

Gingerbread Printables



Gingerbread Printables

Pages 3-5: Memory Matching Game

Pages 6-7 : What Numbers Are Next? (addition, number order)

Add the dice that the animals are holding. Write the numbers that come after the sum.

Page 8: Word Find (visual discrimination, literacy)

Find a word. Color in the squares. Find another word. Color the squares with a different color. Continue until all words are found.

Pages 9-10: Build the Words (reading and spelling practice)

Using Scrabble Tiles, alphabet stamps, magnetic alphabet tiles, or another manipulative of your choice, build the words. After your student has built the words a few times, let her read them to you.

Pages 11-13: Tally Mark Math (visualization, understanding quantities)

Let your student draw the correct number of tally marks in each box (to correspond with the Gingerbread Man's candy).

Page 14: Eat a Gingerbread Man Game (number recognition, taking turns)

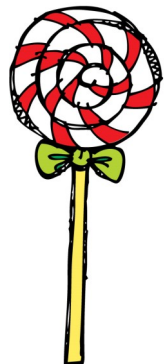
Use real gingerbread cookies for this game. Take turns rolling the dice. After you've eaten the head, legs, and arms (by rolling), go ahead and eat the body! The first person to eat their entire cookie wins the game!

Page 15: Number Maze (number recognition, counting to 20)

Page 16: Patterns (visual discrimination)

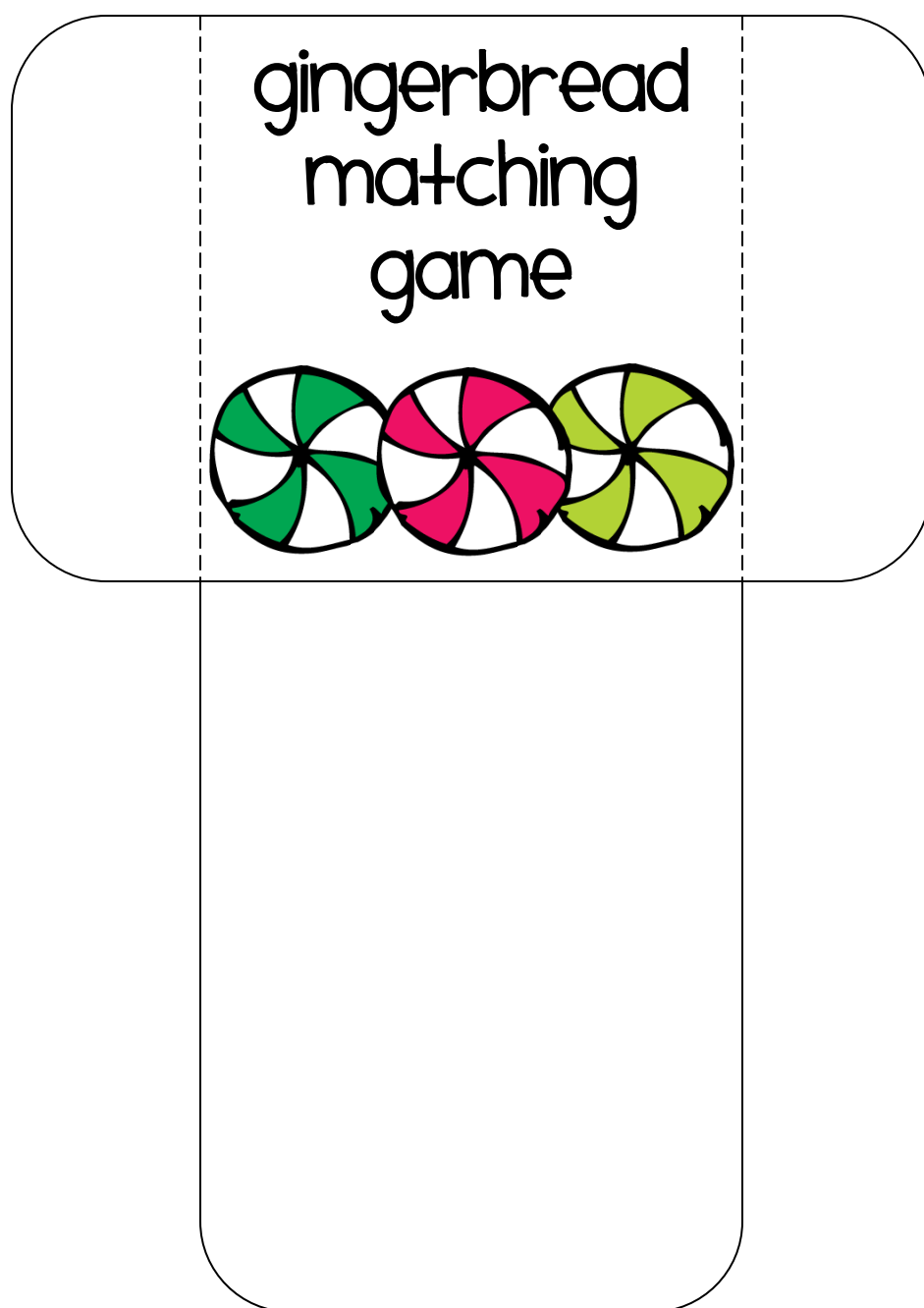
Print on cardstock and laminate, if desired. Using the pieces, start some patterns on your table; let your student finish them. What patterns can she make on her own?

Store pieces in an envelope. If you are making a notebook, you can glue the envelope to a page in your notebook.

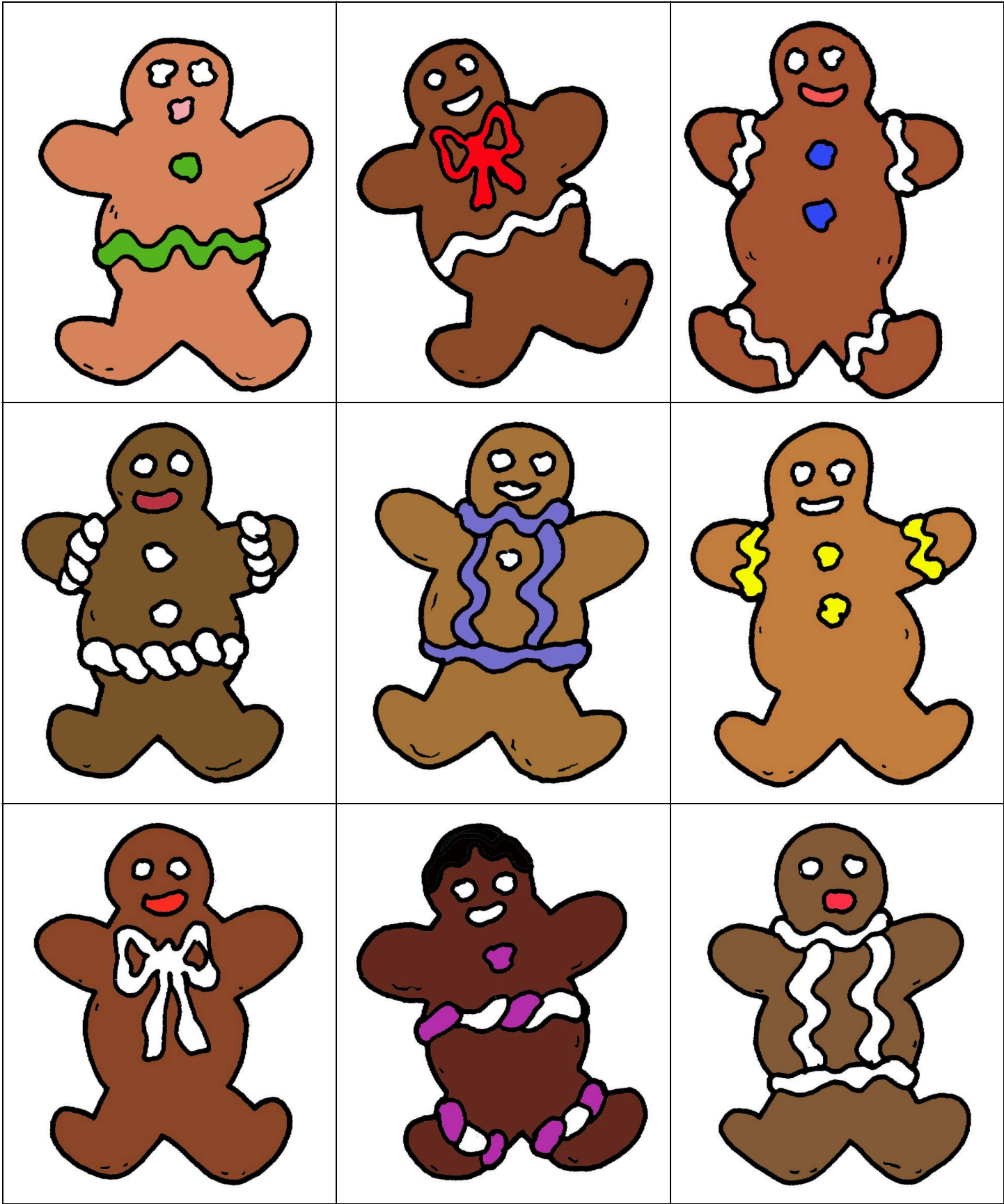


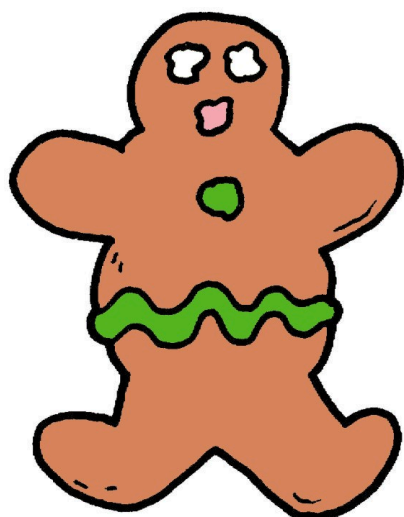
Cut pocket out. Fold back flap up and wrap side flaps around the back and glue down. Glue the flaps so that you have plenty of room in your pocket (not too tight) to hold all the cards.

Glue the back of your pocket into your lapbook. Use the cards for a memory match game.

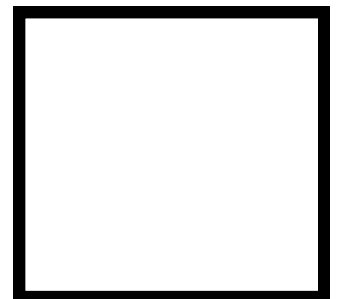
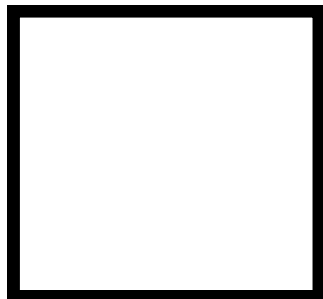
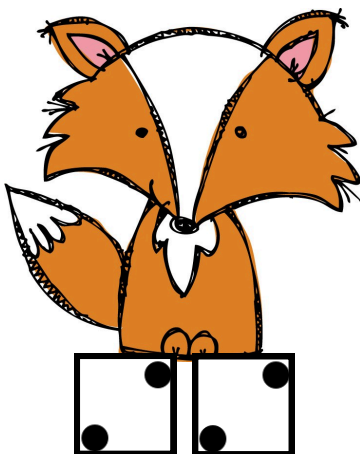
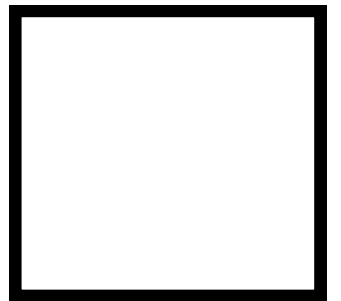
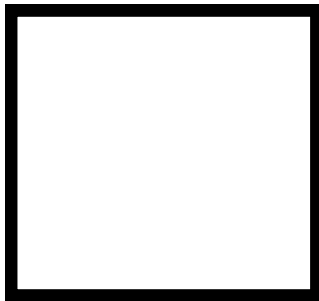
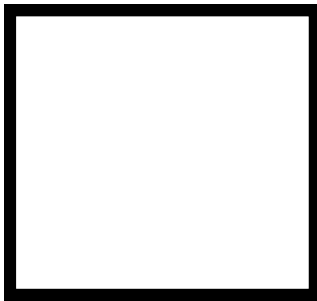
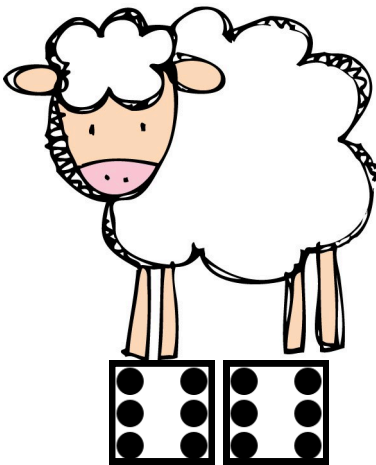
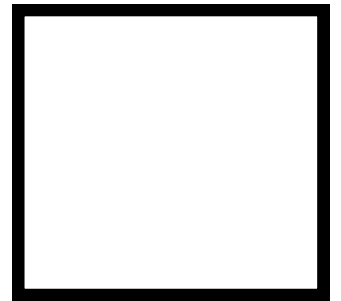
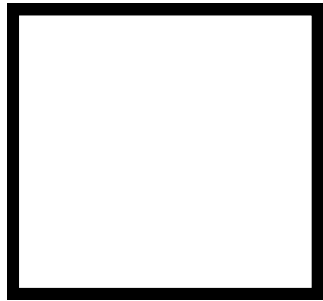
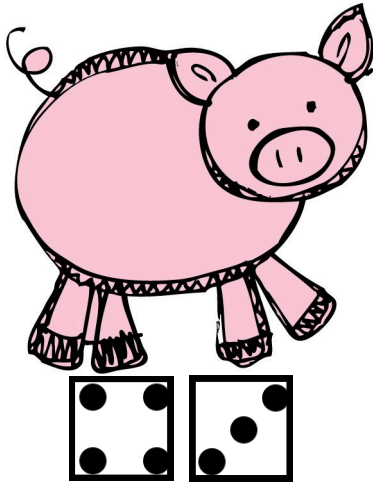


Cut out cards on solid black lines. If you'd like to use them for sequencing/patterns, you may want to print multiple copies. Store cards in pocket.

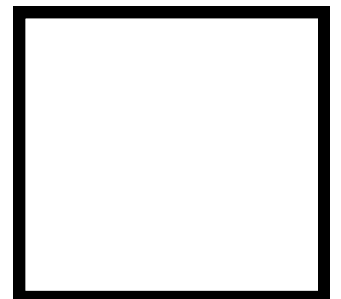
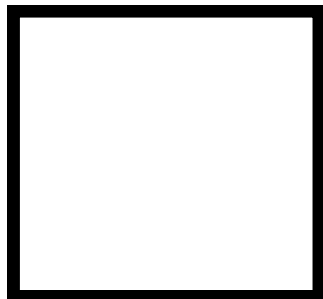
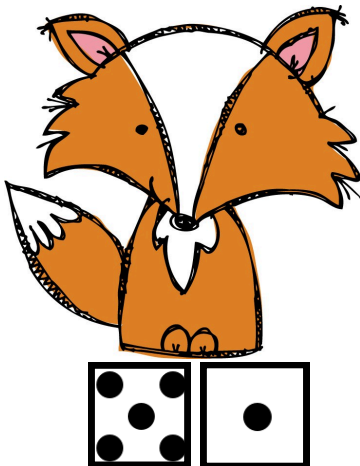
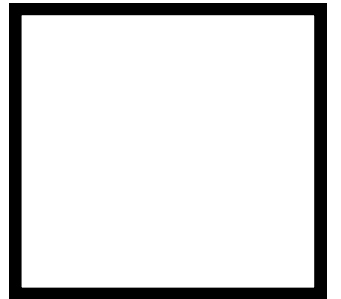
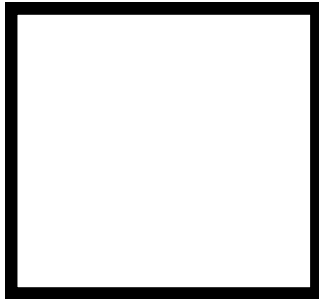
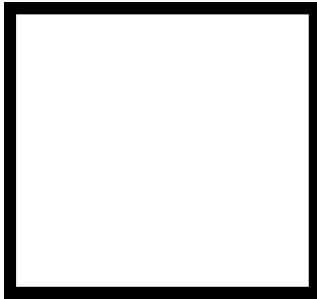
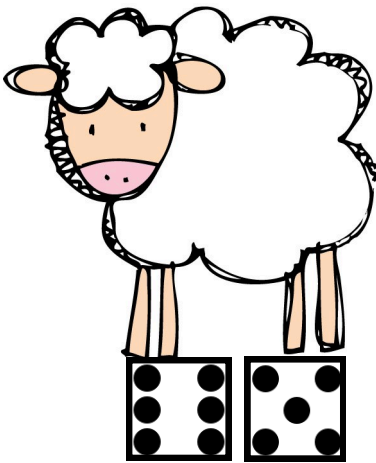
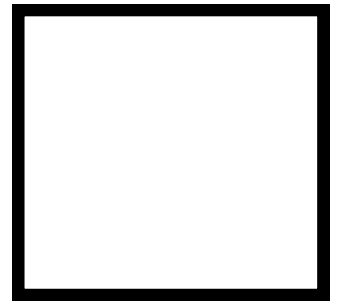
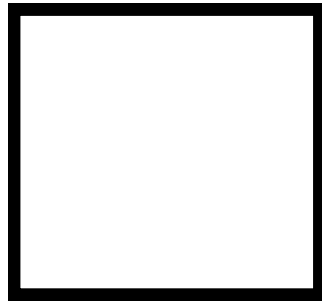
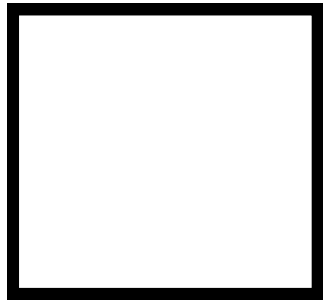
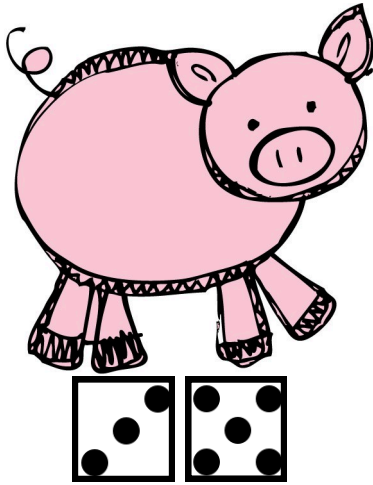




what comes next?



what comes next?





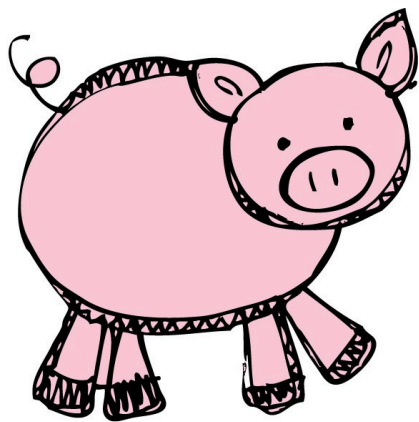
words to find

pig
fox

cow
yum

bake
man

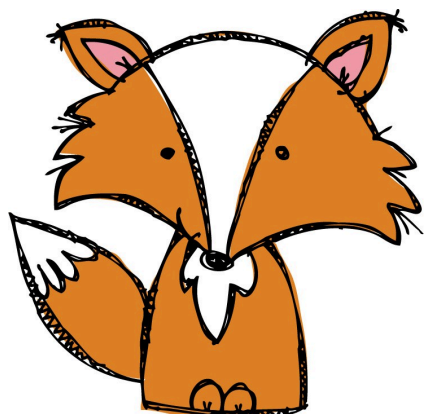
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C	A	B	E	U
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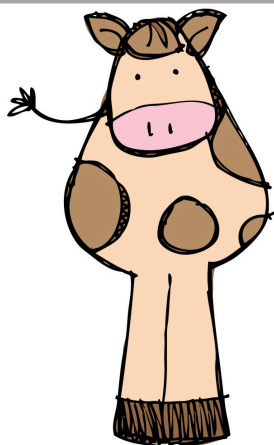
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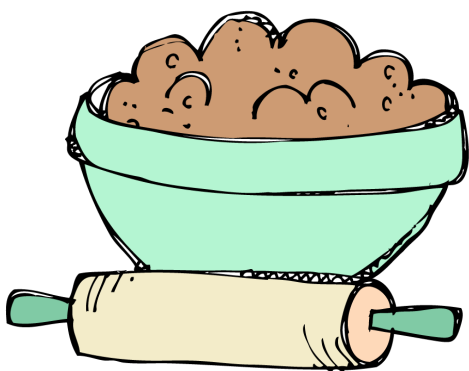


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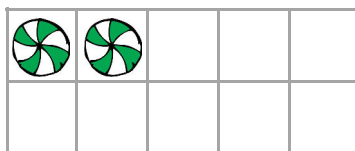
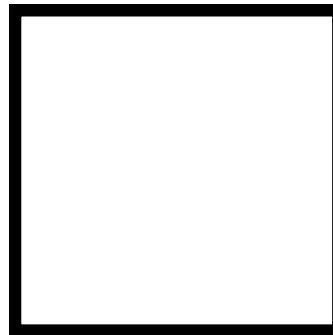
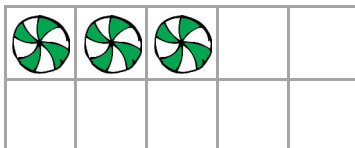
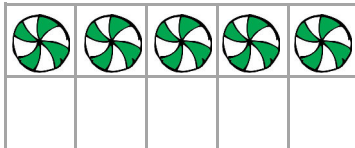
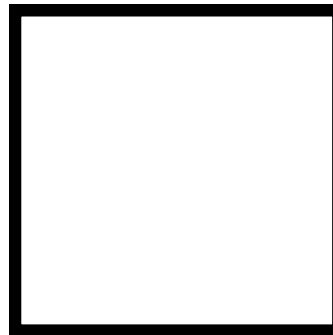
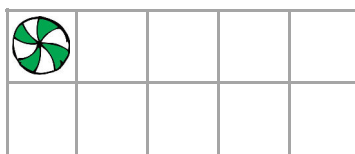
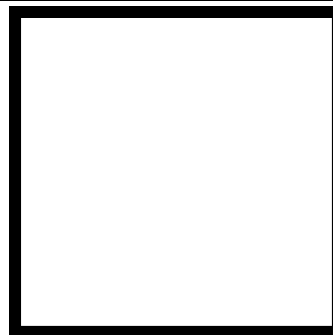
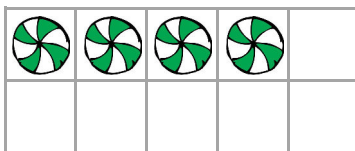
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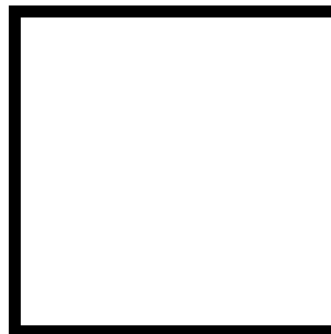
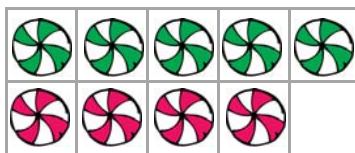
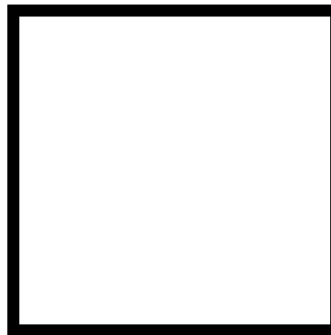
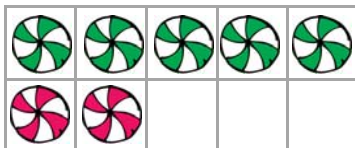
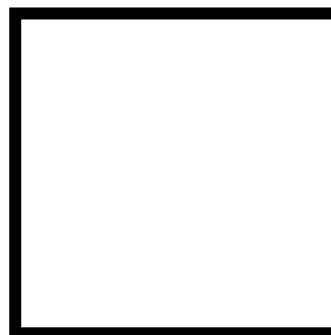
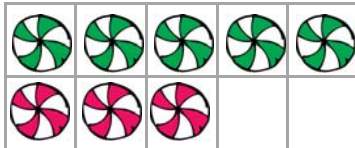
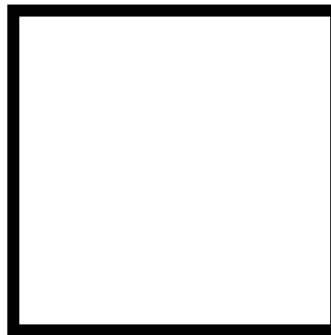
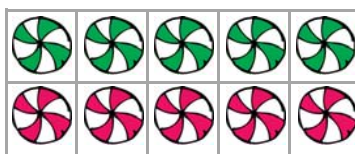
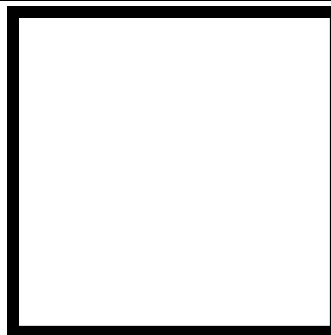
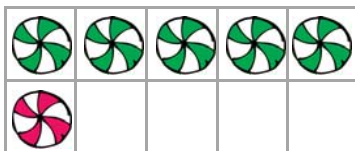


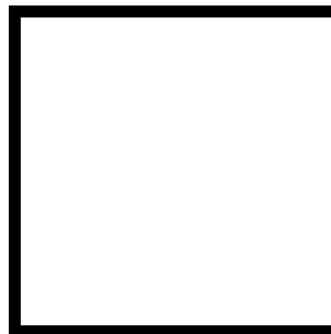
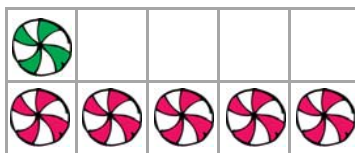
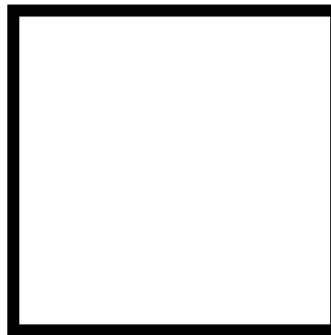
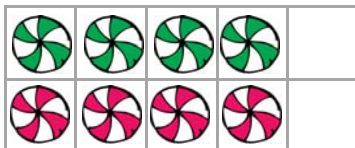
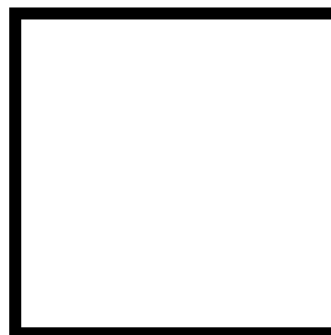
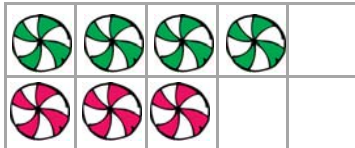
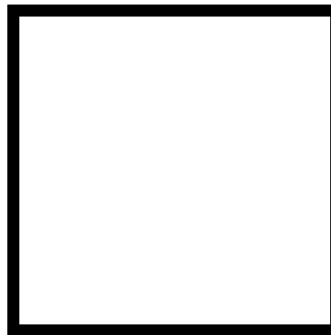
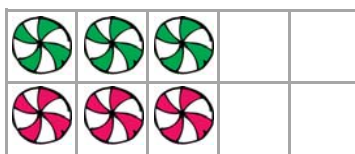
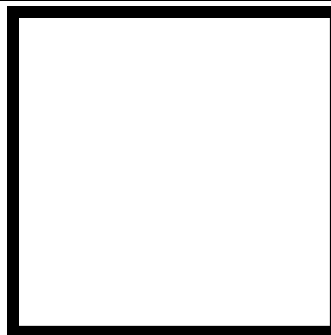
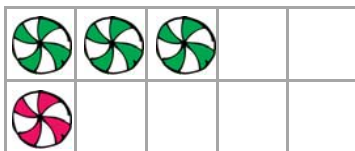
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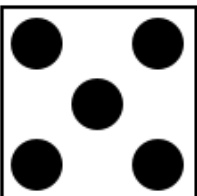
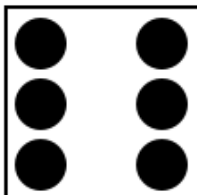






eat a gingerbread man!

After you've eaten the head, legs, and arms (by rolling), go ahead and eat the body! The first person to eat their cookie wins the game!

	eat one leg
	eat one arm
	eat the head
	eat one leg
	eat one arm
	roll again

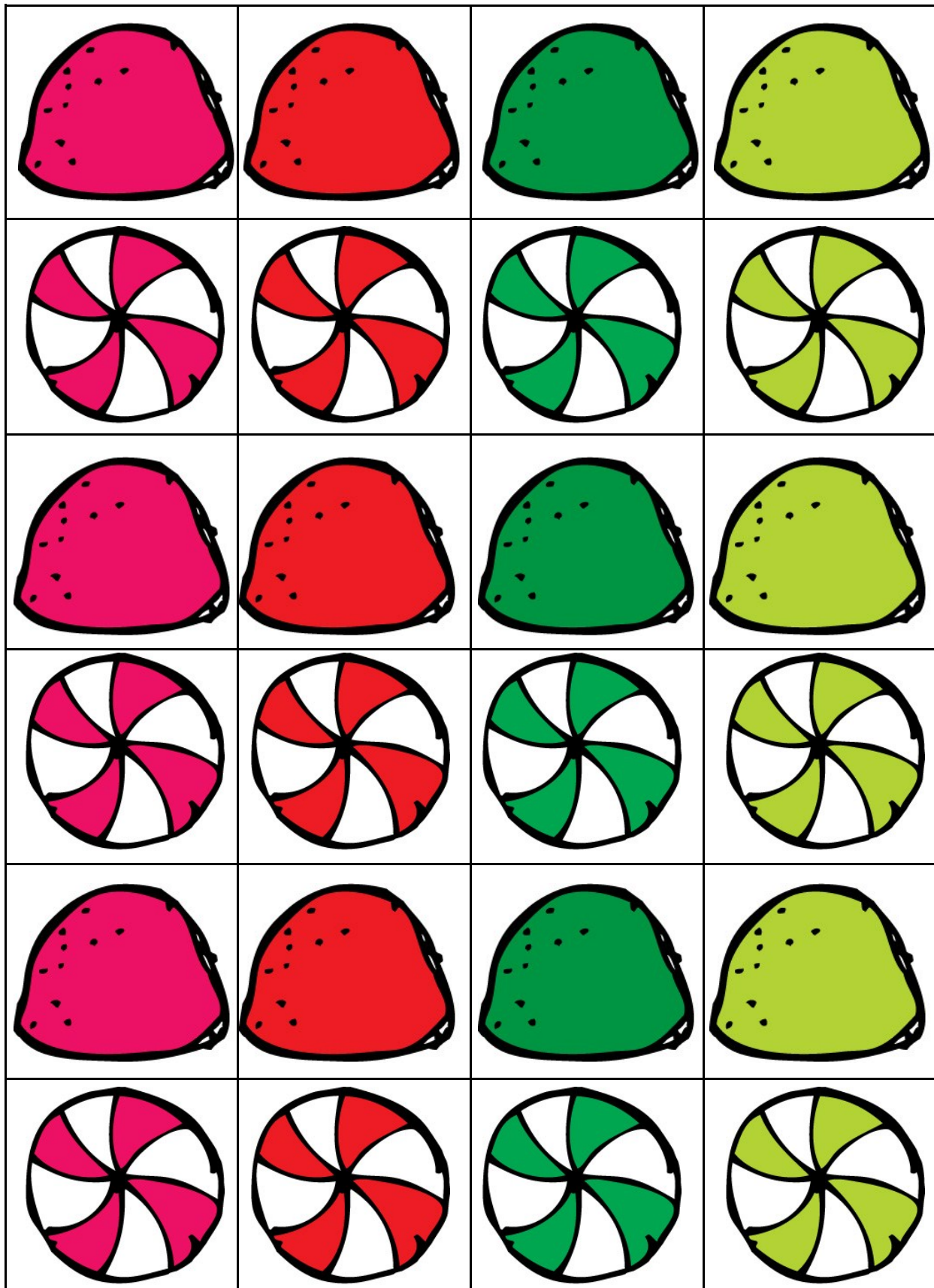


Can you help the Gingerbread Boy
count his way home?



	1	2	3	4	5
7	5	16	22	0	6
18	11	10	9	8	7
20	12	0	18	19	25
17	13	4	17	20	11
3	14	15	16		
21	7	9	5		

use these pieces to make lots of fun patterns!



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