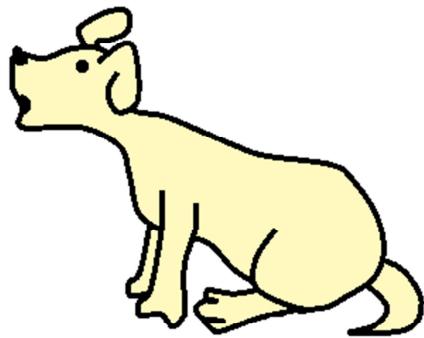


p i g

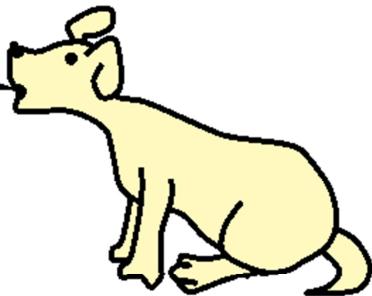
Bark, George Flip Book

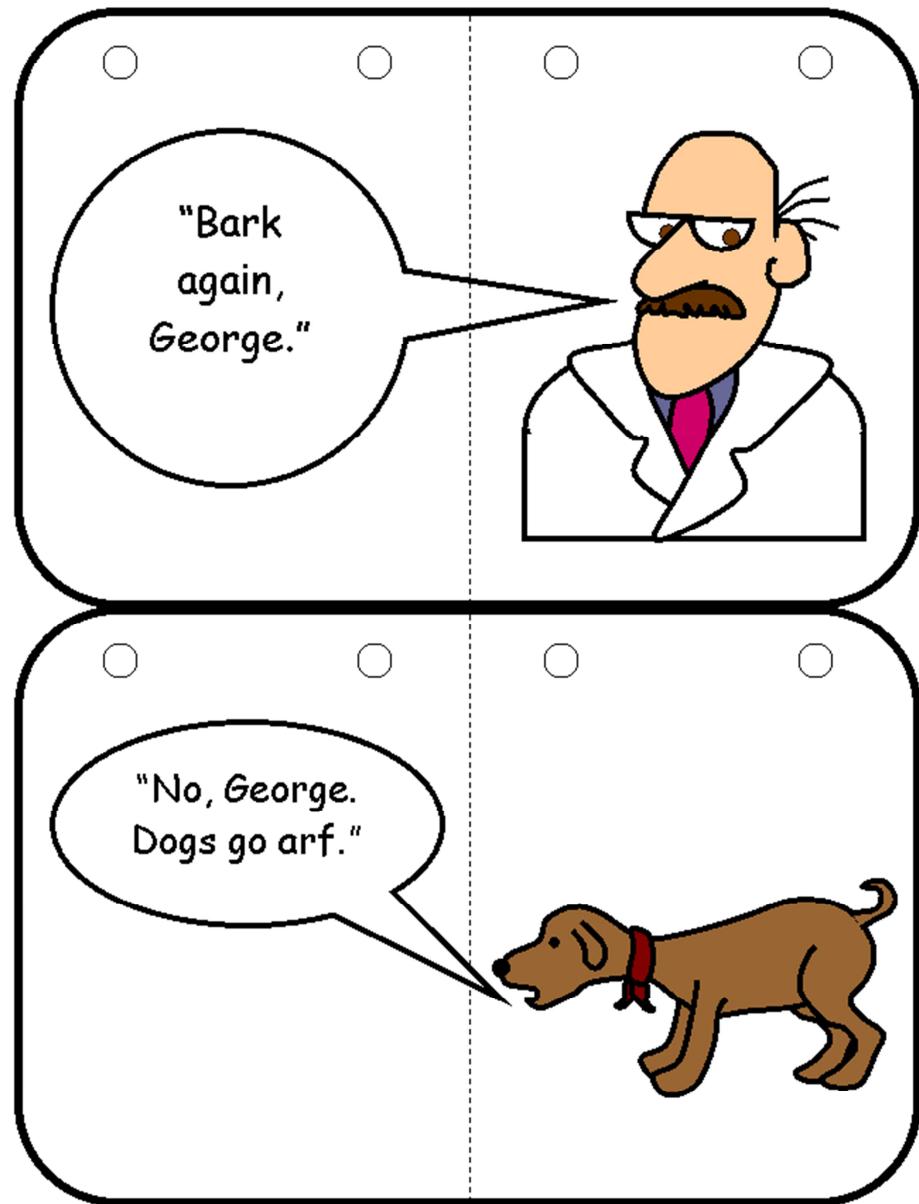
Print, cut and laminate the pieces of the book. Using ring binder clips, hook the pieces on in random order. Have the kids flip the pages of the book to find the sound the animals make.

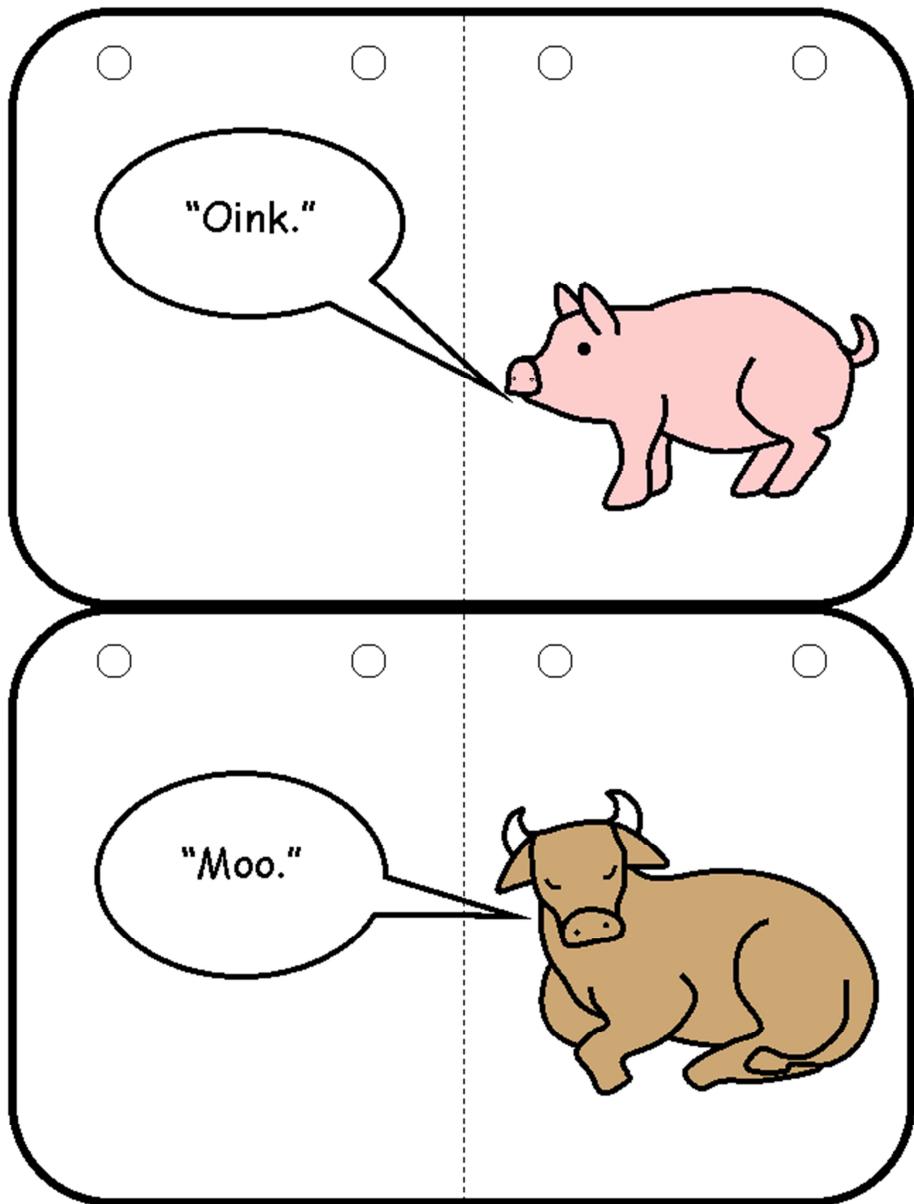
For more creative learning ideas check out
www.makinglearningfun.com

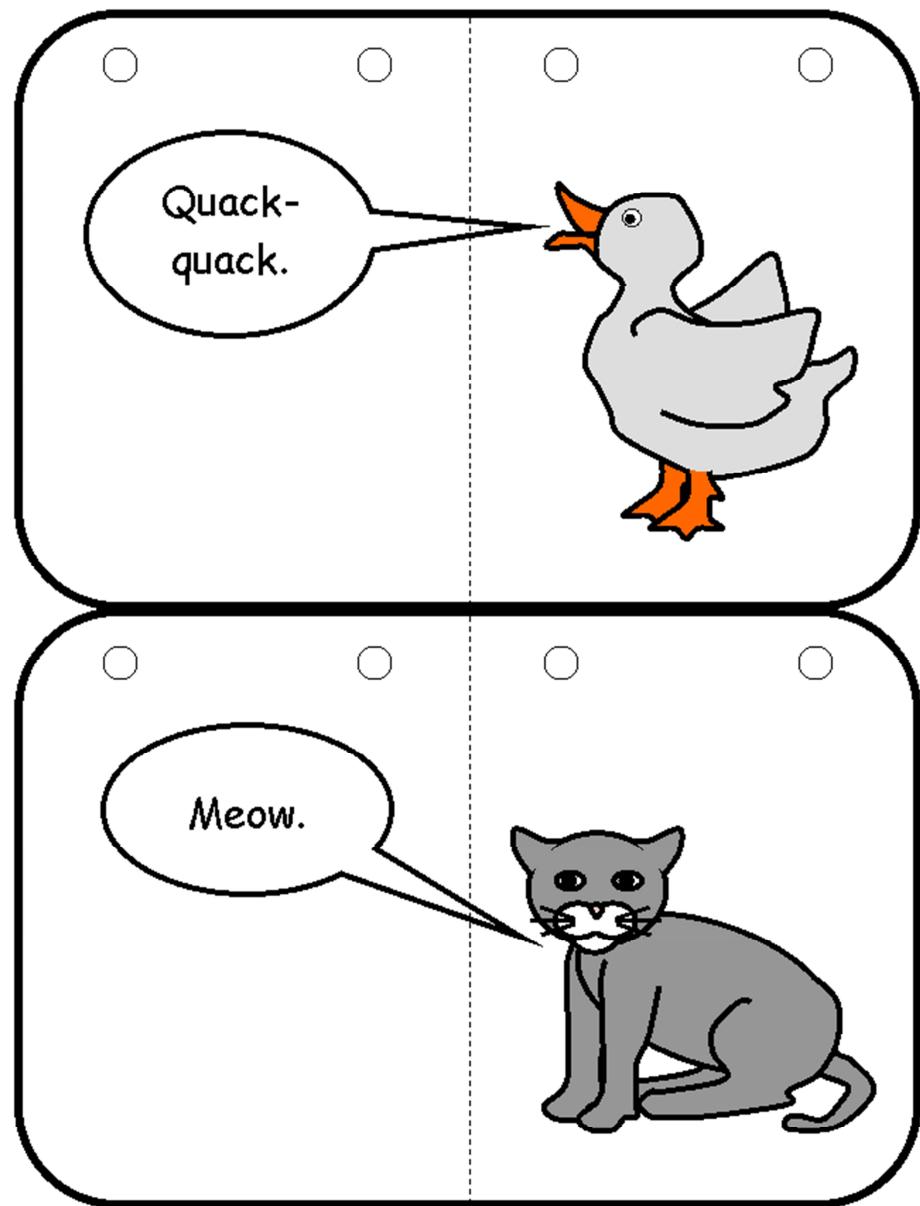


"Hello!"

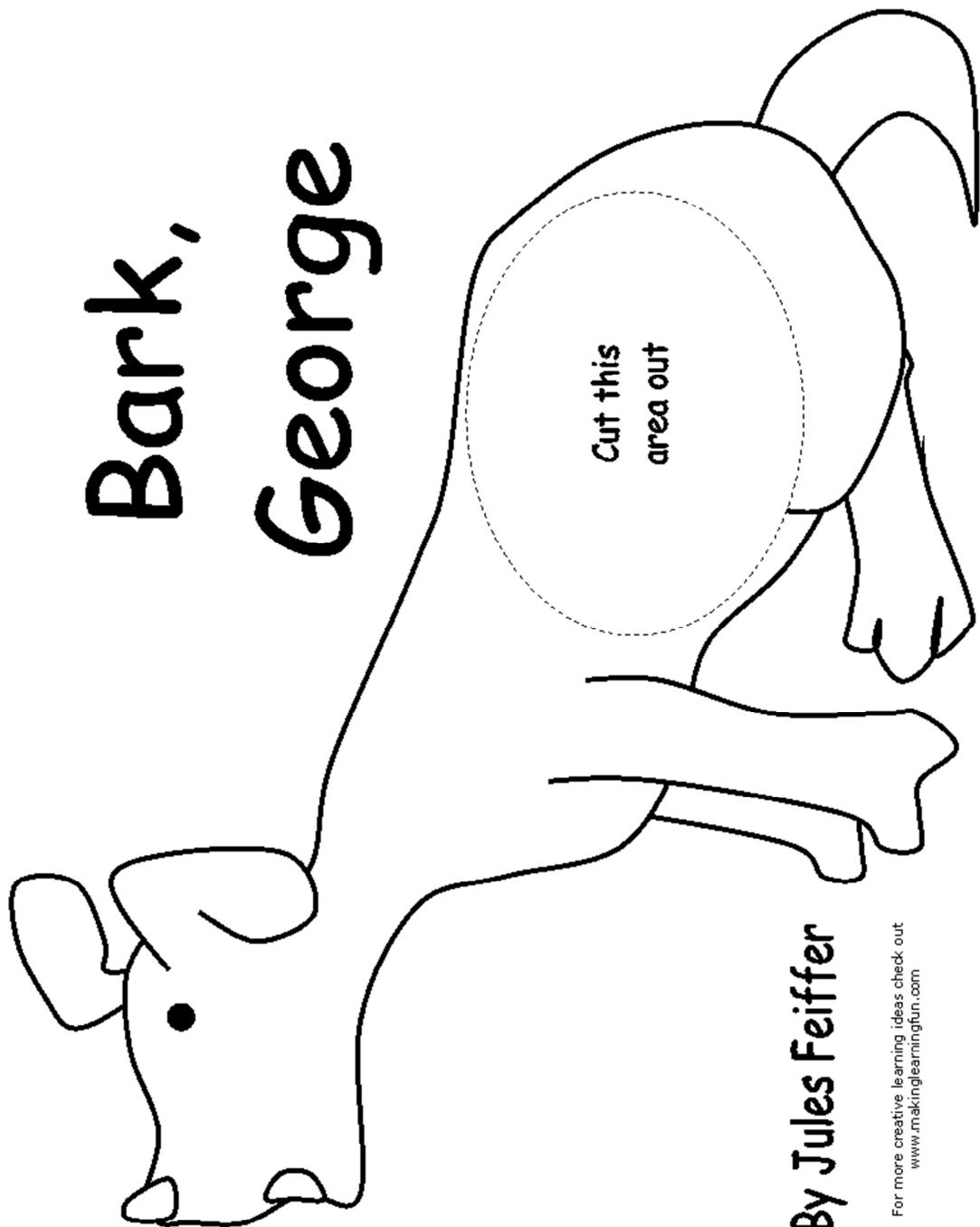








Bark, George



By Jules Feiffer

For more creative learning ideas check out
www.makinglearningfun.com

