Shape & Color Quest

Color each shape, then use the same shapes to hunt for real objects around you.

Name: _____ **Date:** _____



CIRCLE

COLOR RED



SQUARE

COLOR BLUE



TRIANGLE

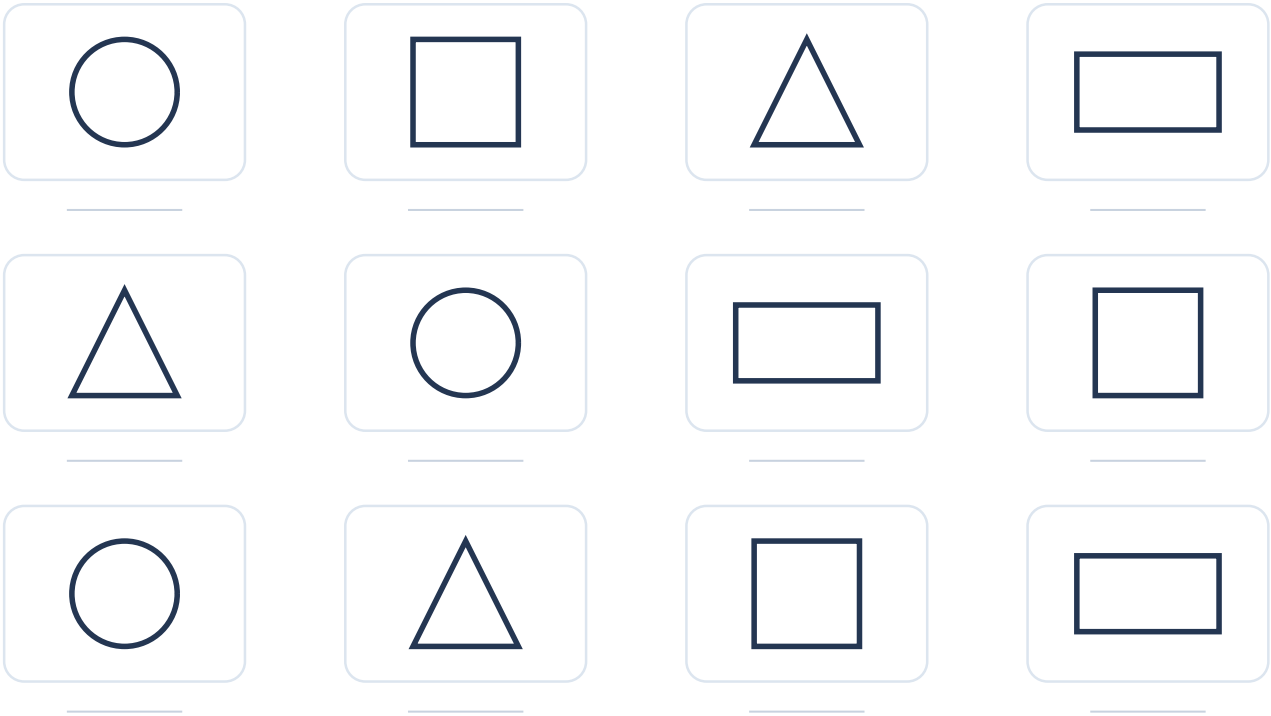
COLOR YELLOW



RECTANGLE

COLOR GREEN

A. Color the shape trail using the key above.



B. Look around your room. Check each shape when you find one.

- ☐ A circle
- ☐ A square
- ☐ A triangle
- ☐ A rectangle

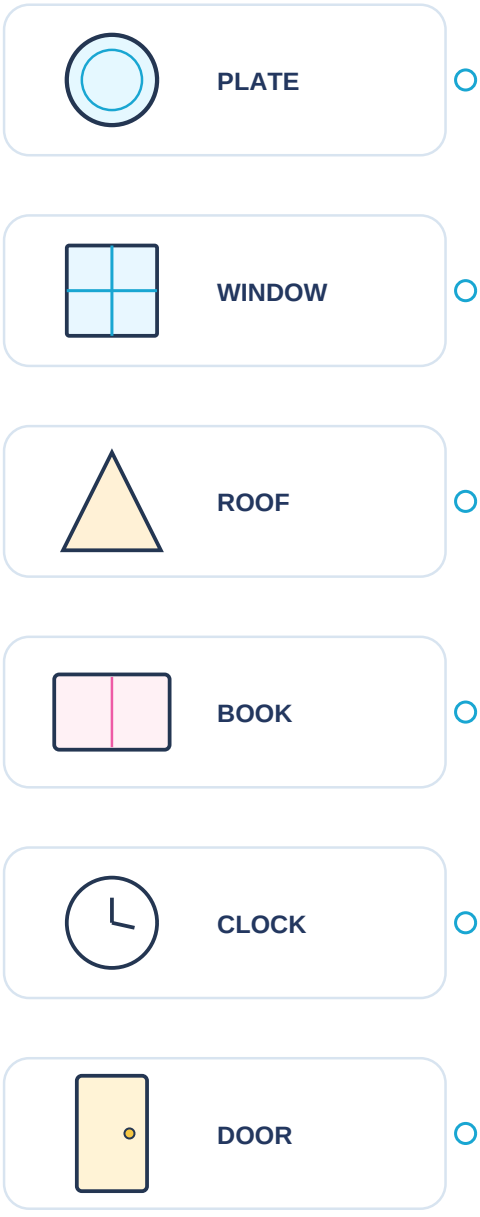
C. Draw one object you found:

A grown-up can read the clues. Pointing, drawing and talking all count.

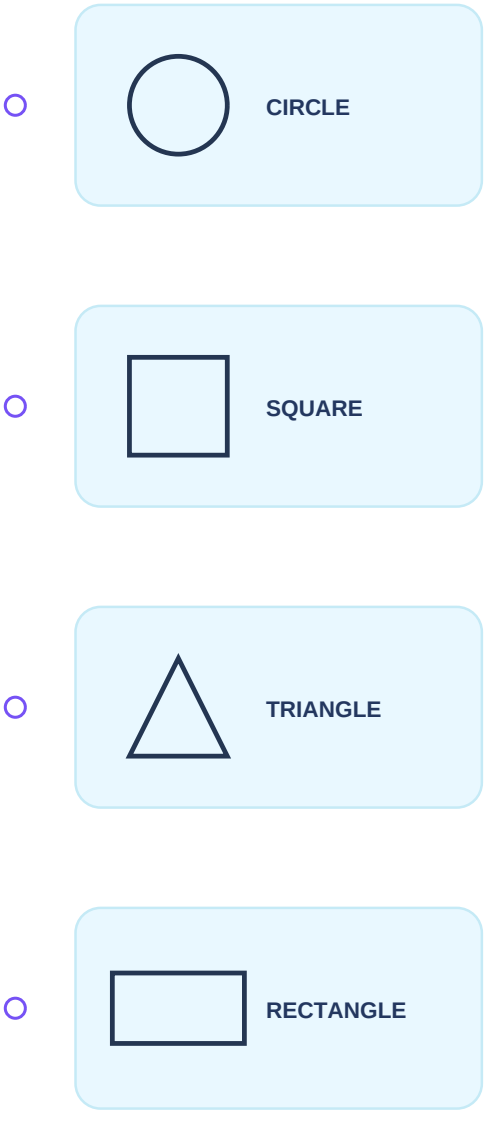
Shape Detective

Draw a line from each object to the shape it most resembles. Then find one more example.

Name: _____ **Date:** _____



MATCH TO A SHAPE



BONUS: Draw an object that has a triangle shape.

A plate and a clock both look like circles. Some objects can fit more than one shape - talk about what you notice.

Rainbow Color Hunt

Find real objects in these colors. Tick the box and draw or write what you found.

Name: _____ **Date:** _____

MY COLOR HUNT

RED

Find something red.

☐ Found it!

Draw or write it here: _____

BLUE

Find something blue.

☐ Found it!

Draw or write it here: _____

YELLOW

Find something yellow.

☐ Found it!

Draw or write it here: _____

GREEN

Find something green.

☐ Found it!

Draw or write it here: _____

ORANGE

Find something orange.

☐ Found it!

Draw or write it here: _____

PURPLE

Find something purple.

☐ Found it!

Draw or write it here: _____

CHALLENGE: Find one object that has TWO clues - for example, a round red plate.

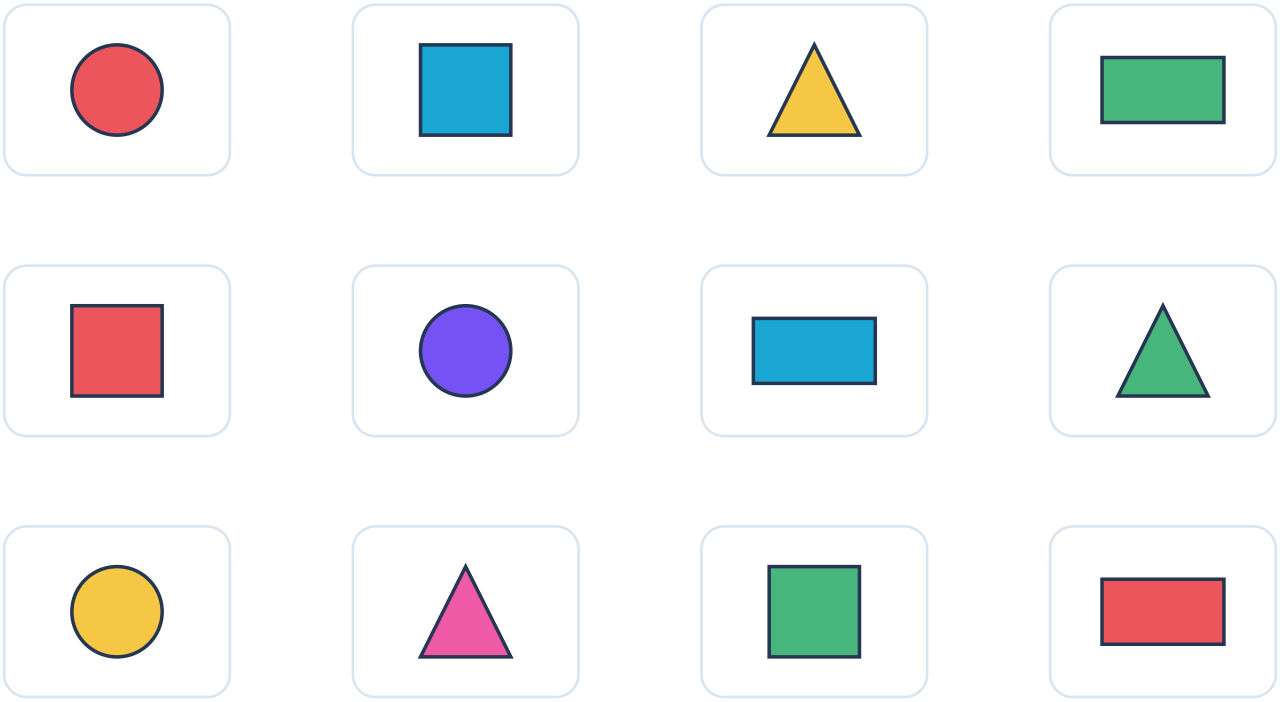
My two clues: _____ Object: _____

A grown-up can read the clues. Pointing, drawing and talking all count.

Sort It! Shape Stations

Look at each shape card. Draw a line to the matching station: circle, square, triangle or rectangle.

Name: _____ **Date:** _____



NOW SORT BY SHAPE



COUNT YOUR GROUPS

Circles: ____ **Squares:** ____ **Triangles:** ____ **Rectangles:** ____

Try another rule: Which shapes are the same color? Circle those shapes.

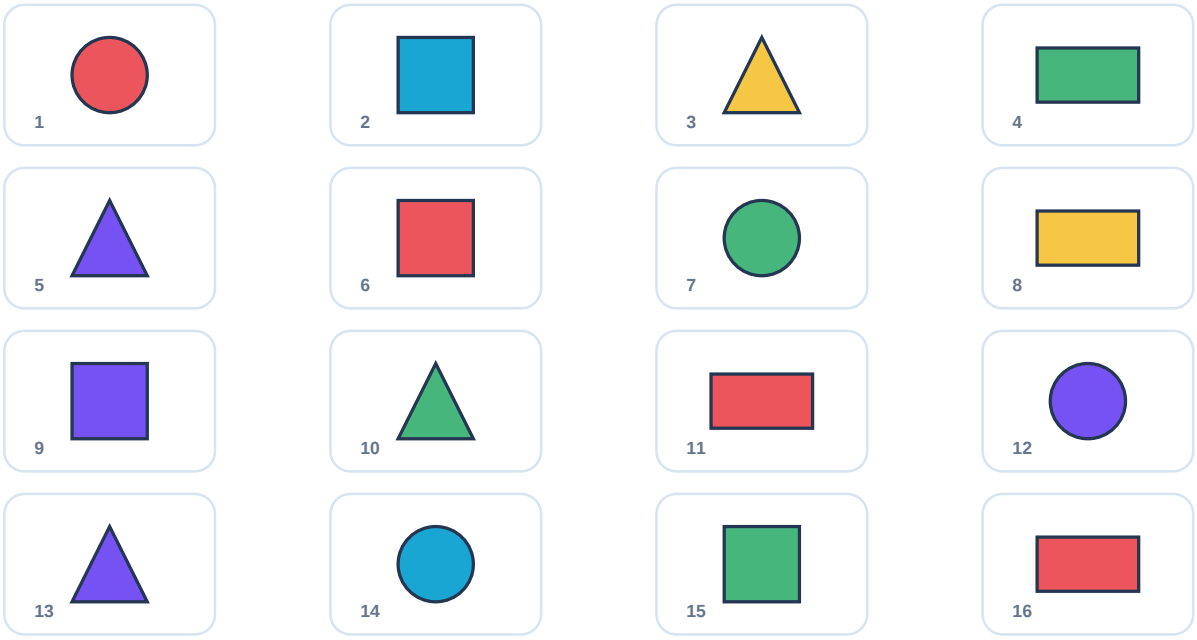
A grown-up can read the clues. Pointing, drawing and talking all count.

Two-Clue Challenge

Each clue names a color AND a shape. Find the one that matches both clues.

Name: _____ **Date:** _____

LOOK AT THE SHAPES



FOLLOW THE CLUES

1. **Circle the BLUE SQUARE.**
2. Put a star beside the YELLOW TRIANGLE.
3. Box the RED CIRCLE.
4. Underline the GREEN RECTANGLE.

MAKE YOUR OWN CLUE

Find a _____ _____.

Draw the shape here:

Children can point instead of naming colors or shapes. Help with the clue, then let them find the match.

Build a Picture with Shapes

Use circles, squares, triangles and rectangles to draw a scene. Add color and count your shapes.

Name: _____ **Date:** _____

SHAPE BANK


CIRCLE


SQUARE


TRIANGLE


RECTANGLE

DRAW HERE: A house, a garden, a robot, a magical world - or your own idea!

COUNT YOUR SHAPES


Circle: _____


Square: _____


Triangle: _____


Rectangle: _____

TELL SOMEONE ABOUT YOUR PICTURE

Which shape did you use most? What happens in your picture? Can you add one more shape?

There is no single right picture. Encourage the child to describe, point, or invent a story.

Color Match & Find

Match each color swatch to the object with the same main color. Draw one line for each match, then look for a matching color around you.

Name: _____ **Date:** _____

COLOR SWATCH	FIND THE OBJECT
RED	Sun
YELLOW	Grapes
GREEN	Apple
BLUE	Carrot
ORANGE	Boat
PURPLE	Leaf

LOOK AROUND

Find one object that matches a color you used. Draw it or write its name below. You can point to the object and tell an adult about it.

_____

Some real objects have more than one color. Match the main color you can see.

Color Sorting Stations

Sort each object by its main color. Draw a line to the matching station, then count how many objects belong in each group.

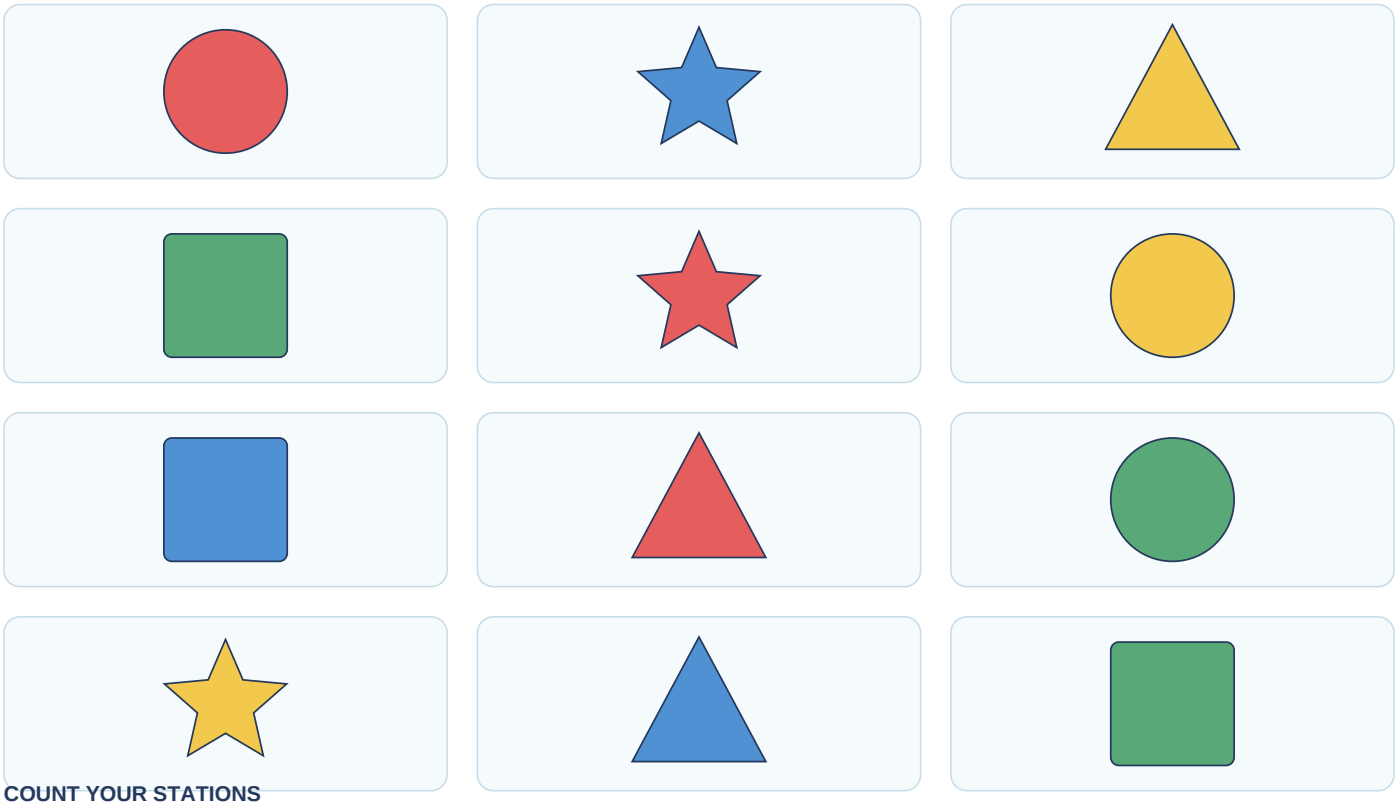
Name: _____ **Date:** _____

RED

BLUE

YELLOW

GREEN



COUNT YOUR STATIONS

Red: _____ **Blue:** _____ **Yellow:** _____ **Green:** _____

Sorting rule: use the main color only. Shapes may differ within the same color group.

Count & Match

Count every object once. Circle the number that tells how many are in each group.

Name: _____ **Date:** _____

A 

How many? (2) (3) (4) (5)

B 

How many? (3) (4) (5) (6)

C 

How many? (1) (2) (3) (4)

D 

How many? (4) (5) (6) (7)

BONUS: Draw a group of four objects in the box:

Point to each object once as you count. If needed, move a finger along the group to keep your place.

Number Road 1-10

PART A - 1 TO 5. Trace each numeral, write it on the line, then draw that many dots in the ten-frame.

Name: _____ **Date:** _____

TRACE	WRITE	SHOW THAT MANY
1	_____	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
2	_____	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
3	_____	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
4	_____	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
5	_____	○ ○ ○ ○ ○ ○ ○ ○ ○ ○

SAY IT

Point to each dot as you count. Check that the number you wrote matches the number of dots you drew.

Number Road 1-10

PART B - 6 TO 10. Trace each numeral, write it on the line, then draw that many dots in the ten-frame.

Name: _____ **Date:** _____

TRACE	WRITE	SHOW THAT MANY
6	_____	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
7	_____	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
8	_____	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
9	_____	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
10	_____	○ ○ ○ ○ ○ ○ ○ ○ ○ ○

SAY IT

Point to each dot as you count. Check that the number you wrote matches the number of dots you drew.

Number Picture Match

Draw a line from each number to the picture group with the same amount.

Name: _____ **Date:** _____

NUMBER	COUNT THE PICTURES
1	
2	
3	
4	
5	
6	

Check: Point to each picture as you count it once.

Lines may cross. Start with a number you know, then count the picture group carefully.

More, Fewer or the Same?

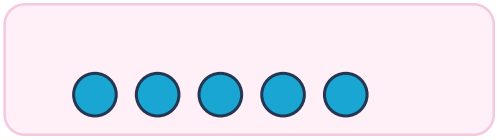
Look at both groups. Count them, then follow the clue for each row.

Name: _____ **Date:** _____

ROUND 1: CIRCLE THE GROUP WITH MORE



GROUP A



GROUP B

ROUND 2: CIRCLE THE GROUP WITH FEWER



GROUP A



GROUP B

ROUND 3: CIRCLE THE GROUP WITH SAME



GROUP A



GROUP B

Say how you know: I counted ___ and ___ .

Count each group from left to right. There is no timer - compare carefully.

Picture Addition

Count the objects on both sides of the plus sign. Write the total in the answer box.

Name: _____ **Date:** _____

PROBLEM 1



= TOTAL _____ Draw it:

PROBLEM 2



= TOTAL _____ Draw it:

PROBLEM 3



= TOTAL _____ Draw it:

Try it with safe objects: make two groups, join them and count all.

For children just starting, use real objects first; the picture sheet can come after hands-on counting.

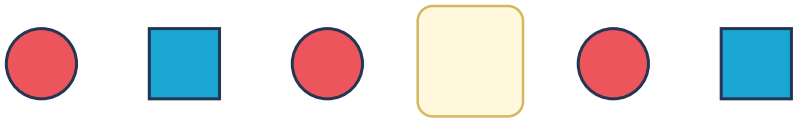
Pattern Builder

Study each row. Draw or color the missing shape to keep the pattern going.

Name: _____ **Date:** _____

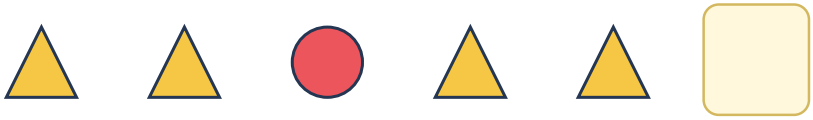
ROW 1

AB pattern



ROW 2

AAB pattern



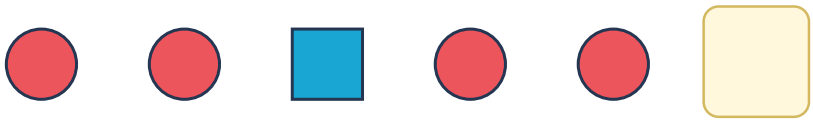
ROW 3

ABC pattern



ROW 4

AAB pattern



PICK A SHAPE



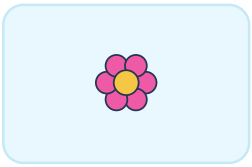
Ask: What repeats? Can you explain your rule? More than one pattern may be possible when the child invents one.

What's Next? Picture Sequences

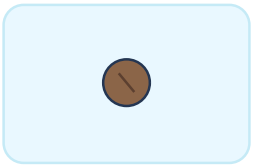
Write 1, 2 and 3 under the pictures to show each sequence in order.

Name: _____ **Date:** _____

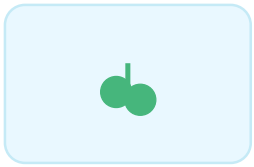
SEQUENCE 1



FLOWER ◯

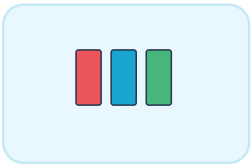


SEED ◯

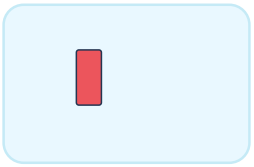


SPROUT ◯

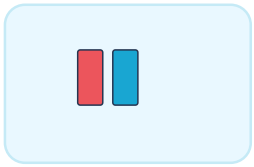
SEQUENCE 2



3 BLOCKS ◯

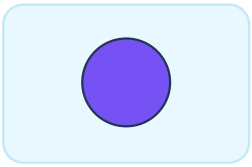


1 BLOCK ◯

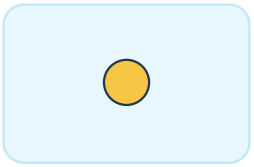


2 BLOCKS ◯

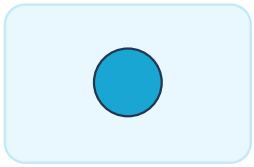
SEQUENCE 3



LARGE ◯



SMALL ◯



MEDIUM ◯

Explain one answer: First ___, next ___, last ___.

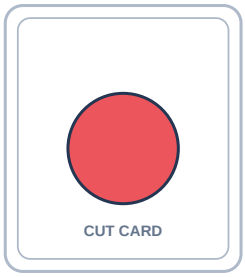
The plant grows from a seed to a sprout to a flower. For the other rows, put amounts or sizes in order.

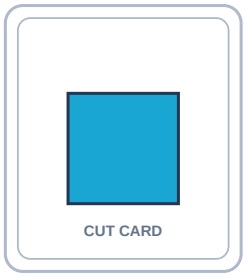
Memory Match Cards

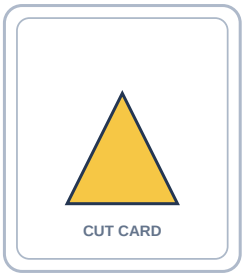
Cut out the cards with an adult, mix them, turn them face down and find matching pairs.

Name: _____ **Date:** _____

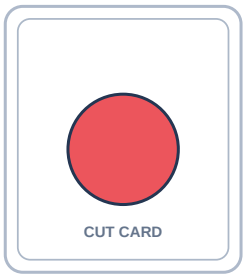
How to play: turn over two cards. If the pictures match, keep the pair. If not, turn them back and remember where they were.

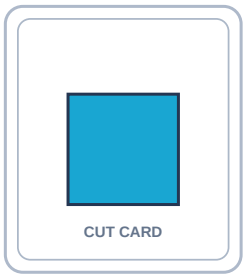


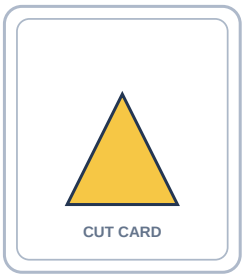














AFTER YOU MATCH

Choose a pair and invent a sentence: “The red circle is next to the blue square.” Try again with the cards face down.

An adult should handle cutting. Keep small cards away from children who may put them in their mouths.

Sort the Everyday Things

Write each picture number in its group: animals, ways to travel or school things.

Name: _____ **Date:** _____

PICTURE CARDS



1. CAT



2. FISH



3. BIRD



4. CAR



5. BUS



6. BICYCLE



7. BOOK



8. PENCIL



9. BAG

SORT THE NUMBERS

ANIMALS

Numbers: _____

WAYS TO TRAVEL

Numbers: _____

SCHOOL THINGS

Numbers: _____

Choose one: Number ___ belongs with _____ because _____.

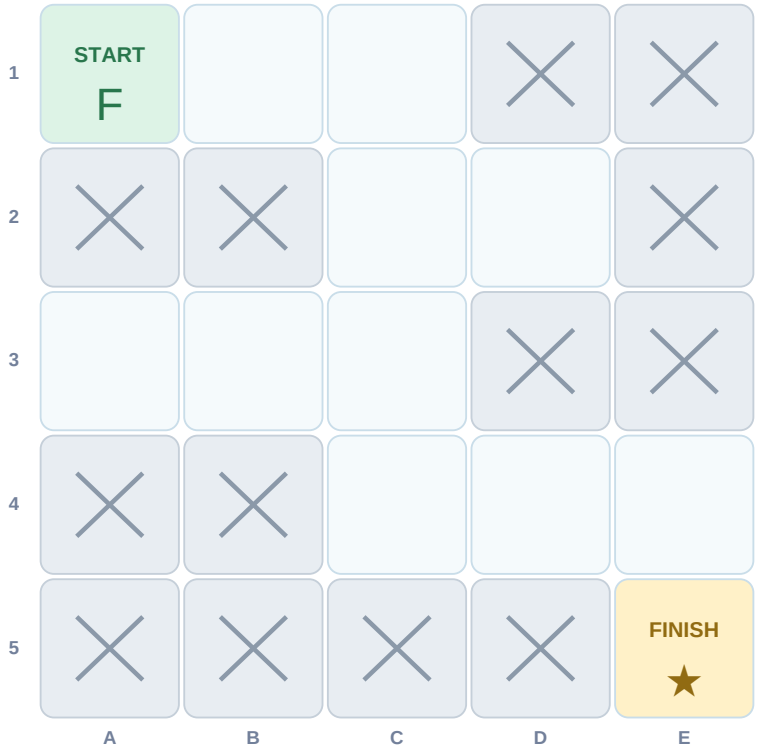
_____

Read the labels together if needed. Invite the child to explain one choice using the category rule.

Folo's Grid-Route Challenge

Help Folo travel from START to FINISH. Move one square at a time - up, down, left or right - and avoid the rock squares.

Name: _____ **Date:** _____



PLAN BEFORE YOU MOVE

Trace a possible route with your finger first. If you reach a dead end, go back to the last choice and try another open square.

Record the moves in order:

Panda & the Lost Star: Story Map

Draw, mark and tell how Panda and friends help the little star find its way home.

Name: _____ **Date:** _____



FRIENDSHIP TREE

NIGHT SKY

1. WHAT DID PANDA NOTICE?

Draw the tiny star where Panda found it.

2. HOW DID THE FRIENDS HELP?

Draw a friend and one helpful idea.

3. HOW DID THE STORY END?

Show the star returning to the sky.

TELL THE STORY

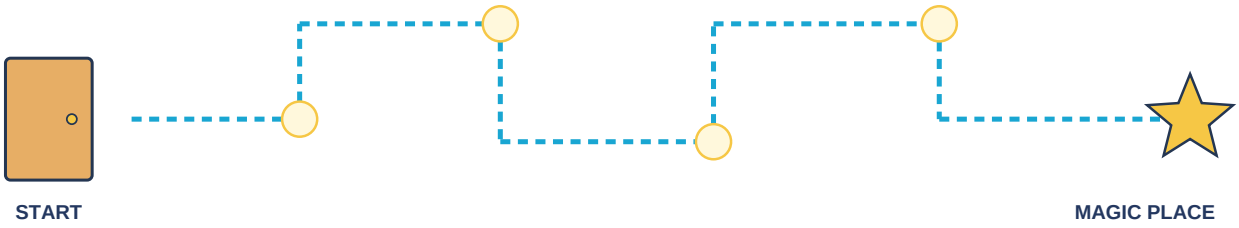
First, Panda noticed _____. The friends helped by _____. At the end, _____.

A child may draw, dictate words to an adult, point to picture clues, or tell the story aloud.

Folo & the Secret Door: Map Maker

Help Folo find a path through the magical world. Add a clue and draw what is beyond the door.

Name: _____ **Date:** _____



1. Add a clue to the path

Choose a checkpoint and draw a symbol, shape or arrow to help Folo.

2. Draw what Folo sees beyond the door

3. Finish the idea

Folo opens the door and discovers _____.

No single destination is correct. Invite the child to explain what their symbols mean and invent a new route.

Make Your Own Three-Scene Adventure

Create a beginning, a problem and a solution. Draw first, then tell your story aloud.

Name: _____ **Date:** _____

1. BEGINNING

Who is in your story?

2. A PROBLEM

What goes wrong or changes?

3. THE SOLUTION

How do they help or solve it?

STORY TITLE: _____

CHARACTER NAME: _____

TELL IT USING FIRST, NEXT AND FINALLY

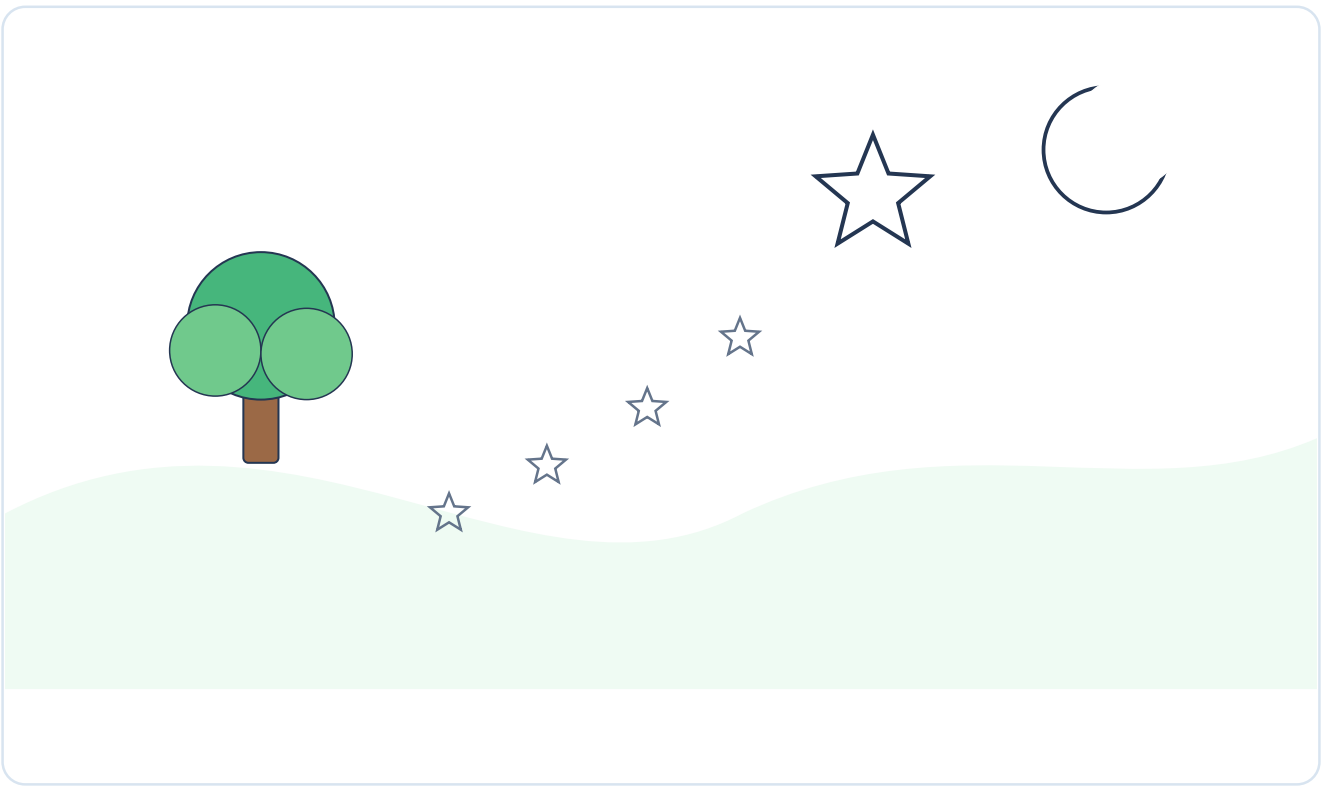
First, _____. Next, _____. Finally, _____.

Children can invent fantasy events. Focus on clear sequence and their own ideas, not spelling or drawing skill.

Color, Then Tell the Story

Color the simple scene, add one new detail, and tell what happens next.

Name: _____ **Date:** _____



ADD A CHARACTER

ADD SOMETHING MAGICAL

TELL YOUR STORY

My character is _____. They notice _____. Next, _____.

One new detail I added: _____

Invite the child to color in any way they choose. The drawing is a prompt for imagination, not a test.

My Drawing Prompt Studio

Choose a prompt, imagine your own details and draw. There is no single correct picture - make it your own.

Name: _____ **Date:** _____

1. A TINY HOME

Draw a tiny home for a ladybug. What would it need inside?

2. A HELPFUL ROBOT

Invent a friendly robot that helps someone with a small task.

3. A PATTERN GARDEN

Draw a garden where each flower has a different pattern.

4. UNDER THE SEA

Imagine an underwater room with a window. What can you see?

5. A TREASURE MAP

Draw a map with three safe landmarks that lead to a hidden treasure.

6. A NEW PLANET

Create a planet with an unusual sky, plants or buildings.

TELL SOMEONE ABOUT YOUR DRAWING

My favorite detail is _____. Ask the child to explain their idea in their own words.

Scissor Skills Trails

Trace each path with a finger first. With adult help, cut along a dashed line using child-safe scissors.

Name: _____ **Date:** _____

STRAIGHT



ZIGZAG



WAVE



STEPS



GROWN-UP CHECK

Sit beside the child, point scissors away from the body, and use adult-prepared paths if cutting is not yet suitable. Finger tracing is a complete alternative.

Use blunt-tipped, child-safe scissors with close adult supervision. Never force a child to cut if they are not ready.

Cut, Match & Glue

With an adult, cut out the four shape cards and glue each beside an object that matches it.

Name: _____ **Date:** _____



PLATE

PASTE A MATCH HERE



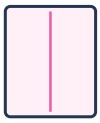
WINDOW

PASTE A MATCH HERE



ROOF

PASTE A MATCH HERE



BOOK

PASTE A MATCH HERE

CUT OUT THE SHAPE CARDS BELOW



CIRCLE



SQUARE



TRIANGLE



RECTANGLE

Adult help is required for cutting and glue. If cutting is not suitable yet, point to or circle the matching shape instead.