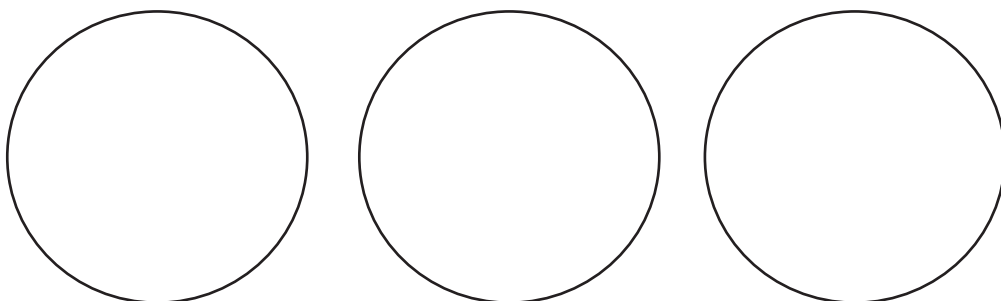
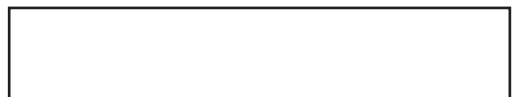
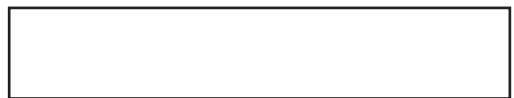
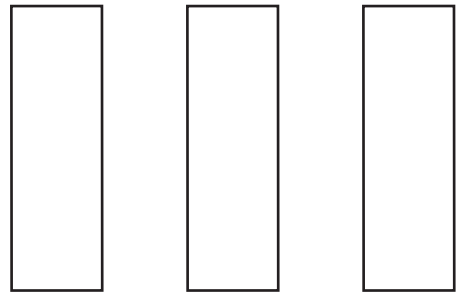
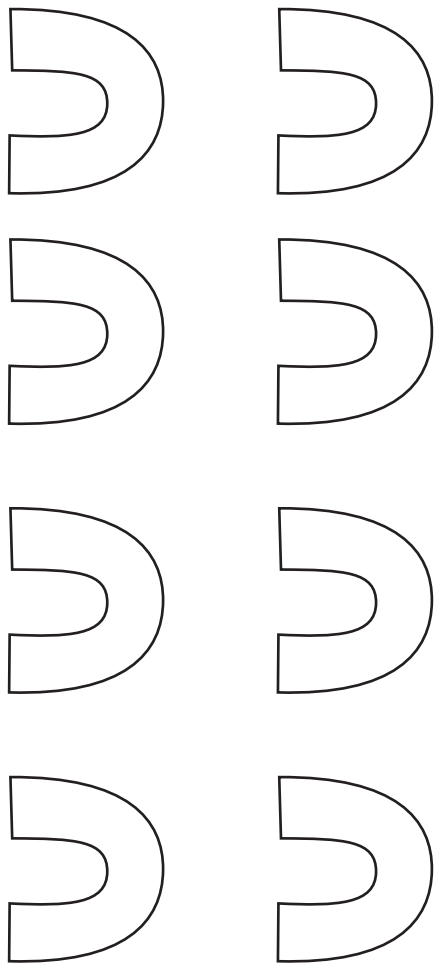
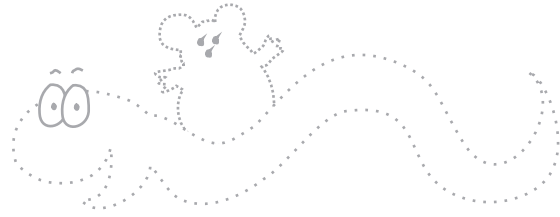


Alphabetti Book 2-1 activities page 1

Color the shapes, cut them out and then paste (glue) them to a new page to spell these words:

Example: sid sad sis





s s s s s s s s

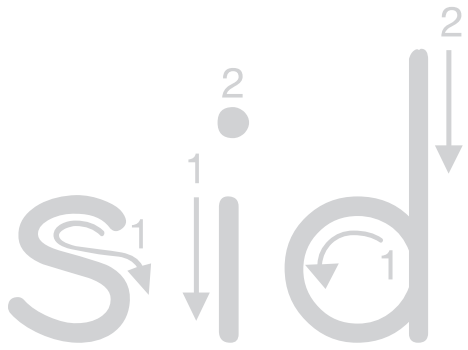
l l l l l l l l l l

s s s s s s s s

d d d d d d d

s s s s s s s s

o o o o o o o



sid sid sid sid

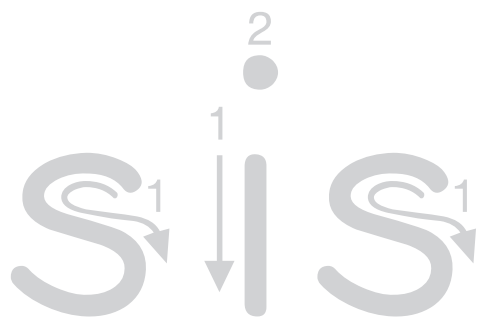
sad sad sad

sid sid sid sid

sid sid sid sid

sad sad sad

sid sid sid sid



sis sis sis sis

sid sid sid sid

sis sis sis sis

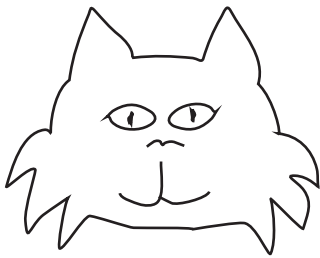
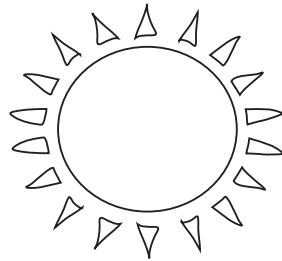
big big big big

sis sis sis sis

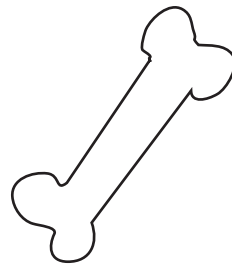
pop pop pop

Alphabetti Book 2-1 activities page 5

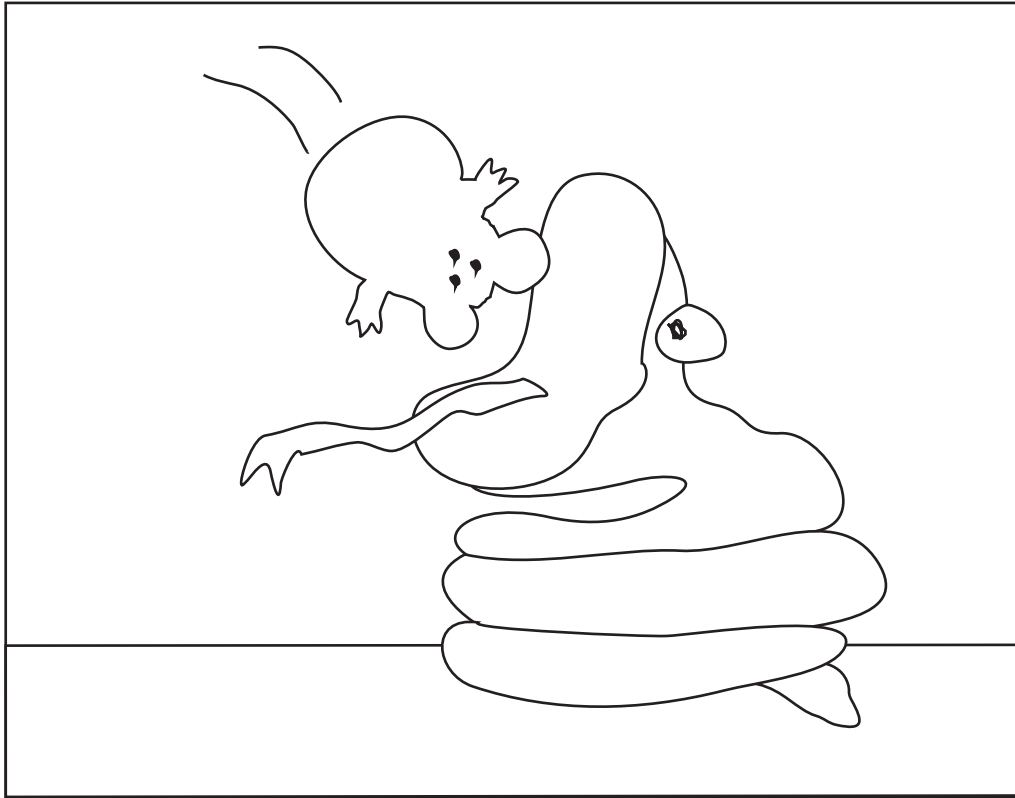
Circle the things that start with the letter "s."



S



Answer: Right: sun, sock, spoon. Wrong: bone, cat.



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.

sis

pid

pid

sis

pid

pid

sis

pid

pid

ps
sad

ps
sad

si
sis

ps
sad

ps
sad

si
sis

ps
sad

ps
sad

si
sis