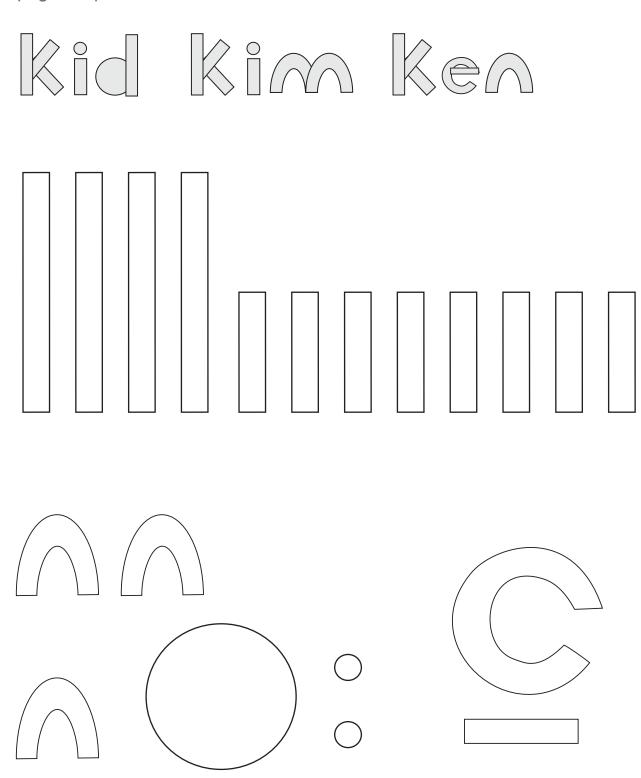
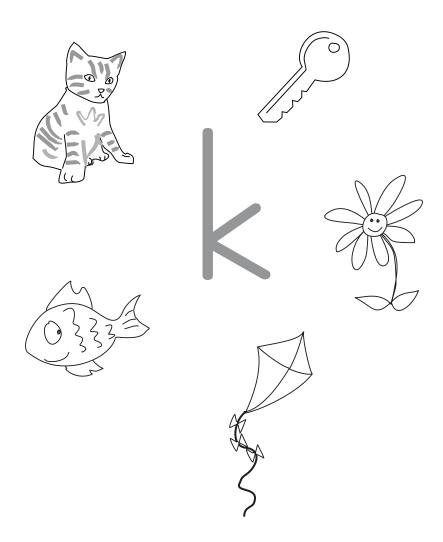
## Alphabetti Book 3-16 activities page 1

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



Alphabetti Book 3-16 activities page 2

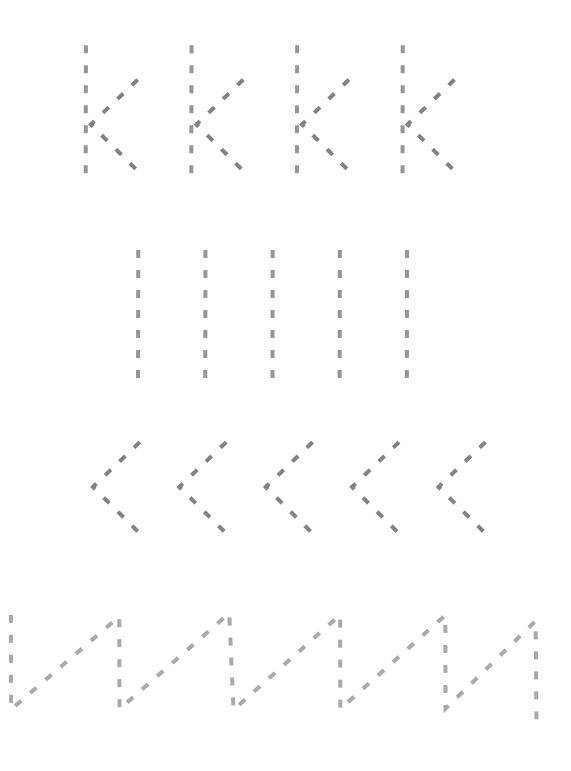
Circle the things that have the letter "k" sound:



Answers: Right: Kitten, key, kite. Wrong: Fish, flower.

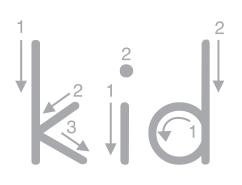
Alphabetti Book 3-16 activities page 3 (print only the pages you need)

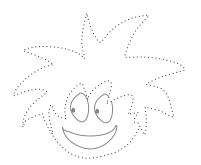
Handwriting for the very young (very much under development)



Alphabetti Book 3-16 activities page 4

Handwriting for older children

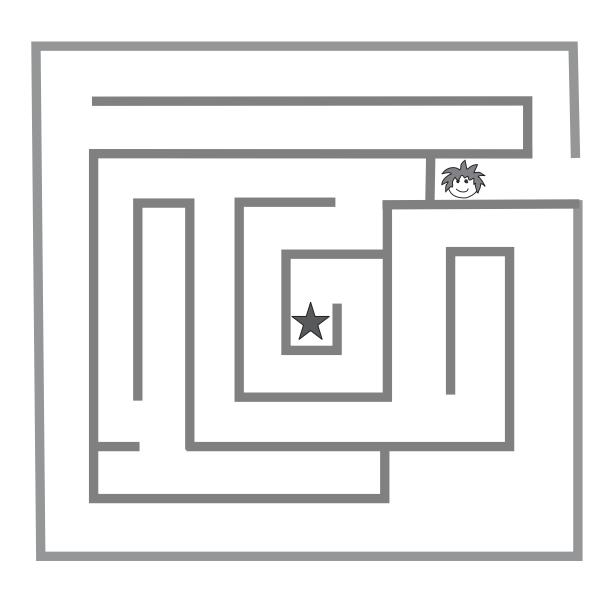




Alphabetti Book 3-16 activities page 5 (print only the pages you need)

## Mazes to help develop eye-hand coordination.

(Would appreciate feedback in the Support Forum. Thanks!)

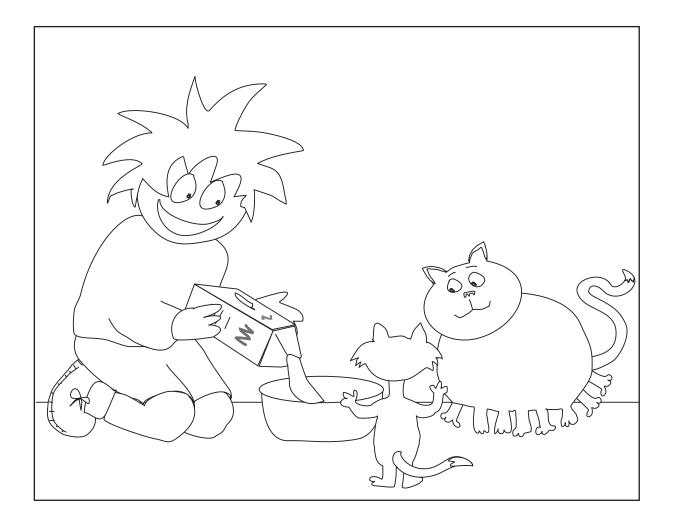




Start



Finish



(no need to print this page)

## Memory game:

- 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.
- Mix up the cards and lay them face down on a table or on the floor.
- 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.
- 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.

3		
3	3	
3	3	<u> </u>

IX e n	3
CQ	3
C	3