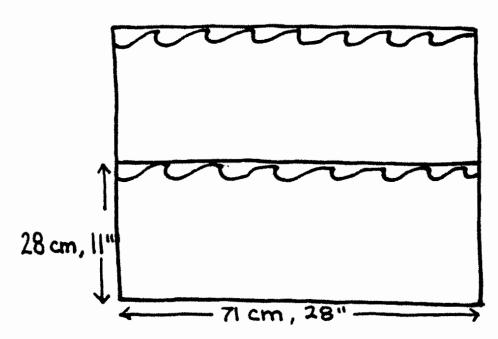
Big Book and Little Book

Monday is a Mermaid

You'll need 4 blue, 2 ply bristol sheets that measure approx 22x28" (51x76 cm). Cut in half to give you 8 pages.



Trim pages to look like water. Cut one and use as a pattern.

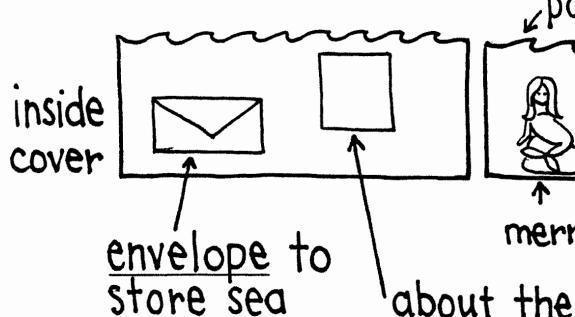
Colour illustrations. Neon colours look great!

M. S. L. L.

Assemble:

creatures

On the cover, draw a sea scene around the mermaid, or add illustrations from the unit, Sea.



mermaid text about the story

Sea creature

Add glitter

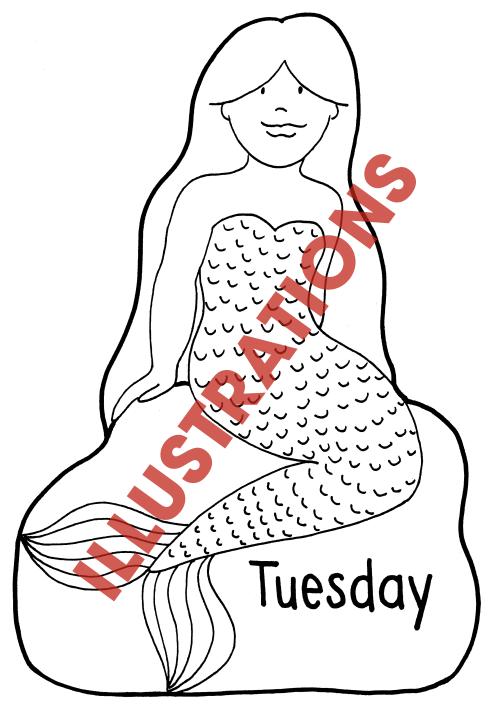
to the

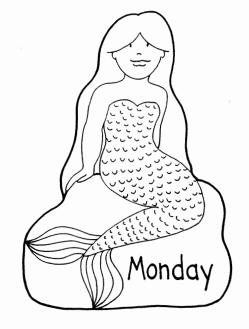
mermaids

paper clip

io iusicii

for a special sparkling touch!





Monday is a mermaid.

She lives in the sea.

Her friend is an octopus.

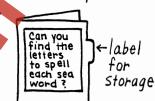
Each day the two have tea.

Hands On 😂

For each activity, you'll need a file folder and a zipclose bag or envelope (to store loose pieces)

Glue the instruction card for each activity on the outside of the file folder.

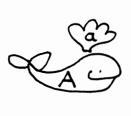
Laminate all your game pieces



1. Whales and Water Sprays for Uppercase and Lowercase matching.

-photocopy as many whales and watersprays as desired.

- either photocopy onto coloured bond paper and mount on a bristol backing, or photocopy directly onto a tag or construction paper.



2. Big Fish, Little Fish for Colours

leave the big fish white and print the colour word. colour in the little fish.



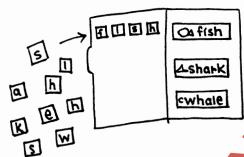


12. Word Cards - Letter Recognition

- Glue 2 or 3 selected journal word cards inside a file folder.

- Blue an envelope on the outside.

- Cut out cardboard squares with the letters from the words printed on them.

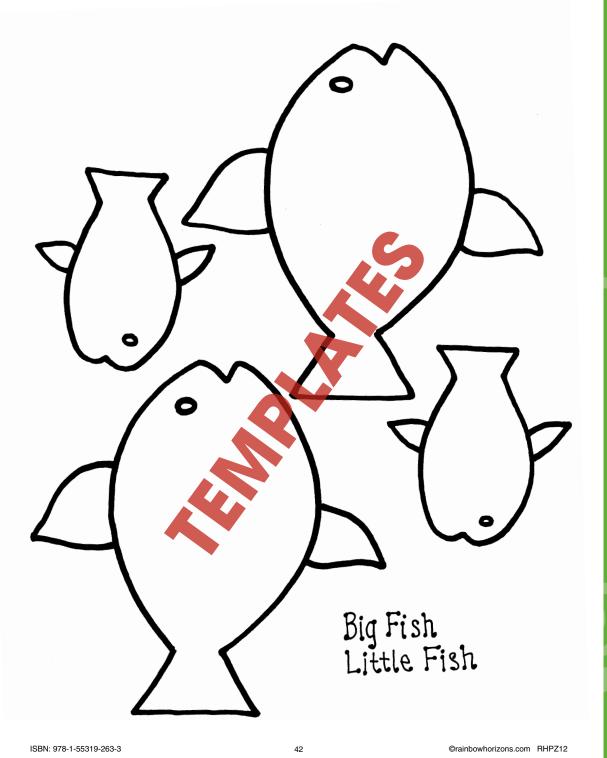


Students find and organize ne letters .

Patterns Begin Here!



ISBN: 978-1-55319-263-3



Shell Game

Photocopy game board on 2 pages Highlight with colour.

Glue inside file folder or on bristol board.

Photocopy game cards onto coloured paper. Cut out. Mount on bristol board.

Include cards, a die and shells for markers with the game.

Glue directions out the outside of the folder.

Shell Game - How to Play!



You'll need 2-3 players, I die, a shell marker for each player, the Shell Question cards. Each player takes turns.

Place the cards face down. Roll the die. If you land on a shell, pick up a card. Count how many." Ask the other players to check your answer. Put the card back at the bottom of the pile. It is the next player's turn.

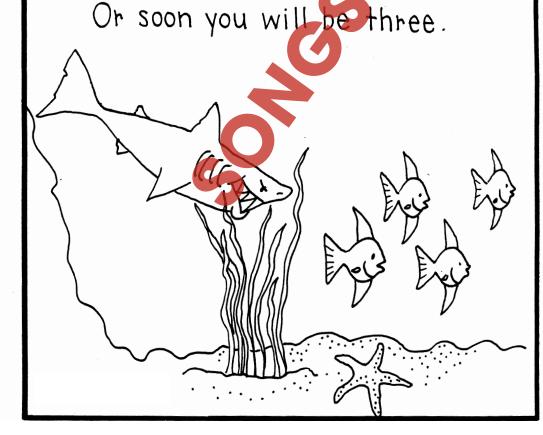
If you land on a shark, go back to Start.

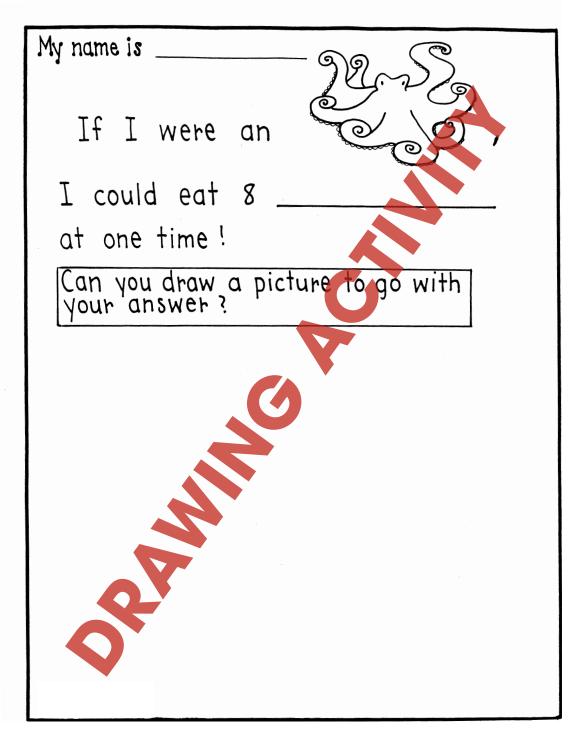
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Song: to the tune of "Row, Row, Row Your Boat"

Four Little Fish

Swim, swim four little fish, All around the sea. Just watch out for Mr. Shark,





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