Dd

Find and circle the **D** and **d.** Find and name 9 things that start with the /d/ sound. Pictures are dog, dog-house, daisy, dish, duck, doll, doll house, dove, and door.
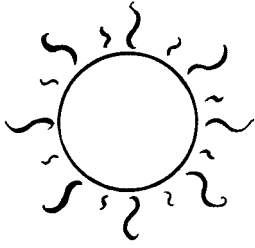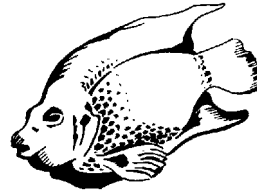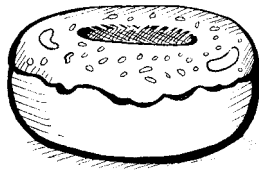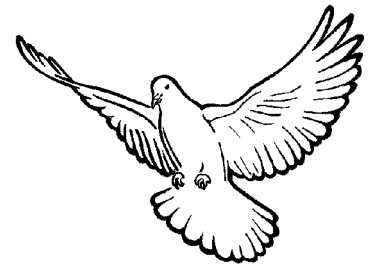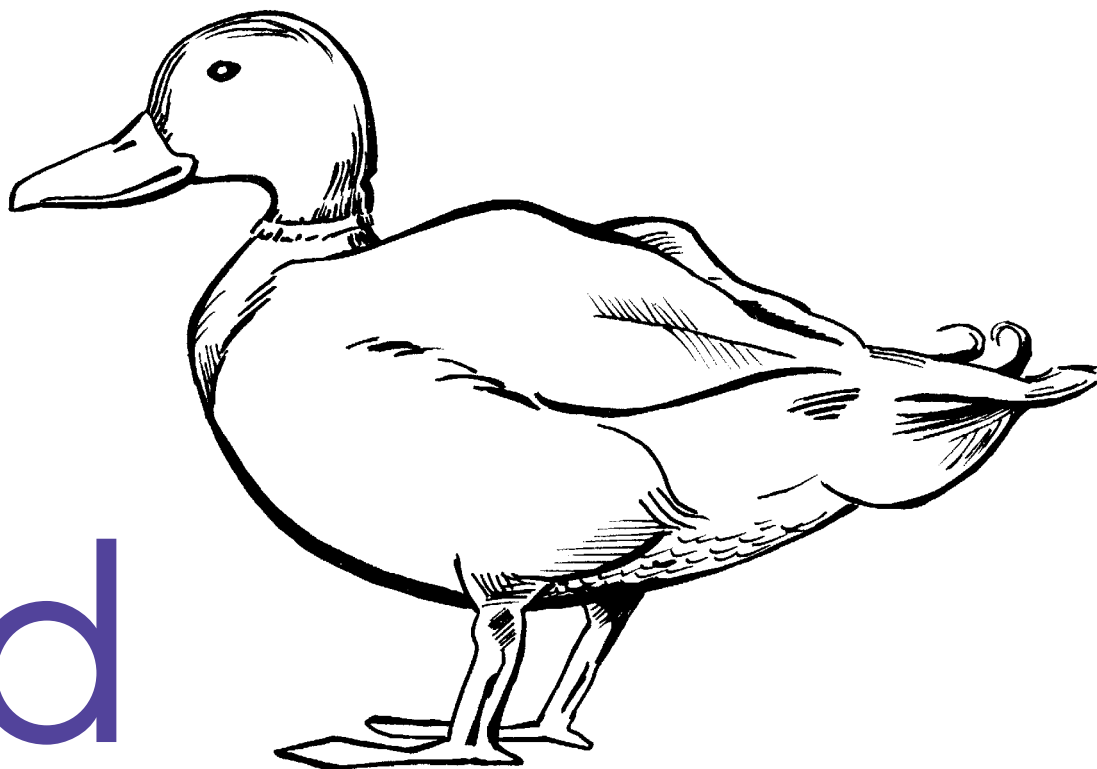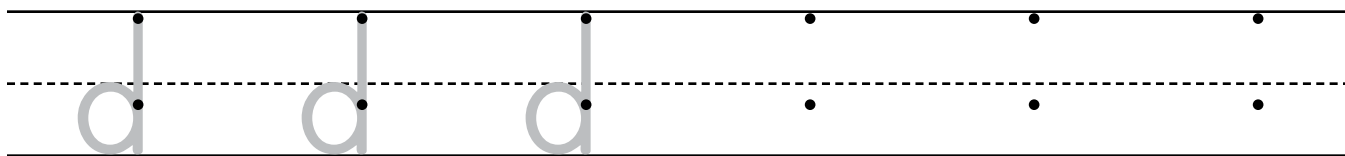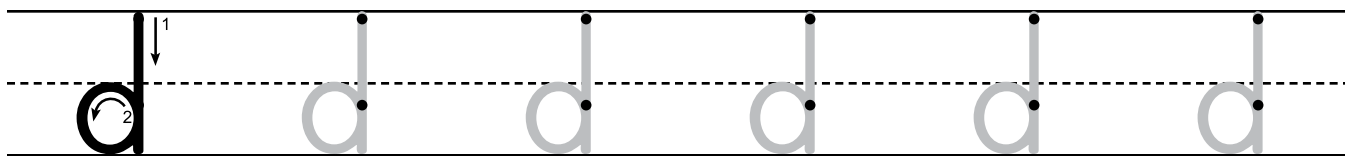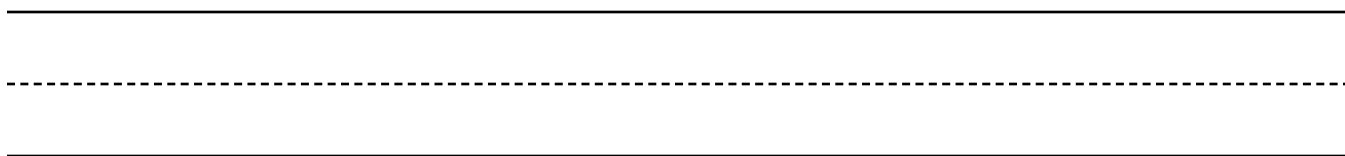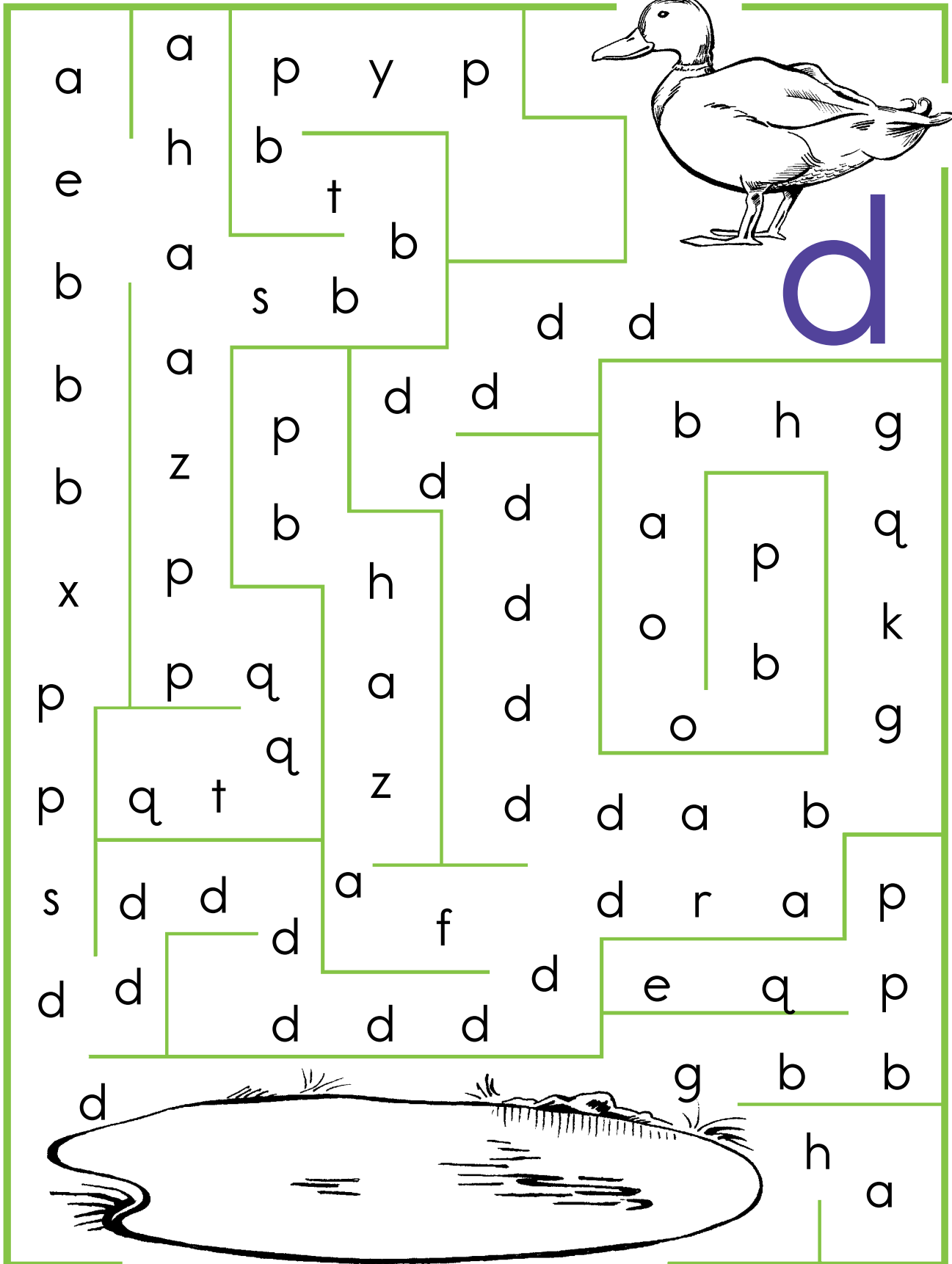
Dd
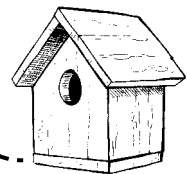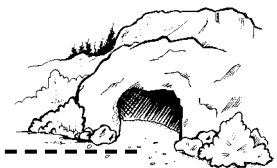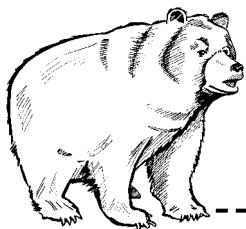
Top: Name the pictures and listen for the /d/ sound. If /d/ is heard, draw a line from the picture to *Dd* in the middle. Put an *X* on the other pictures. Pictures are domino, desk, dove, fish, donut, doll, and sun.
Bottom: Children help the animals get home by tracing the dotted lines from left to right.
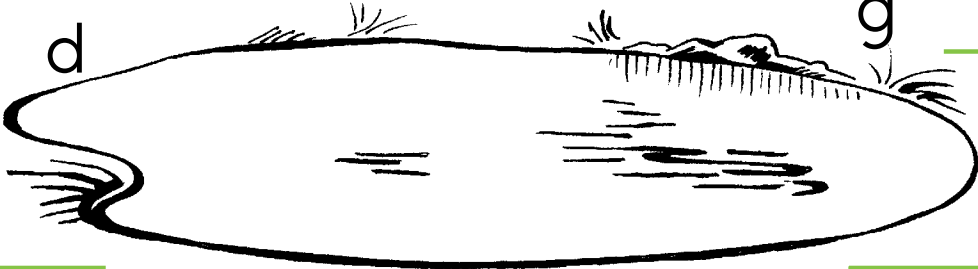
Dd

d d d d d d

d d d

Top: Duck begins with /d/. Color the **d**uck. **Middle:** With a pencil lightly write the child's first name on the line. Have the child trace his name. **Bottom:** Trace and write the **d.**
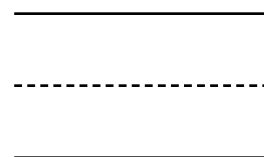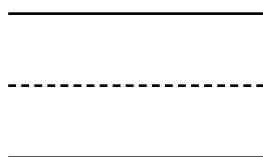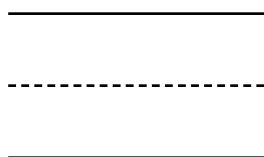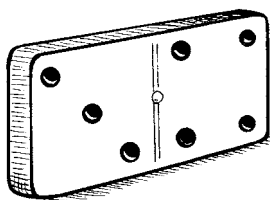
a a p y p

h b

e t

b a s b b

b a d d

b z p d d

b b d

x p h d

a d

p q z d

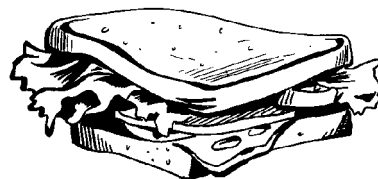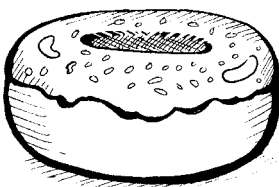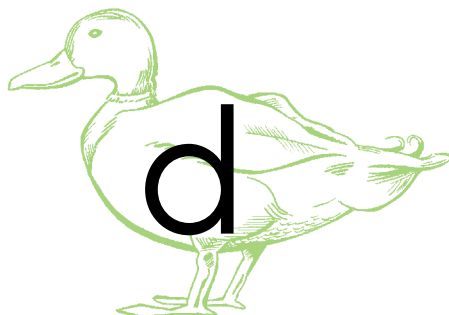p q t d d a b

s d d a d r a p

d d d e q p

d d d g b b
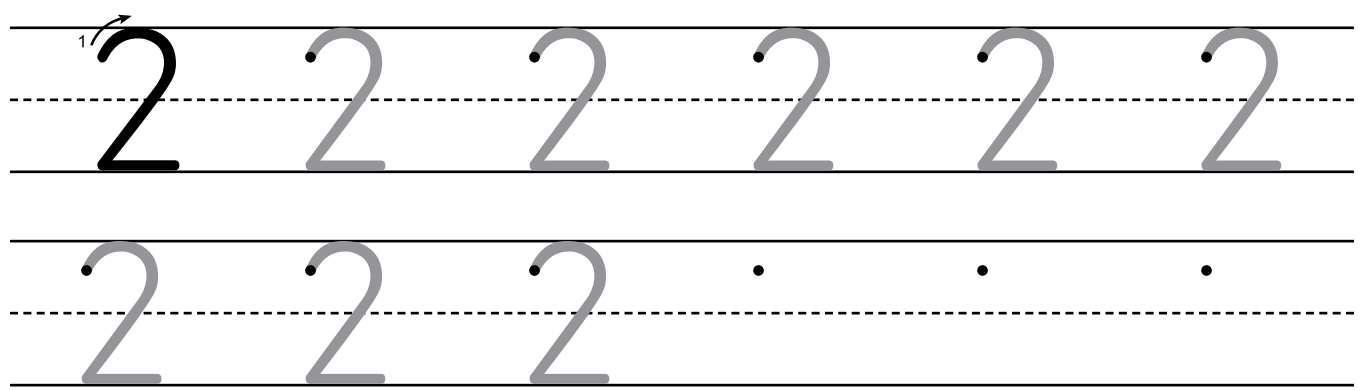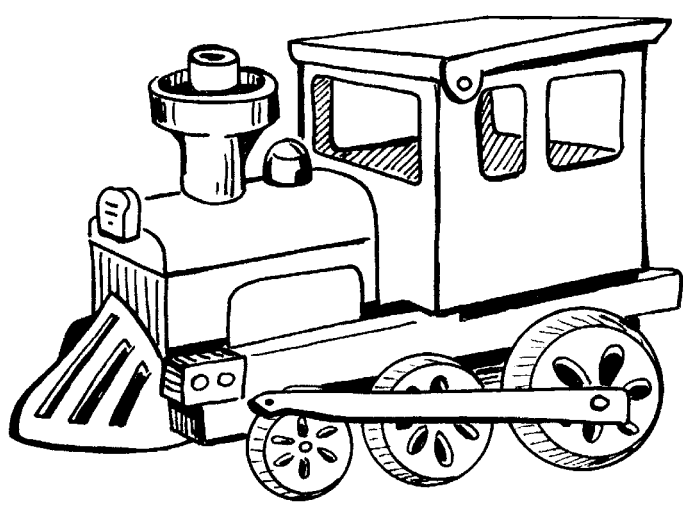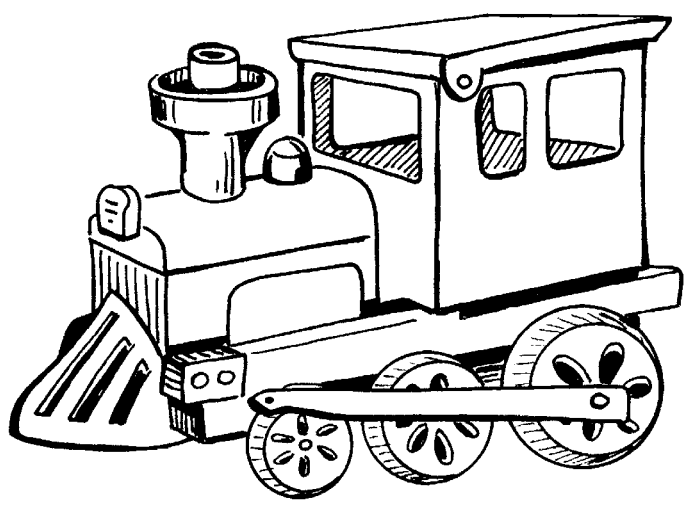
d h

a

d

b h g

a q

o p k

b g

o

f

Children help the **d**uck get to the pond by following only the **d**'s.

13

d

d
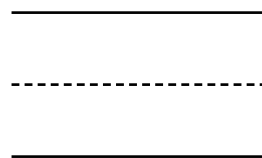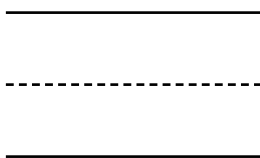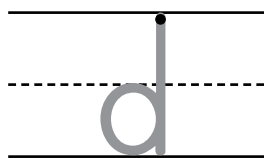
If /d/ is heard, write **d.** If not, put an *X* on the picture. Pictures are doll, donut, sandwich, mouse, domino, and doctor.

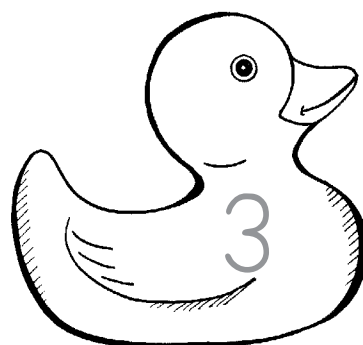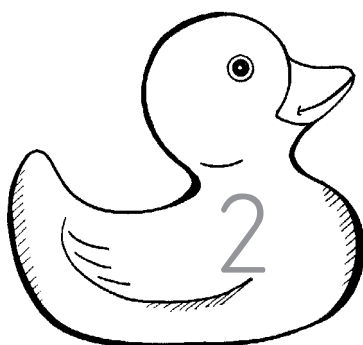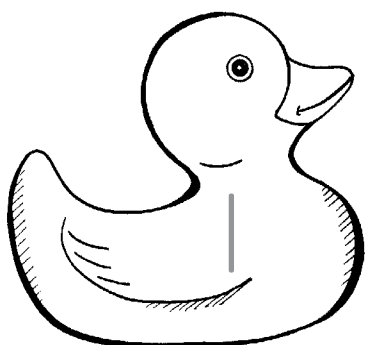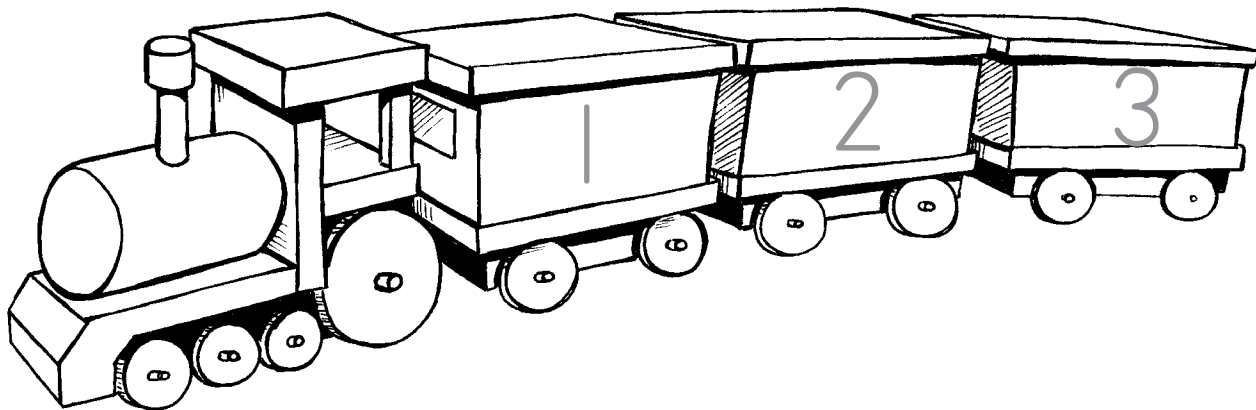Around and back on a railroad track—

2

Two, two, two.

2 2 2 2 2 2

2 2 2

Top: Count how many train engines. Color the number 2 and the engines. **Bottom:** Trace and write the 2. Use the number chart on page 55 and have the children count to 10.
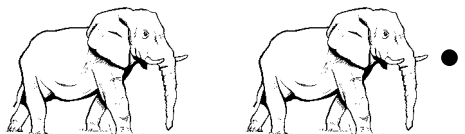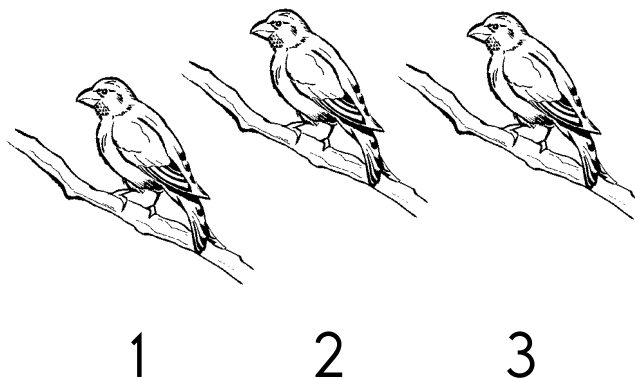
1

2

3

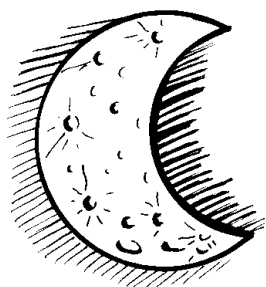**Top and Middle :** Count the pictures. Trace and write 1, 2, 3 on the train and the ducks.
Bottom: Match by drawing lines from each group of pictures to the number.

16

1   2   3

1   2   3
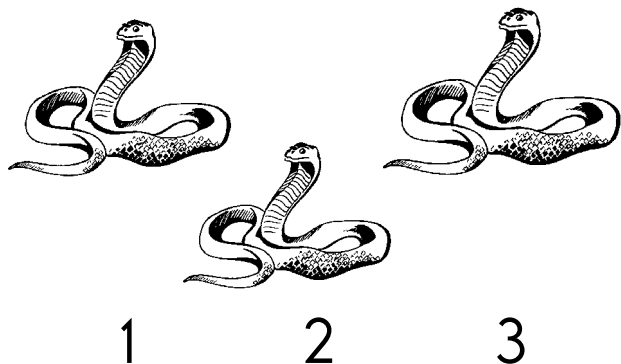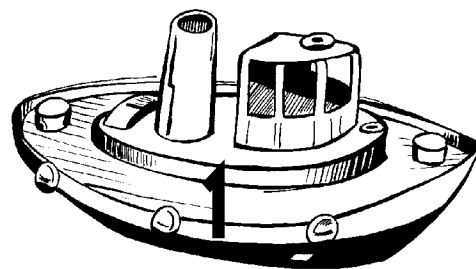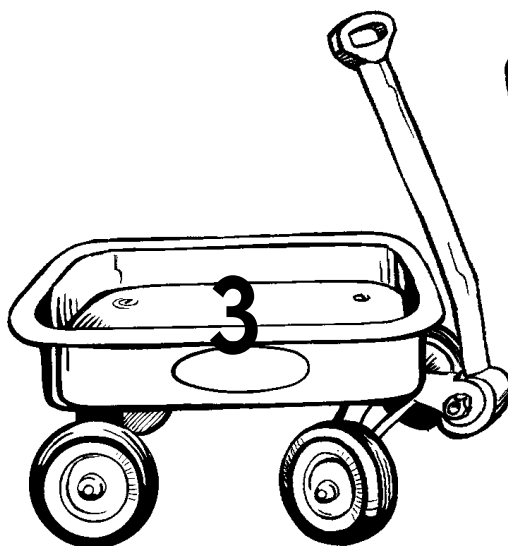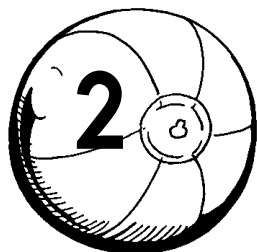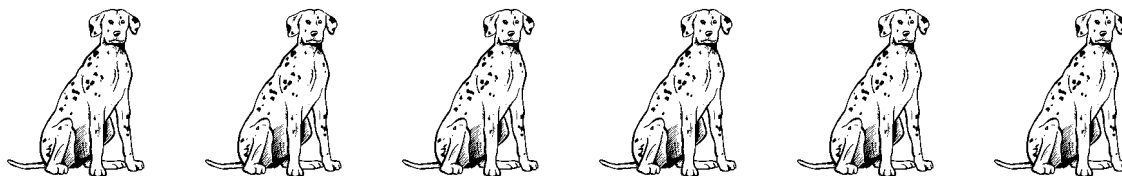
1   2   3

1   2   3

1   2   3

1   2   3

1   2   3

1   2   3
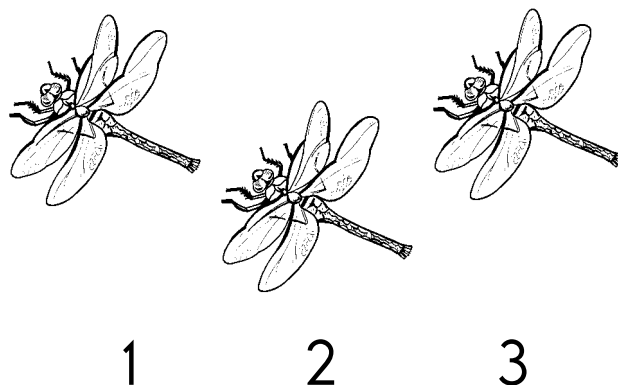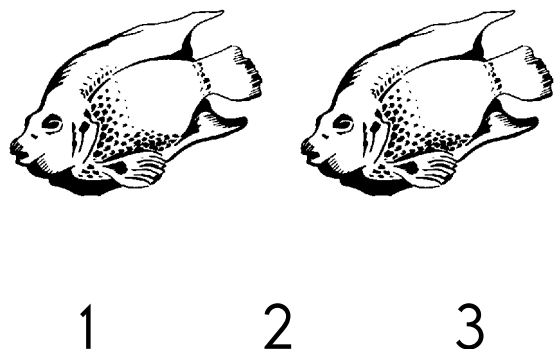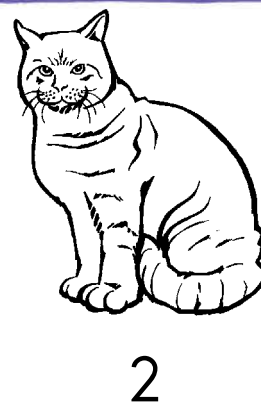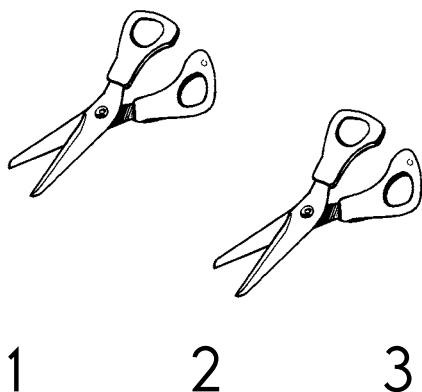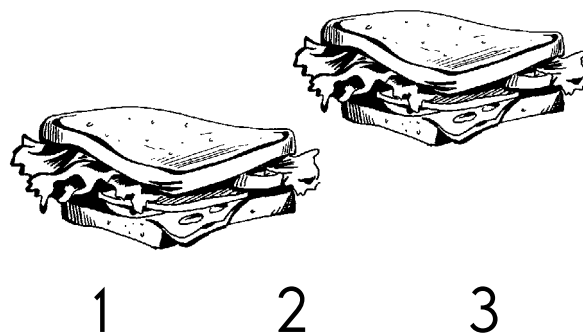
Count the pictures and circle how many.
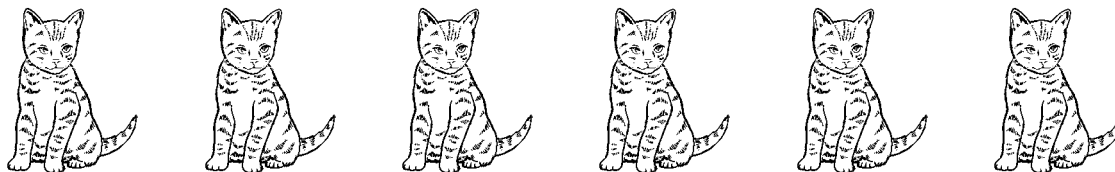
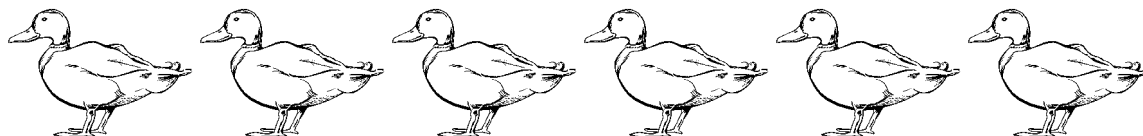|	
2	
2	
3	
1	

Top: Children help Sammy put his toys away by reading the numbers on the toys.
Bottom: Circle the correct number of animals in each row.

18