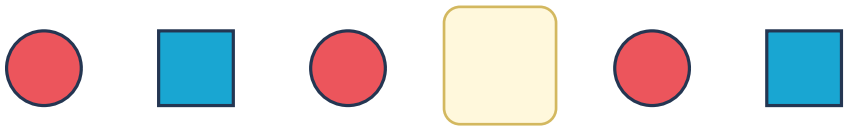
Pattern Builder

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

Name: _____ **Date:** _____

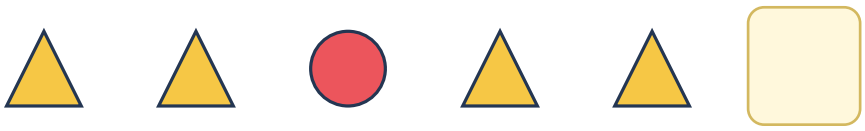
ROW 1

AB pattern



ROW 2

AAB pattern



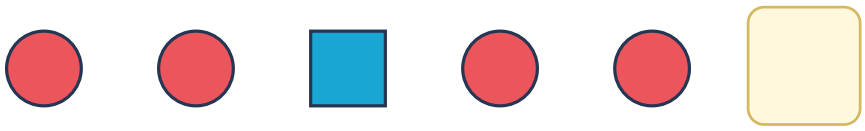
ROW 3

ABC pattern



ROW 4

AAB pattern



PICK A SHAPE



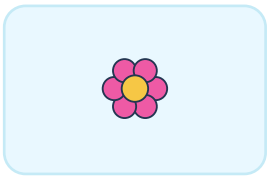
Ask: What repeats? Can you explain your rule? More than one pattern may be possible when the child invents one.

What's Next? Picture Sequences

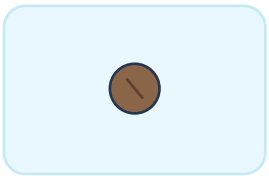
Write 1, 2 and 3 under the pictures to show each sequence in order.

Name: _____ **Date:** _____

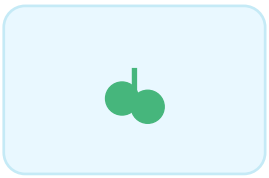
SEQUENCE 1



FLOWER ○

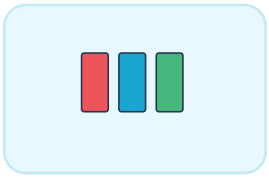


SEED ○

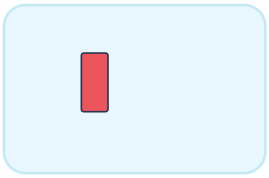


SPROUT ○

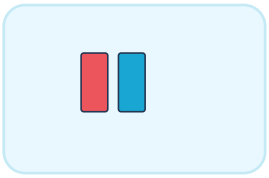
SEQUENCE 2



3 BLOCKS ○

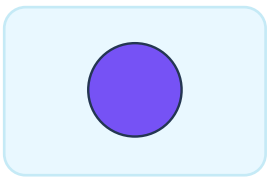


1 BLOCK ○

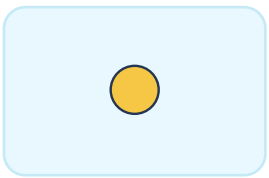


2 BLOCKS ○

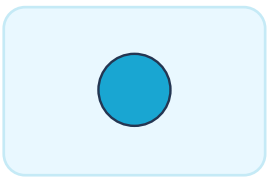
SEQUENCE 3



LARGE ○



SMALL ○



MEDIUM ○

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

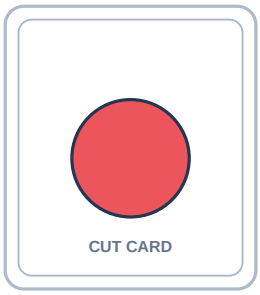
The plant grows from a seed to a sprout to a flower. For the other rows, put amounts or sizes in order.

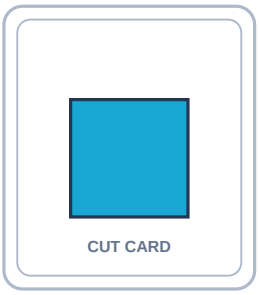
Memory Match Cards

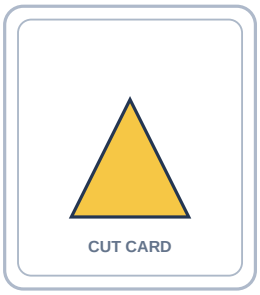
Cut out the cards with an adult, mix them, turn them face down and find matching pairs.

Name: _____ **Date:** _____

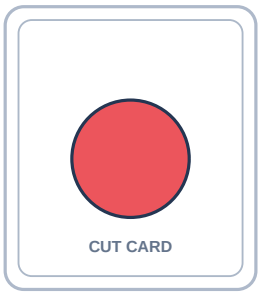
How to play: turn over two cards. If the pictures match, keep the pair. If not, turn them back and remember where they were.

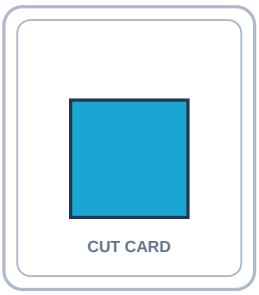


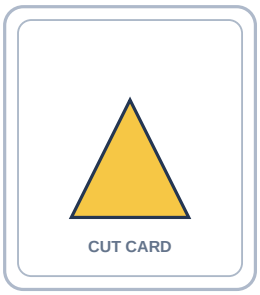














AFTER YOU MATCH

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	WAYS TO TRAVEL	SCHOOL THINGS
Numbers: _____	Numbers: _____	Numbers: _____

Choose one: Number ___ belongs with _____ because _____.

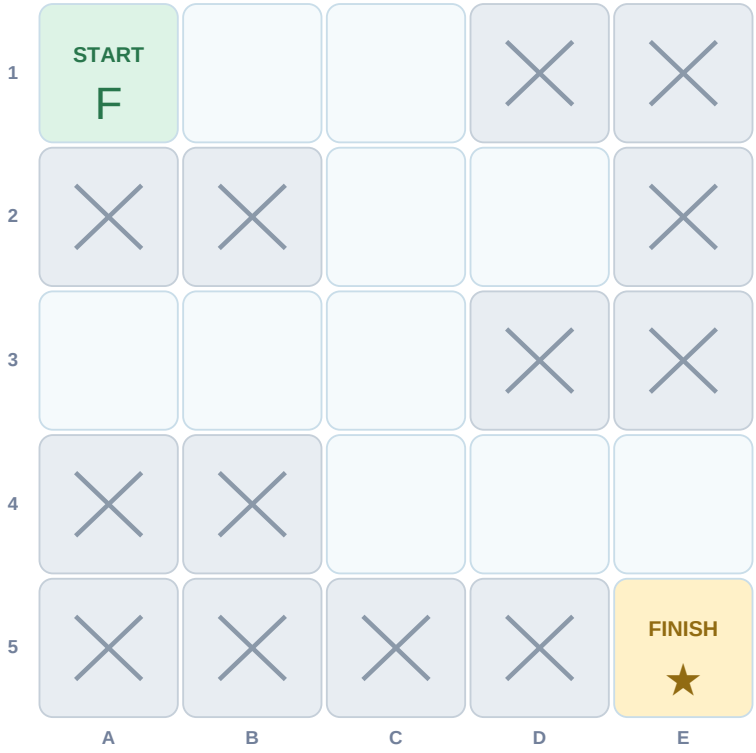
_____

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: