



Resource Sample

Grade K

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Learning & Creating Guide

for Grade

K

Welcome

Hello, kindergartners! We made this learning guide just for you!

- There are two books to read.
- The card games will be fun to play!
- There are a lot of great activities for you to do.

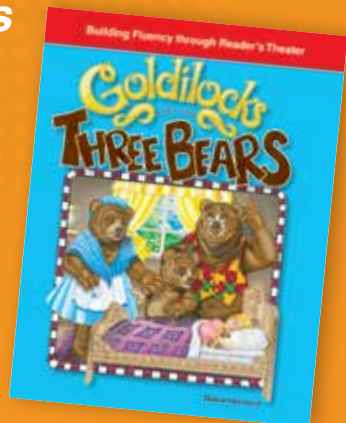
You will read, think, and create!



Book Summaries

Fiction – *Goldilocks and the Three Bears*

Goldilocks looks for all the right fits. But she looks in the wrong house!



Nonfiction – *Bears*

Bears have special body parts. Learn all about bears!



Memory (2-4 Players)

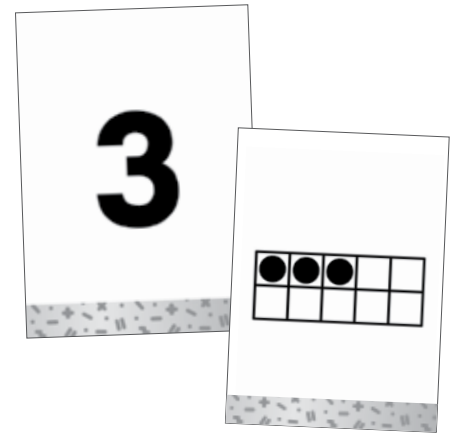
Goal: Find cards that show the same number, and collect the most cards.

Setup: Place the green and yellow cards face down in four rows of five. (For future games, try using the red and blue cards.)

Rules

1. Everyone flips over one card. The person who flips the highest card goes first.
2. On your turn, flip two cards and leave them face up for other players to see.
 - ◆ If your cards match, place them in your score pile.
 - ◆ If your cards do not match, flip them back over. Cards should stay in place.
3. The player to your left goes next.

How to Win: When all cards are picked up, count your cards. The player with the most cards wins.



Go Fish (2-4 players)

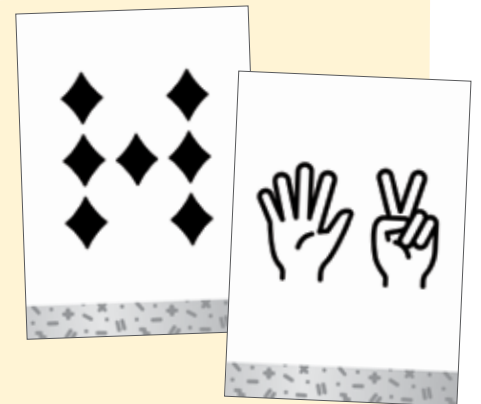
Goal: Create pairs of cards that show the same number, and collect the most cards.

Setup: Mix the red, blue, green, and yellow cards together. Give each player four cards. Scatter the rest of the cards in the middle, face down.

Rules

1. The oldest player goes first.
2. Look for matches in your hand. Put matching pairs in your score pile. If you have any matches, take cards from the middle until there are 4 cards in your hand.
3. To start your turn, ask one player for any number card. For example, "Do you have any 7s?"
 - ◆ The player must give the card if they have it. Place both cards in your score pile, and take cards from the middle until there are 4 cards in your hand.
 - ◆ If the player does not have the card, they say, "Go Fish." Then, take a card from the middle.
4. The player to your left goes next.

How to Win: The game ends when all cards are matched. The player with the most cards wins.



Family Time

Supporting Your Kindergartner

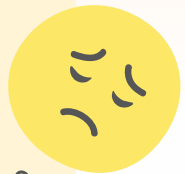
As caregivers, you play a vital role in reinforcing and modeling positive behaviors at home. Here are a few ways you can support positive life skills for your kindergartner.



- ◆ Model good listening skills. Take turns in conversations to help them learn how to be a good friend, family member, and classmate.
- ◆ Role-play different scenarios to teach appropriate ways to express feelings like anger, frustration, or disappointment in a healthy manner.
- ◆ Read stories that highlight characters showing empathy, kindness, and resolving conflicts peacefully. Discuss positive behaviors.
- ◆ Work on following routines and rules consistently to build self-discipline and responsibility.
- ◆ Praise efforts at trying new things, persevering through challenges, and controlling impulses—not just successes.



HAPPY



SAD



EXCITED



SCARED



ANGRY



SURPRISED



Learn
— and —
Create

MEMORY
AND GO FISH

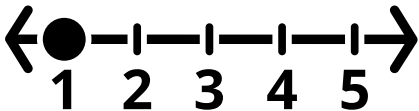
TCM Teacher
Created
Materials

2-4 players

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