

# PREVIEW

**A GAME A DAY**  
Summer Learning  
Let's Get Ready for Kindergarten!

The image displays three educational game cards. The first card, 'Roll & Write Letter Aa', features a path with letters 'A' and 'a' and a large dashed letter 'A' for tracing. The second card, 'Roll it & Rhyme it', is a board game with a grid of rhyming words and a central path. The third card, 'Fishing for Dice', shows a boat and several fish with dice faces on their backs.

**70+ NO PREP ACTIVITIES**

The logo for 'this Reading mama' is a circular emblem with a book icon and the text 'this Reading mama' in a stylized font.

This is the COLOR preview of the games.  
All games also come in blackline format.

# Exiting Pre-K / Entering K Book / Print Awareness & Summer Reading

## Let's Read! BINGO

Fun Ways to Read this Summer


Look at all the fun ways you can read together this summer!  
Can you cross off the entire board?

Read under the blankets.	Read at a park.	Read the...
Read, then eat some ice cream.	Read in a comfy chair.	Read a story...
Read on the couch.	Read while eating a snack.	Read...
Read at the library.	Read under or in a tree.	Read...
Read in a closet.	Read in a fort you've built.	Read...

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## Roll and Answer ~ Print Awareness

Do this activity with one book or choose from several books you've read together.

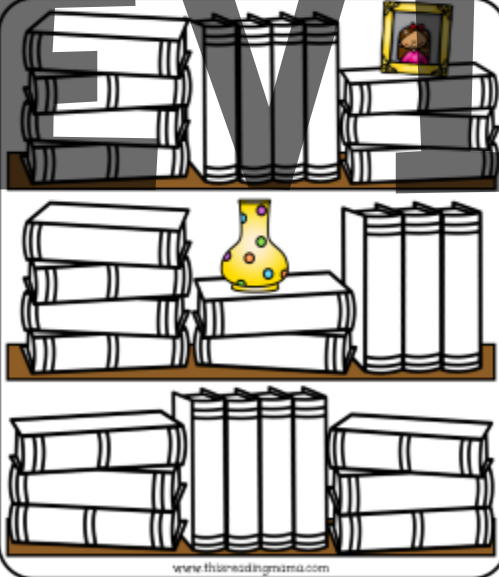


Point to a lowercase letter on the page.	Point to where you start reading on this page.
Can you find punctuation on this page?	Find a sentence on the page. How many words are in the sentence?

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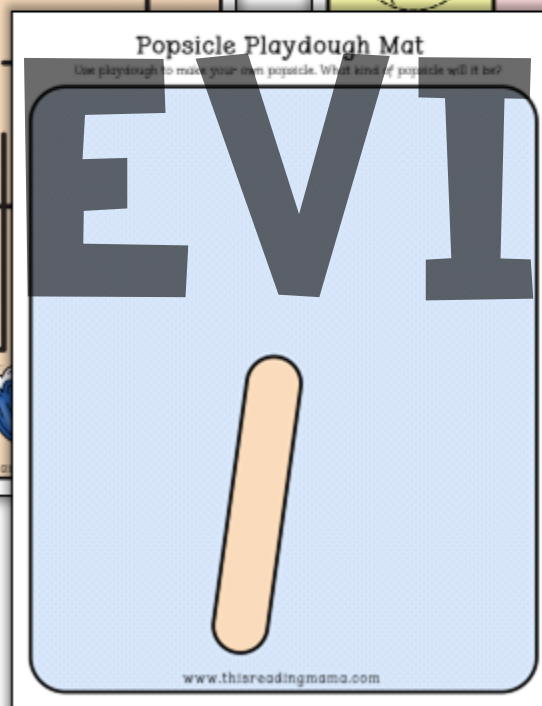
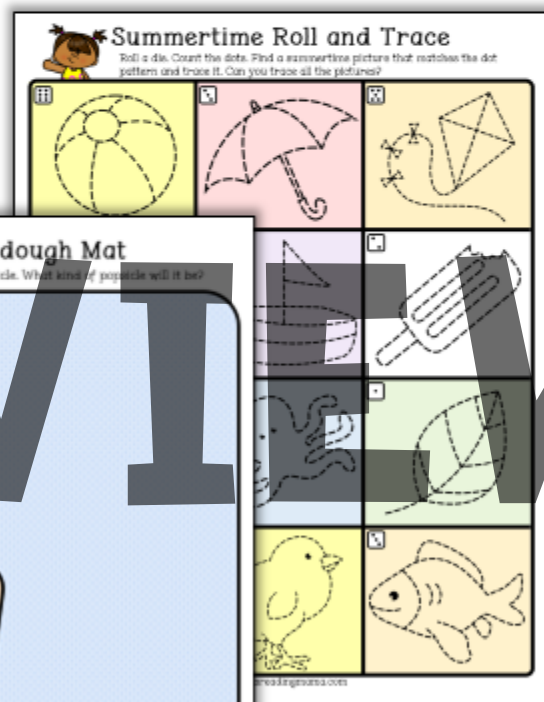
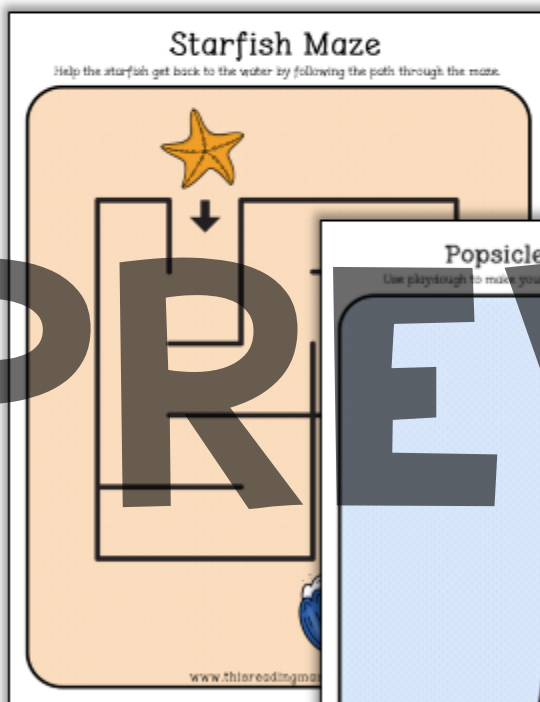
## Summer Reading

Color one spine for each book you read this summer.



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# Exiting Pre-K / Entering K Fine Motor Games



# Exiting Pre-K / Entering K Rhyming & Syllable Games

### Rhyming Puzzles

Encourage the child to cut out the puzzles. Match the puzzle pieces to work on rhyming words.

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### Roll it & Rhyme it

Place a marker on "Start." Roll one die. Count the dots, then move that many spaces on the game board. When you land on a space, name the two pictures. Listen for how the words rhyme. When you reach the end, play again!

Start

End

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### Syllable Match Up

Let's count the syllables! Trace the lines to find the correct matches. Name the pictures that match and listen for the number of syllables in each word.

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# Exiting Pre-K / Entering K Letter Name Games

### Roll & Write Letter Aa

Place a marker on "Start." Roll one die. Count the dots, then move that many spaces on the game board. If you land on uppercase A, trace the uppercase A below. If you land on lowercase a, trace the lowercase a below. If you land on the apple, you must go back to "Start." When you reach the "End," you win the game!

Start

End

Trace the letter starting at the apple.

### Letter Fishing Game

Cut out and attach a paper clip to each card. Create a simple, looped fishing pole by using a stick, tying on a string, and attaching a magnet. Place the cards face down and have kids fish for and name the letters.

### Sandcastle Roll and Name It

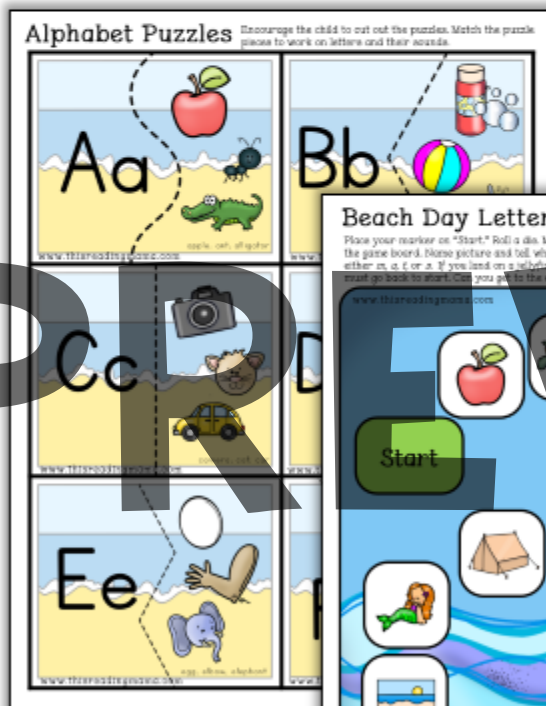
Roll a die. Match the number to one of the columns. Name the lowercase letter. Cover the letter. Students name and cover another letter. If you name the sandcastle, you can automatically cover it (which column will get covered first?)

a	v	k	r	g
h	s	q	y	x
u	j	c	z	
t	b	l	p	w
e	n	f	i	m
1	2	3	4	5

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# Exiting Pre-K / Entering K Letter Sound Games



# Exiting Pre-K / Entering K Opposites Games

### Octopus Opposites

Place a marker on "Start." Roll one die. Count the dots, then move that many spaces on the game board. When you land on a space, name the two opposite pictures. When you reach the end, play again!



Start

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### Octopus Opposites

Place a marker on "Start." Roll one die. Count the dots, then move that many spaces on the game board. When you land on a space, name the two opposite pictures. Are they opposites? When you reach the end, play again!



Start

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### Ocean Opposites

Place your marker on "Start." Roll a die. Move that many spaces on the game board. Identify the picture and tell what is the opposite of it. If you land on the whale, you must go back to Start. When you reach the end, you win!



Start

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# Exiting Pre-K / Entering K Color Games

### Color by Color Word

Follow the color key to color the picture.

### FOUR in a Row Color Game

Roll one die. Match it to one of the dice in the color key below. Follow the color key to color the pictures the correct color in the 4x4 grid. When you've color four in a row, you win!

### Color Matching Game

Encourage the child to cut out the color cards. Use them to sort by color or play a simple matching game.





# Exiting Pre-K / Entering K Shape Games

### Shape Fishing Game

Cut out and attach a paper clip to each card. Create a simple, homemade fishing pole by using a stick, string on a string, and attaching a magnet. Place the cards face down and have kids fish for and name the shapes.

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### How Many? Sea Spying

How many of each shape do you see? Count and either write the number or count and write tally marks.

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	_____
	_____

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### Shark Shapes

Place a marker on "Start." Roll one die. Count the dots, then move that many spaces on the game board. When you land on a space, name the shape. But watch out for the shark! You land on it, you must go back to Start. When you reach the end, you win!

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# Exiting Pre-K / Entering K Pattern Games

### Popsicle Patterns

Roll a die. Match the number you rolled to one of the dice patterns on the rows. Tell the color popsicle pattern you see. Can you make that same pattern with objects or with your body? How many times will you need to roll the die to do all six rows?

1	green, red, green, red, green, red
2	blue, yellow, green, blue, yellow, green
3	brown, purple, brown, purple, brown, purple
4	green, green, green, green, green, green
5	green, green, green, green, green, green
6	blue, red, blue, red, blue, red

### Follow the Patterned Path

Get from "Start" to "End" by following this pattern through the path.

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### Fishy Pattern Game

Look at each fishy pattern. Name the pattern, then use your body to make the same pattern. For example, for the first pattern, which is ABAB, you could clap, stomp, clap, stomp, clap, stomp.

blue, red, blue, red, blue, red
green, blue, blue, green, blue, blue
purple, yellow, purple, yellow, purple, yellow
orange, blue, green, orange, blue, green

# Exiting Pre-K / Entering K Number Games

### Teddy Bear Picnic 20-Grid Game


Roll a die. Count the number of dots you roll and cover that many teddy bear picnic pictures, starting at the top left and moving to the right. When you get to the end of the row, return sweep to the row below. Can you cover all the pictures?

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### Fishing for Numbers

Beth wants to catch some fish. Roll a die. Match the dot pattern to one of the numbers on the fish. Trace the number on the fish. Continue rolling and tracing the numbers. Can you trace the numbers on all 10 fish?



### How Many Fireflies?

Roll a die. Match the number you rolled to one of the rows. Tell how many (0-6) fireflies were caught by looking at the ten frames. Cover the spots. Keep rolling, matching, telling how many, and covering the spaces until all row has all the spaces covered. Which row do you think will be covered first?

For Numbers 0-6

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# Extra Printable Resources

