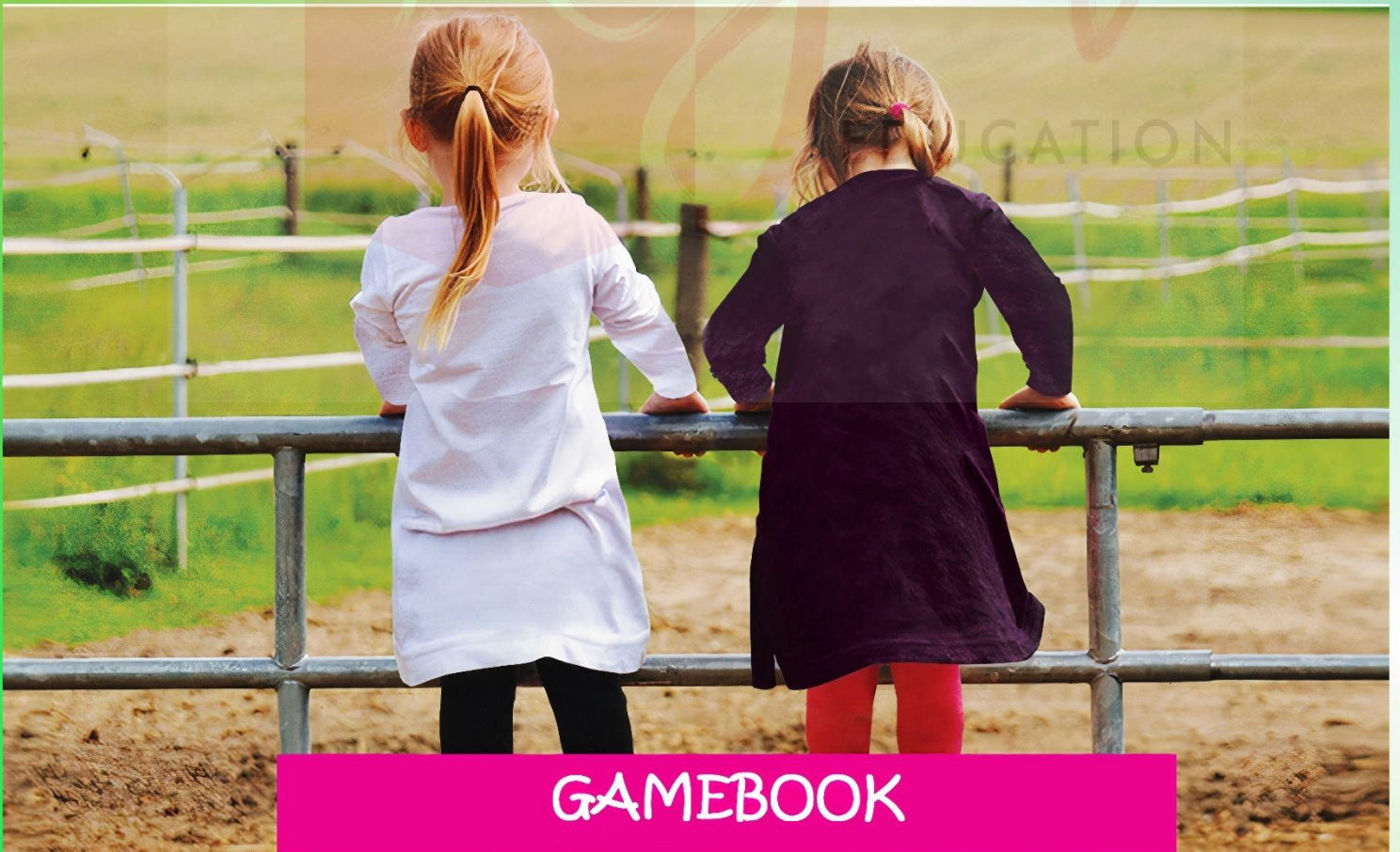


Grade 3

BEYOND LANGUAGE



GAMEBOOK

Grade 3

BEYOND LANGUAGE

Name: _____

Class: _____



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www.regaleducation.org

Beyond Language Gamebook **Grade 3**

First edition 2022
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Maryia Chautayeva

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Gamebook is a supplementary material to be used in the classroom and at home to diversify the learning routine, provide students with engaging materials that would help them to improve not only their academic, but also cognitive and social skills.

Games offered in this book allow children to use their creativity while:

- ✓ developing dexterity,
- ✓ training memory and attention span,
- ✓ developing cognitive and emotional strength,
- ✓ learning the importance of teamwork and collaboration,
- ✓ improving cognitive and interpersonal skills.





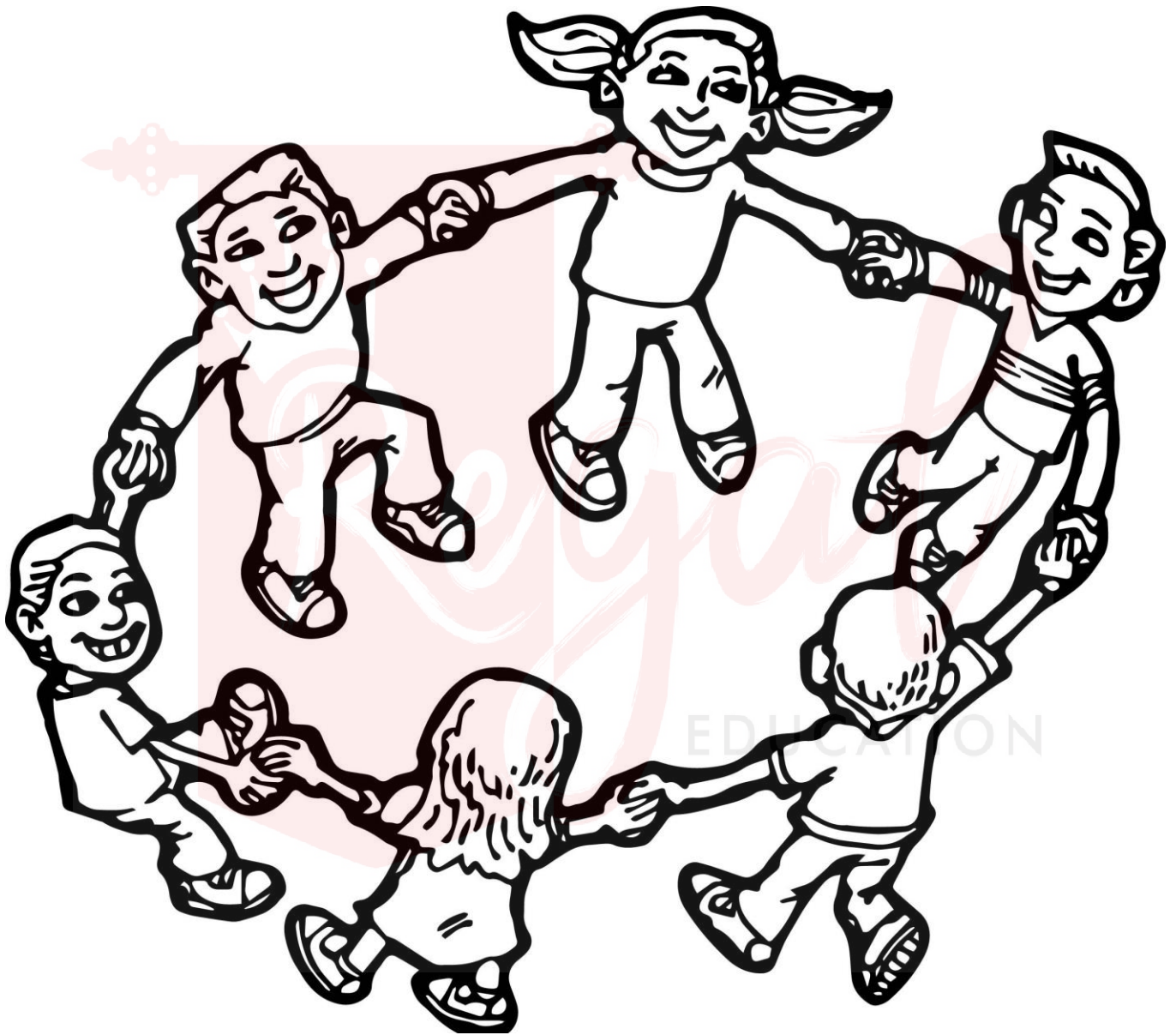
*Read the riddle.
Answer the questions.
Color and name
children in the picture.*



Anne and Tom are wearing blue jeans. Anne and Billie have pink tops. Stan and Billie are wearing black pants. Stan and Alex have blue tops. Alice wears a dress. Alice`s brother, Nick is next to her and wears a green T-Shirt and green pants.

1. How many children are playing together? _____
2. Is Stan wearing a blue top and jeans? _____
3. What is Anne wearing with her pink top? _____
4. What is Tom wearing? _____
5. What is Billie wearing? _____
6. What is Stan wearing? _____
7. What is Alex wearing? _____
8. What is Alice wearing? _____
9. What is Nick wearing? _____
10. You know the position of 2 children in the circle. Who are they?

11. Write the names of the kids and color them (you know 2 kids; others can be named randomly).



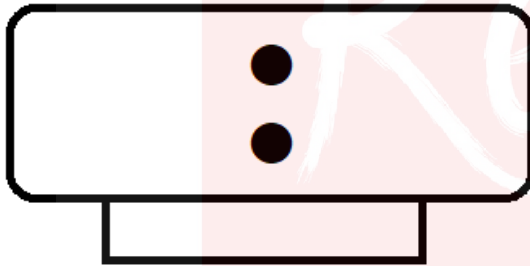
Read the riddle. Answer the questions and follow the instructions.



My bus should have arrived at 10:10. It is 15 minutes late.

What time is it now? _____

*Write the time inside the digital clock.
Color the bus.*

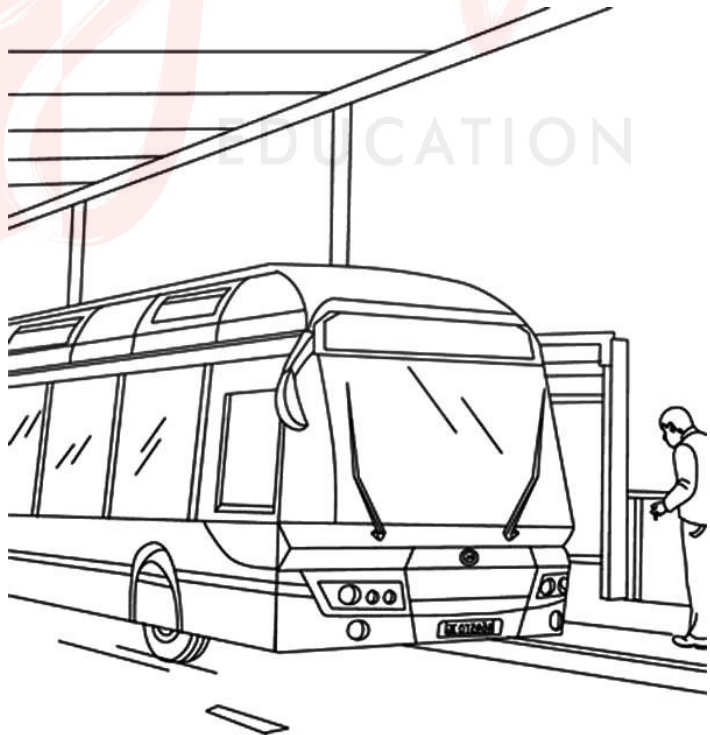
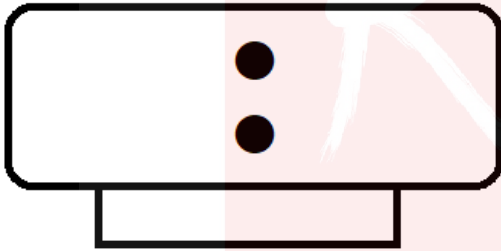




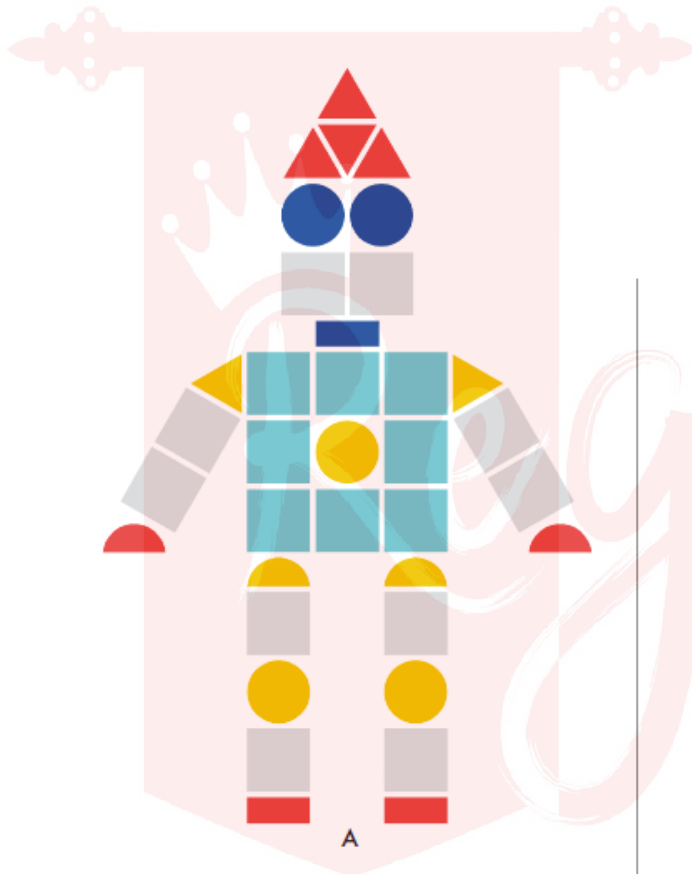
The bus arrived at 10.15. The bus waited at the bus stop for 5 minutes before leaving, and the journey took 20 minutes.

What time did I arrive at my destination?

*Write the time inside the digital clock.
Color the bus.*

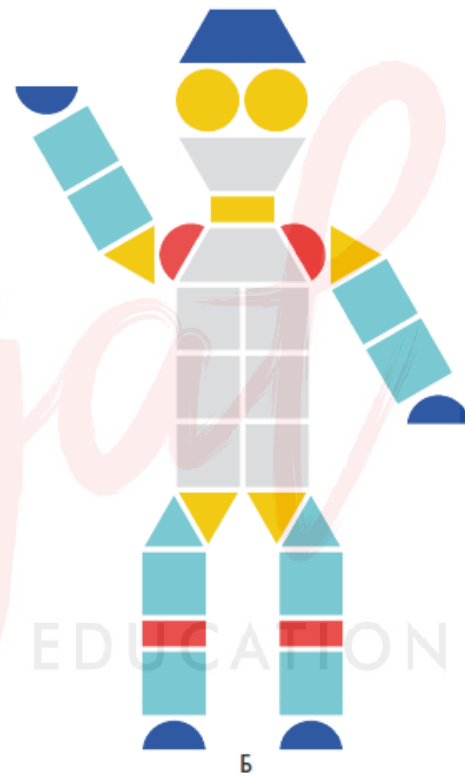


*Help Pete to count all the shapes he can see below.
Name the shapes you know.*



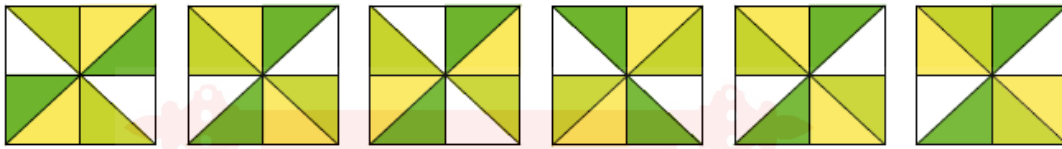
	8			

			3		





Help Pete to find
two identical
pictures. Circle
them.



A

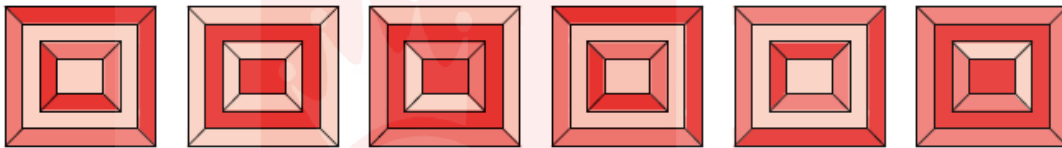
B

C

D

E

F



A

B

C

D

E

F



A

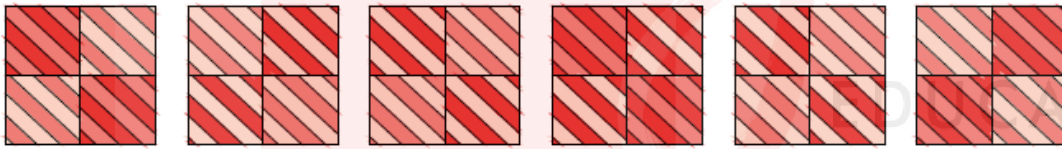
B

C

D

E

F



A

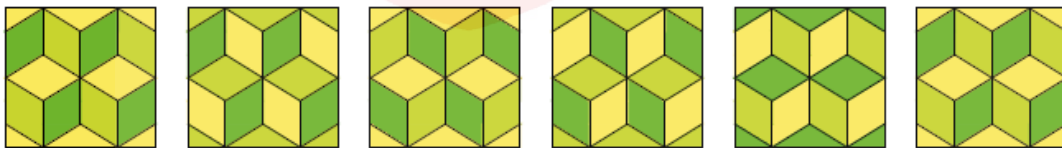
B

C

D

E

F



A

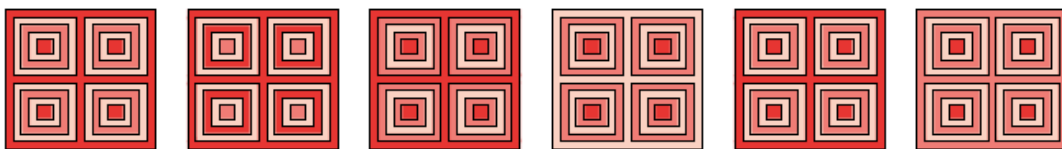
B

C

D

E

F



A

B

C

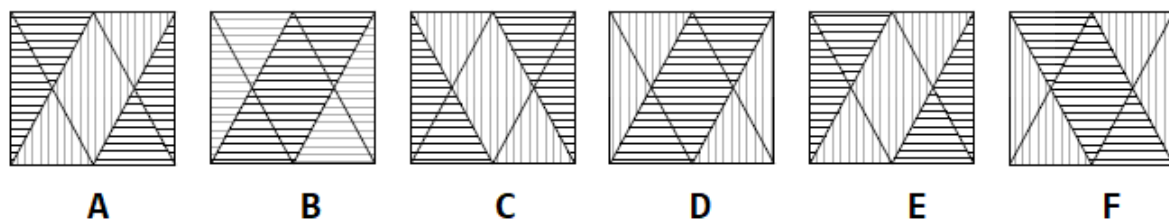
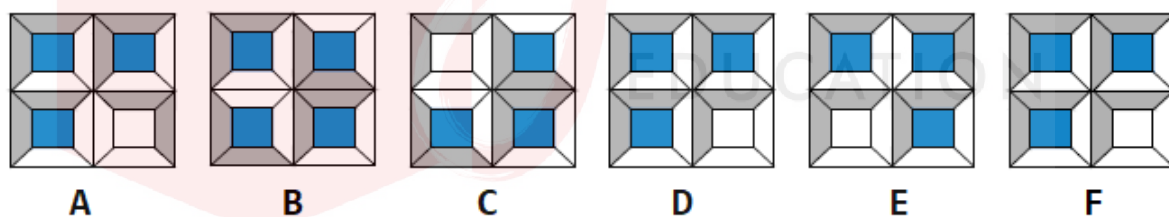
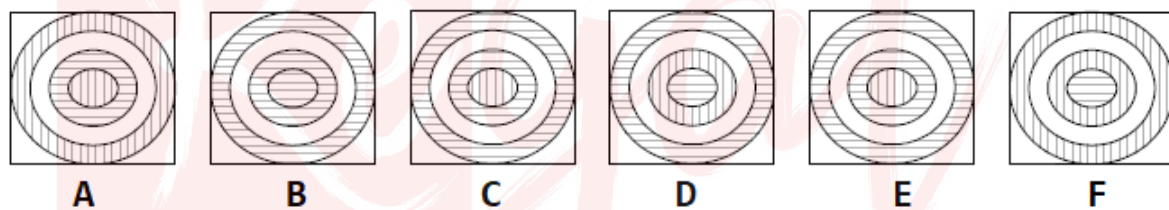
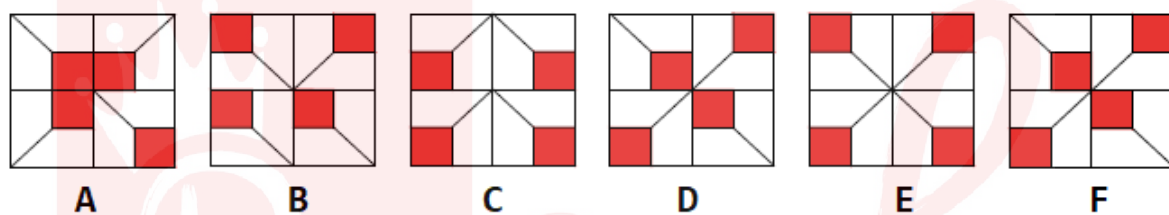
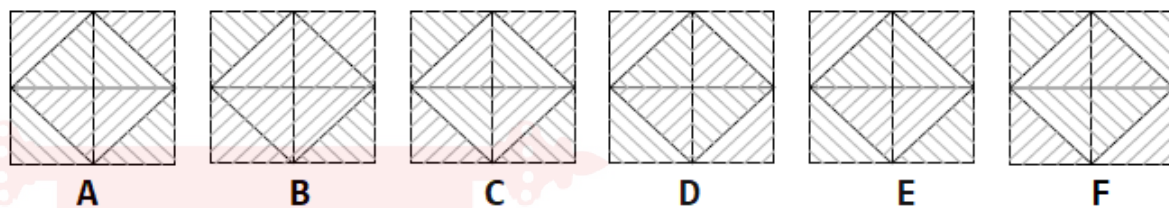
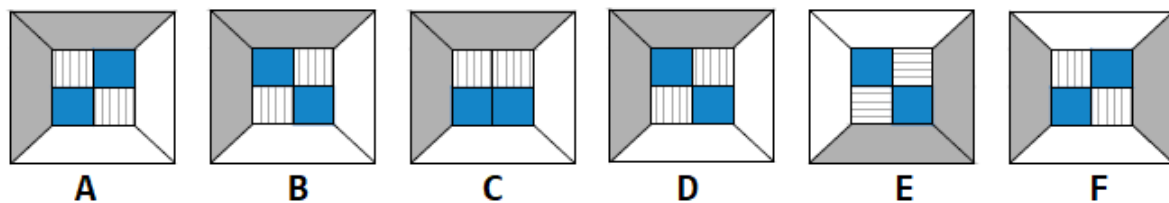
D

E

F

Is it difficult? How difficult is this exercise for you?

These games will help you to make less spelling mistakes.



Help Pete to find and count yellow, blue, and red umbrellas. Green has been done for you.



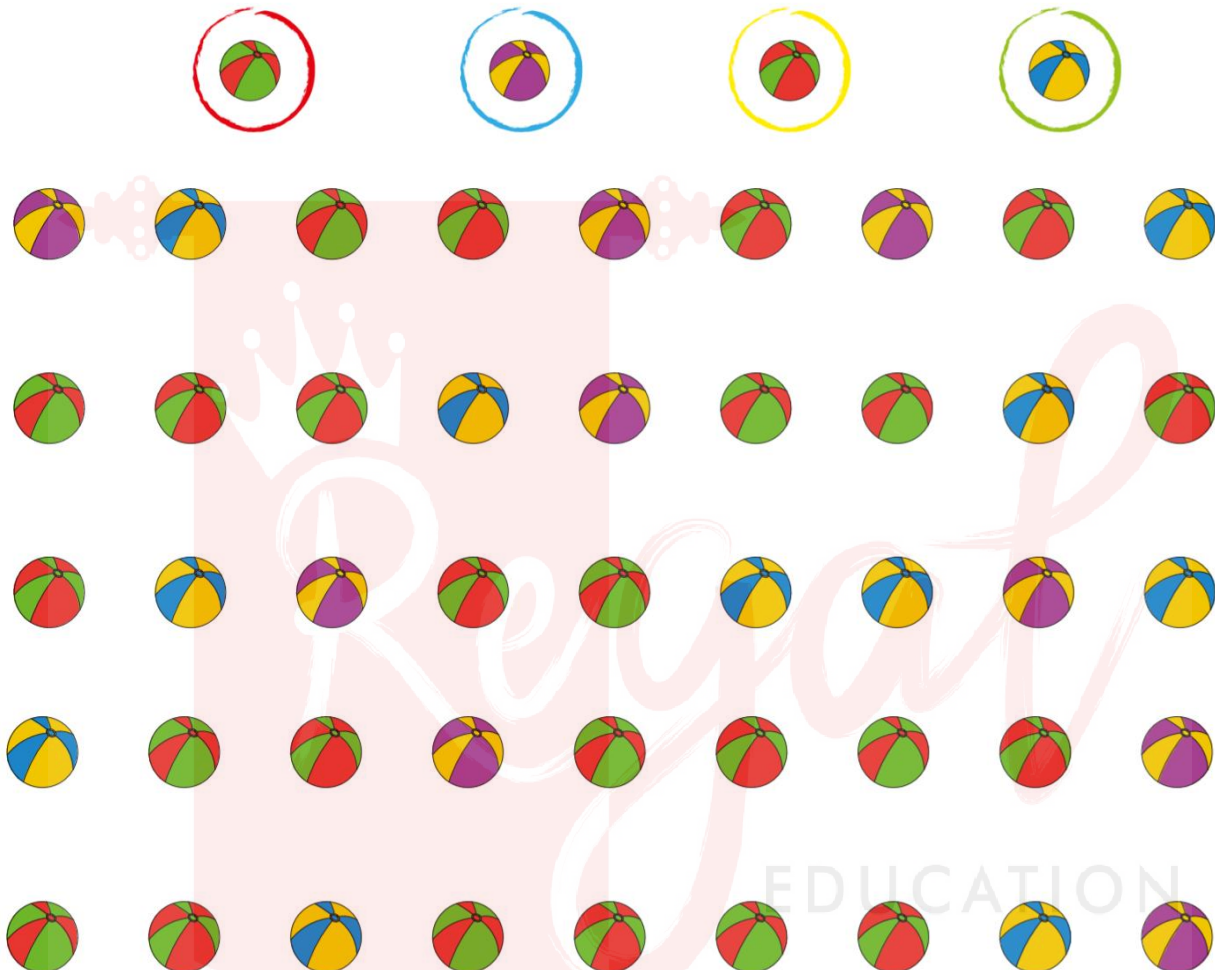
Are you always attentive?



4



*Help Pete to find and count identical balls.
Write down the number of the balls as a word.*



--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--



--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--



--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--



--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--



Help Peter to solve the puzzle. One has been done for you.

In these questions the two shapes are either added together or subtracted from each other. The shapes do not turn. Circle one answer. Look at this example:



Improve your attention

*These games will help you to study
new words faster.*

Unit 3

Help Mr. Smarty to create a comic story. The pictures are given. Fill in the dialogs. Write in pencil so that you can erase and change your dialogs later.



Here are the characters. What are their names? Be creative!



Name: _____
Age: _____
Likes: _____
Dislikes: _____
Other information: _____



Name: _____
Age: _____
Likes: _____
Dislikes: _____
Other information: _____



Name: _____
Age: _____
Likes: _____
Dislikes: _____
Other information: _____

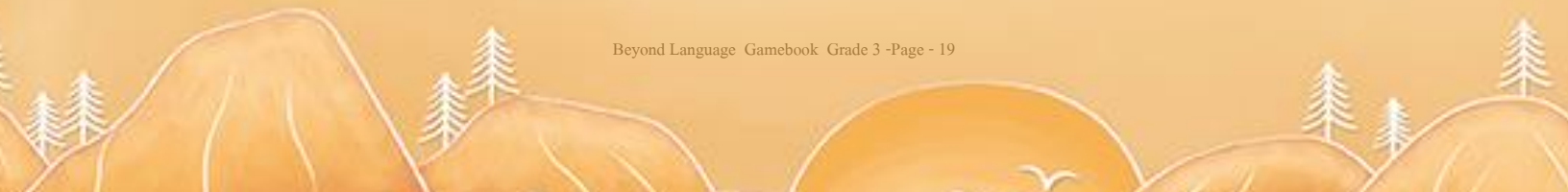








Write down your story here.
Imagine that you are a writer.





Unit 4

them to solve the riddles.

Help Mr. Smarty to solve the riddles. The answers to the riddles are given first. But they are coded. First, decode the words (answers). Then, use

EHNMYORTEV

13		16	14	

20	21	8	2	

COLKC

18	23			

RMYOEAN

--	--	--	--

24	5		7

KAET

10	1	9	

OSPIIMRE

26	17	22		3	4	19

NGWOR

12	6	15	11	25

Are they difficult?



There's only one word in the dictionary that's spelled wrong.
What is it?

If you don't keep me, I'll
break. What am I?

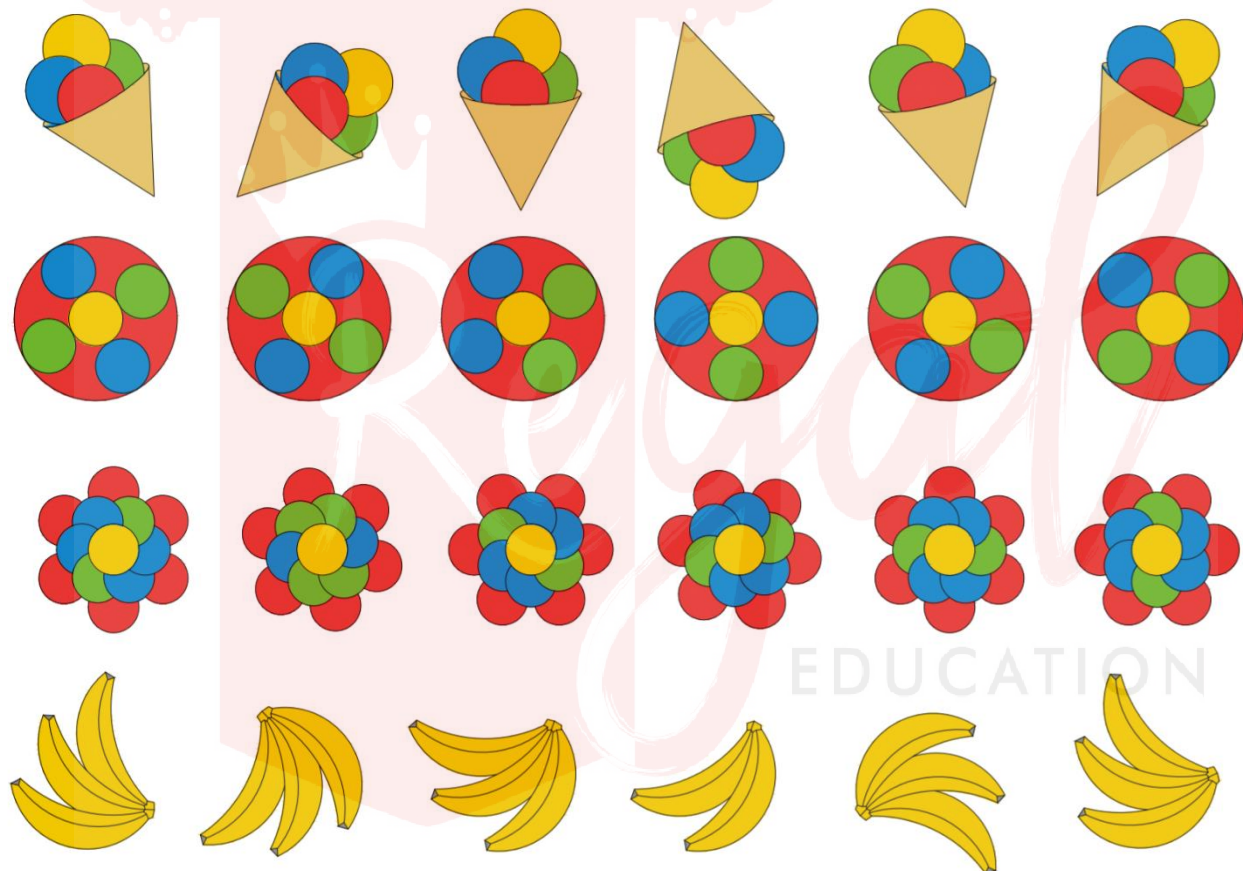
What has hands and a
face, but can't hold
anything or smile?

*It belongs to you, but
your friends use it more.
What is it?*

**Kate's mother has
three children:
Snap, Crackle and
_____?**

How many months of
the year have 28
days?

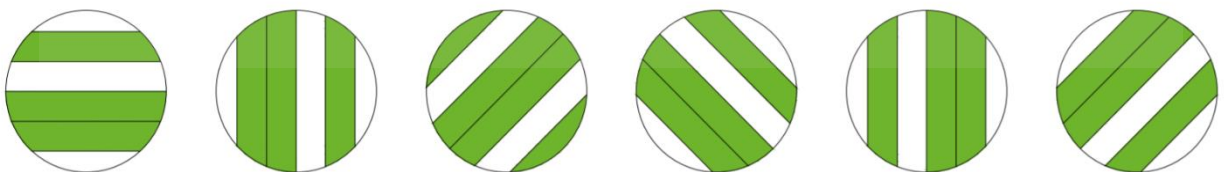
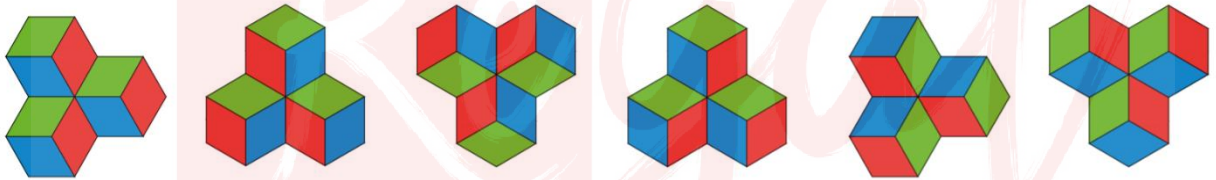
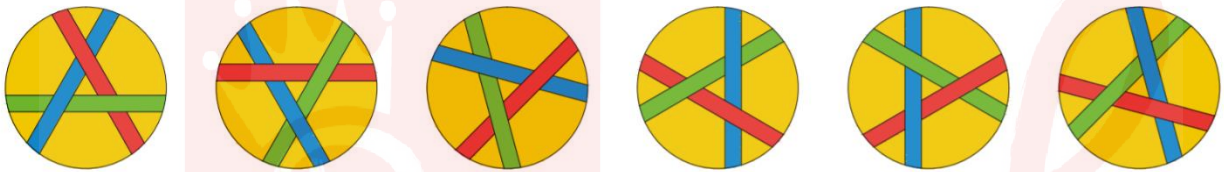
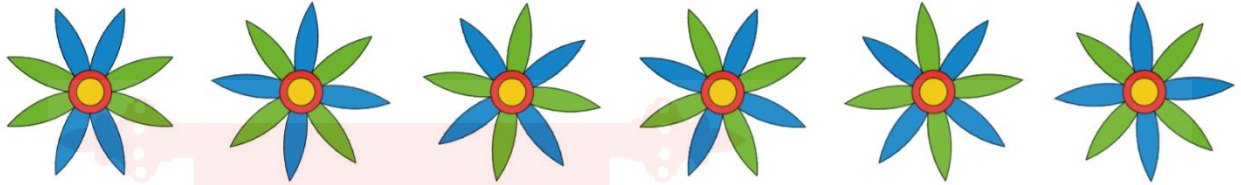
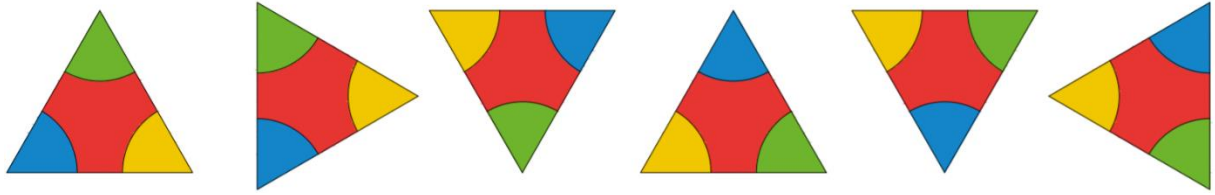
Help Mr. Smarty to find the odd figure. Study the example that has been done for you. Explain your answer.



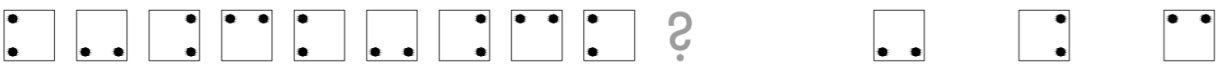
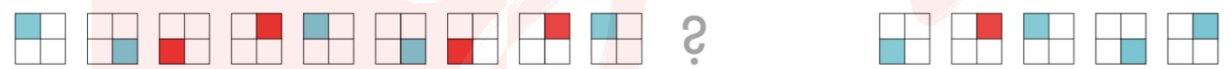
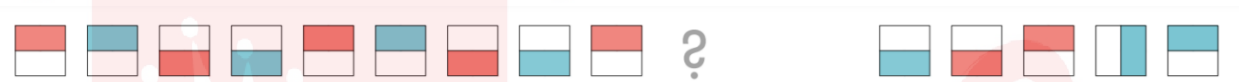
Compare your answers with your friends`. Remember, there are no wrong answers if you can explain your thinking logically.



These games will help you to improve your memory.



Help Mr. Smarty to find understand the logic behind the patterns. One example has been done for you. Study it and do the same. Explain your answers to your friends.

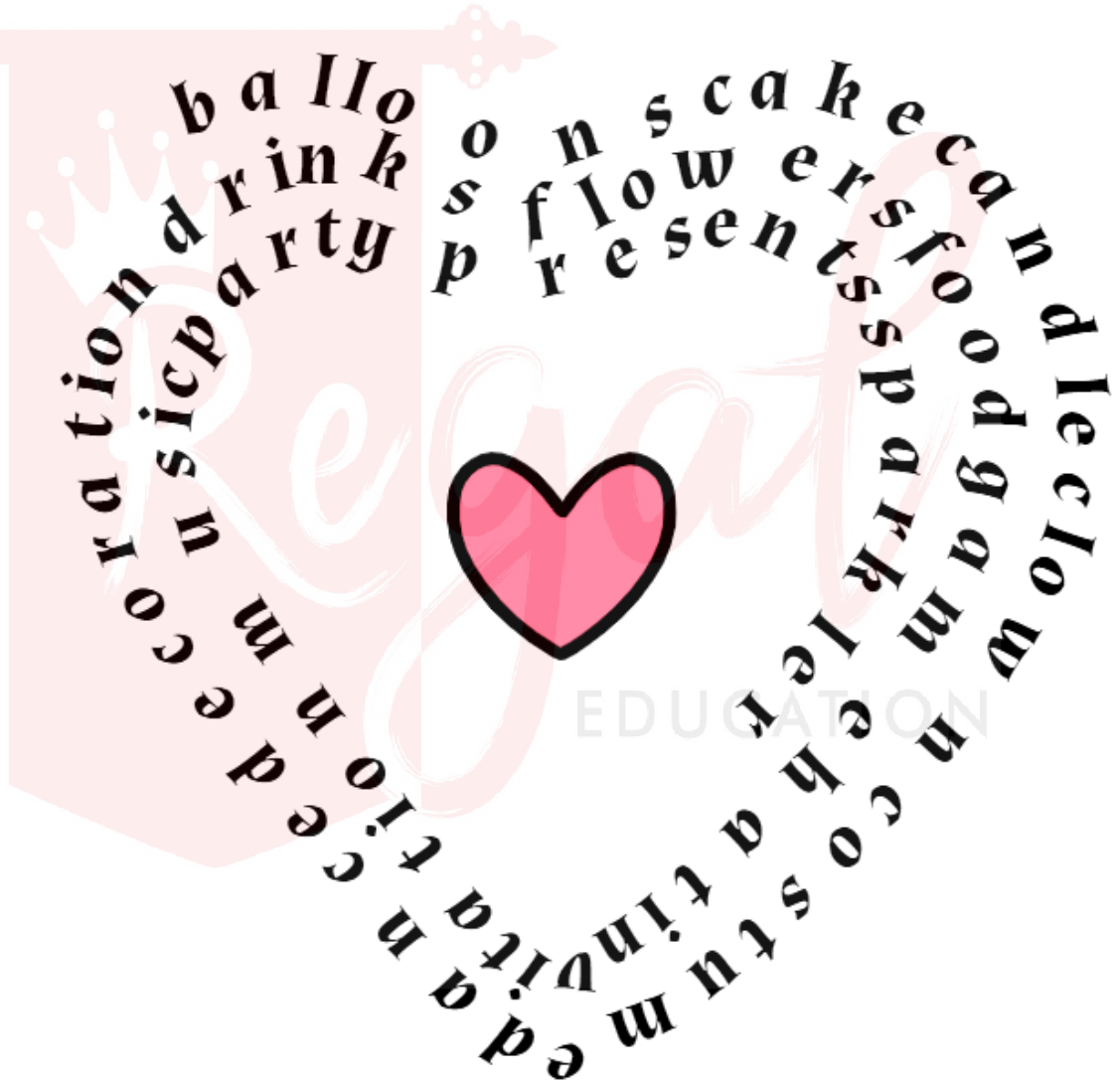


Unit 5

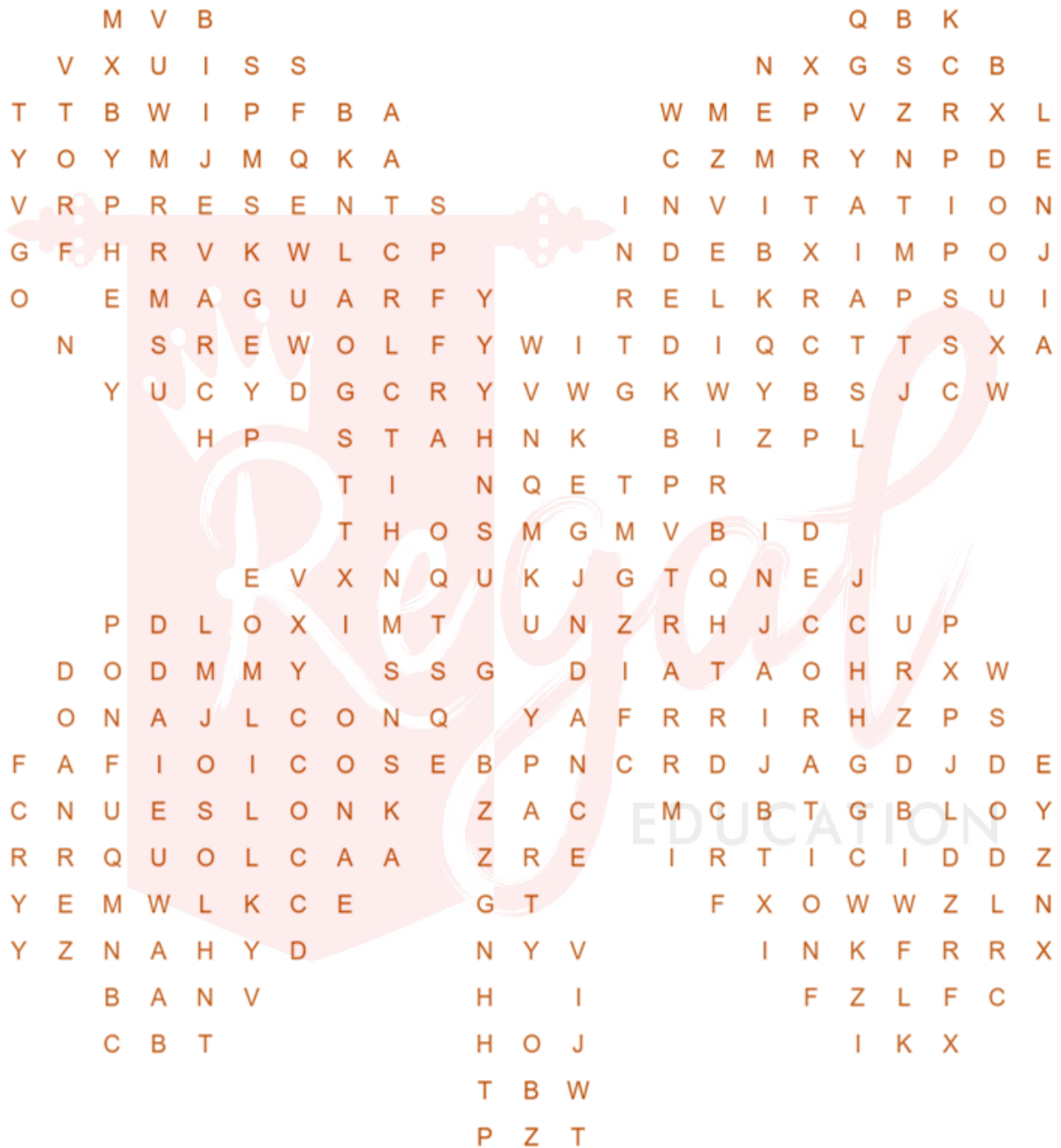
Help Mr. Donut to revise the words. QR-code will lead you to the revision video.



How many words are hidden inside the heart of Mr. Donut?



Words can go in any direction. Words can share letters as they cross over each other.



BALLOONS
CLOWN
DECORATION
FOOD
INVITATION
PRESENTS

CAKE
COSTUME
DRINKS
GAME
MUSIC
SPARKLER

CANDLE
DANCE
FLOWERS
HATS
PARTY

Cut out the flash cards and play with your friends.

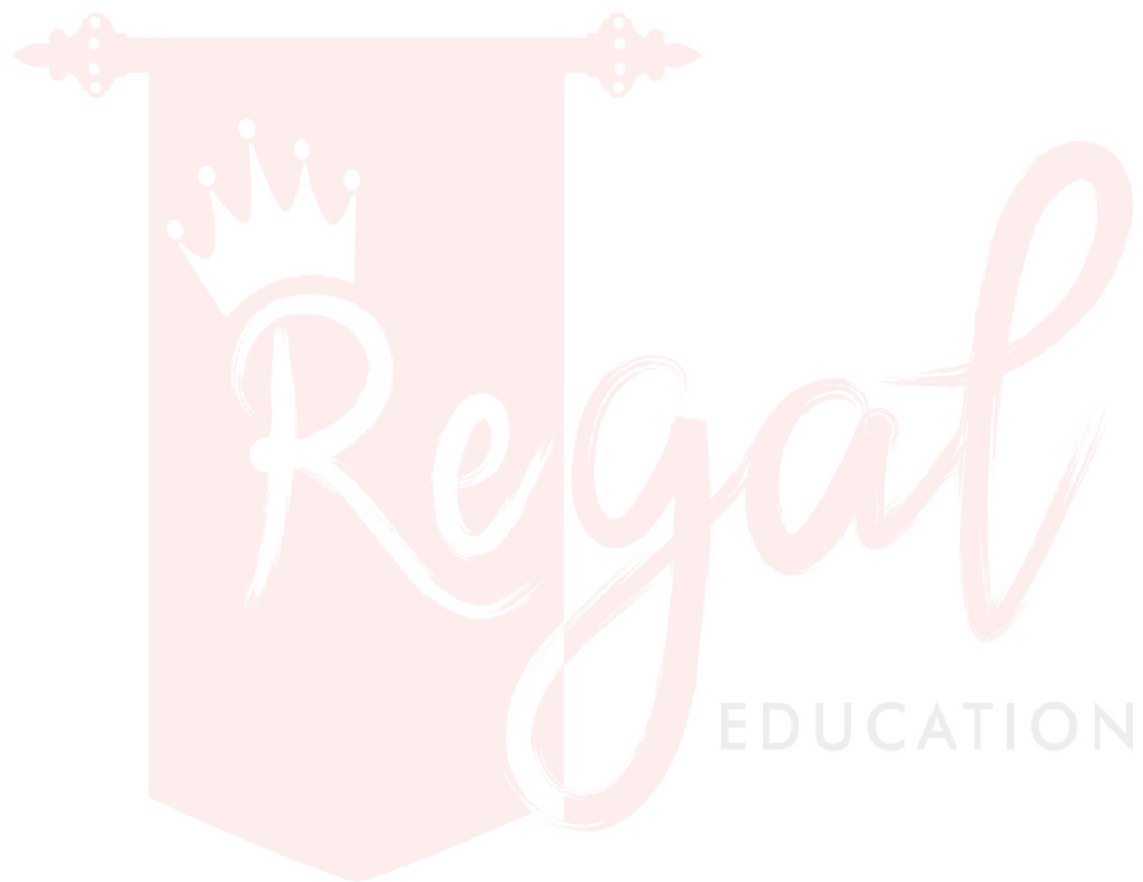
1. **Matching.** *Match the pictures with the word.*
2. **The fastest player.** *Who can name most cards in 30 seconds?*
3. **Pantomime.** *Place the pictures face down. Each student takes a picture but does NOT show it to other students. Try to mimic (show) the meaning of the picture without any words. Use only your face and hands.*
4. **Describe the word without naming it.** *Place the pictures face down. Each student takes a picture but does NOT show it to other students. Try to describe the meaning of the picture without naming the word or using its forms.*
 - a. *E.G. This is something BIG and SWEET. We have it at a birthday party.*
5. **Yes/No- game.** *Place the pictures face down. Each student takes a picture but does NOT show it to other students. Other students should ask Yes- / No – questions.*
 - a. *E.G. Is it something sweet? – No.*



The team / the student who can guess most words wins.

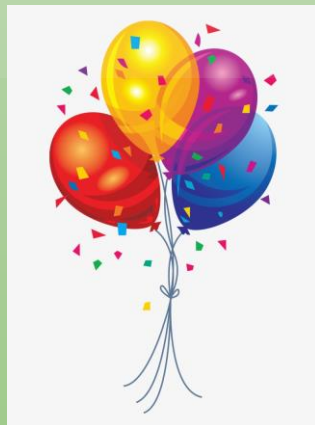
6. Create your own game and play with your friends.

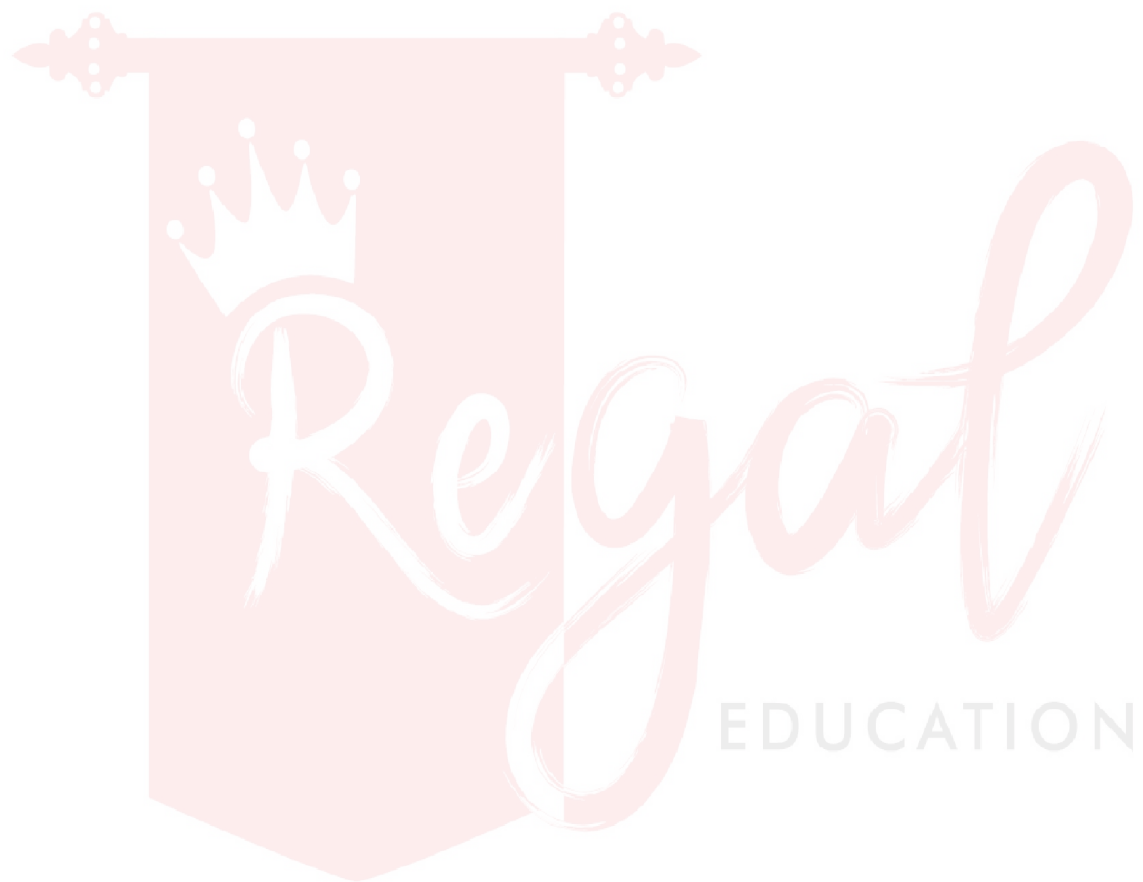
Party hats	Sparkler
Candles	Food
Balloons	Drinks
Cake	Invitation
Flowers	Dance
Decoration	Clown
Music	Game
Present	Costume
Candy	Paper Plate
Confetti	Pool Party
Cupcake	Ribbon
Feast	Glitter
Garden Party	Goody Bag
Cookie	Fireworks
Party favor	Caterer



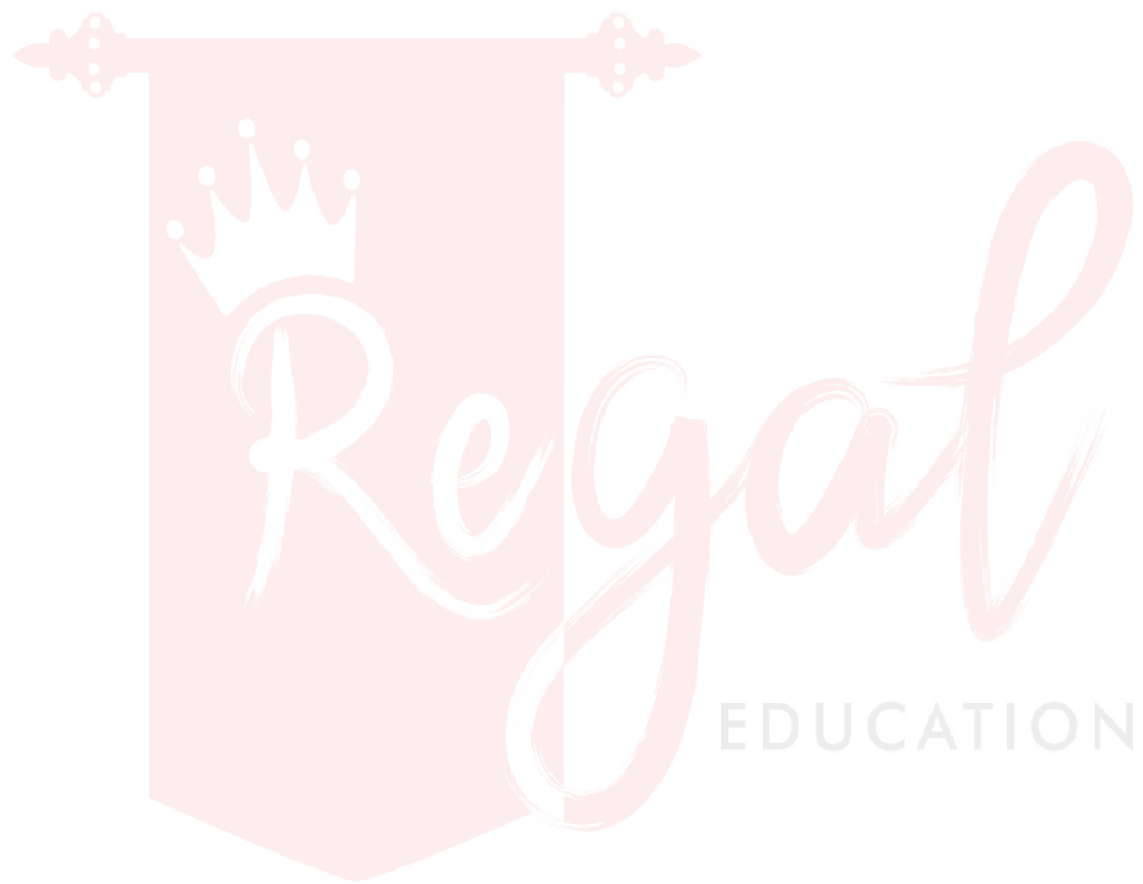


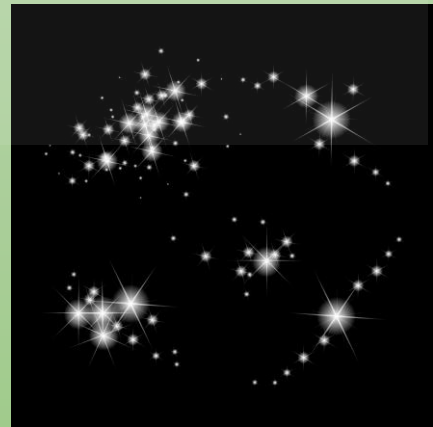
EDUCATION

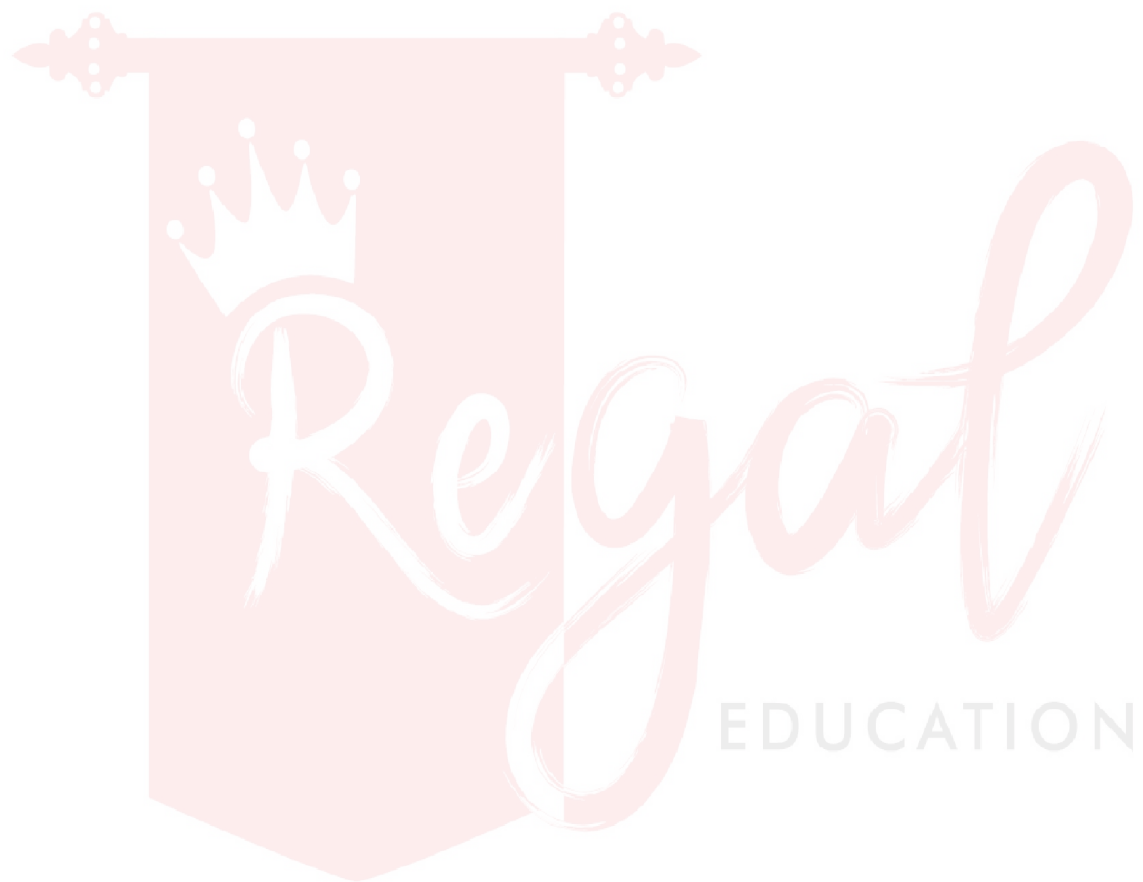








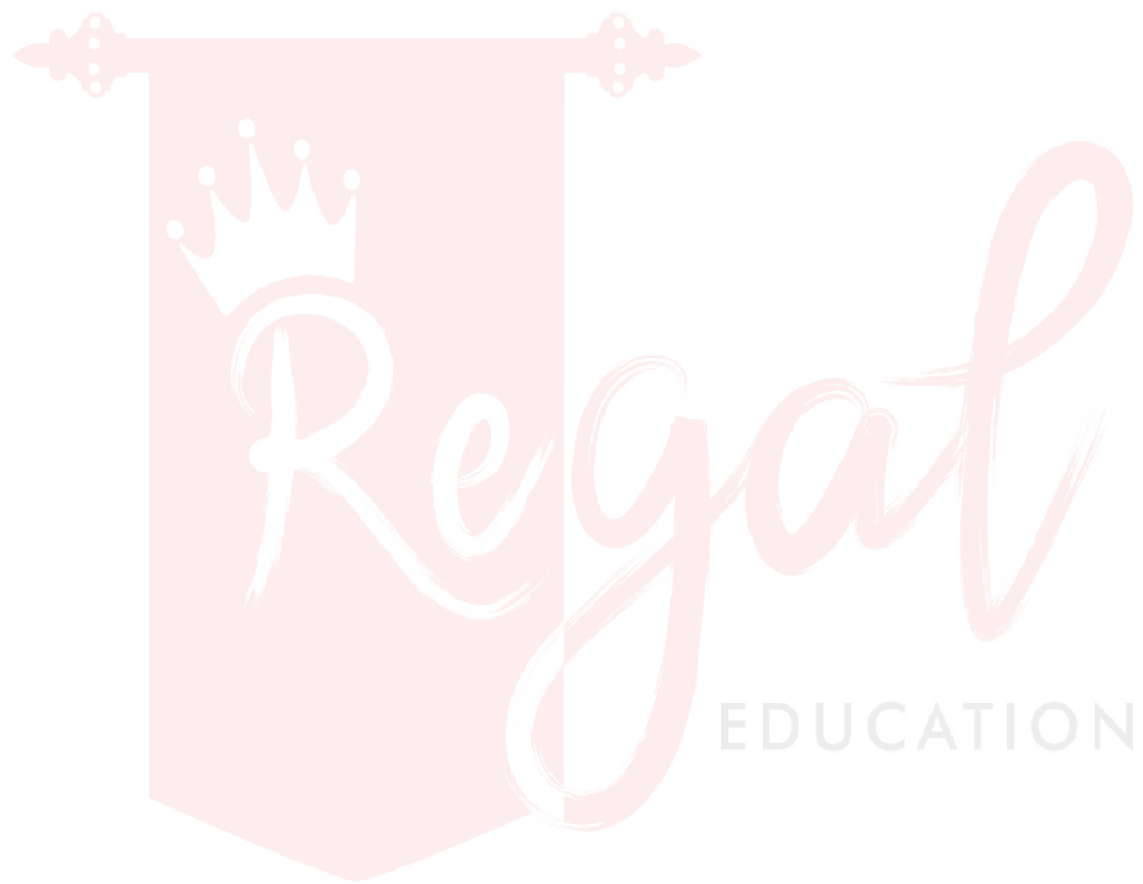




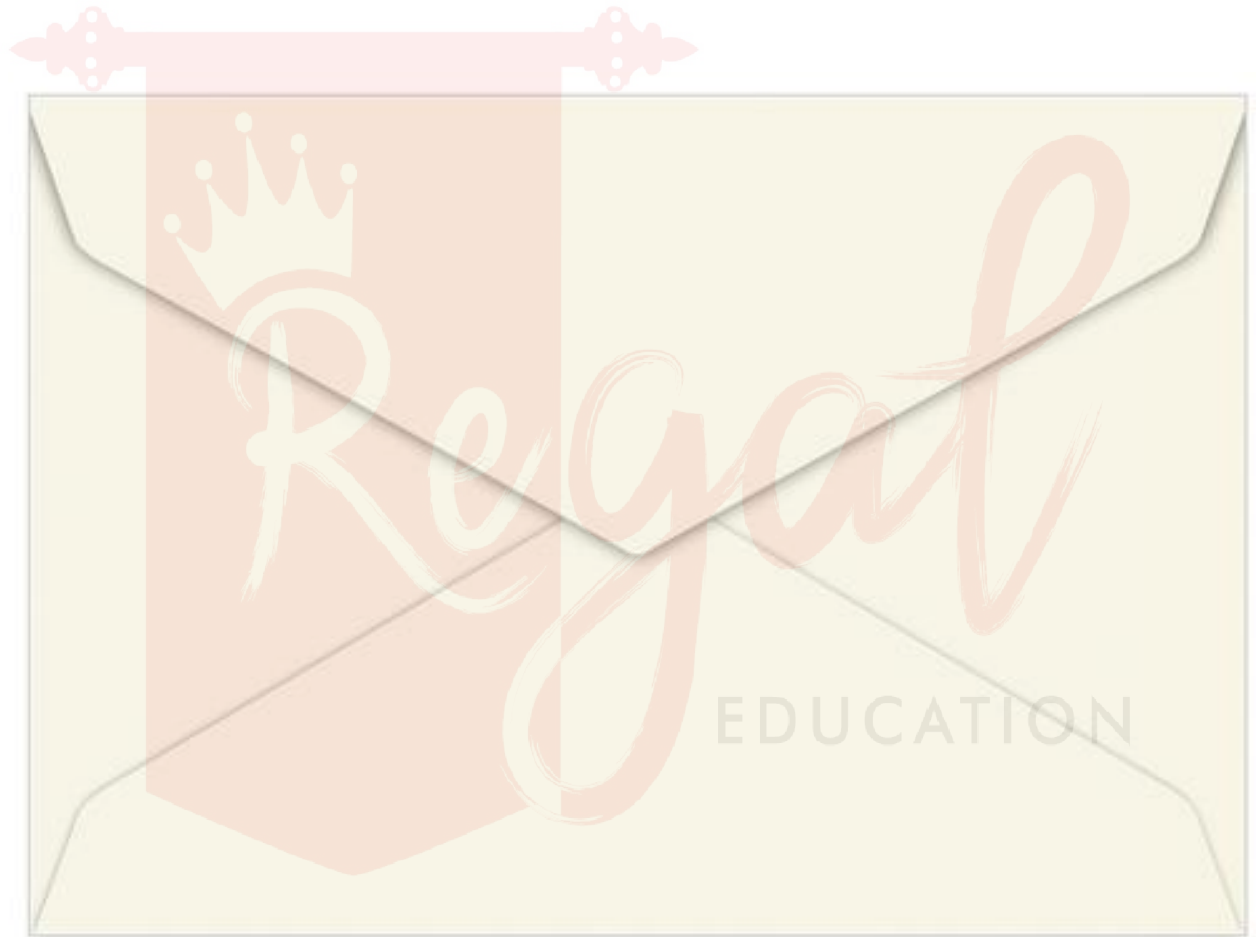


EDUCATION





Glue an envelope for the flashcards here.



Unit 6

Help Pete to illustrate his short stories. The first one is done for you.



A FIFTY-WORD STORY is a short story that consists of 50 words exactly. The readers can think of the beginning and the end of the story themselves.

What do you think happened next?



There was a cheeky kid who loved to cause troubles. He loved to draw moustaches on pictures. One day a wizard decided to punish him. One day the kid felt a twitch then a pop. A moustache had grown on his own face that wouldn't come off no matter what!
(50 words)

Now it's your turn. Draw the pictures to illustrate 50-word stories.

One day little Kate decided to go for a walk in the woods. Her mom told her not to go to the lake though, because it was enchanted. When little Kitty was in the forest, she heard a beautiful song, coming from the lake. Kitty went there and saw mermaids.

My tummy is growling.
I haven't eaten all day.

There is food around
the house, but I will not
eat until the sunset. My
mind is strong. I am
doing this to show that I
have discipline, that I
have faith. I must admit,
I feel a bit dizzy,
though.

EDUCATION

Look at the picture and write your own 50-word story.

A large, decorative scroll-like frame containing ten horizontal lines for writing. A large, faint watermark with a crown icon and the word "Regal" is visible in the background.

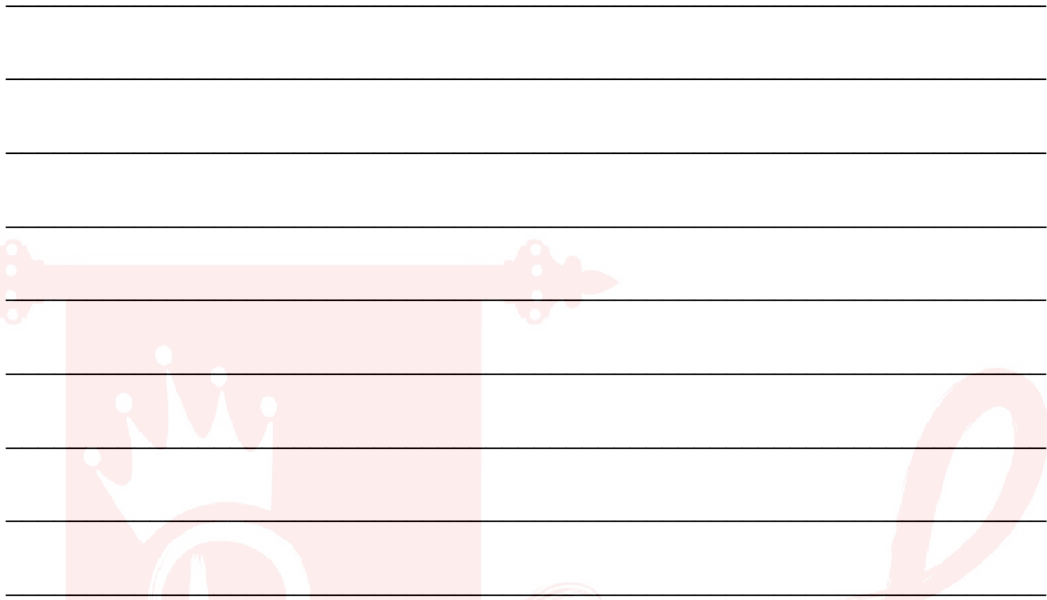


Look at the picture and write your own 50-word story.



EDUCATION

Create and draw your own 50-word story.

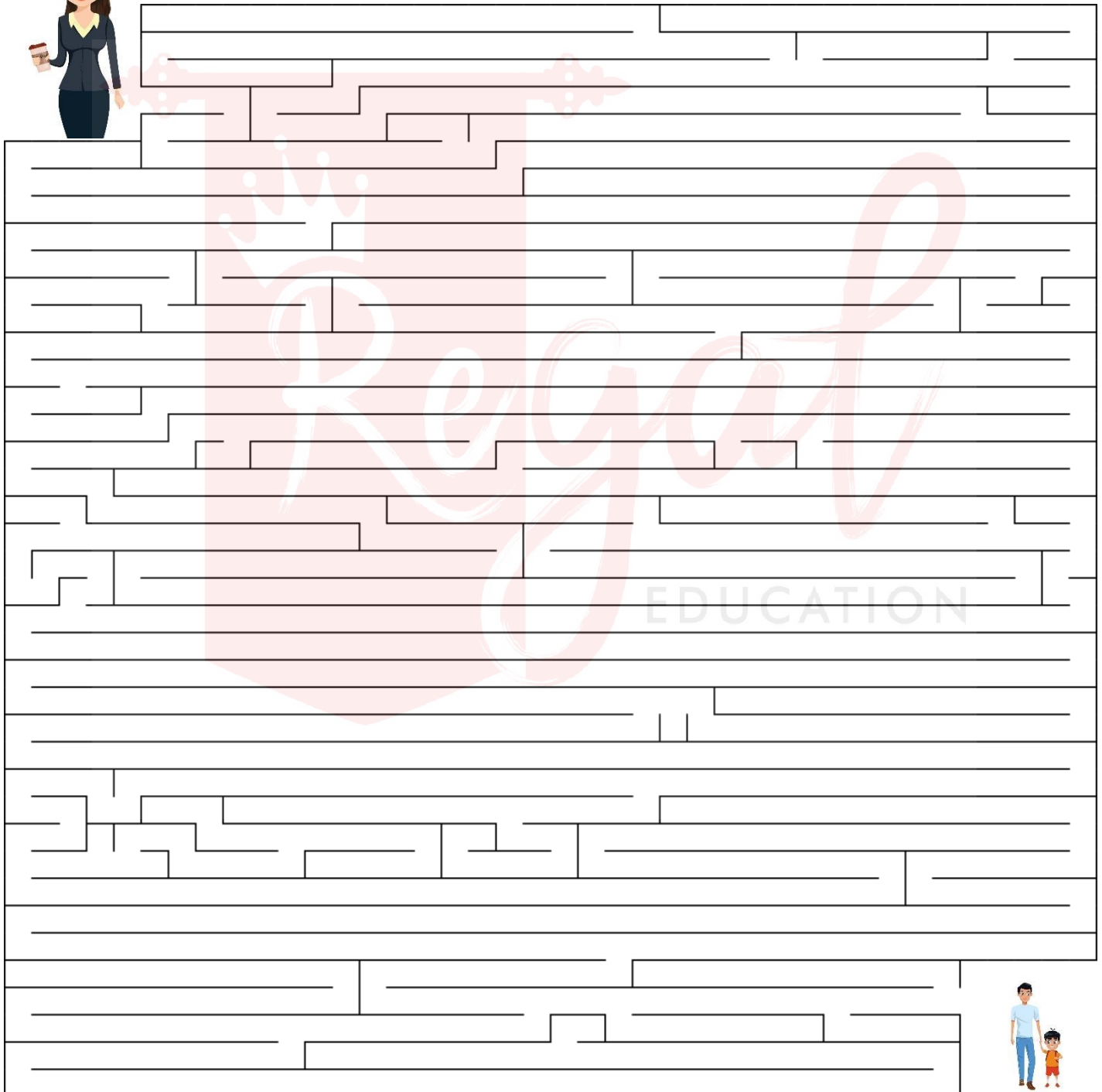


A large, empty rectangular box with a yellow border and rounded corners, designed for drawing. It contains ten horizontal lines for writing. A faint, large watermark of a crown and the word 'Regal' is visible in the background.

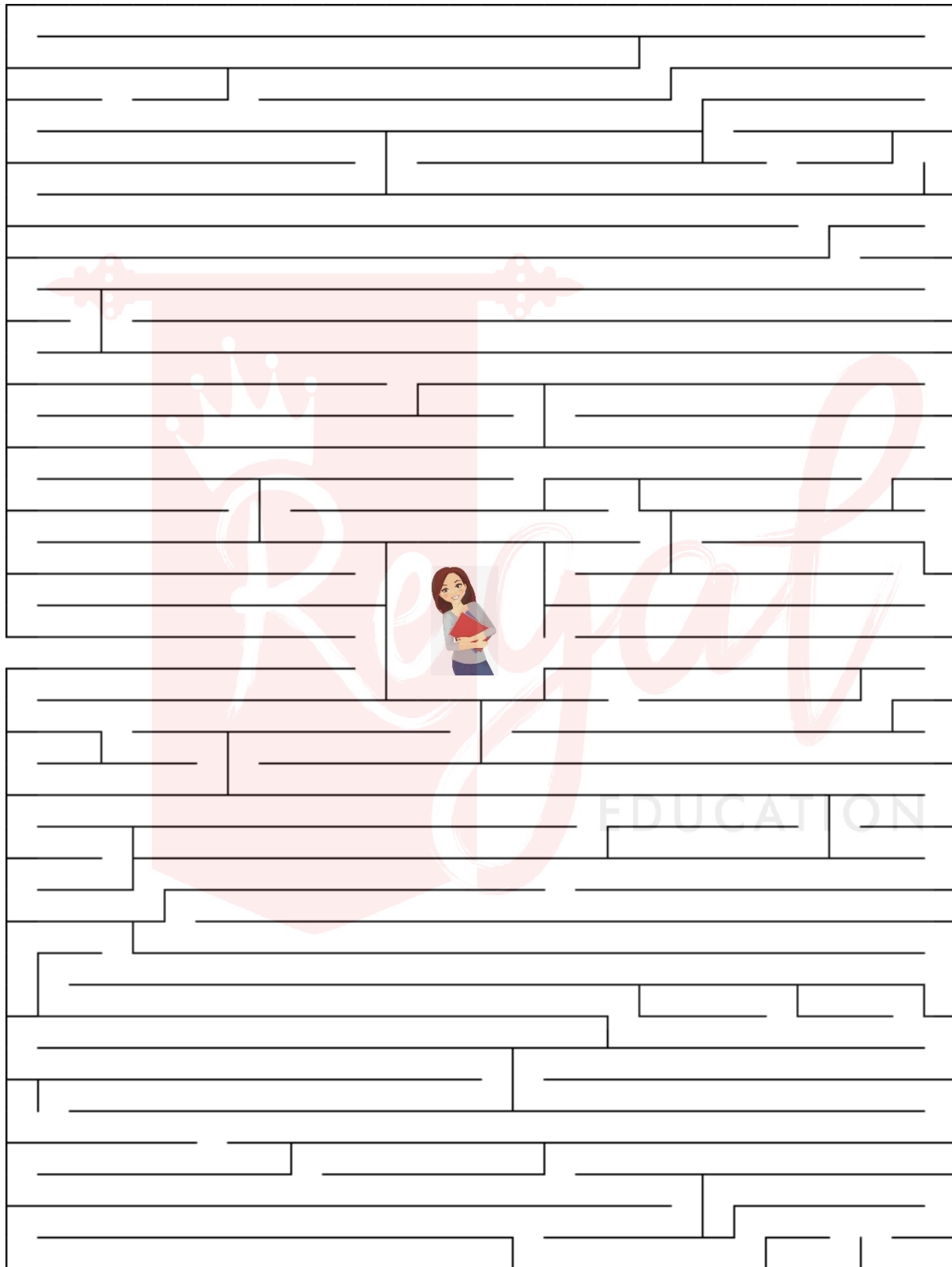
EDUCATION



Help Mom to join her family. Color her way.



Help Lisa to find an exit from the maze.



Lilly left you a secret message. First, unscramble the words. Then use them and the numbers assigned to each letter to decode the message.

OMM

3	7	1

DDA

15	14	17

LTAELR

24	16	20	21	26	8

HOTRRES

5	6	2	11	9	10	23

OSHTESRT

18	13	25	27	12	22	4	19

1	2	3

I	
	4

5	6	7	8	9	10	11	

			N
12	13	14	

	Y
1	

			.
15	16	17	

17	14	17

I	
	18

19	14	20	21	22	23

			N
24	6	16	

			.
3	25	1	

I

14	3

24	6	26

5	6	2	27	24	26	5	9

I	N
---	---

24	6	26

F			I		Y	.
	14	1		21		



*Unscramble the tiles to reveal the message.
Each tile is used only once.*

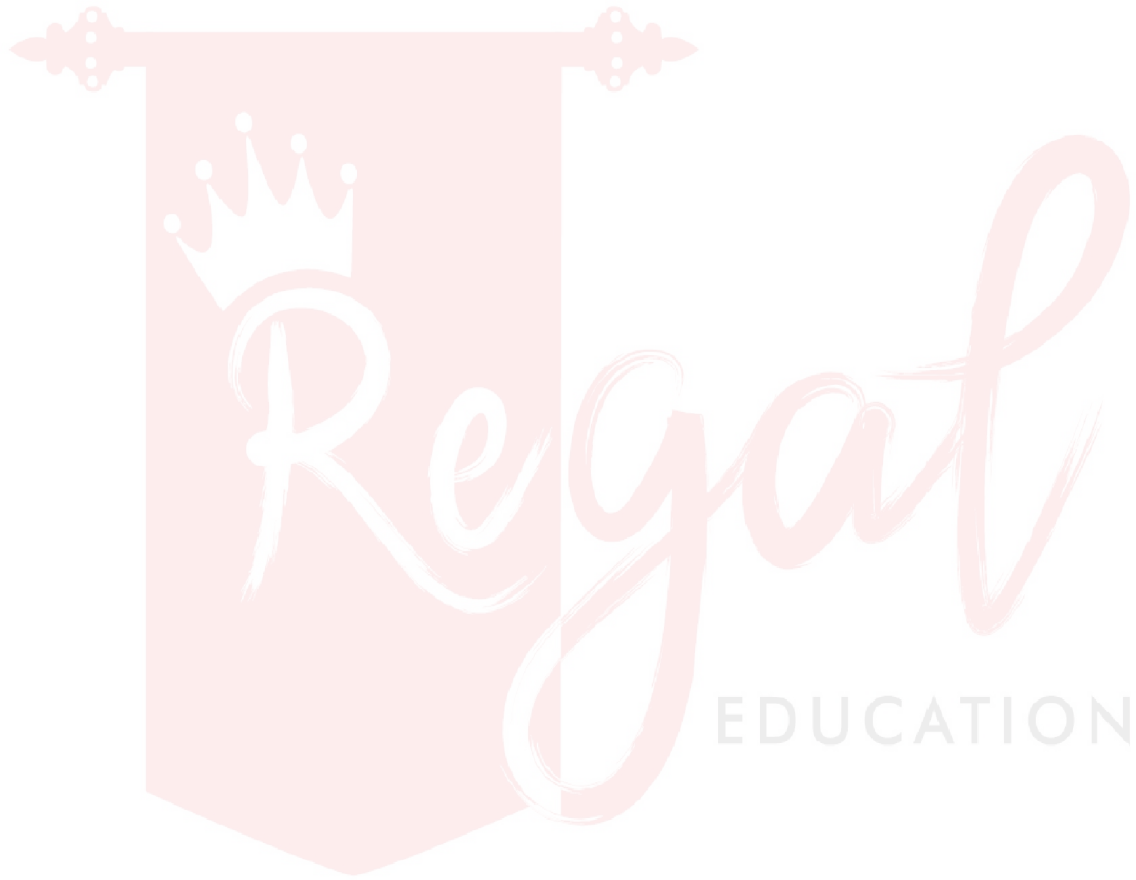
*Use spacing, punctuation and common words to find
adjacent tiles. Some words may be split into two
lines. There are 2 sentences in the message.*



You can copy and cut the tiles out. It will help.

h	e	e	s	t	f	a	s	t	t	h	e	e	t	b	r	o	a	l	l
h	e	M	y		m	i	l	r	l	o	y	i	n	i	n	t	a	l	
t	e	r	l	a	s		g	i	M	y	s	i	s	i	s	r	i	r	c
t	h	t	h	e	s	.	t	h	e	t	b	y	.	l	e	s			

*Create your own secret message. And leave it for your friend.
Swap the books. Try to decode each other`s secret messages.*



Unit 8

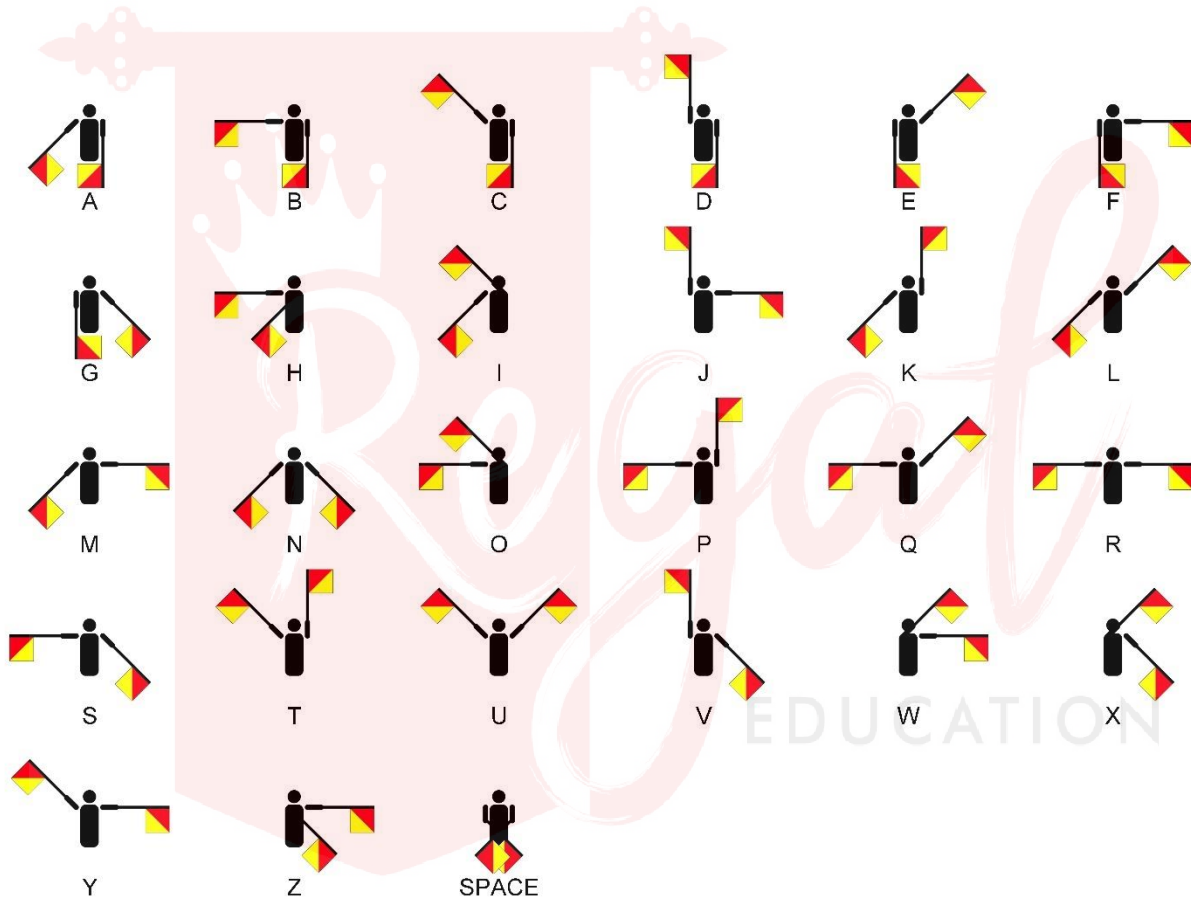
Mr. Smarty is learning Semaphore Alphabet to be able to help his friends even when he is not allowed to speak.

Flag semaphore is a way to share the information without speaking or writing. The person should have something in his hands – flags, rods, disks, paddles, or occasionally bare or gloved hands. Anything, that would make them visible. You can send any message in the situation when you cannot speak or write. This way is used in aviation, navy, military. You can also see that on the big parking lots. American scouts use this often. How can this alphabet help you?

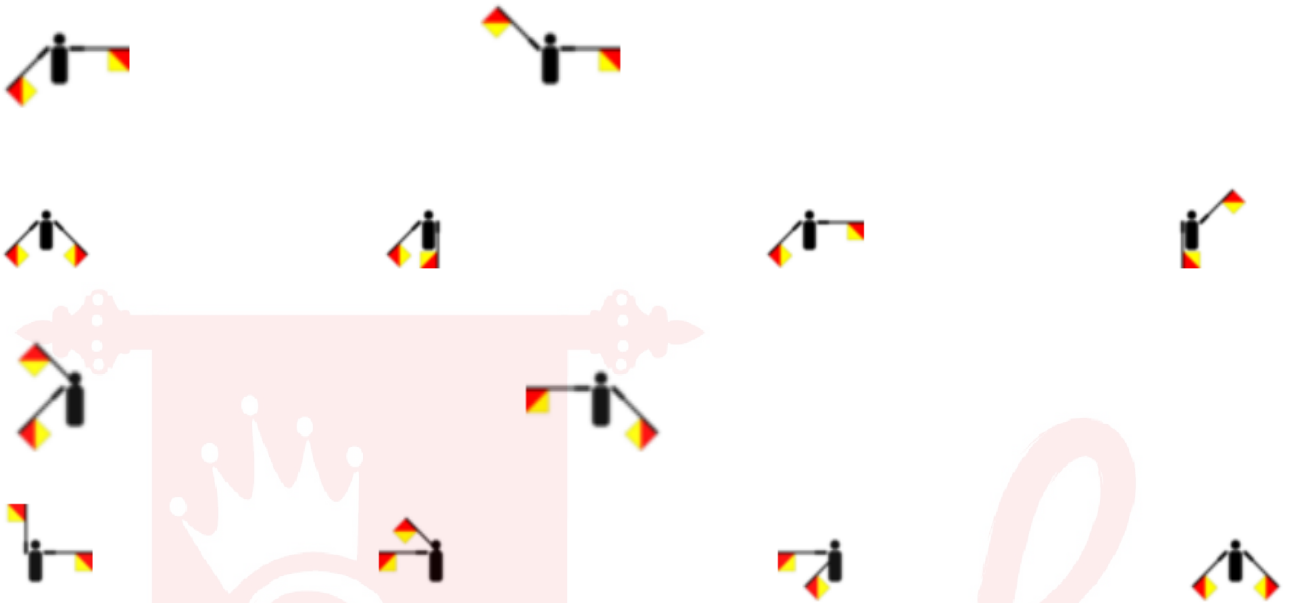
When are we not allowed to speak?



Study semaphore alphabet. Play with your friends. First, show them separate letters. They have to name them. Then, try to code short words.



Decode the message that Mr. Smarty left for you.



Answer: _____ *(name).*

Study the example.

i_am



*Which symbol do you use to show the pause between the words?
Circle it and show it to your friend.*

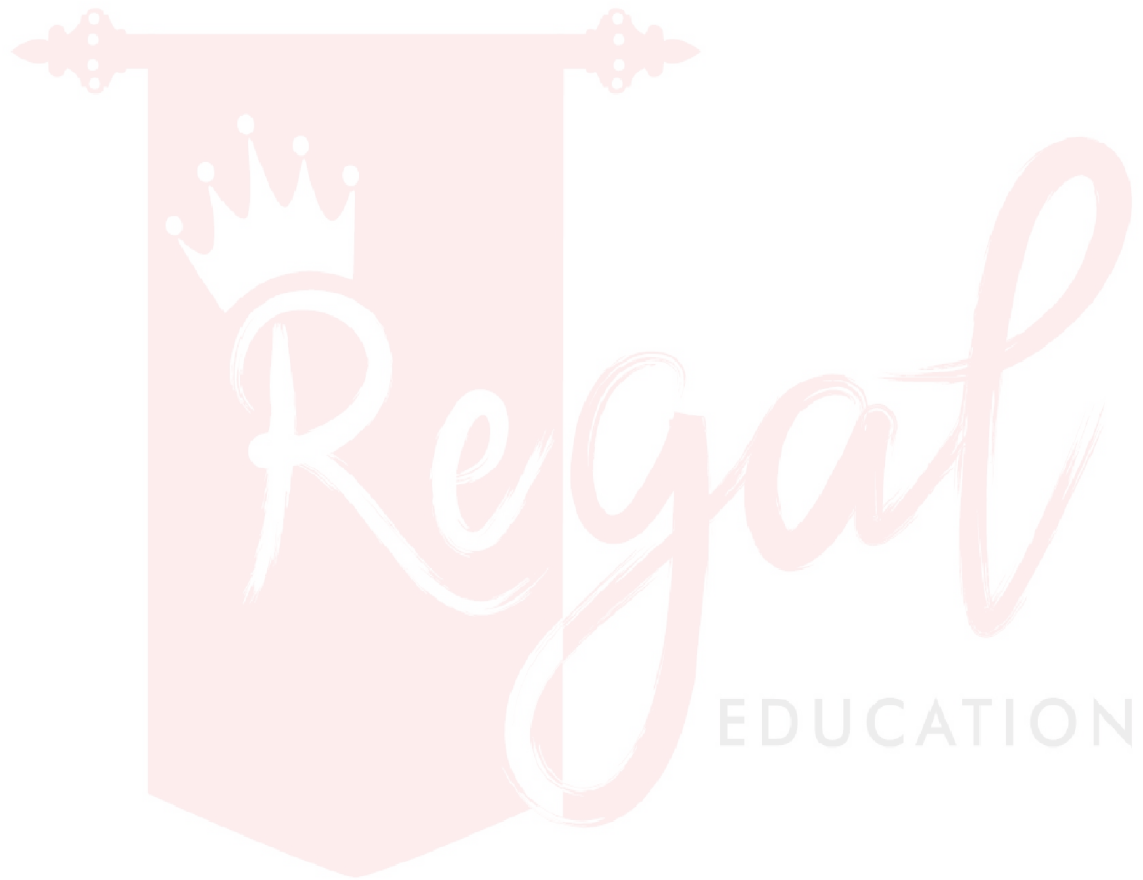
Decode the message that Mr. Smarty left for you.



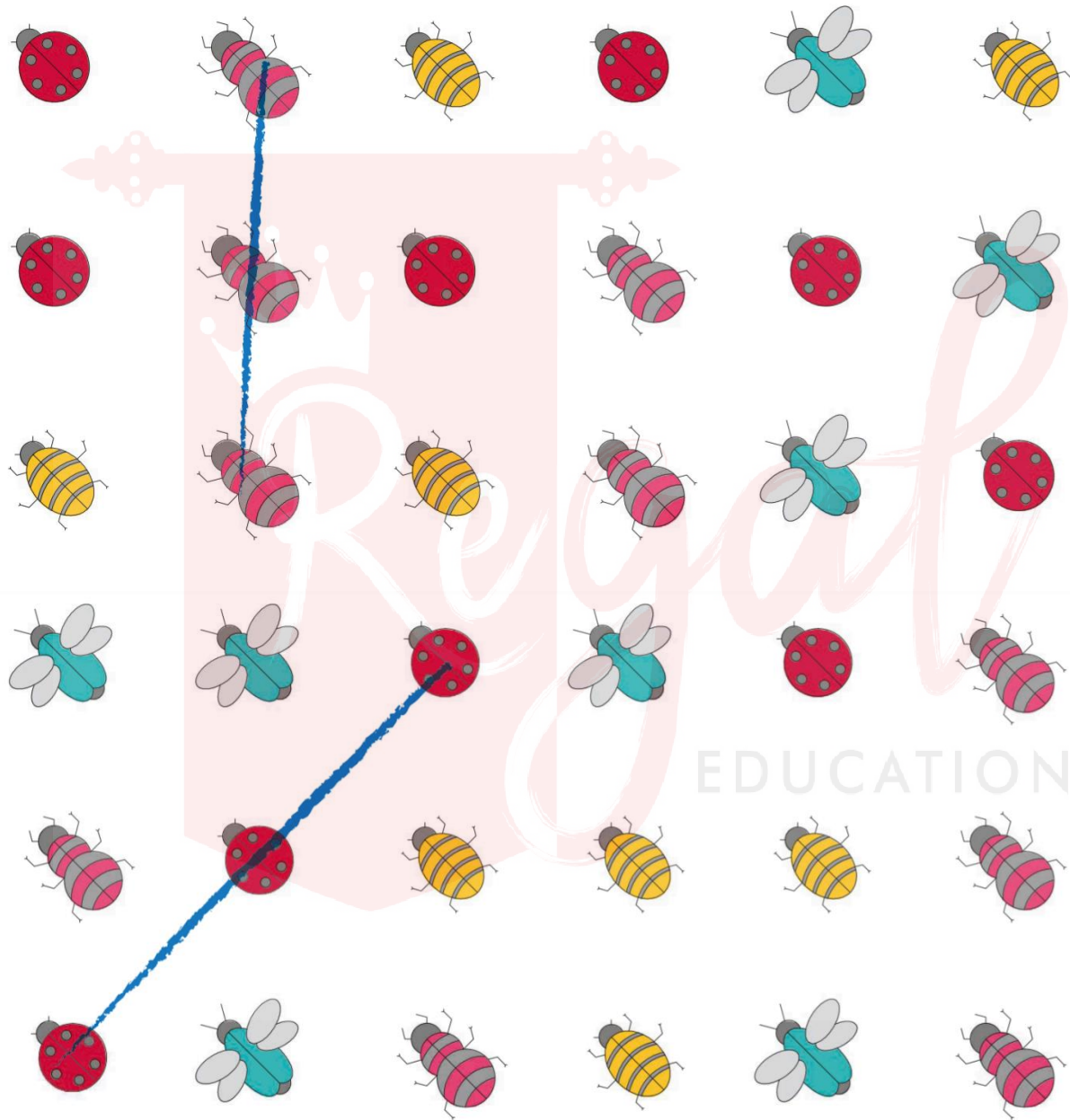
EDUCATION



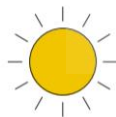
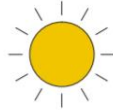
Code your own message and draw it here.

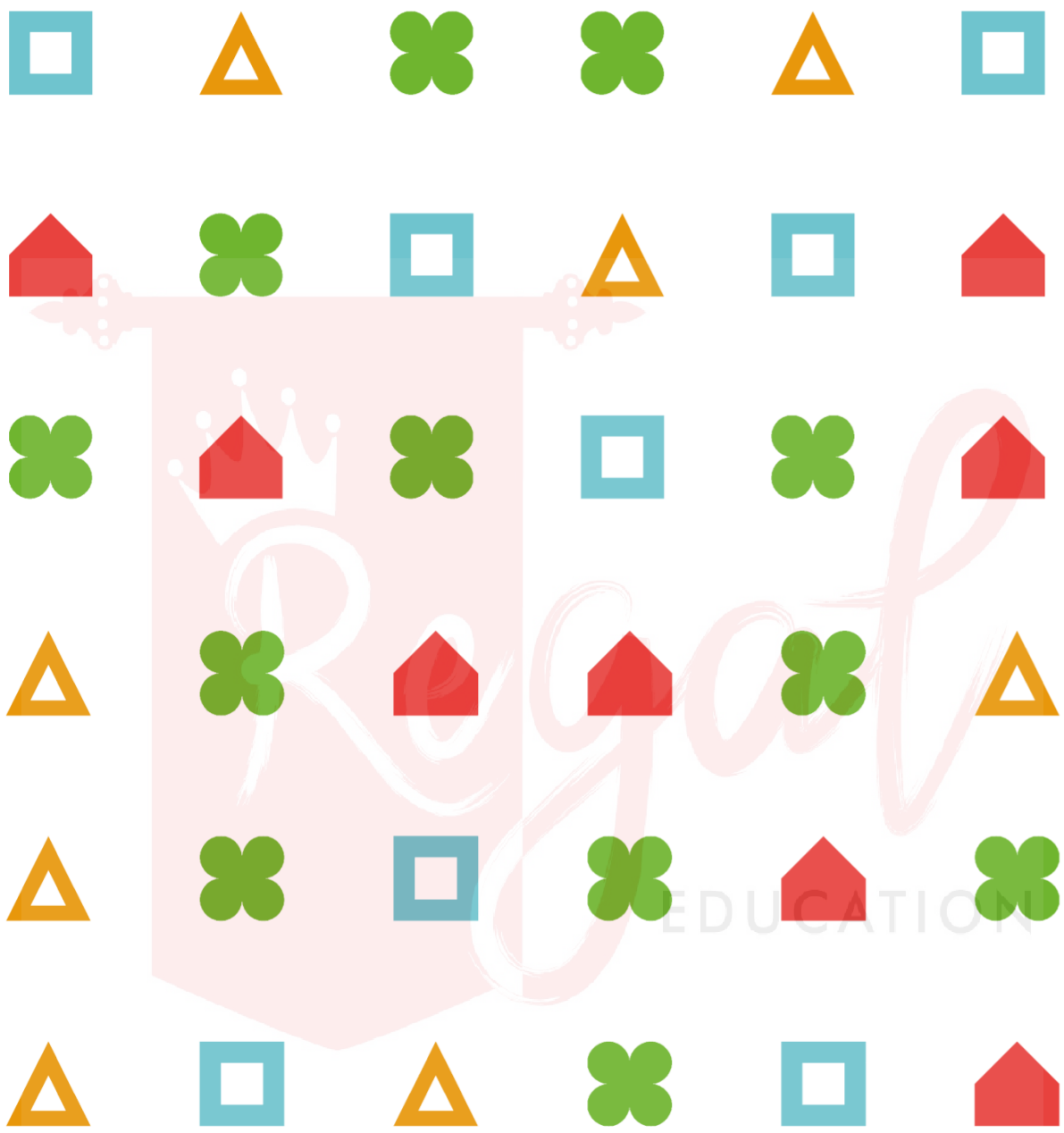


Help Peter to find 3 identical pictures. Pictures can be places in any direction.



I have found _____ groups of three.





I have found _____ groups of three.

Unit 9

Mr. Red drew a comic story, but he doesn't know how to finish it. Help him to finish the

story.

Write the dialogs into the bubbles. Write in pencil so that you can erase if you want to change something.

Here are your characters.

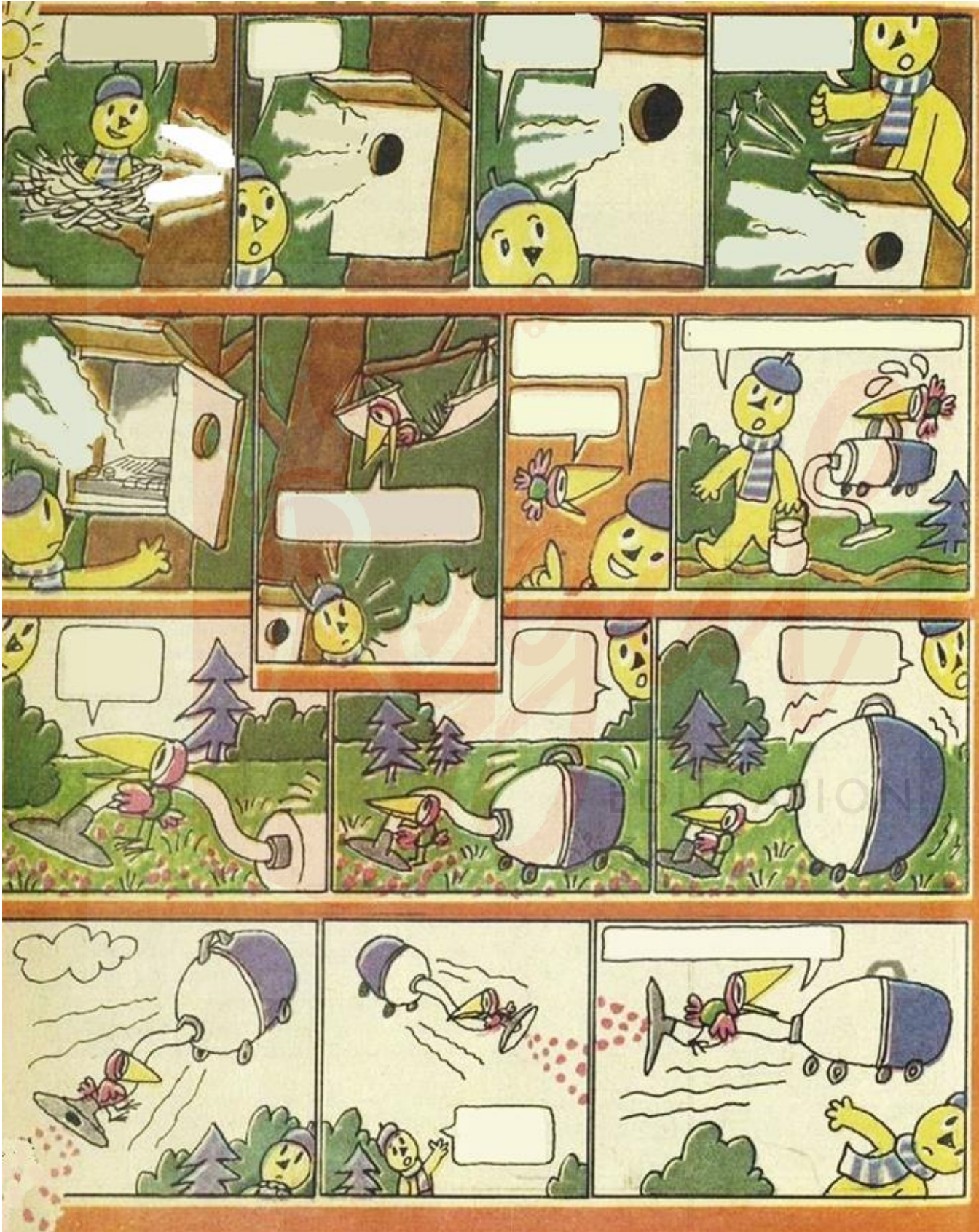


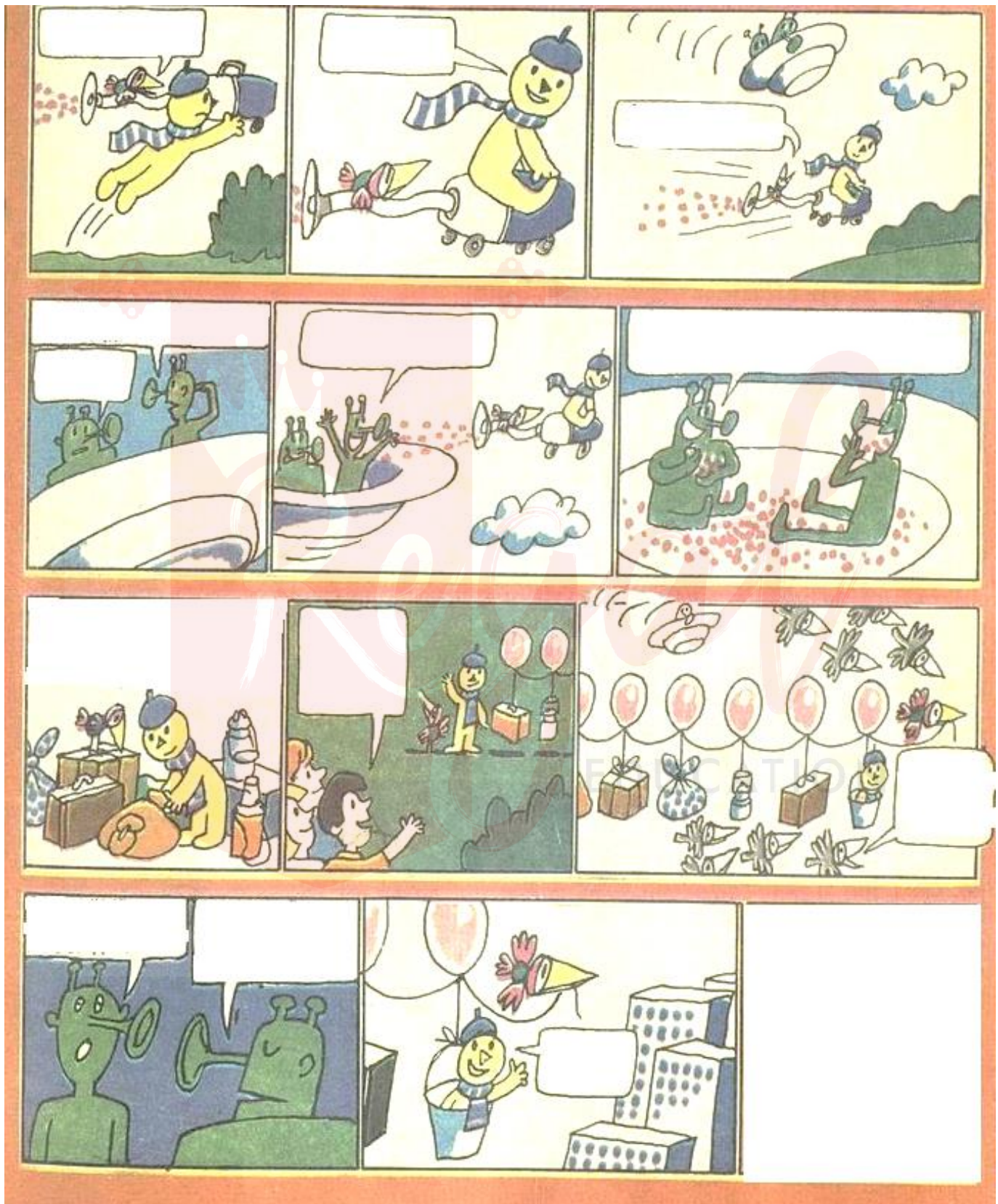
This is your main character. What's his/her name? Be creative!



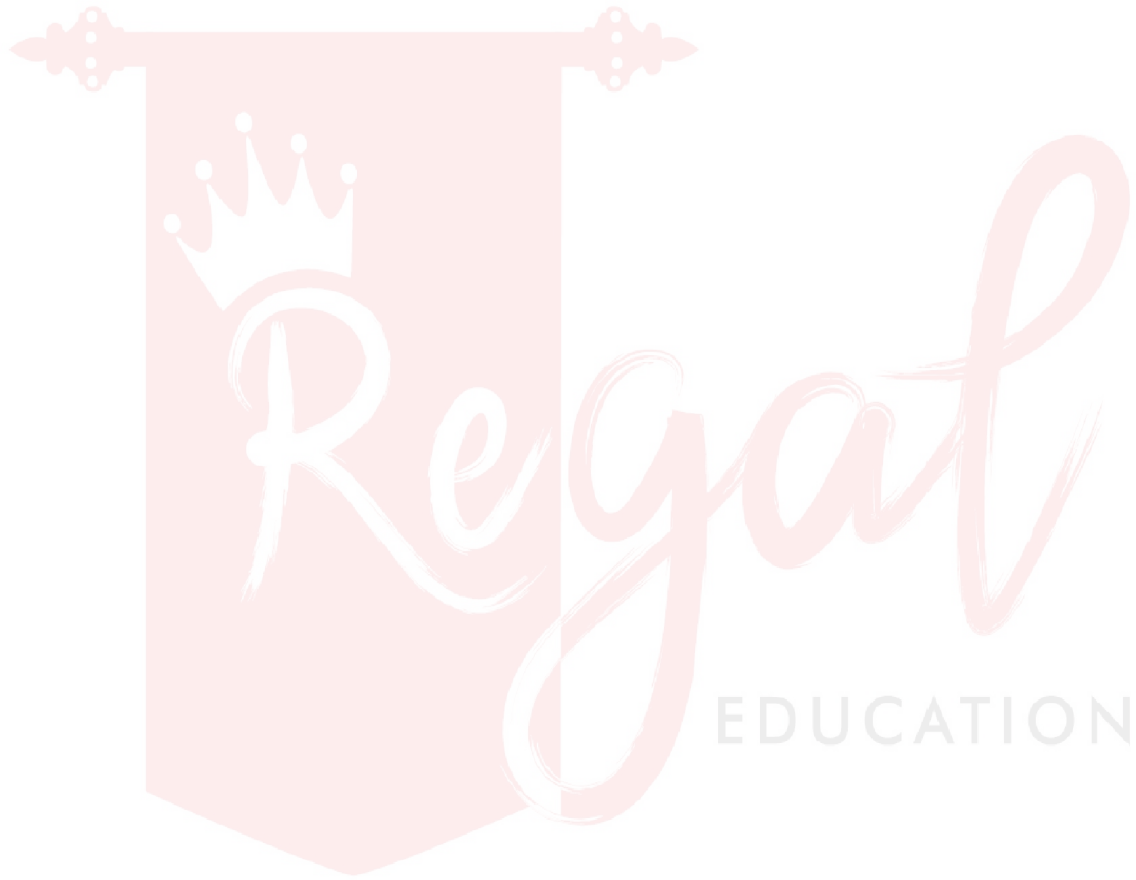
This is your character's friend. What's his/her name? Be creative!





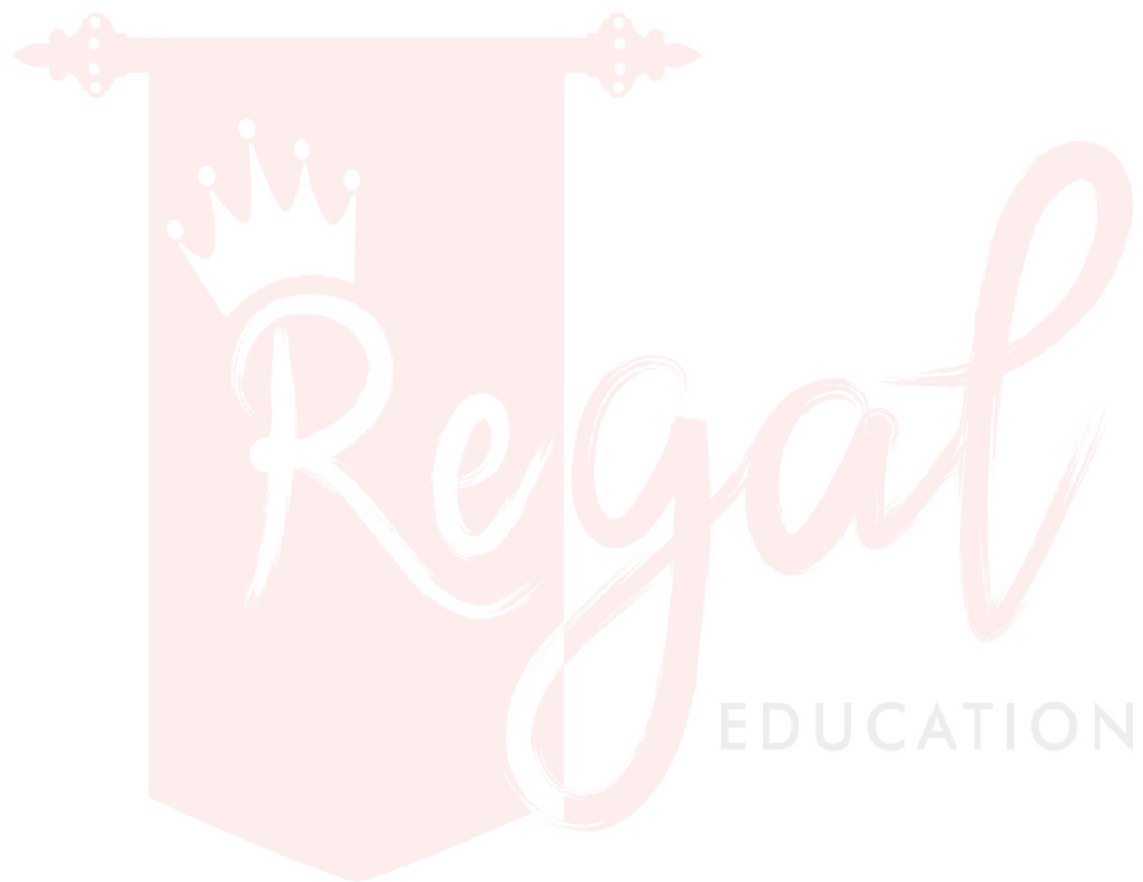


Draw your own short comic story here. You may continue this story or create a completely new one.



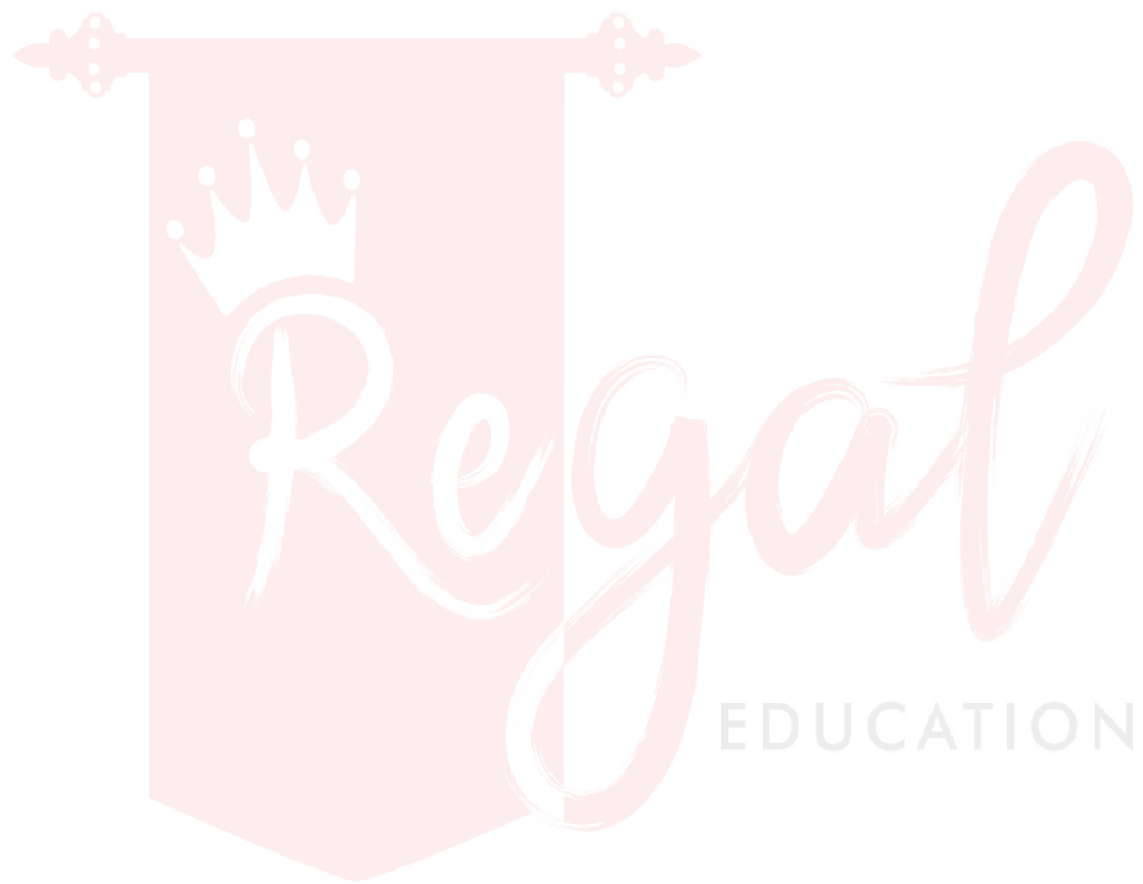
Cut out the pieces of a puzzle and put them together to see the whole picture. You can play online as well. Scan the QR code. There are 2 levels: easy and hard.

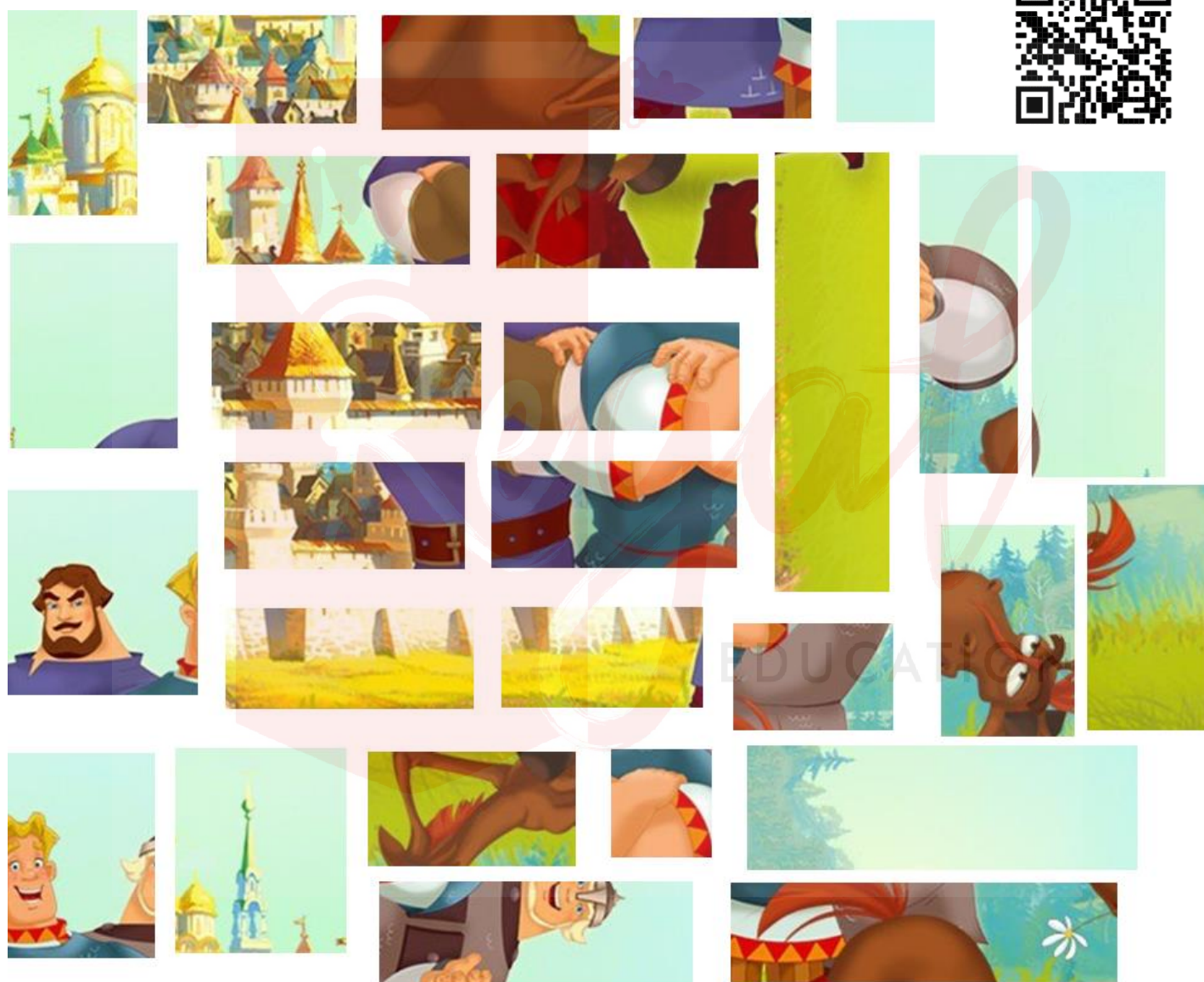


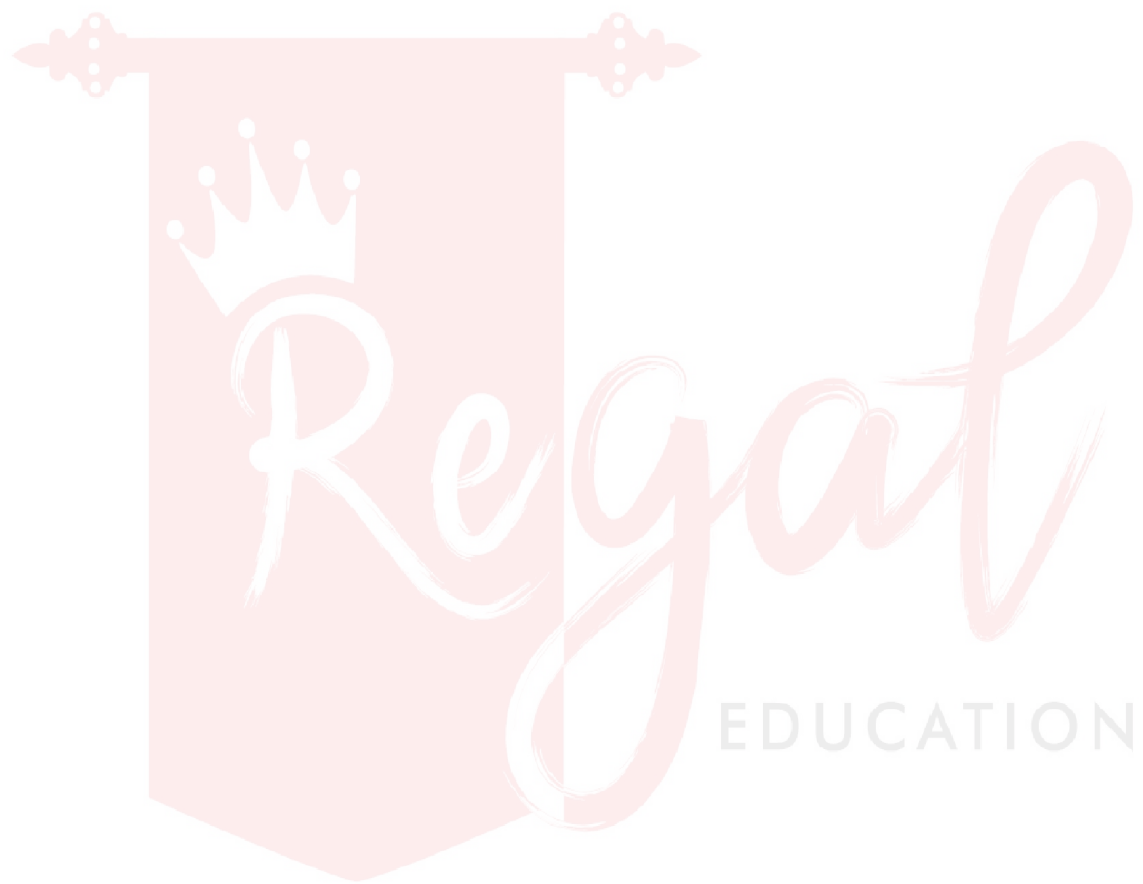


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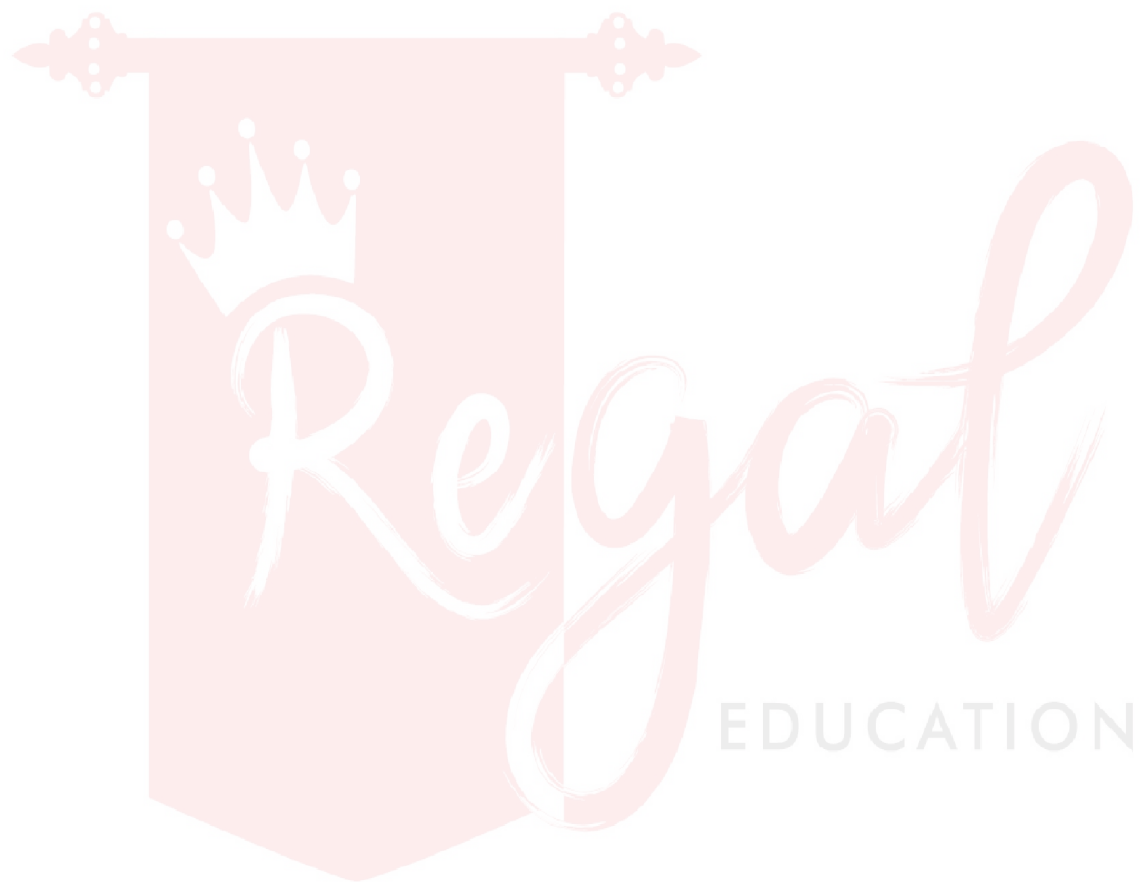




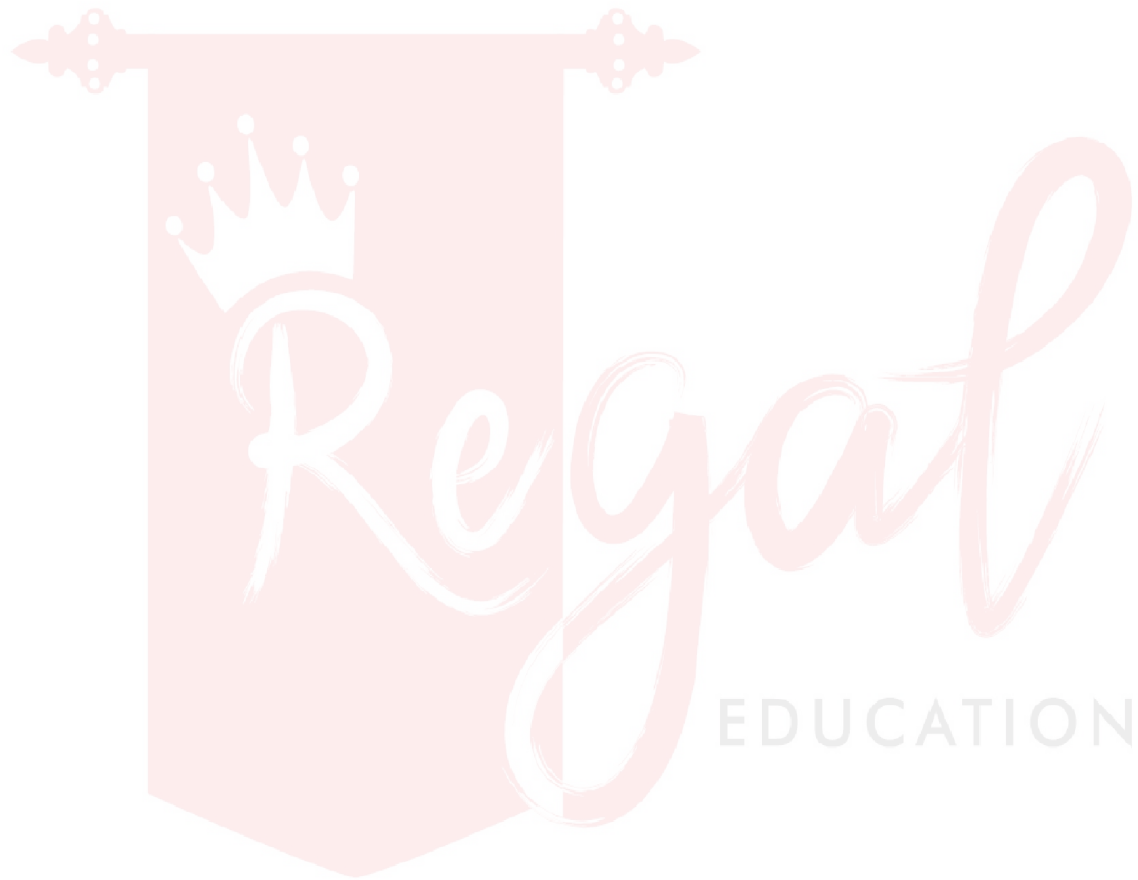


Cut out the pieces of a puzzle and put them together to see the whole picture. You can play online as well. Scan the QR code. There are 2 levels: easy and hard.

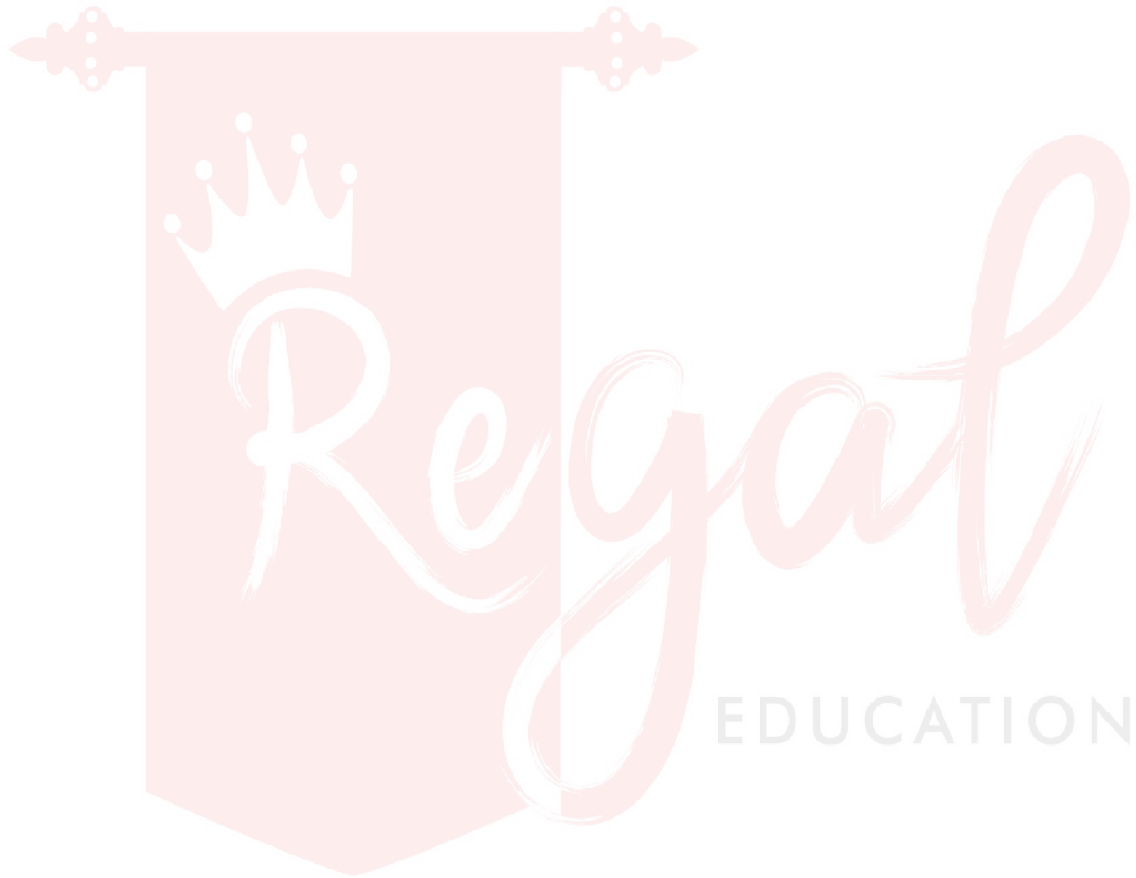




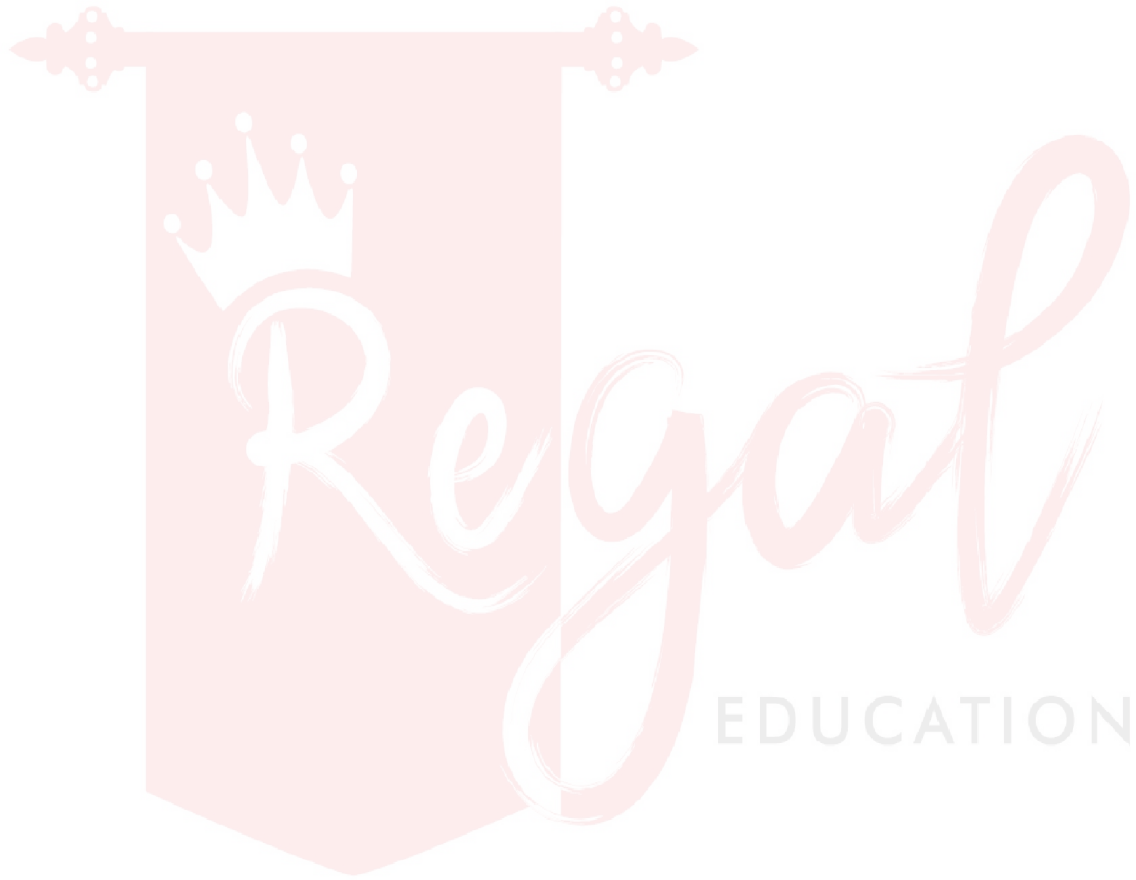
You can glue mosaic / puzzle here. Think of the story behind the picture. Get together with your friends and tell each other the story you have thought of.



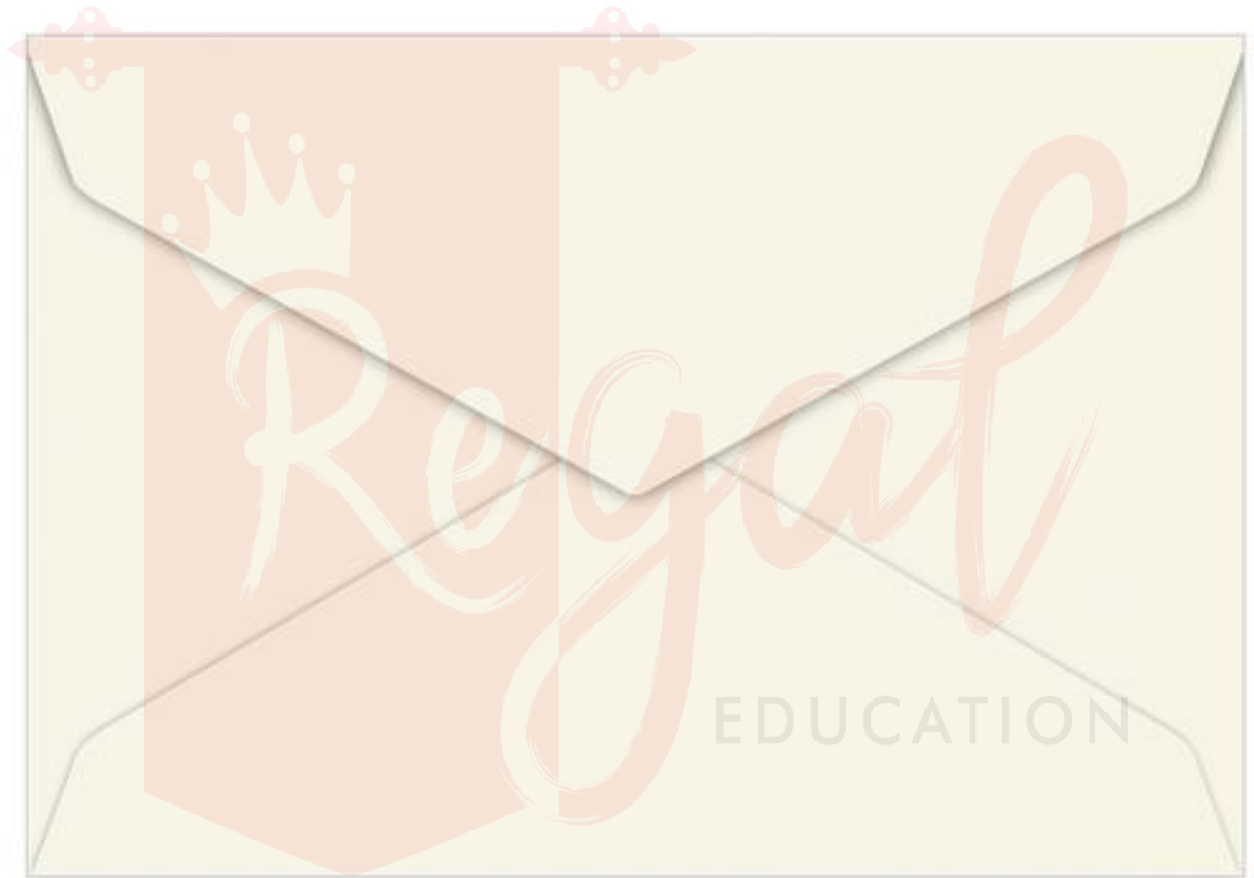
You can glue mosaic / puzzle here. Think of the story behind the picture. Get together with your friends and tell each other the story you have thought of.



You can glue mosaic / puzzle here. Think of the story behind the picture. Get together with your friends and tell each other the story you have thought of.

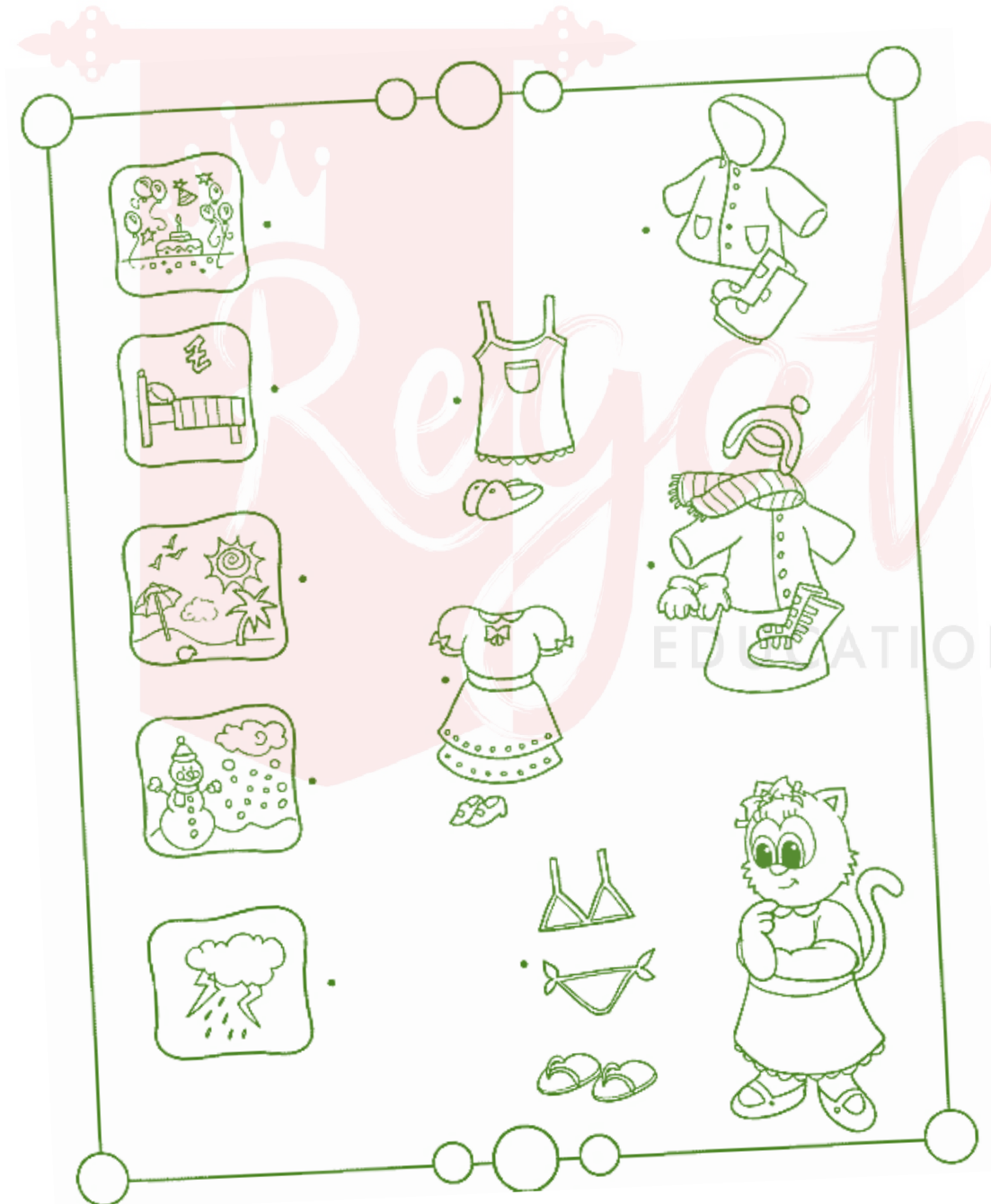


Glue an envelope for the flashcards here.



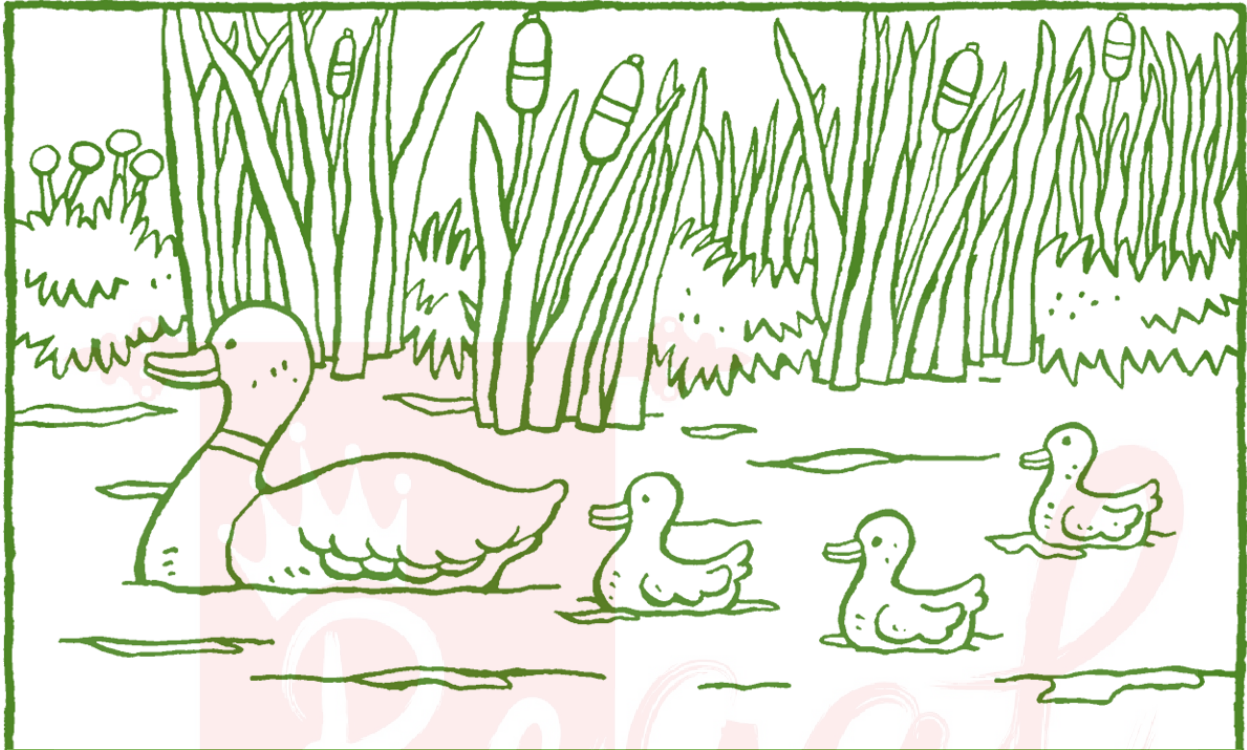
Unit 10

Help Kitty to get dressed for an occasion. Match the appropriate clothes with the weather. Color the clothes.



Do you often go out? What do you usually wear?

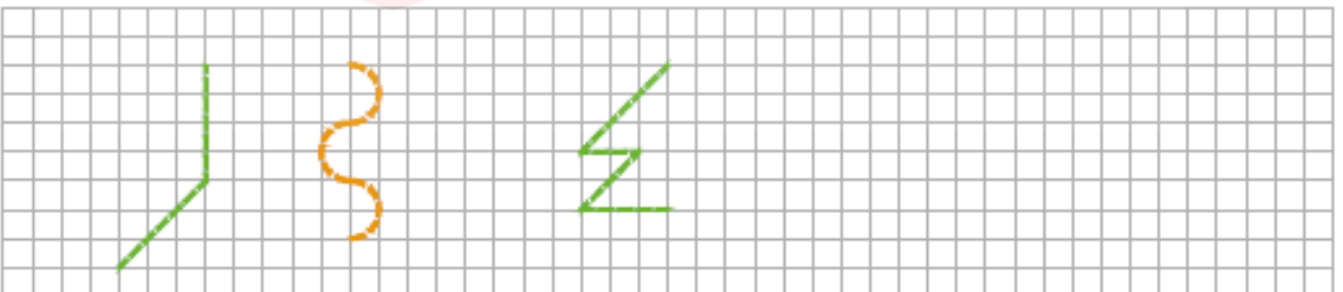
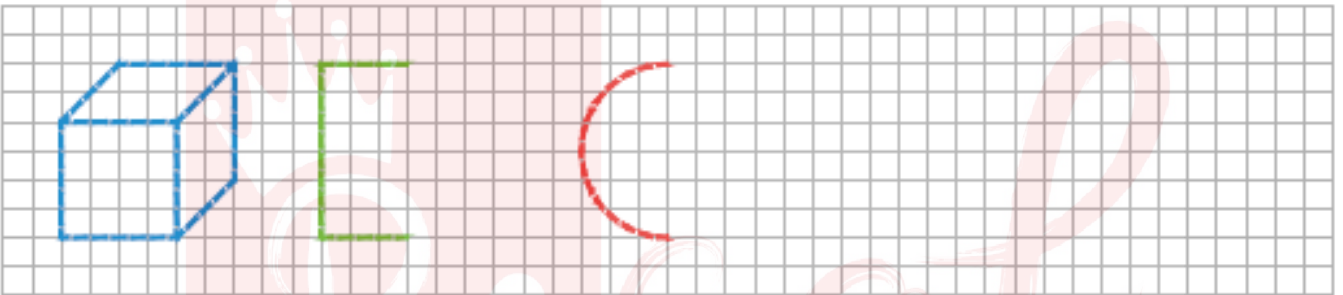
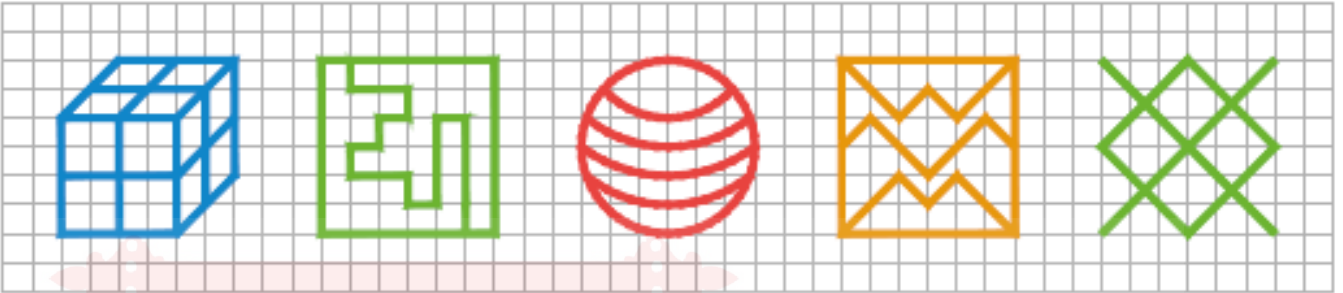
Find 7 differences and color them.



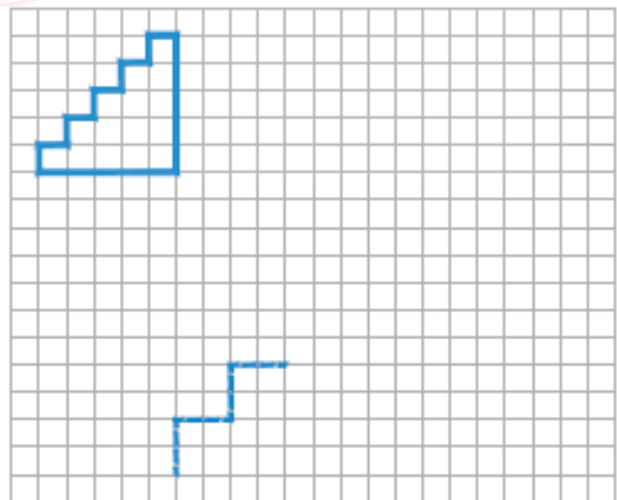
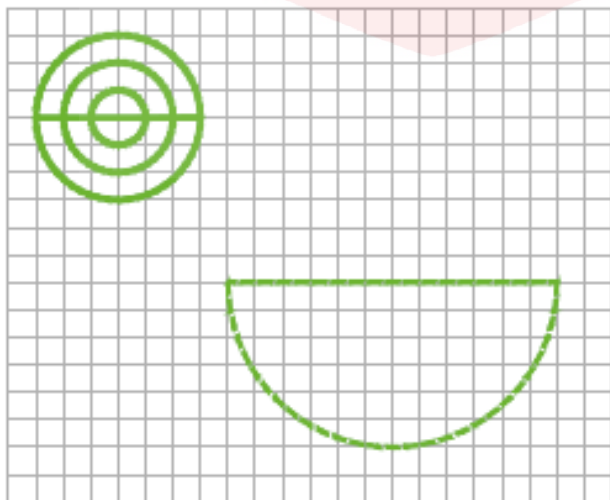
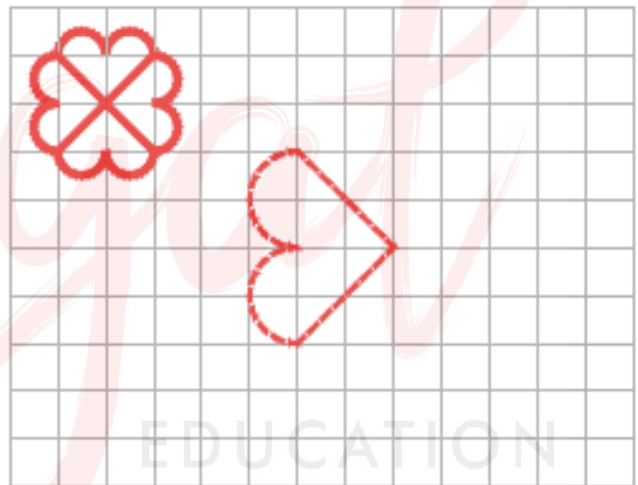
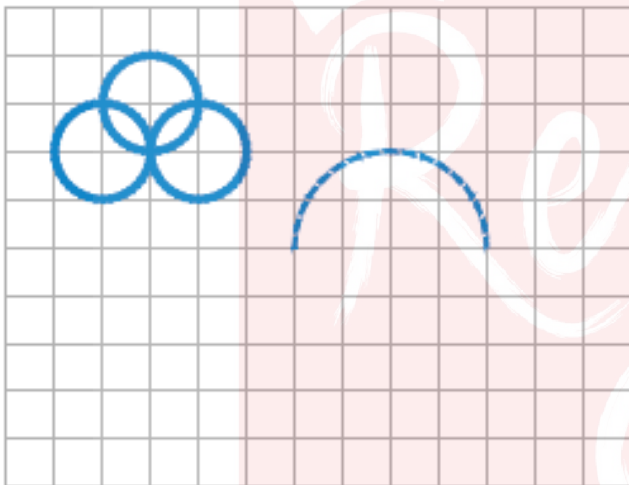
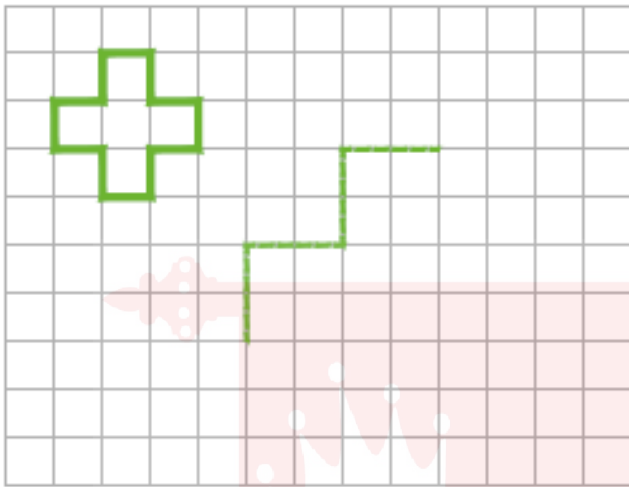
What season is that? How do you know?



Copy pictures using the grid.



Copy pictures using the grid but make it two times bigger.



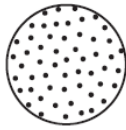
Look carefully at the shapes and codes given.

Select the code which matches the shape given at the end of each line. Think out loud. You can brainstorm with your friends.

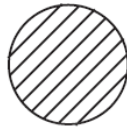
Example



UI



RO



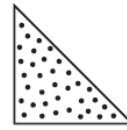
RI



NL



UL



?

NO



LE



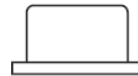
CN



LO



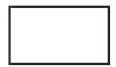
CO



LN



?



XG



YH



YI



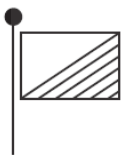
YG



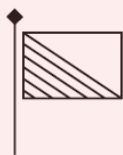
XH



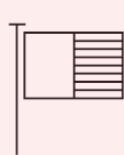
?



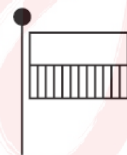
PG



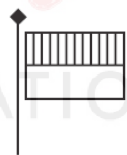
IG



LH



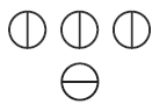
PH



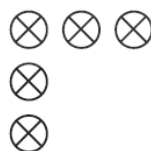
?



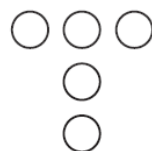
BH



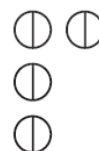
JS



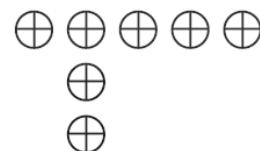
BQ



JE



BS

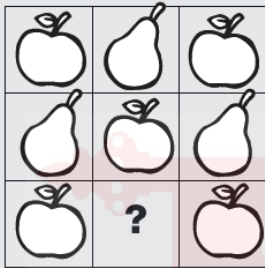


?



Which shape or picture completes the larger grid? Explain your answer.

Example



a



b



c



d



e



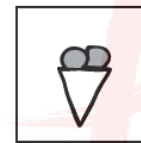
a



b



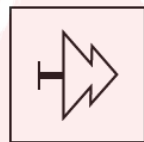
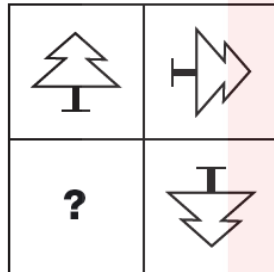
c



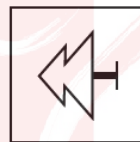
d



e



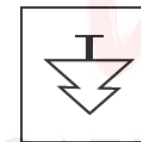
a



b



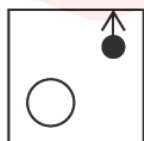
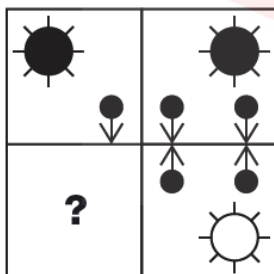
c



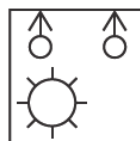
d



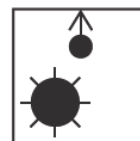
e



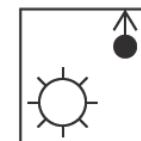
a



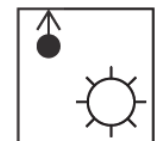
b



c



d



e

These games teach you to concentrate. It will help you during the exams. Where else is attentiveness important?

Unit 11

Remove one letter from the word in capitals to create a new word. The meaning of the new word is given in as a clue in lower case letters.

Example AUNT an insect ant

WIND	come first	_____
WHEAT	warmth	_____
CRANE	a walking stick	_____
BLEACH	seashore	_____
FLIGHT	not heavy	_____

Underline two words, one from each group, that go together to form a new word. The word in the first group always comes first.

Example (hand, green, for) (light, house, sure)

- | | | | |
|------------------------------|-----------------------|-------------------------------|------------------|
| 1 (fore, hand, right) | (head, fit, sore) | 2 (off, chatter, back) | (climb, box, on) |
| 3 (best, high, kind) | (light, friend, nest) | 4 (sock, wait, mush) | (or, foot, room) |
| 5 (way, up, stand) | (ran, set, at) | | |



Mr. Smarty shared with you the tasks that he does at his school. His school trains kids to be the best in everything! How does this game will help you?

Complete the following sentences by selecting the most sensible word from each group of words given in the brackets. Underline the words selected.

Example The (children, books, foxes) carried the (houses, books, steps) home from the (greengrocer, library, factory).

Every (hair, night, holiday) before you go to (bed, London, school) you must brush your (dogs, teeth, cars).

Danielle's (coat, hill, garden) is (blue, wild, steep) with (red, winding, frightened) buttons.

The (frightened, hungry, loud) (dog, girl, balloon) gnawed on his (thumb, bone, firework).

The (pretty, clean, rusty) hinge on the garden (flower, gate, post) (squeaked, spoke, cycled) loudly.

Yesterday it (shone, rained, flew) heavily and there were (tall, deep, sunny) puddles all over the (sky, playground, pond).

Choose the word or phrase that makes each sentence true.

Example A LIBRARY always has (posters, carpets, books, DVDs, stairs).

A LAKE always has (ducks, a view, water, boats, fish).

A LAWN always has (grass, a path, chairs, daisies, a pond).

A DOG always has a (collar, master, dinner, face, bone).

A MAIN ROAD always has (cars, tarmac, yellow lines, puddles, pavements).

A DUSTBIN always has (rubbish, rats, sides, bottles, cardboard).

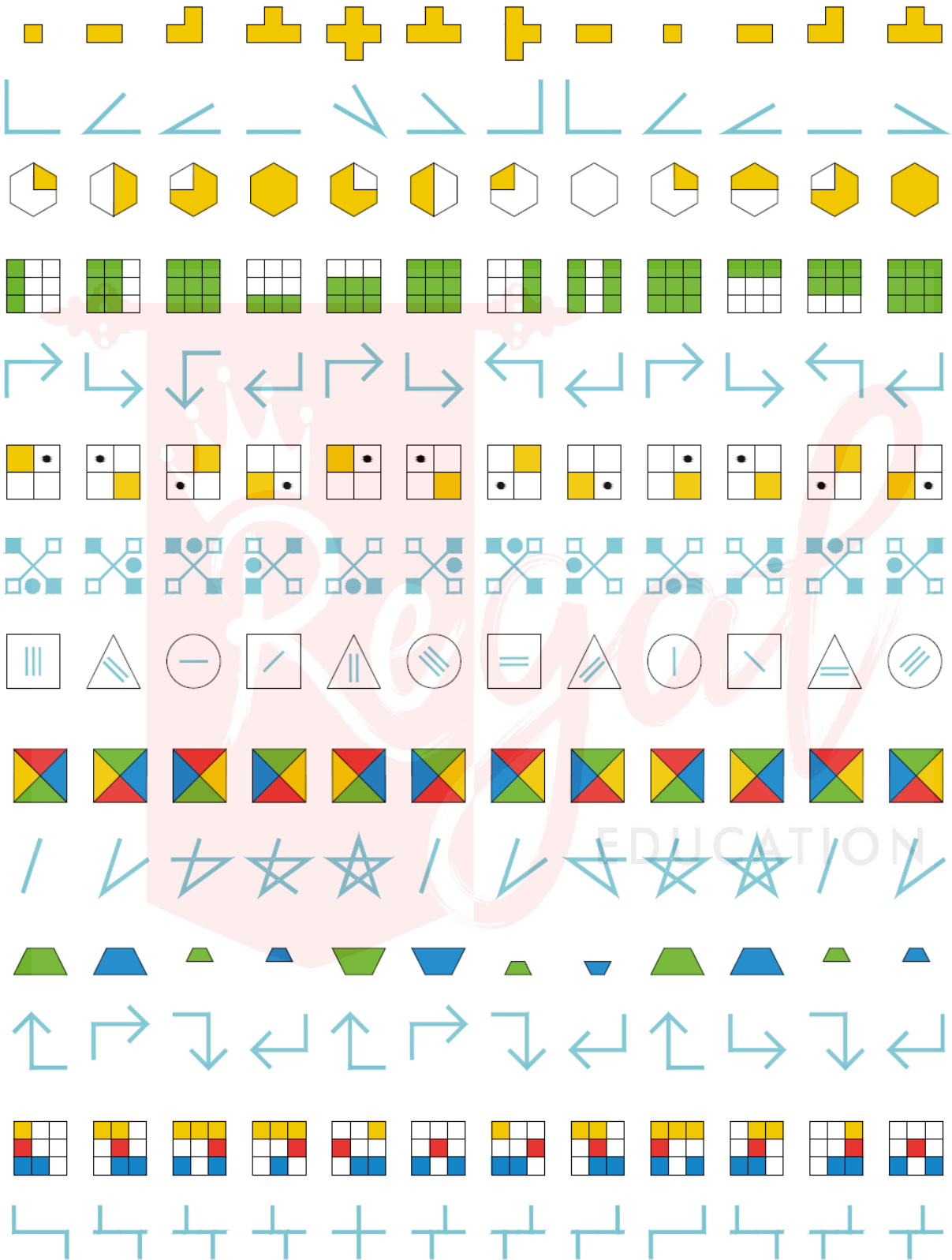
Logical thinking and reasoning are always important! Why? When do you need to be reasonable?



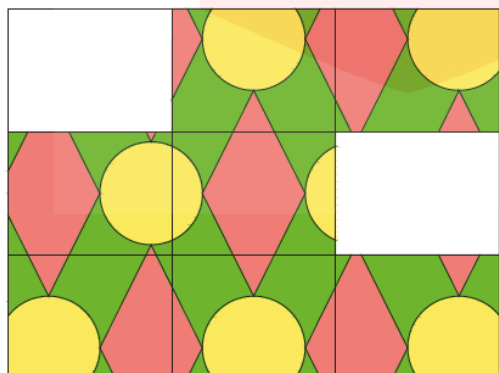
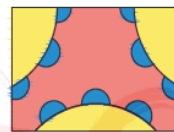
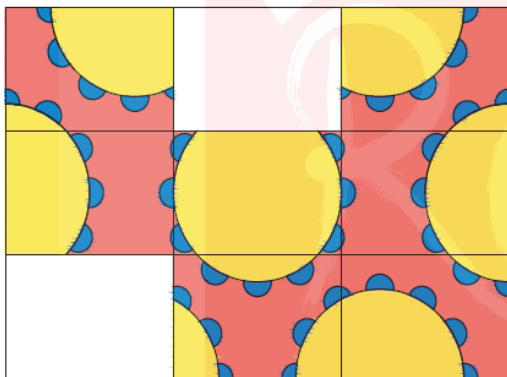
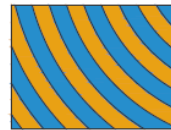
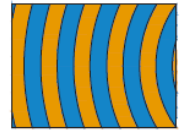
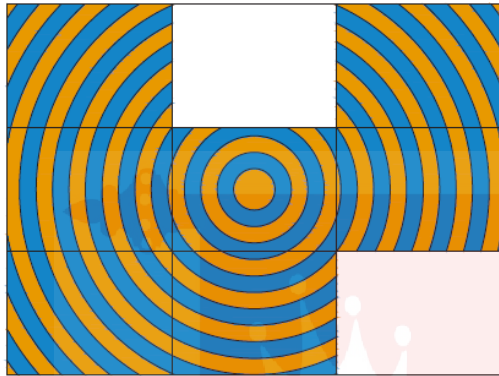
Mr. Smarty left you some more tasks. First, you need to understand why and how the pictures change in each line. Then you need to cross out the odd picture. Think out loud. You can brainstorm with your friends.



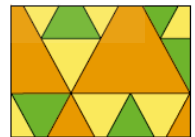
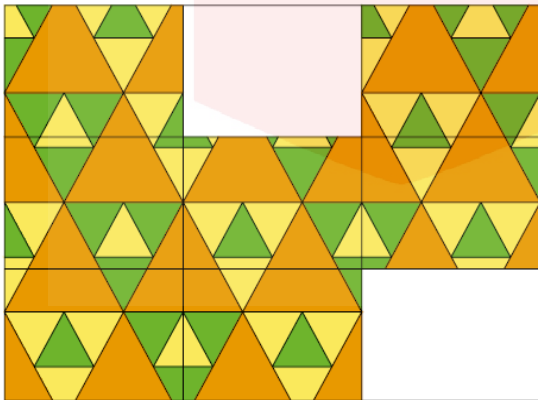
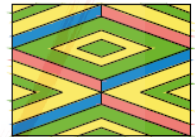
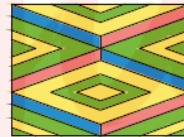
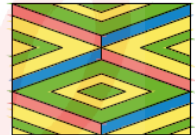
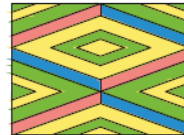
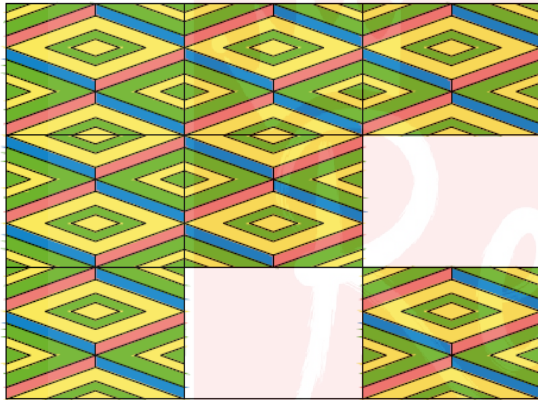
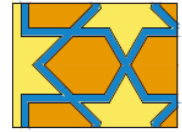
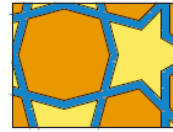
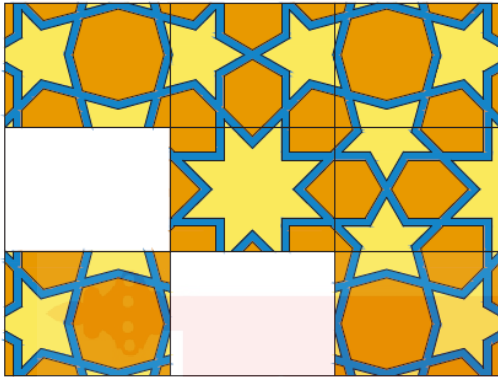
What does this game teach you? How will it help you in the future?



Find and circle 2 missing items to complete the picture.



EDUCATION



What do you think about Mr. Smarty's school? Would you like to study there?

Unit 12

Cut out the flash cards and play with your friends.

1. **Matching.** Match the pictures with the words.
2. **The fastest player.** Who can name most cards in 30 seconds?
3. **Pantomime.** Place the pictures face down. Each student takes a card but does NOT show it to other students. Try to mimic (show) the meaning of the picture without any words. Use only your face and hands.
4. **Describe the word without naming it.** Place the cards face down. Each student takes a picture but does NOT show it to other students. Try to describe the meaning of the picture without saying the word or using its forms.



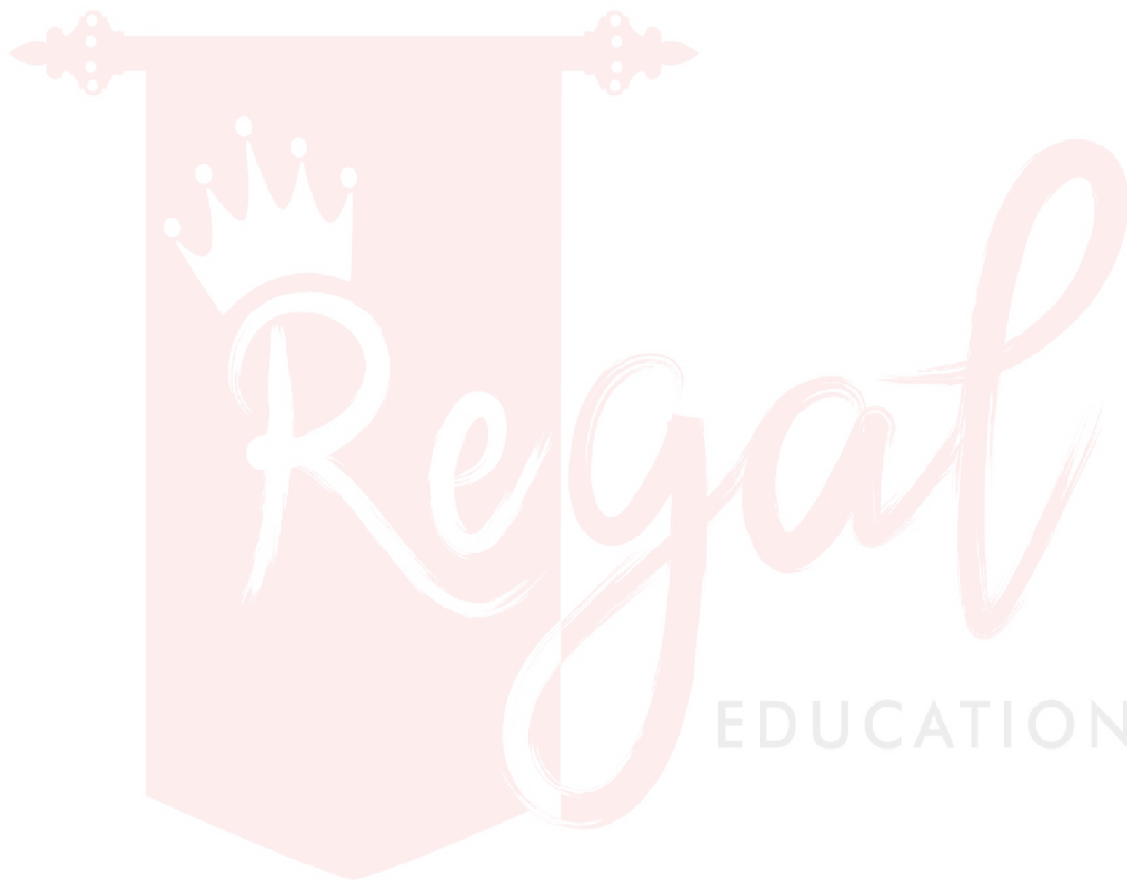
*b. E.G. This is a very popular sport.
Every boy loves it.*

5. **Yes/No- game.** Place the cards face down. Each student takes a card but does NOT show it to other students. Other students should ask Yes/ No - questions.

c. E.G. Do you need a ball? – No.

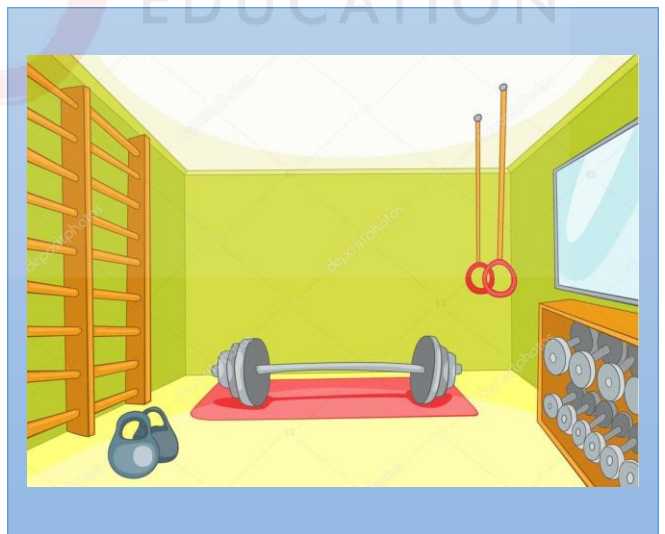
The team / the student who can guess most words wins.

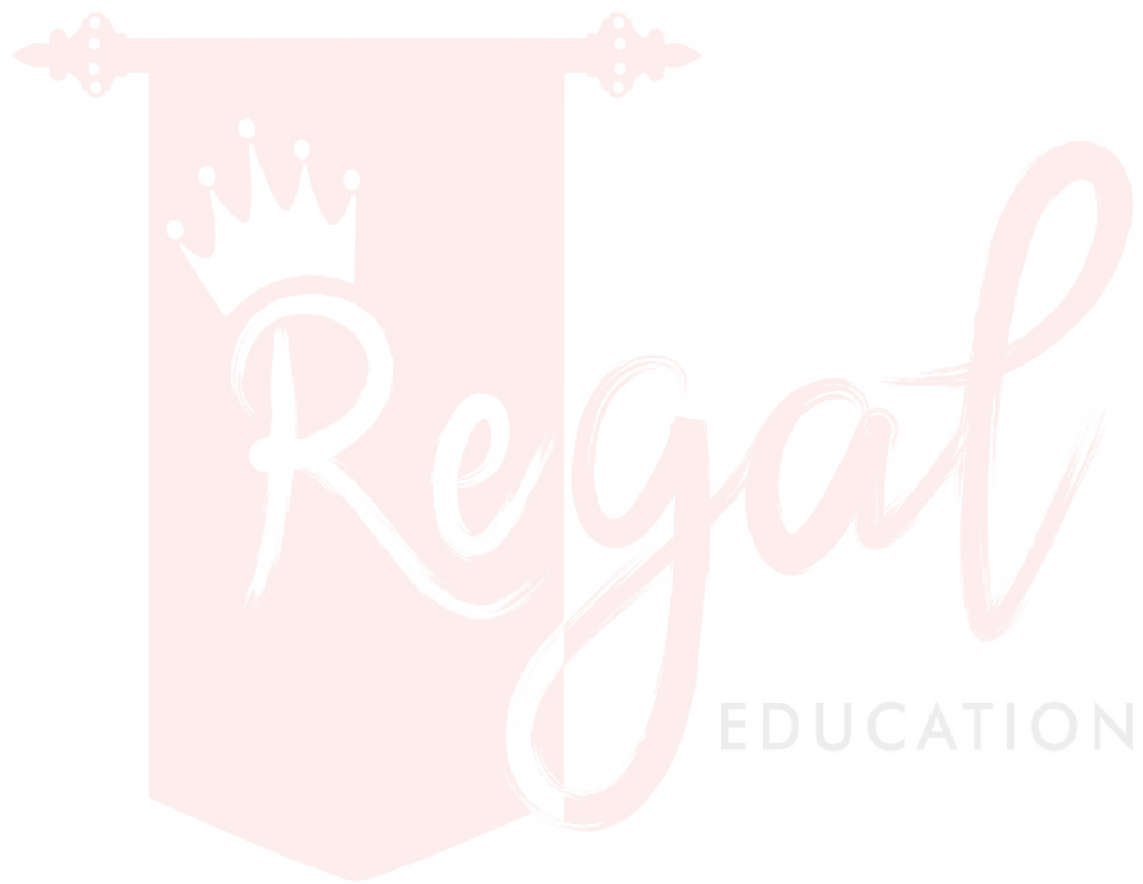
Create your own game and play with your friends. Write the rules here.

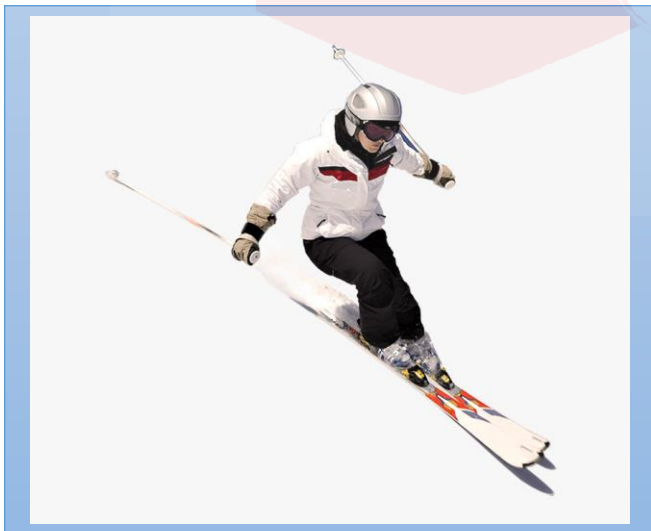


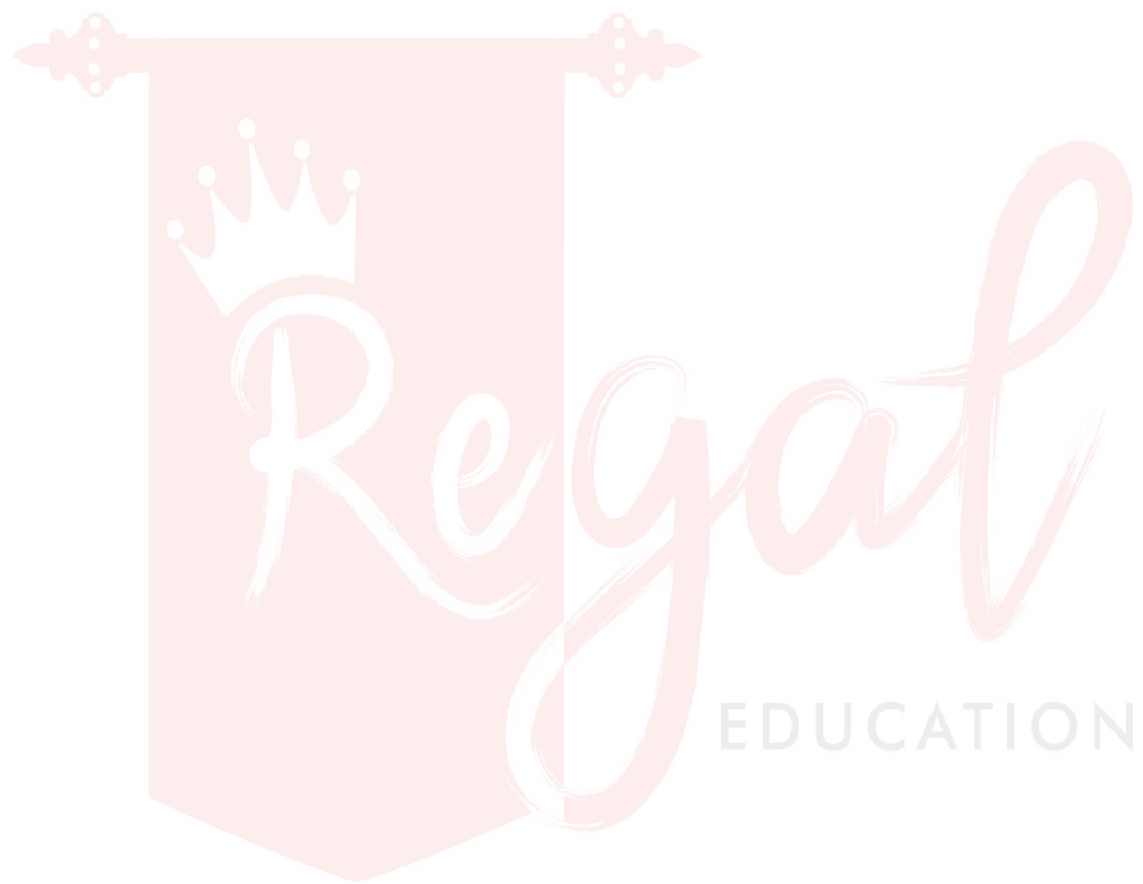
You can revise the vocabulary here.



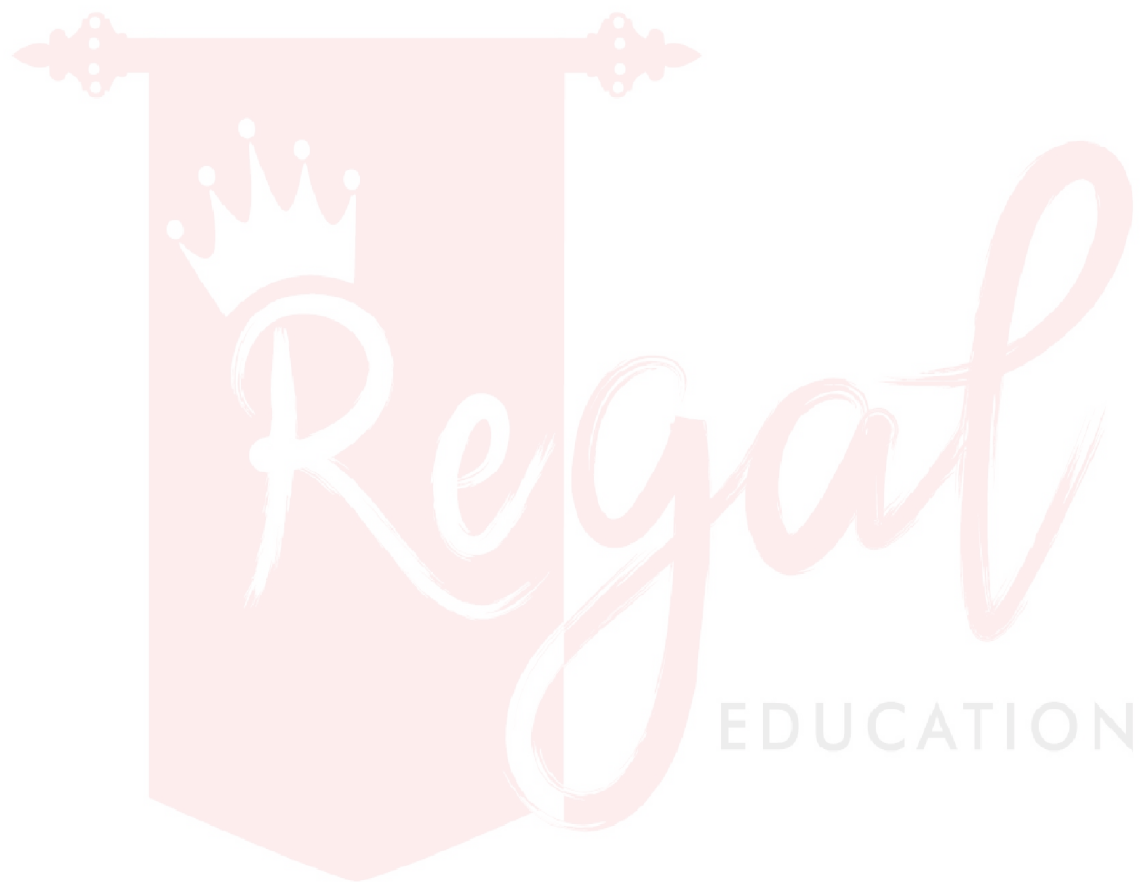


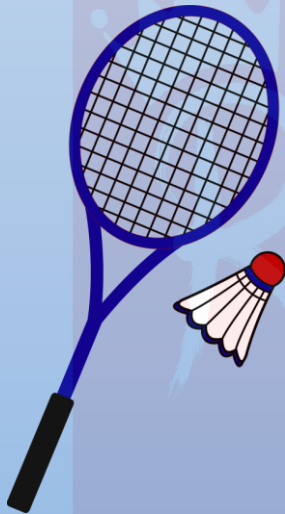
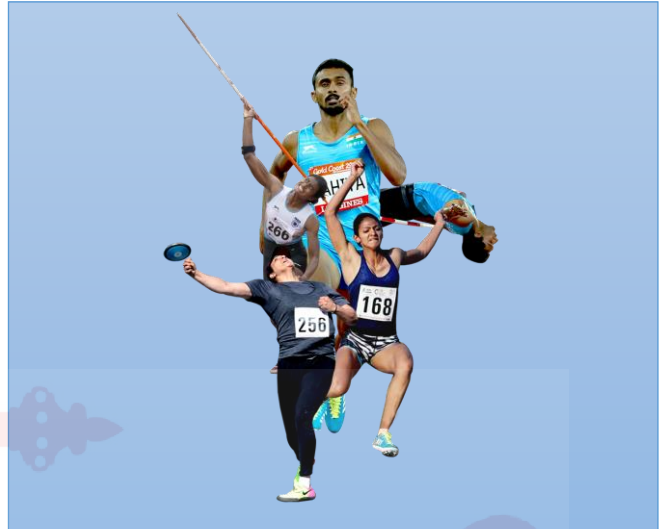


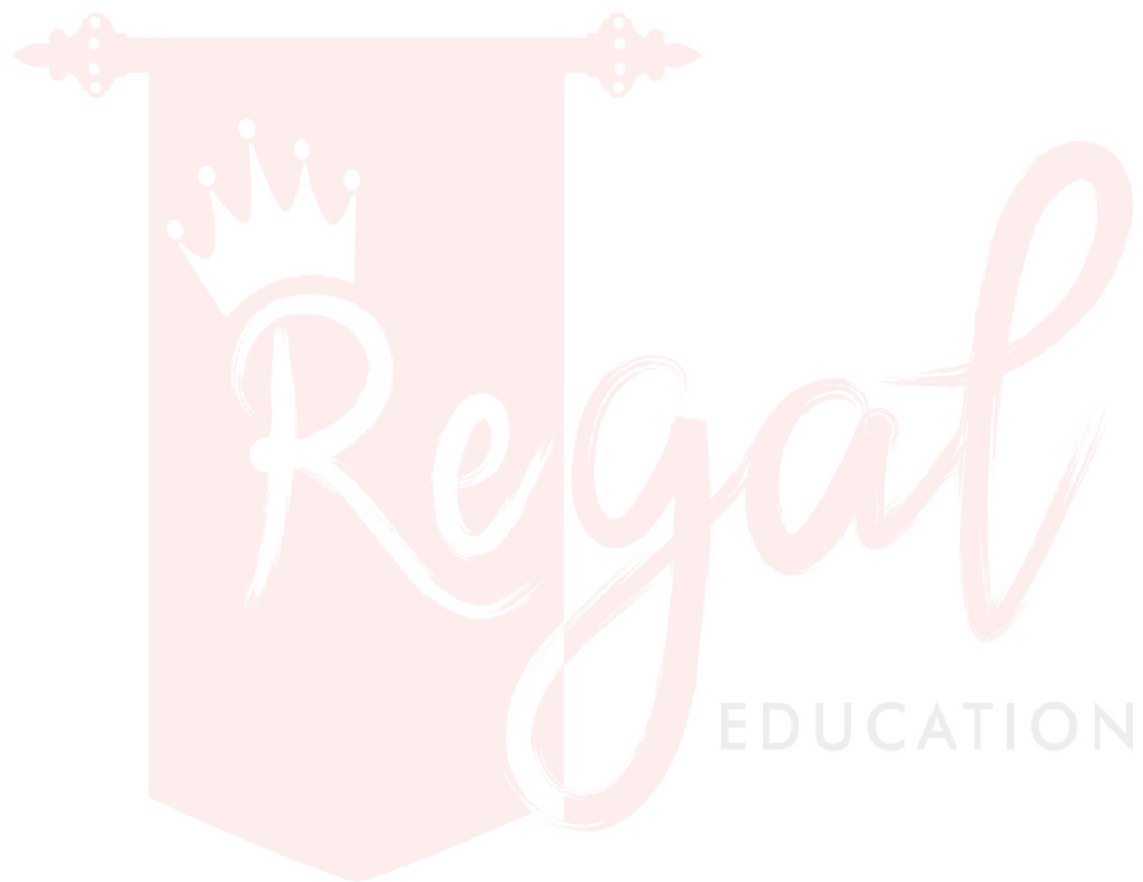








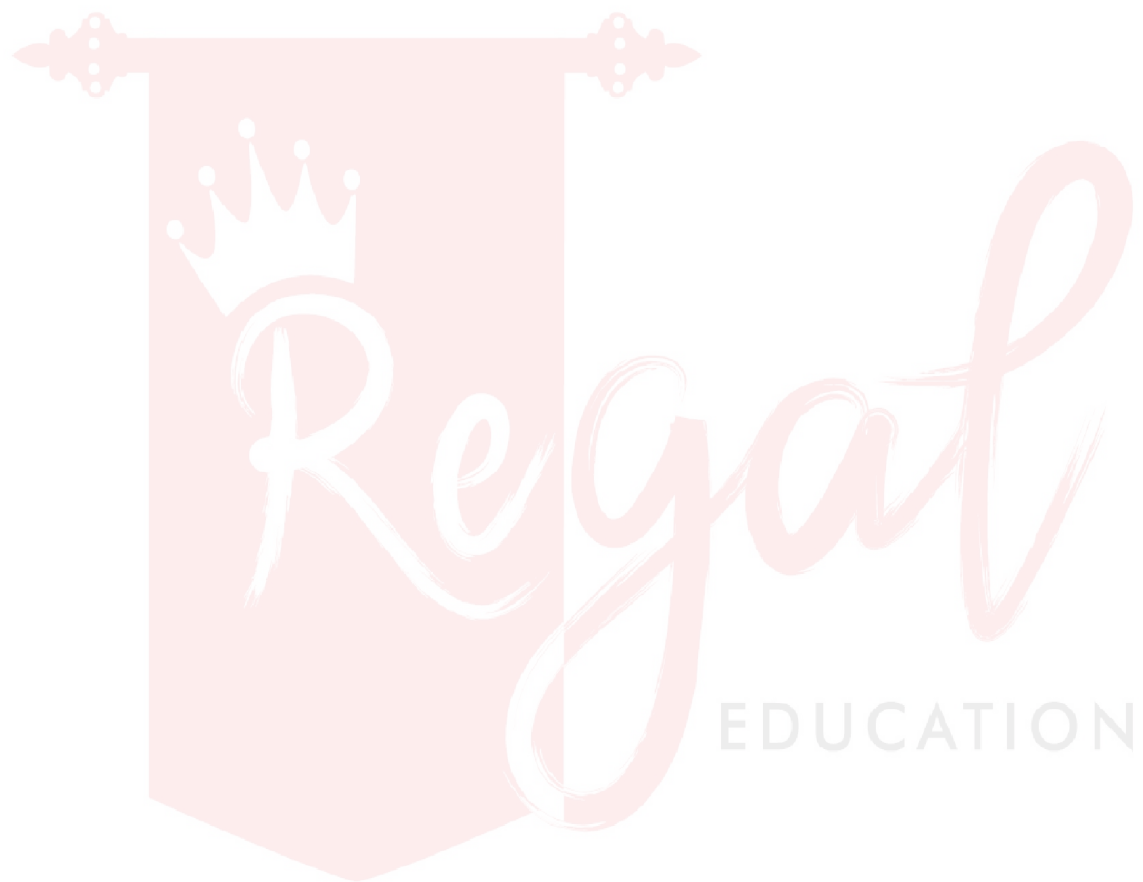




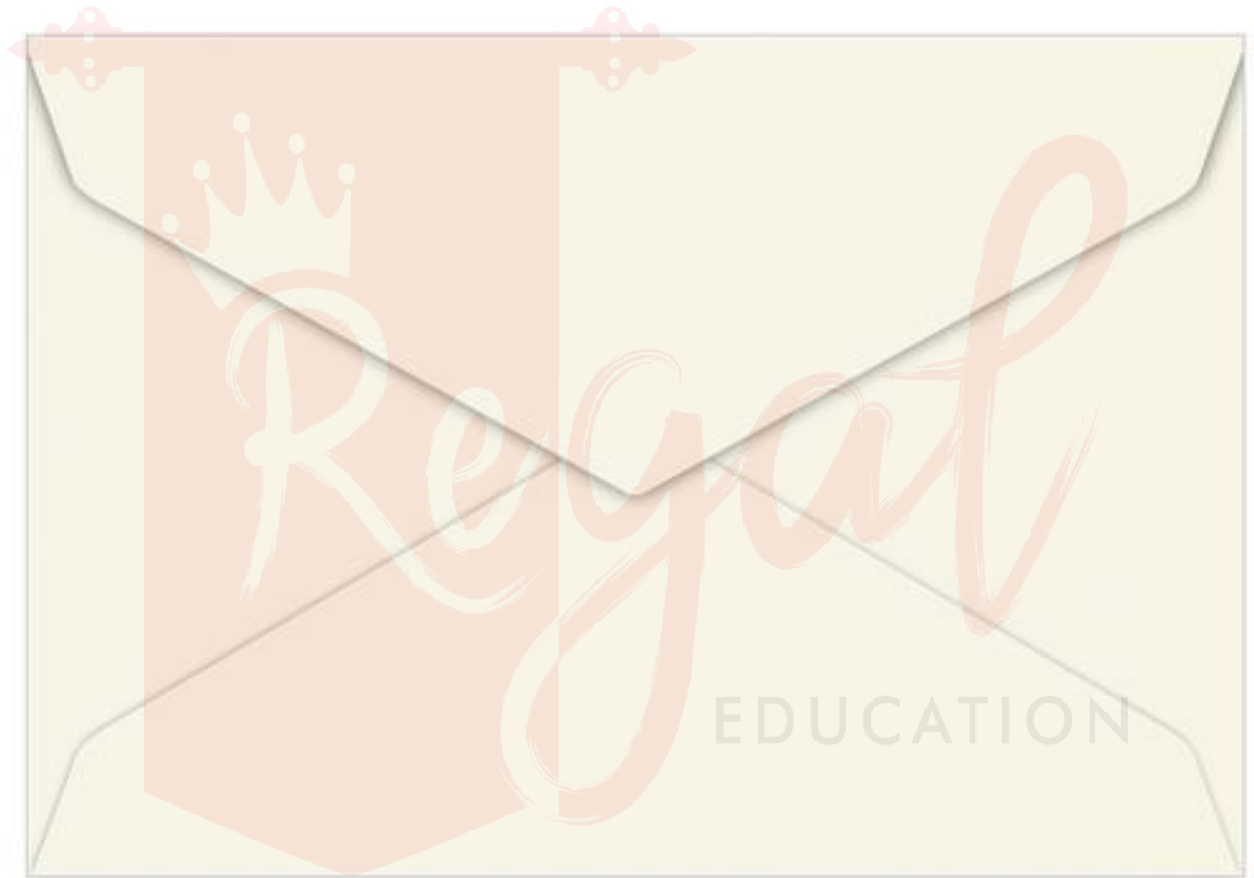
American football	Athletics
Badminton	Baseball
Basketball	Bat
Boxing	Car racing
Cycling	Diving
Helmet	Hockey
Horseracing	Long-jump
Rugby	Shuttlecock
Skiing	Snowboard
Soccer	Stadium
Swim	Tennis
Table tennis	Gym

You can revise the pronunciation [here](#).





Glue an envelope for the flashcards here.





Mr. Smarty wants to check
how attentive you are.

Can you find the hidden pictures?

A collection of 12 simple line drawings of various objects: a tent, a star, a spoon, a bird, a heart, a pencil, a bucket, a mouse, a ruler, a lollipop, a ring, and a cat.



Unit 13

Listen to the song. What is it about?



SIGNS

WARNING SIGNS

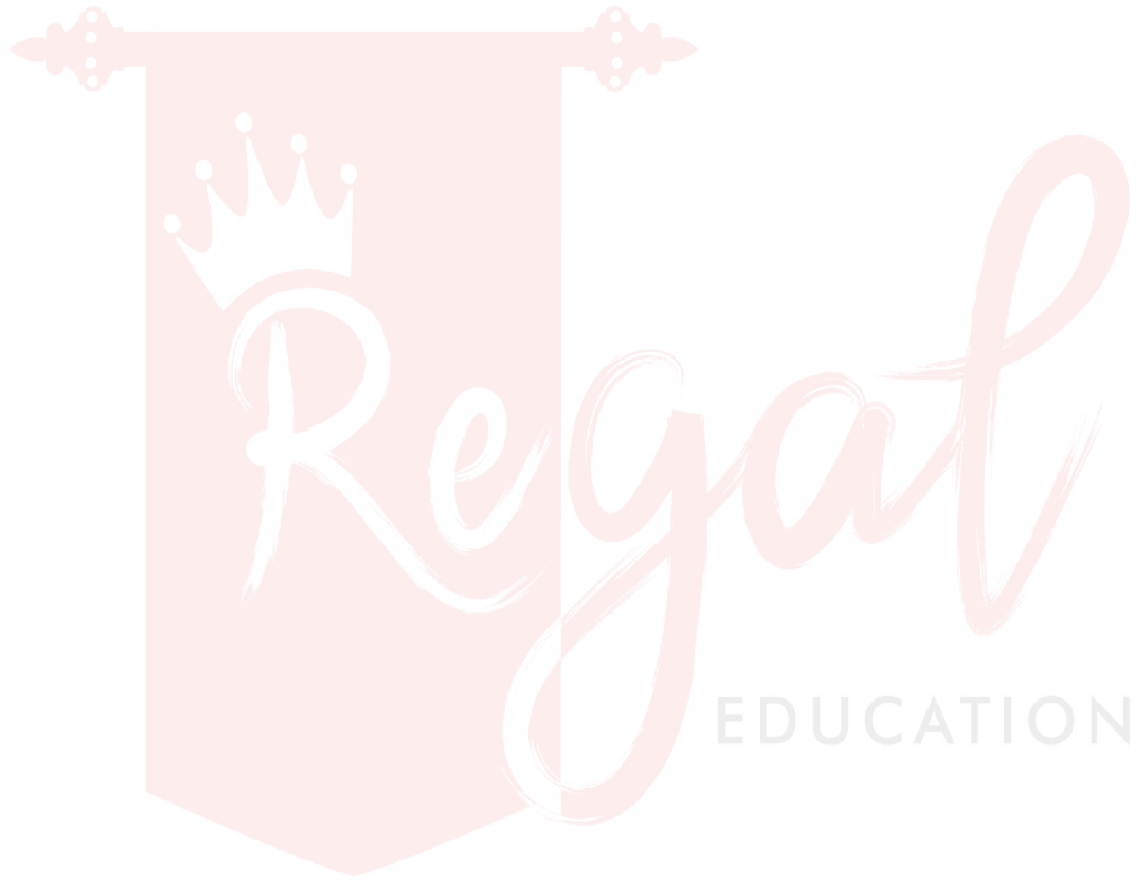
PROHIBITIONS SIGNS

Draw the signs that you have seen in the video into these 4 boxes.

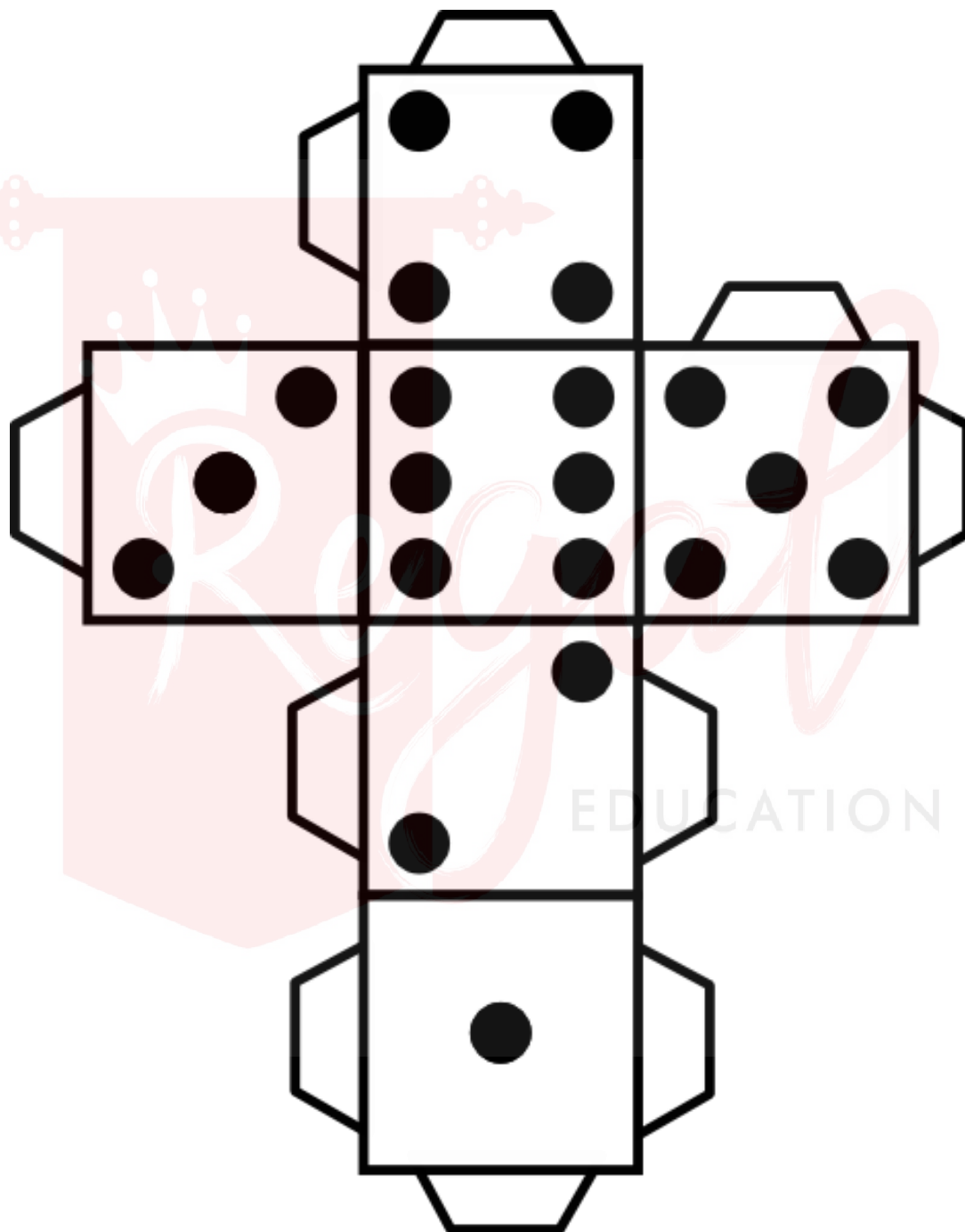
INFORMATIVE SIGNS

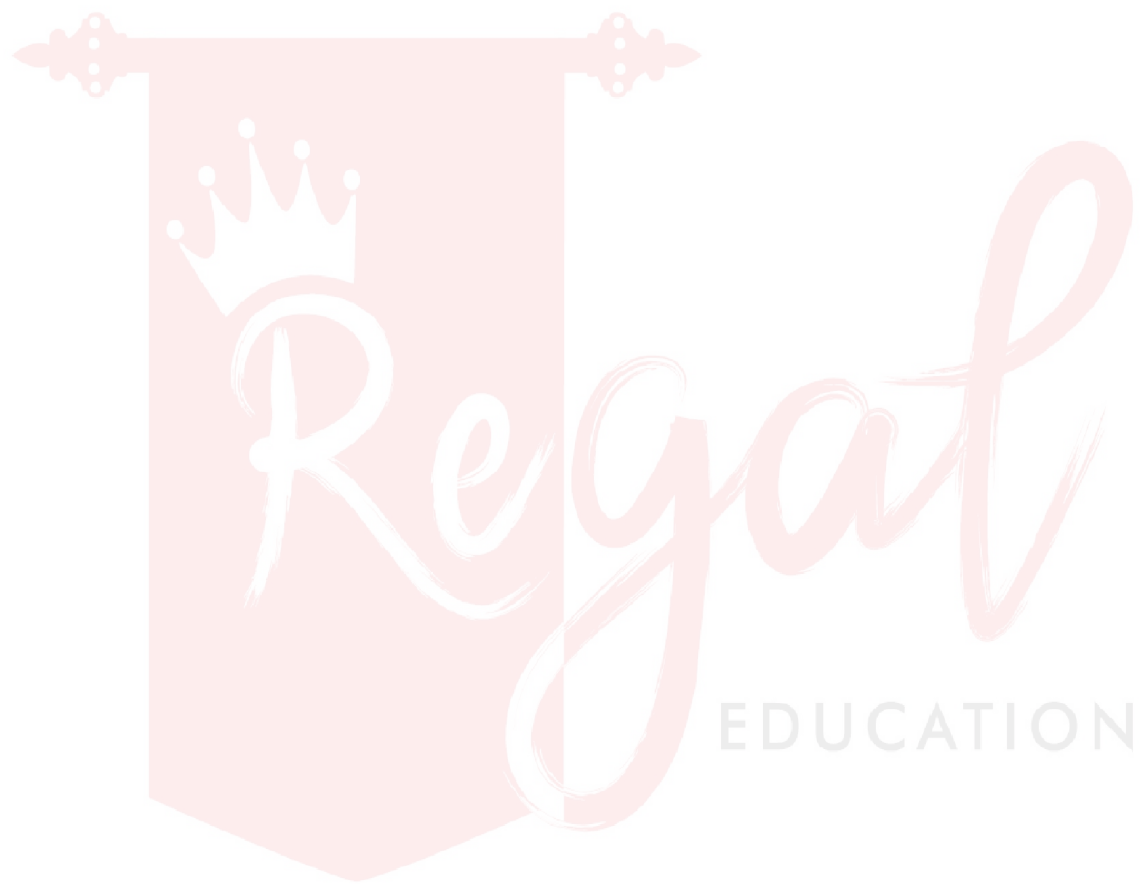
ROAD SIGNS

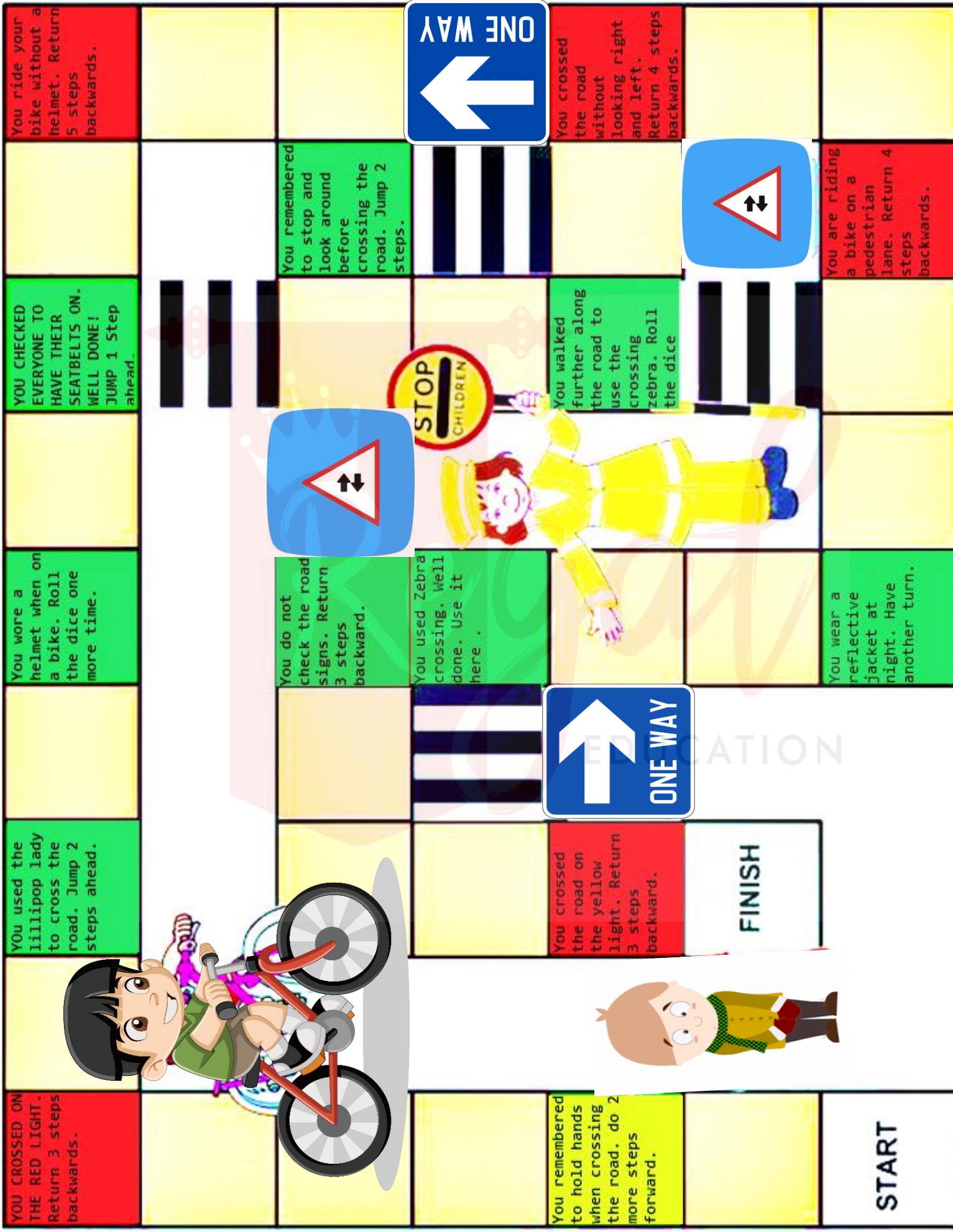
Draw the signs you can see in your town. Do you always follow the rules?

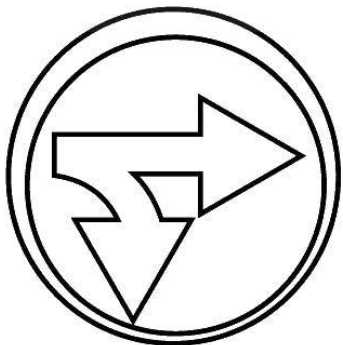
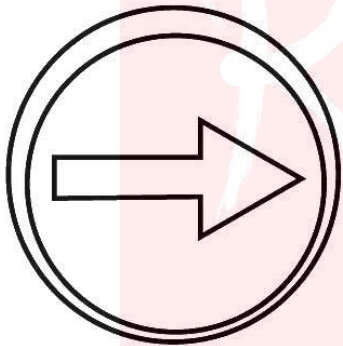
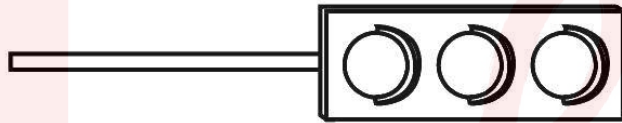
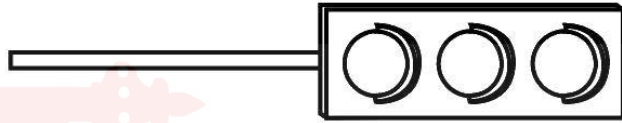
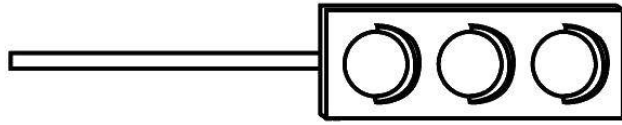
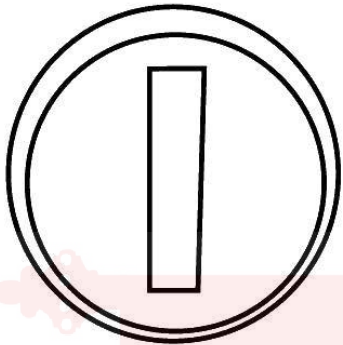


Cut out and glue the dice. Play “snakes and ladders” with it.









Color the road signs below.

Find these things in the picture. Color them in.

Mr. Smarty
keeps testing
how attentive
you are.



droplet



pair of glasses



wishbone



slice of bread



ice lolly



pennant



snail



mitten



pretzel



slice of pizza



open book



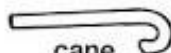
button



worm



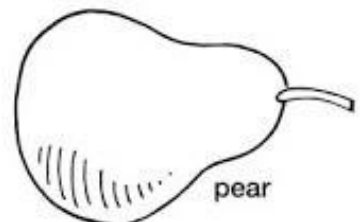
pencil



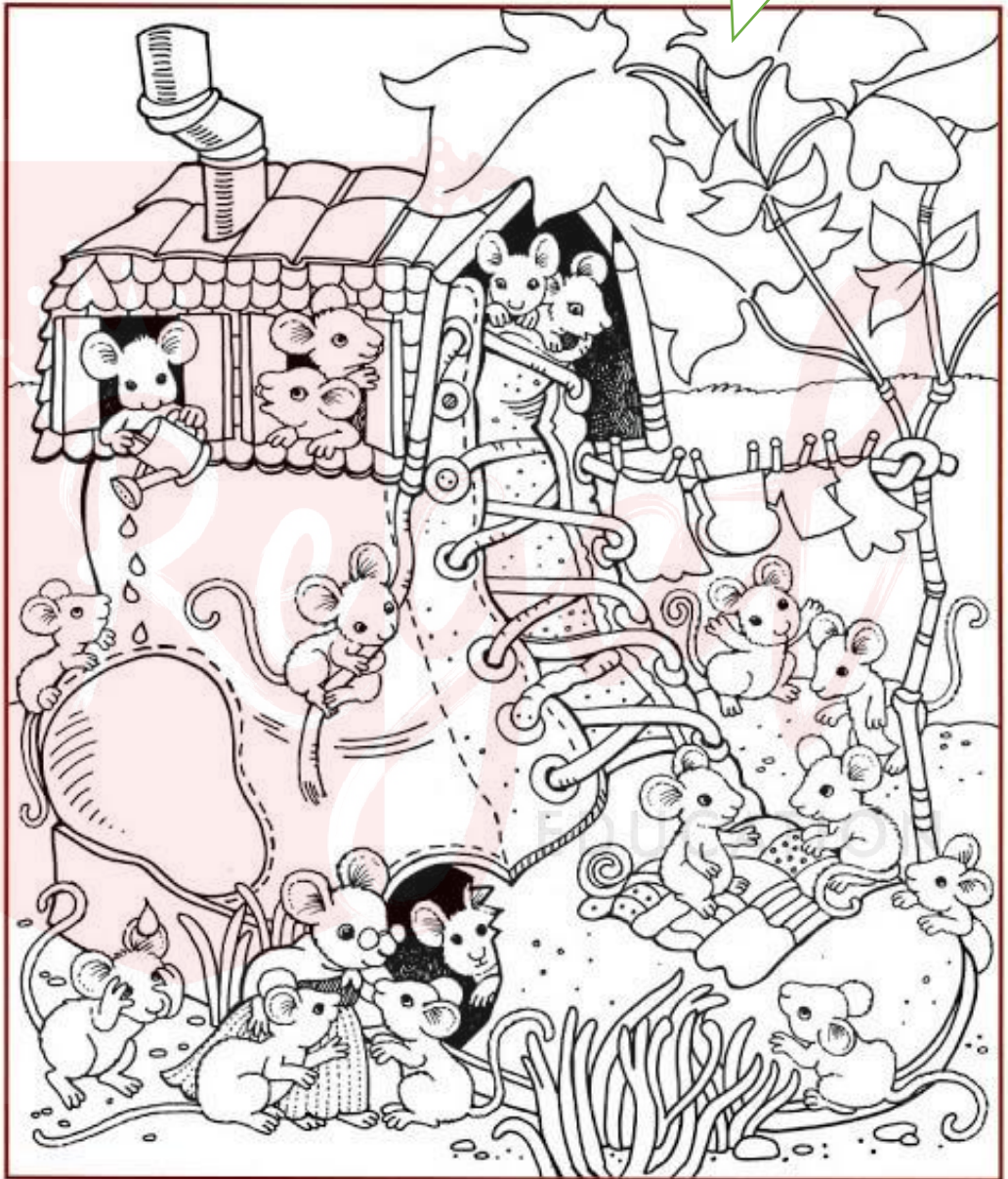
cane



heart



pear



Unit 14

Underline the one word which cannot be made from the letters of the word in capital letters. Study the example.

Example	STATIONERY	stones	tyres	ration	<u>nation</u>	noisy
---------	------------	--------	-------	--------	---------------	-------

THINKING	grin	king	thin	ink	hint
BATTLES	slate	bats	steal	blade	bleat
CUSHION	such	nose	coin	shun	chin
BIRTHDAY	dirt	yard	drab	bath	drain
HISTORY	story	shirt	roast	hoist	rosy

Find the four-letter word hidden at the end of one word and the beginning of the next word. The order of the letters may not be changed. Study the example.

Example	The children had bats <u>and</u> balls. <u>sand</u>
---------	---

All of us caught our balls.

The waves tossed the boat.

The old car door was very rusty.

The horse jumped over the fence.

Both animals were extremely fierce



This is the test that Mr. Smarty had to do last week. Was it hard?

*Play Battleship with your friends.
The rules can be checked here (scan the QR).*



Each player's fleet contains 5 different ships:

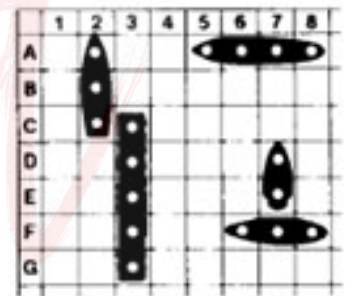
- Carrier (5 holes)
- Battleship (4 holes)
- Cruiser (3 holes)
- Submarine (3 holes)
- Destroyer (2 holes)



Mr. Smarty's
favorite game.

Rules for placing ships:

- Place each ship in any horizontal or vertical position but not diagonally.
- Don't place a ship so that any part of it overlaps letters, numbers, the edge of the grid or another ship.
- Don't change the position of any ships once the game has begun.



Decide who will start. You and your opponent will alternate turns, calling out one shot per turn to try to hit each other's ships.

On your turn, pick a target hole and call out its location by letter and number.

It's a hit

If you call out a shot location that is occupied by a ship on your opponent's ocean grid, your shot is a hit!

Your opponent tells you which ship you have hit (cruiser, submarine, battleship, etc.).

Record your hit by crossing the target grid. Your opponent crosses the same whole out.

It's a miss

If you call out a shot location not occupied by a ship on your opponent's ocean grid, it's a miss.

Record your miss by placing a dot/point or a minus in the corresponding target hole on your target grid, so you will remember this location and won't call this shot again.

End of the Game

If you are the first player to sink your opponent's entire fleet of 5 ships, you win the game.

MY SHIPS

A											Aircraft Carrier AAAAA
B											
C											Battleship BBBB
D											
E											Cruiser CCC
F											
G											Submarine SSS
H											
I											Destroyer DD
J											
	1	2	3	4	5	6	7	8	9	10	

A											Aircraft Carrier AAAAA
B											
C											Battleship BBBB
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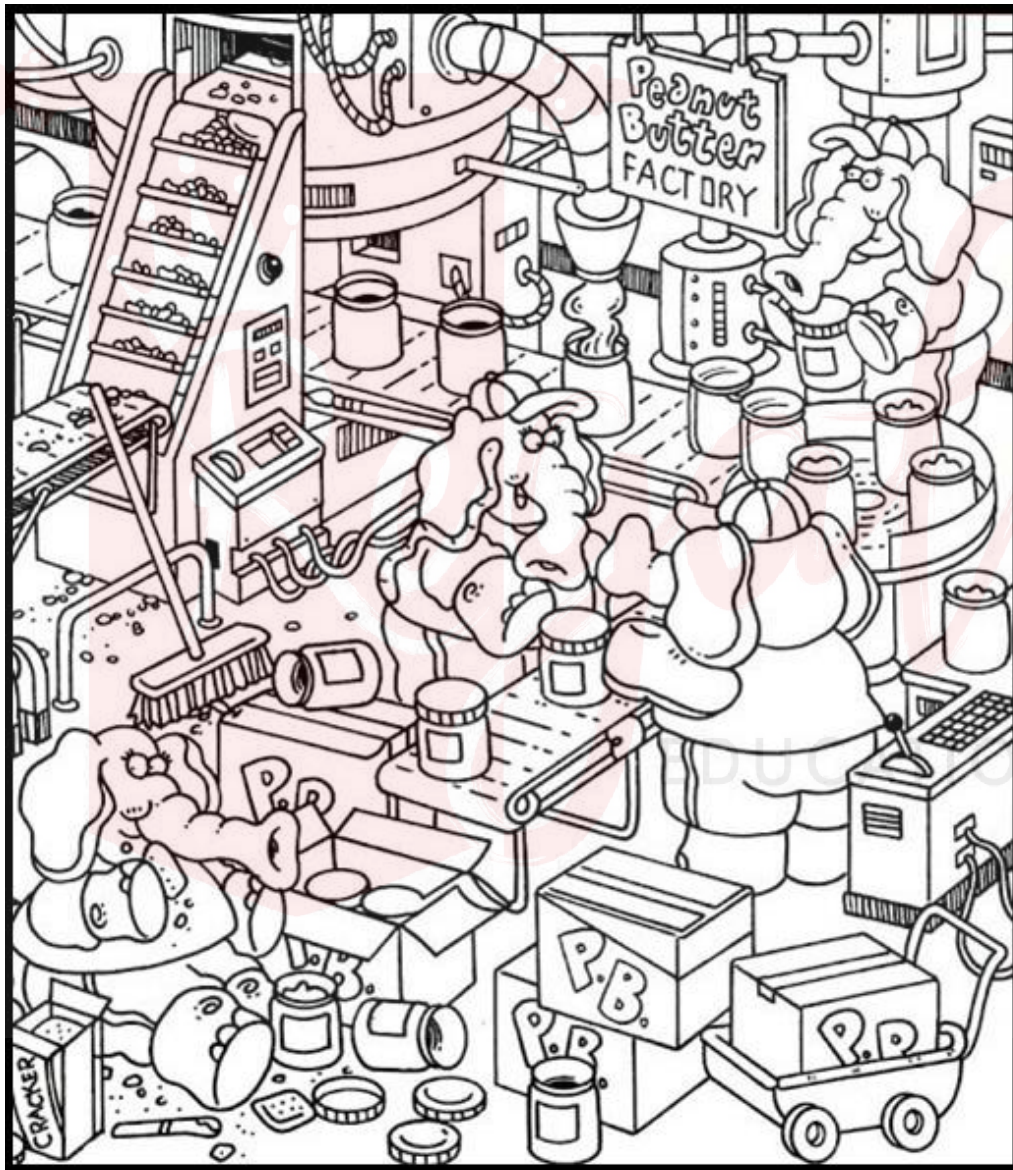
MY SHIPS

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	1	2	3	4	5	6	7	8	9	10	

Unit 15

Help Nancy to find hidden items.
Color them.



lollipop



teacup
and saucer



golf club



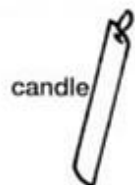
slice of
bread



ice-cream
cone



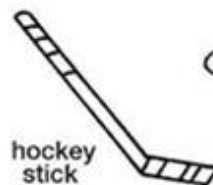
pencil



candle



baseball bat



hockey
stick



tack

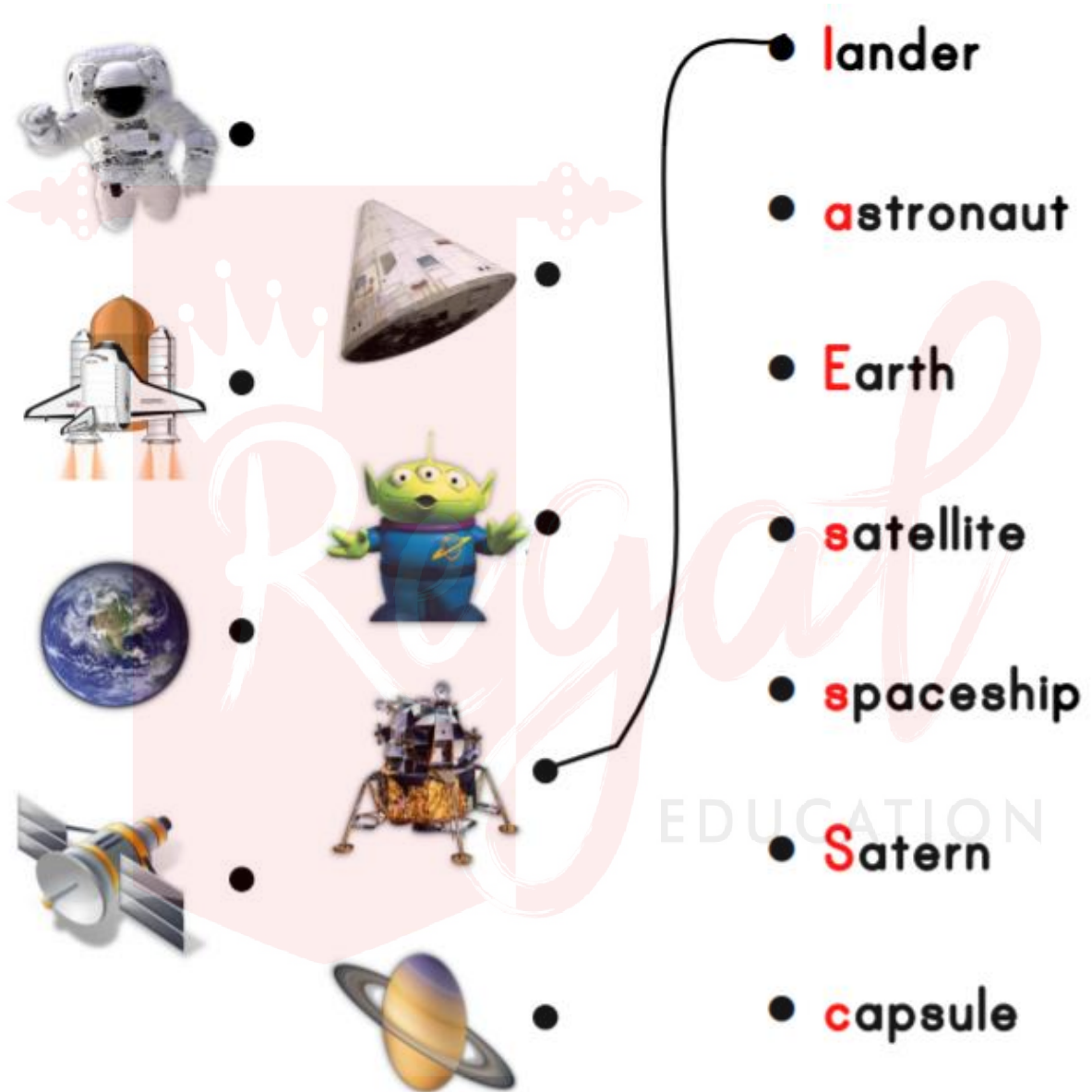


crown

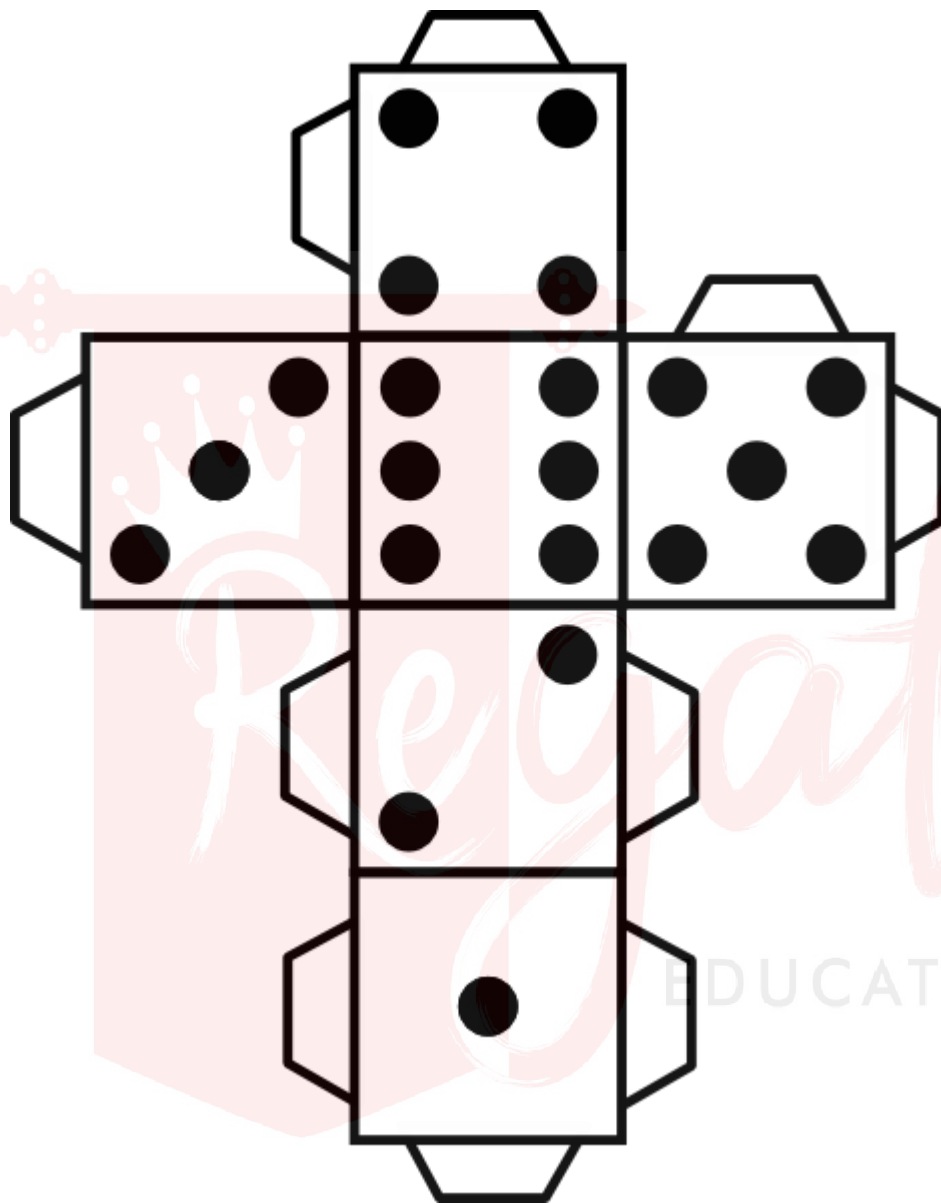


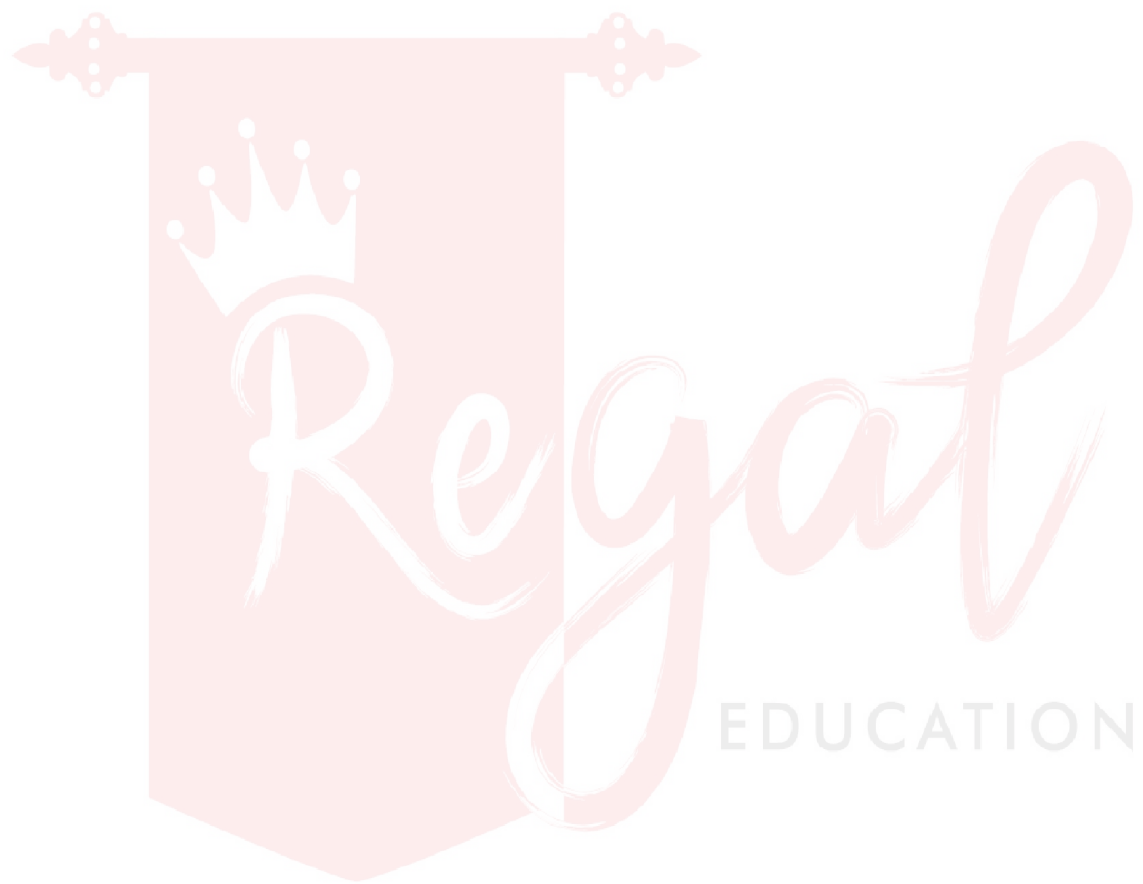
toothbrush

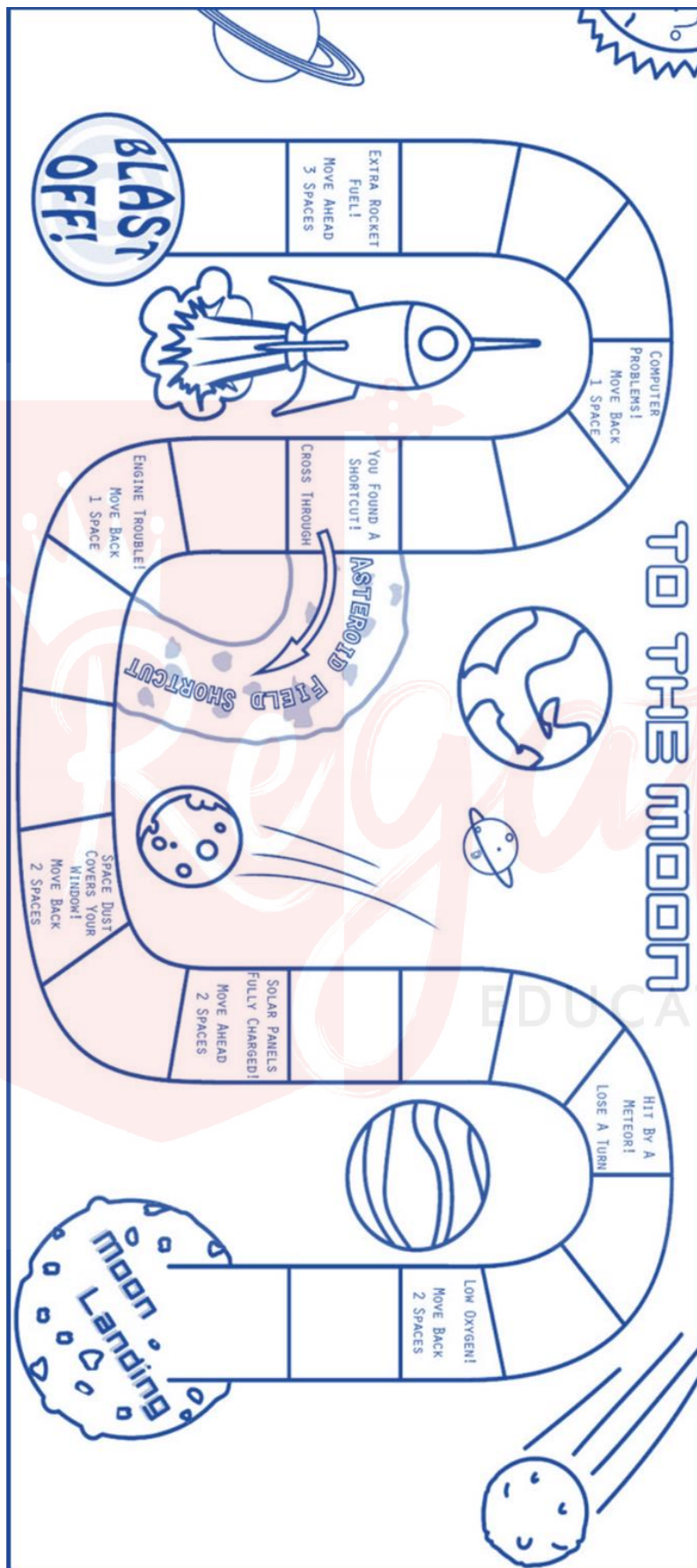
Draw a line to match the word with the picture.



Cut out and glue the dice. Play “snakes and ladders” with it.



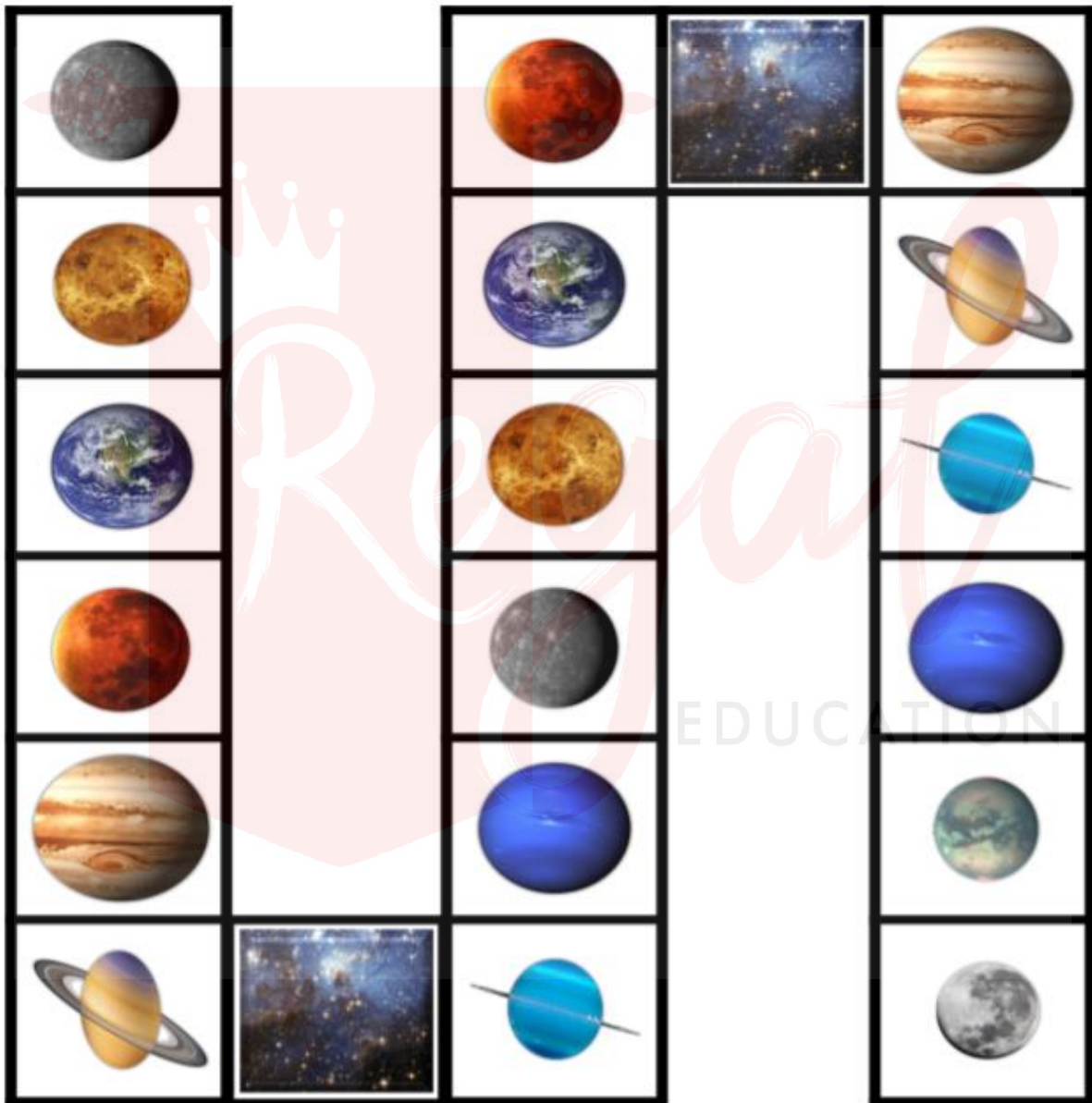






Role dice and play the game

PLANETS



START SPACE



FINISH

Create your own Space board game.

START **SPACE**



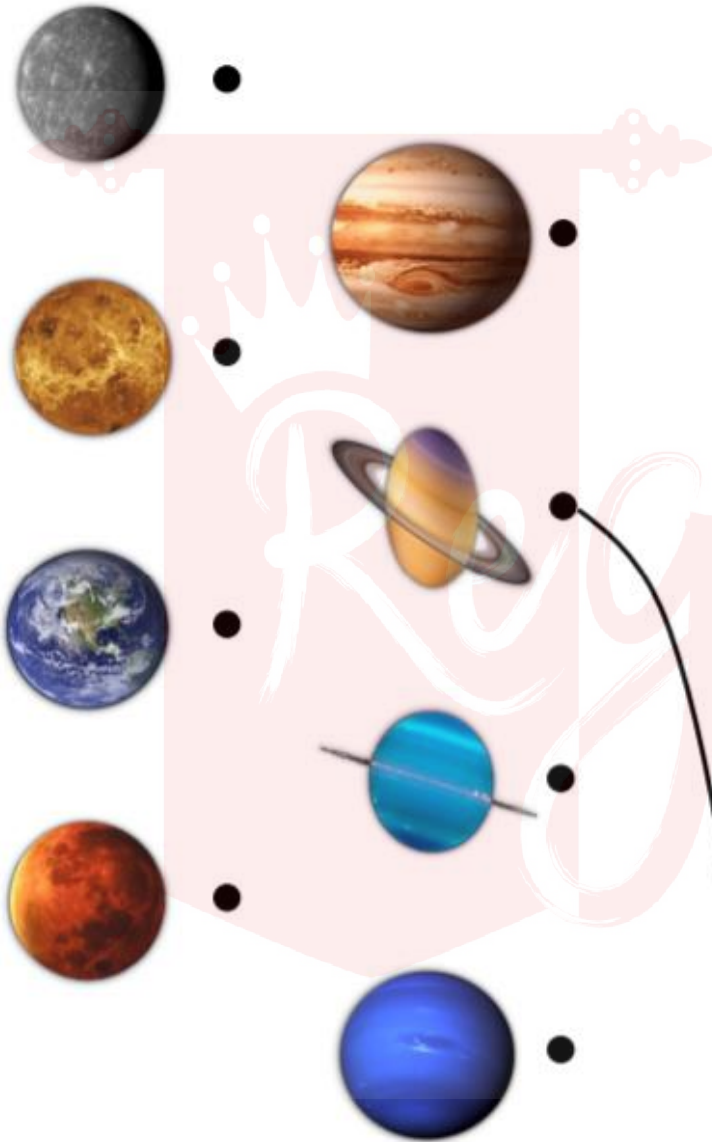
FINISH

MOON MAZE!



Draw a line matching the words to the pictures

PLANETS



• **U**ranus

• **M**ars

• **M**ercury

• **E**arth

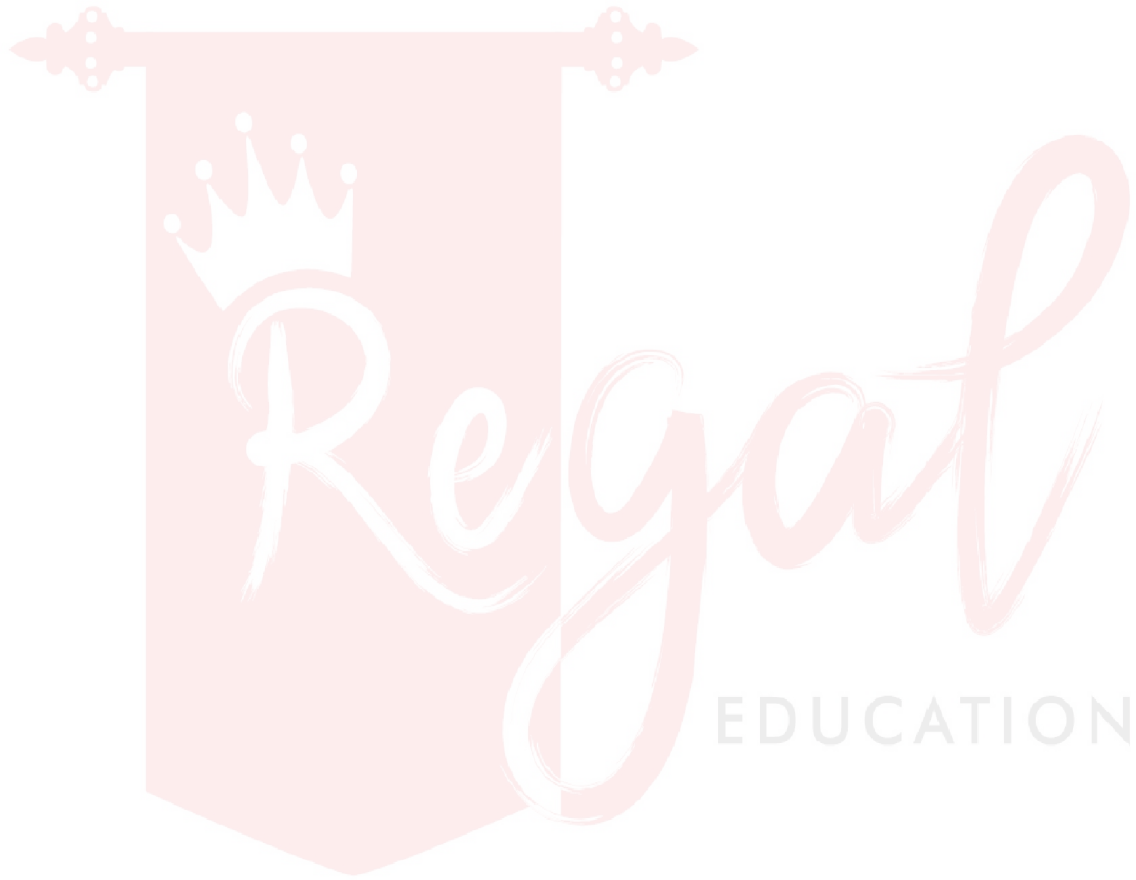
• **N**eptune

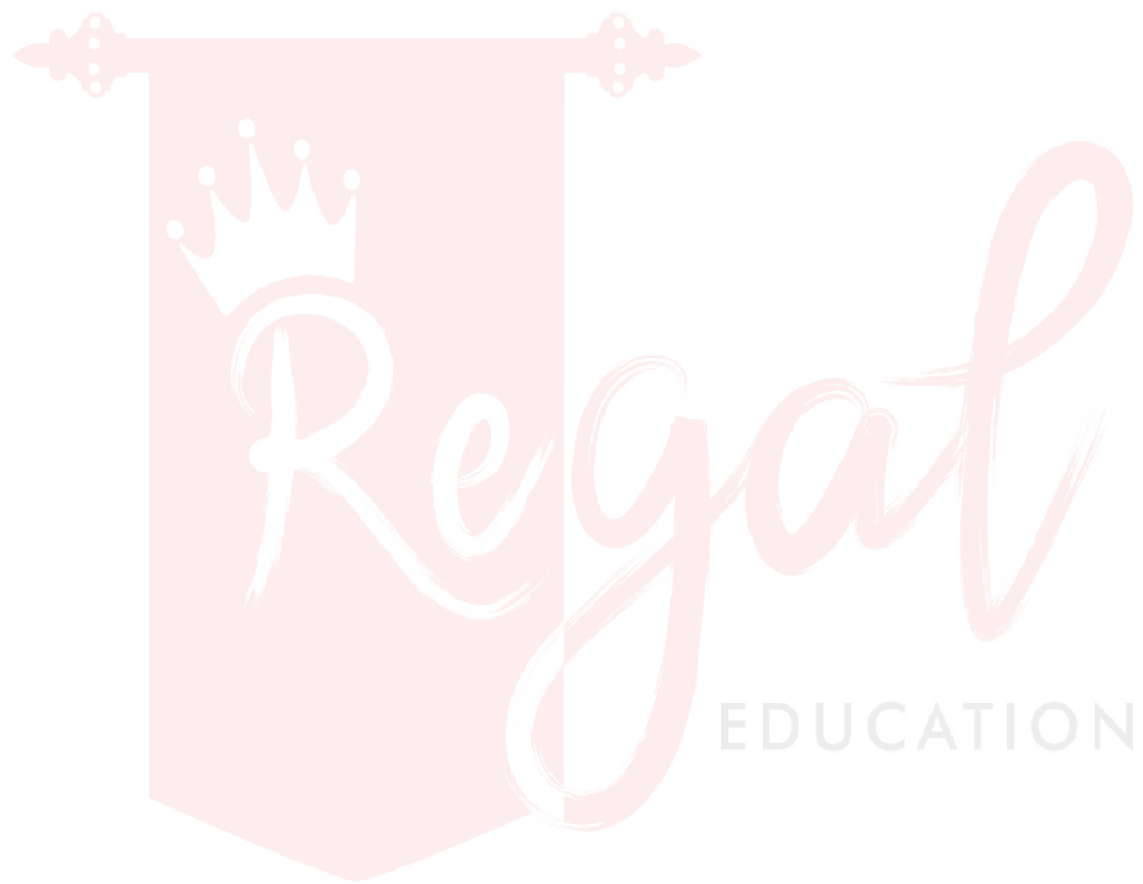
• **V**enus

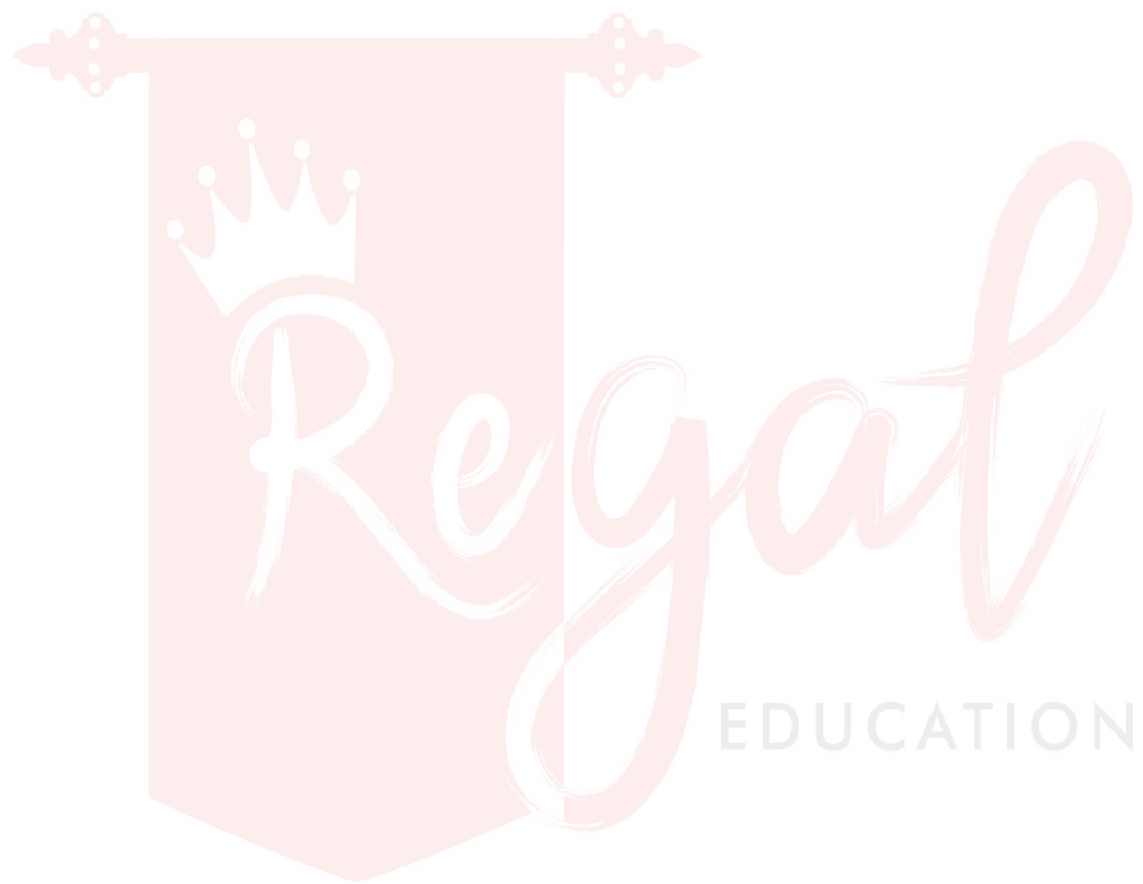
• **J**upiter

• **S**aturn

My notes









Regal Education Inc. presents publications which adopt the **Common Core State Standards** for English Language Arts and Literacy in History/Social Studies, Science, and Technical Subjects, which represent the next generation of K–12 standards designed to prepare all students for success in college (including SAT, and ACP),

career, and life by the time they graduate from high school.

Beyond Language builds learning through a simple approach: knowing self, loving the family, appreciating the community, and discovering the world.

Gamebook is a supplementary material to be used in the classroom and at home to diversify the classroom routine, provide students with engaging materials that would help them to improve not only their academic, but also cognitive and social skills.

Unit 1 Read the riddle. Answer the questions. Color and name children in the picture.

Anne and Tom are wearing blue jeans. Anne and Billie have pink tops. Stan and Billie are wearing black pants. Stan and Alex have blue tops. Alice wears a dress. Alice's brother, Nick is next to her and wears a green T-Shirt and green pants.

- How many children are playing together? _____
- Is Stan wearing a blue top and jeans? _____
- What is Anne wearing with her pink top? _____
- What is Tom wearing? _____
- What is Billie wearing? _____
- What is Stan wearing? _____
- What is Alex wearing? _____
- What is Alice wearing? _____
- What is Nick wearing? _____
- You know the position of 2 children in the circle. Who are they? _____



Help Pete to count all the shapes he can see below. Name the shapes you know.

Cut out the pieces of a puzzle and put them together to see the whole picture. You can play online as well. Scan the QR code. There are 2 levels: easy and hard.

Role dice and play the game

PLANETS

