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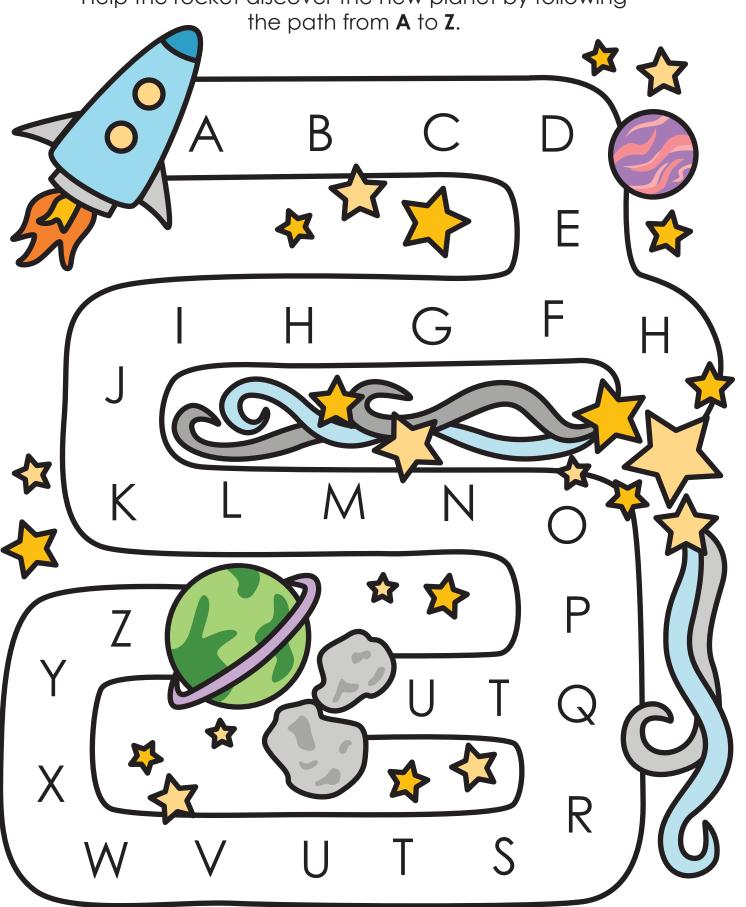
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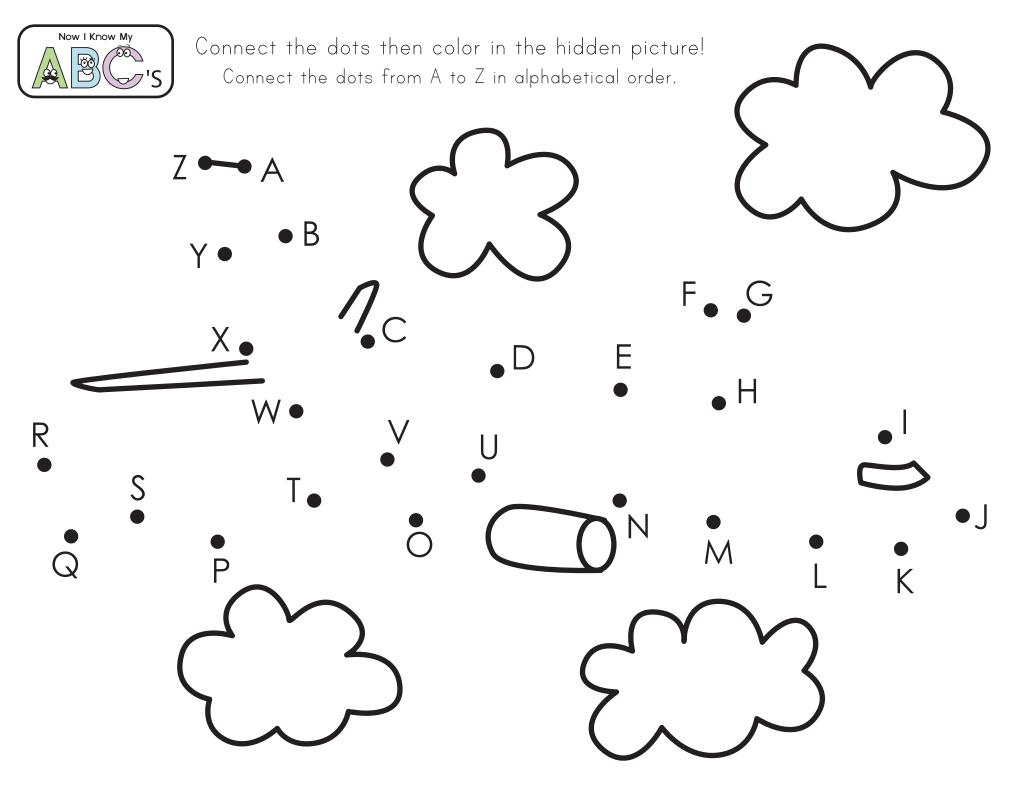
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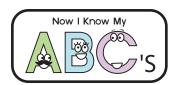
Certificate of Completion



Help the rocket discover the new planet by following

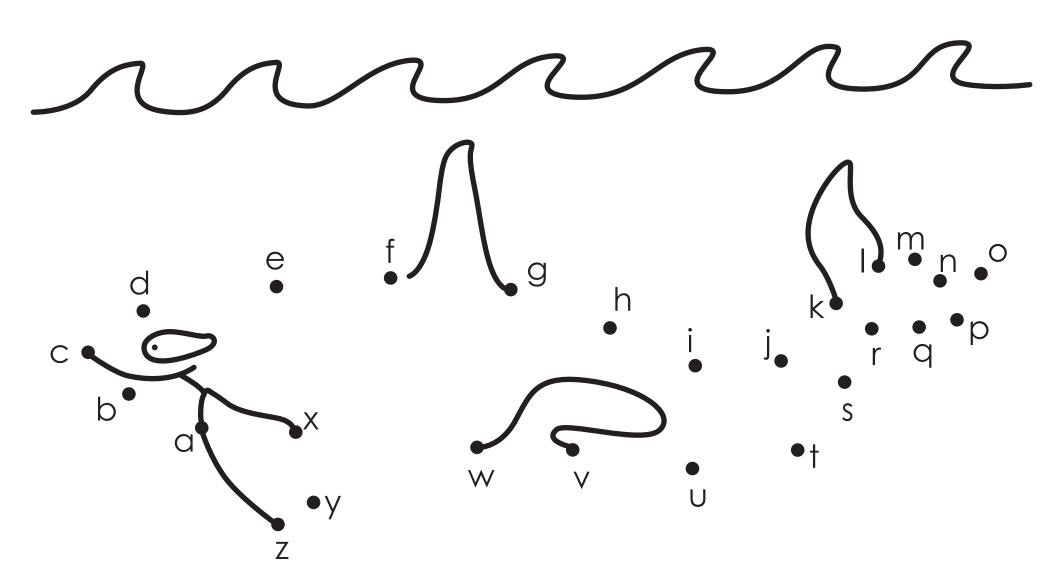


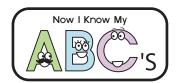




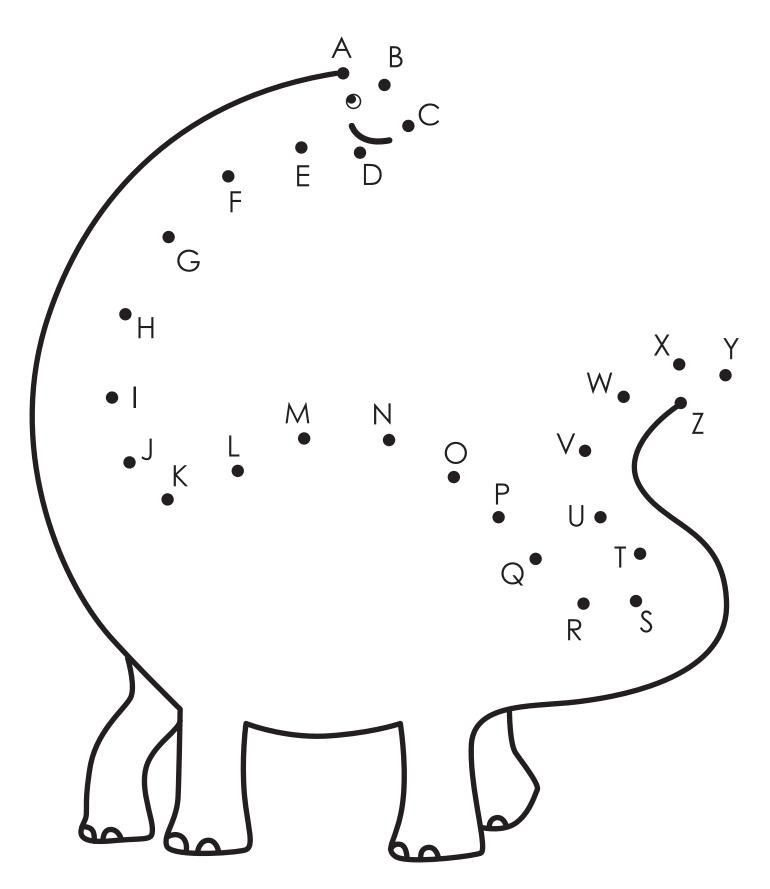
Connect the dots then color in the hidden picture! Connect the dots from a to z in alphabetical order.





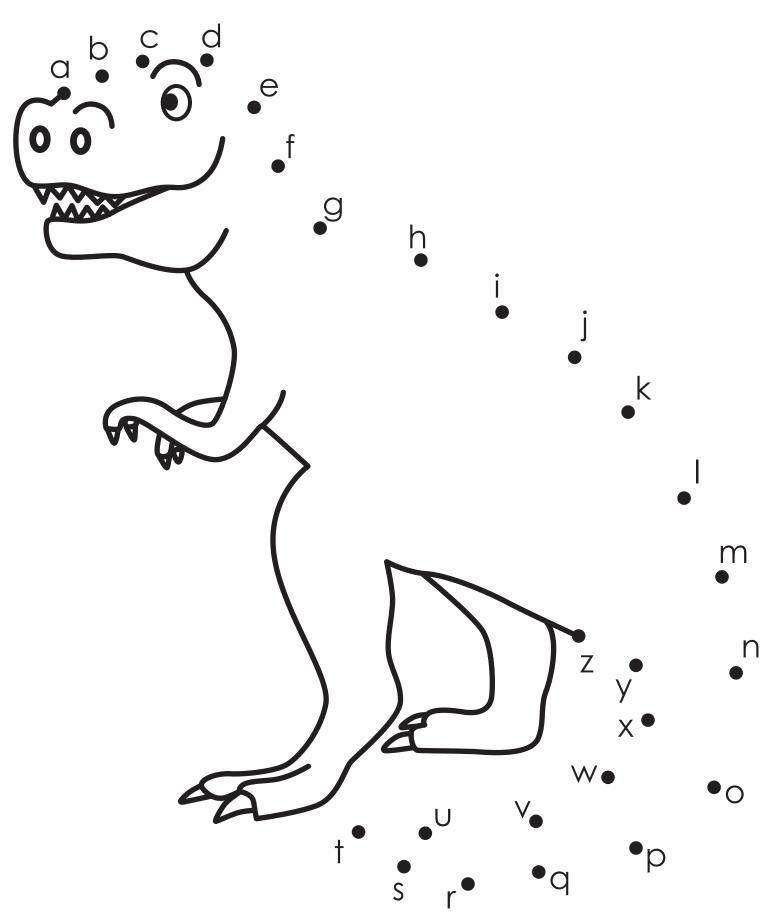


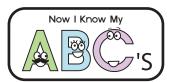
Connect the dots then color in the hidden picture! Connect the dots from A to Z in alphabetical order.



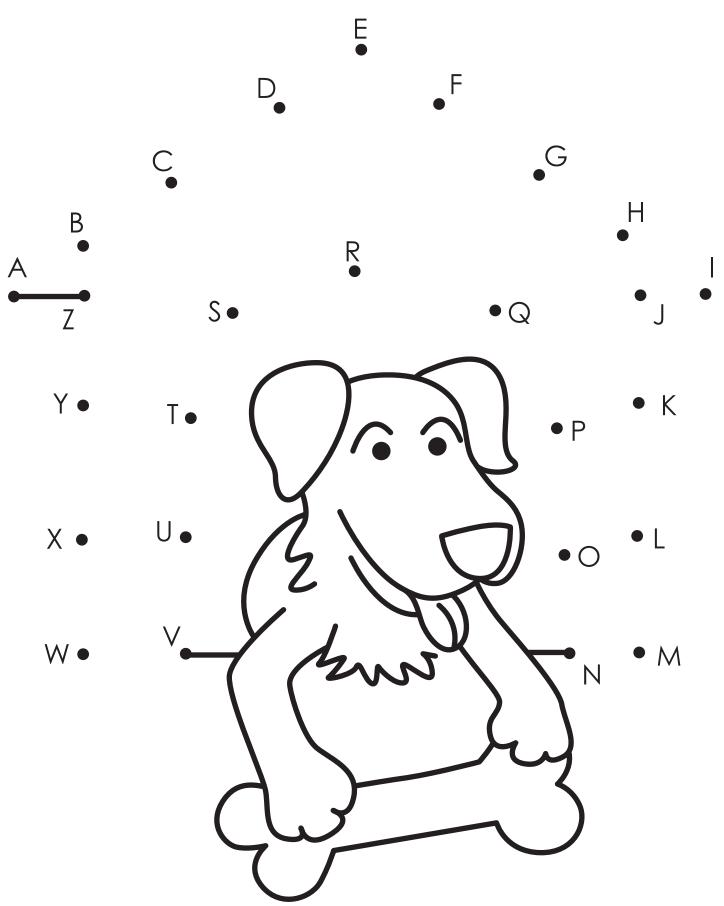


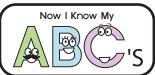
Connect the dots then color in the hidden picture! Connect the dots from a to z in alphabetical order.



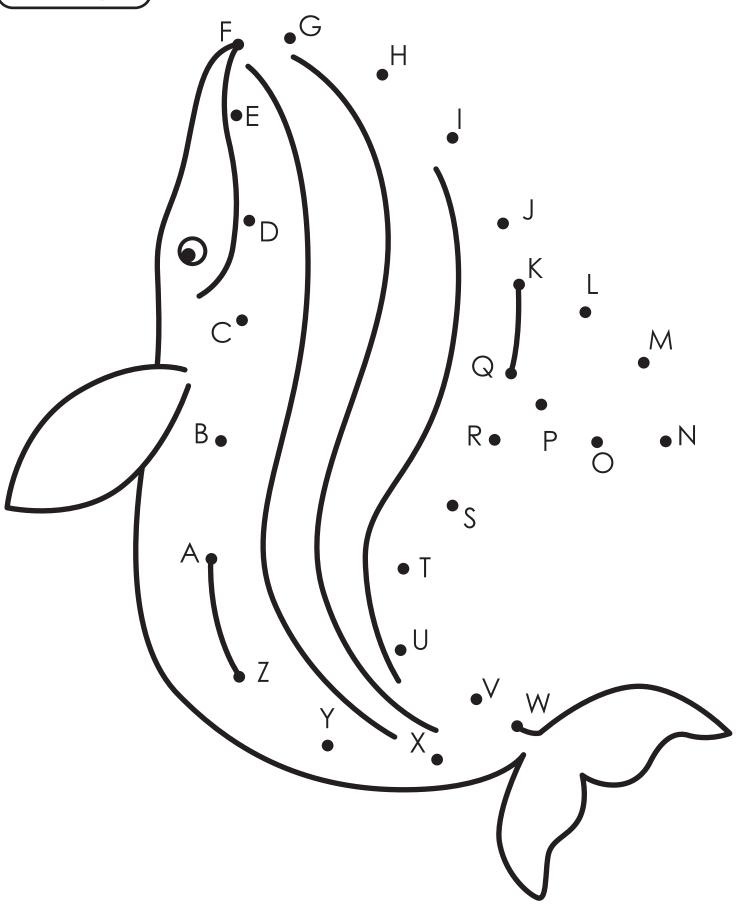


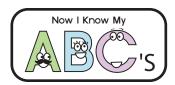
Connect the dots then color in the hidden picture! Connect the dots from A to Z in alphabetical order.



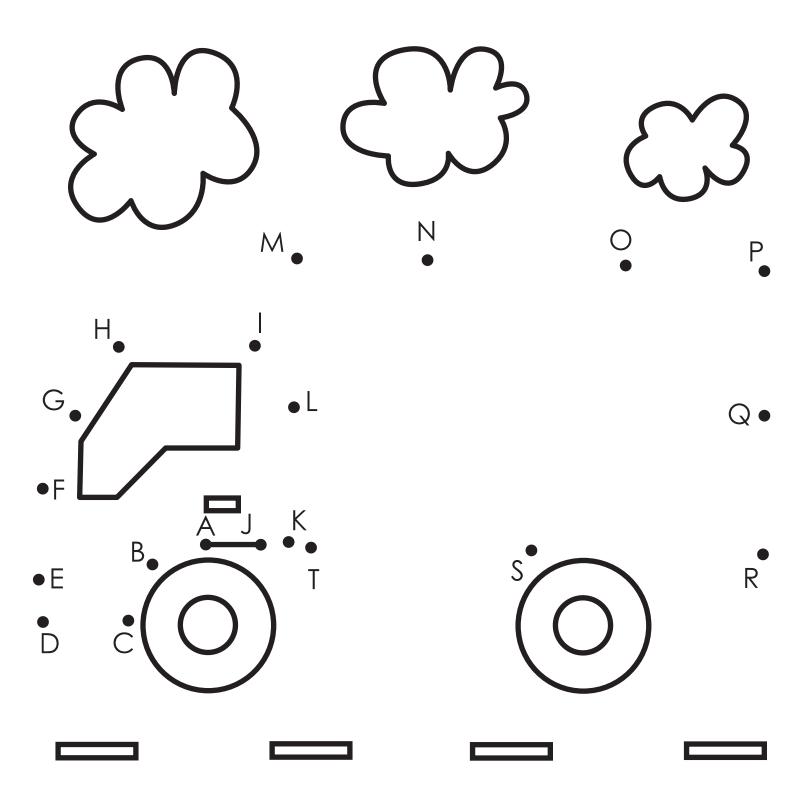


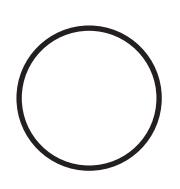
Connect the dots then color in the hidden picture! Connect the dots from A to Z in alphabetical order.

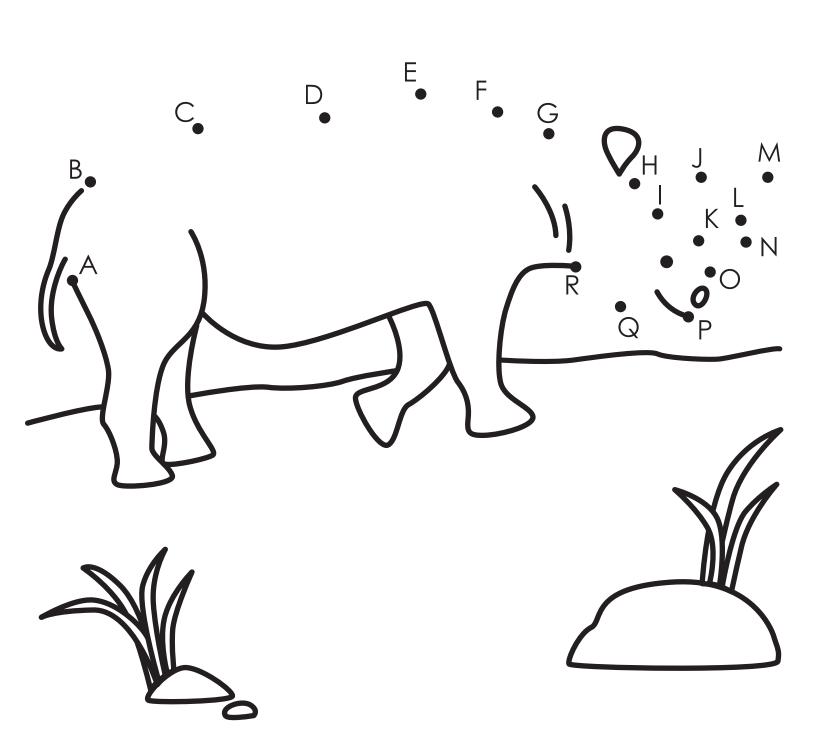




Connect the dots then color in the hidden picture! Connect the dots from A to T in alphabetical order.

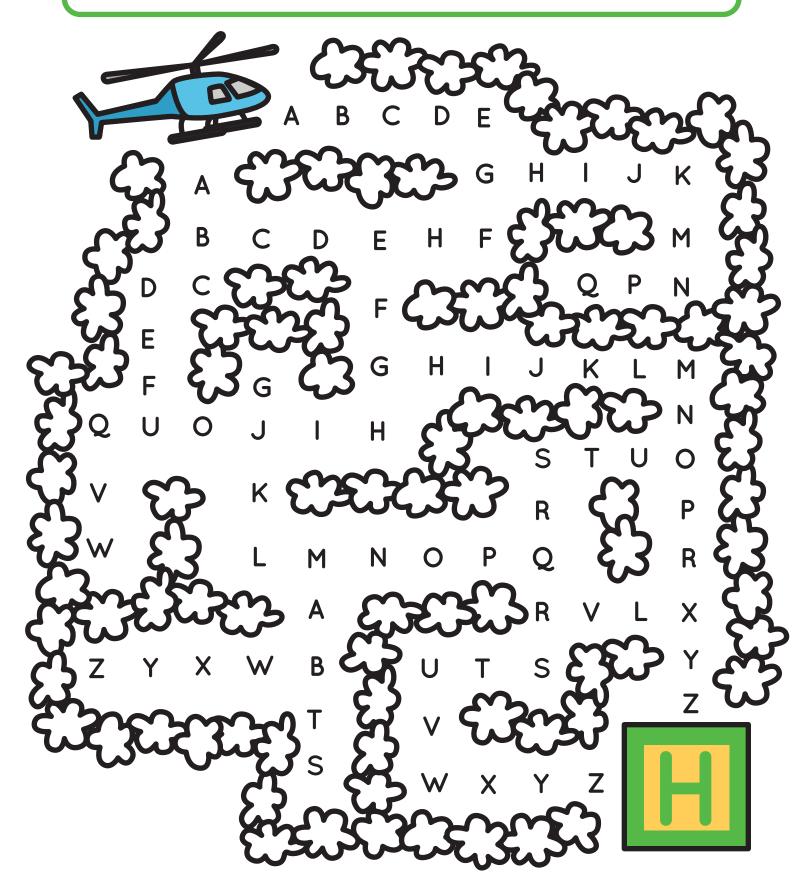






Help the helicopter land on the helicopter pad.

Draw a line to make a path to connect A to Z in alphabetical order and get through the maze.







## Missing Letters\*

Write the letter that comes first.

\_\_\_\_ B,C

\_\_\_\_ R,S

---K,L

\_\_\_X











Write the letter that comes next.

E,F \_\_\_\_

N,O\_\_\_\_

T,U \_\_\_\_

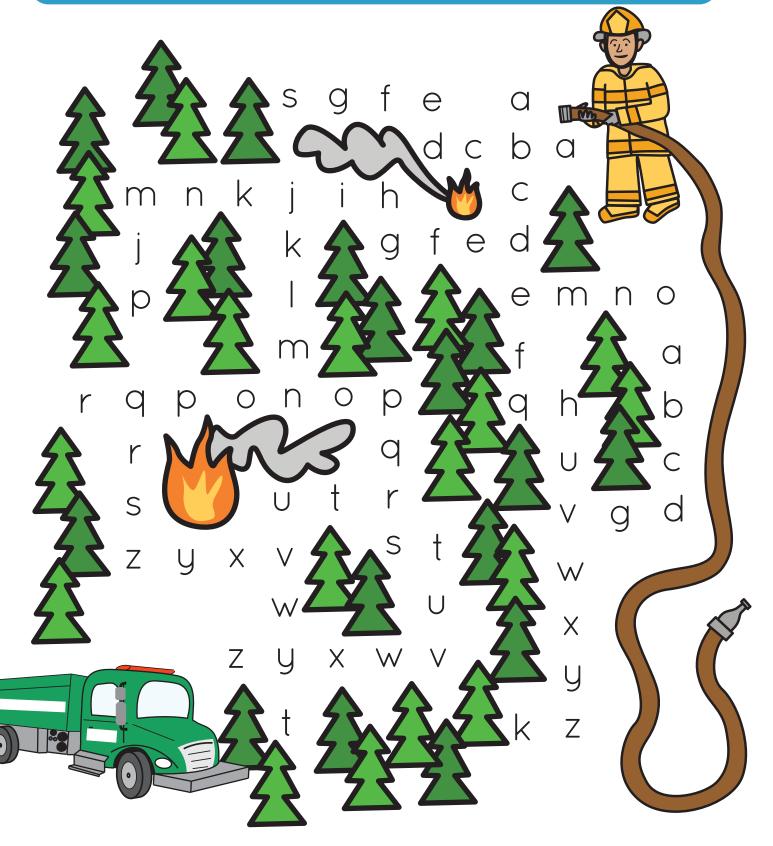
Y\_\_\_\_







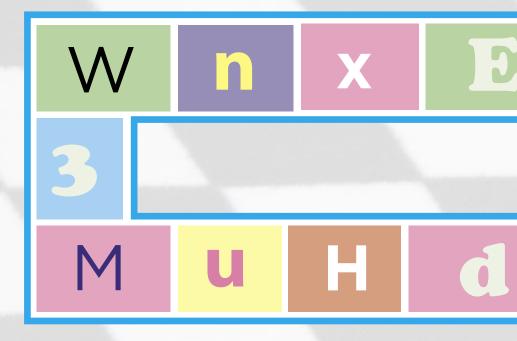
Follow the path from **a** to **z** to help the **g** o to the **g**.

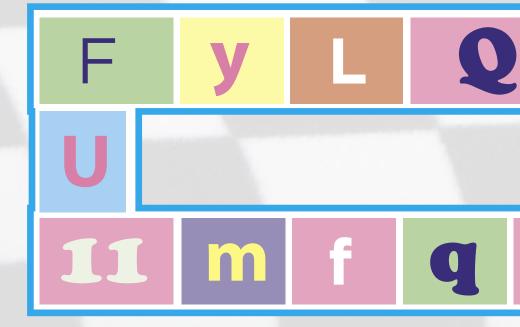


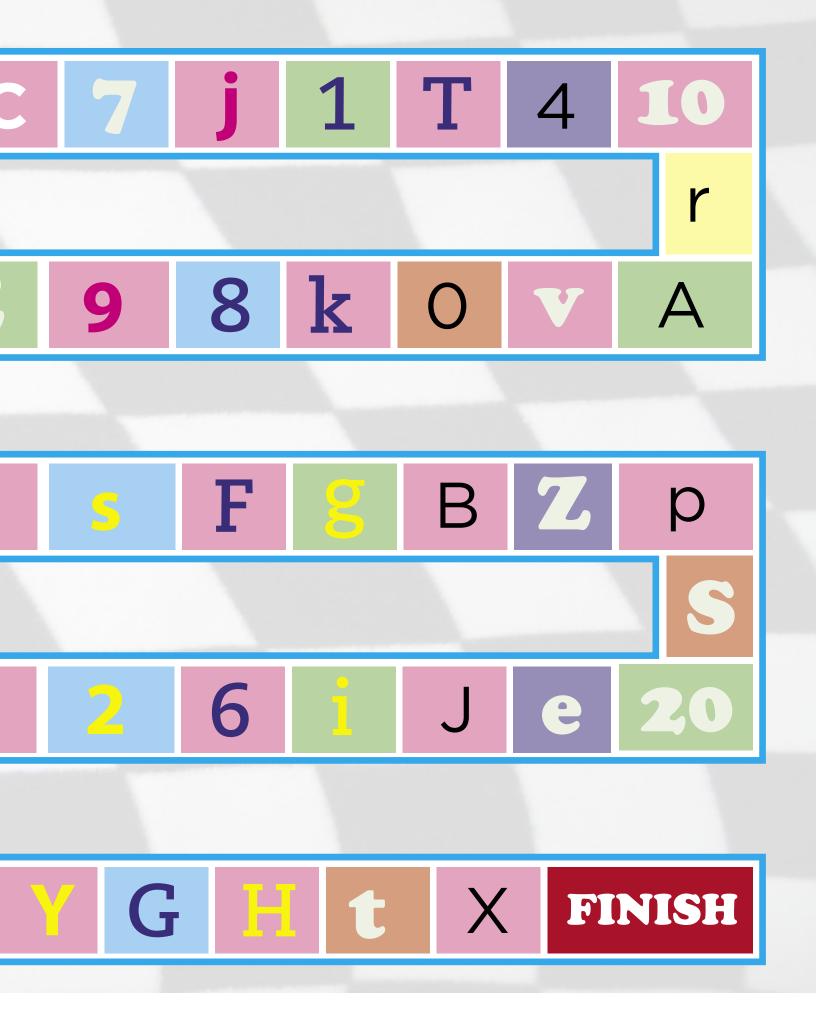
# Alphabet and Number Derby!

- 1. Roll a die and move a game piece as many places as the number shown on the die.
- 2. Shout out the letter or number you land on.
- 3. Write down each letter or number you land on on a piece of paper.
- 4. The first player to the finish line is the winner.
- 5. See if you can spell a word by unscrambling the letters you collected by the end of the game!











### with Numbers, Shapes and the ABC's



### **Directions:**

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Cut out the 8 bingo game boards.

**C**ut out the calling cards and put them in an envelope or bag.

**E**ach player will need a game board and game markers. Game markers can be any group of small items like coins, candies, dry beans, pieces from other games or paper clips.

**D**raw a card from the bag and call out the color, shape, letter or number. Help your preschooler mark his game board when a color or letter matches.

**P**lay until a player gets three in a row. Or you can play "blackout" to see who can fill all the spots on their card first.



Have Fun!



1





$\Diamond$		A	O
B	b	C	C
D	d	E	
F	f	G	
H	h		
J	j	K	k
L		M	m

## **BINGO**Calling Cards Page 2

N	n		0
P	P	Q	Q
R		S	S
T	f	U	U
V	V	W	W
X	X	Y	y
Z	Z	1	2
<b>3 7</b>	4	59	<ul><li>2</li><li>6</li><li>10</li></ul>
7	8	9	10

