

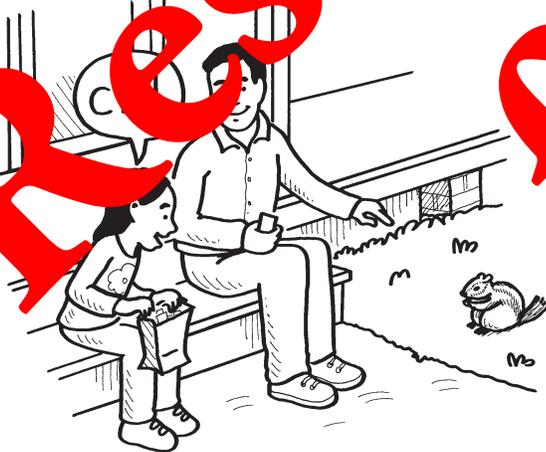
Everyday Discoveries

From the vegetables in the kitchen to the stuffed animals in your youngster's room, your home is full of opportunities for her to discover words, math, science, and more. Try these activities together, and watch her build valuable skills she'll use in school and beyond.

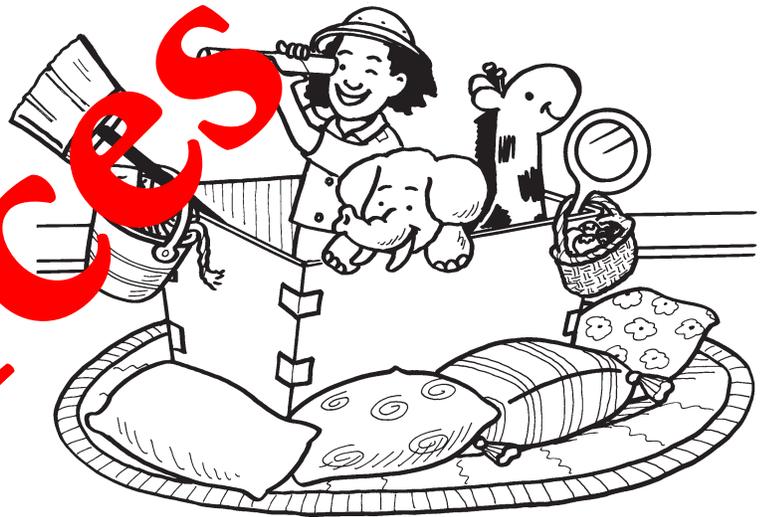
LANGUAGE ARTS

Secret sound bag

Practice beginning sounds with this alphabet guessing game. Ask your youngster to put the letters or letter tiles in a brown paper lunch bag. She could also write consonant combinations (*br, ch, fl, gr, pr, sh, str, th, wh*) on individual slips of paper and add them to the bag.



Have your child shake the bag and hold it out to you. Without letting her see what it is, pull out a letter or combination. Act out words or point to objects that start with it. For *R*, you might choose *road, roof, and run*. Or if you select *ch*, you could point to a *chipmunk*, hold up a *chestnut*, and act out *chewing*. See if she can guess the letter or combination. Switch roles, and let your youngster pick a letter. **Vocabulary:** On slips of paper, write words your child knows, or have her draw pictures of familiar objects. Take turns pulling out a slip and reading the word or identifying the picture. Then, the other person says what letter or combination it starts with.



Vocabulary match

Make a memory game using words related to a topic your child is studying in school.

Let your youngster cut words out of old magazines, catalogs, and newspapers and glue each one on an index card. If your child is learning about weather, he might choose *precipitation, climate, barometer, and humidity*. He should write each word on a second index card so he has matching pairs.

Lay all the cards facedown in rows. He starts flipping over two cards. If the cards match, the player reads the word and gives its definition. Check the dictionary—if he's correct, he keeps the pair and takes another turn. If they don't match, or if he says the wrong definition, he turns them back over, and the next person takes a turn. The player with the most pairs at the end of the game wins.

