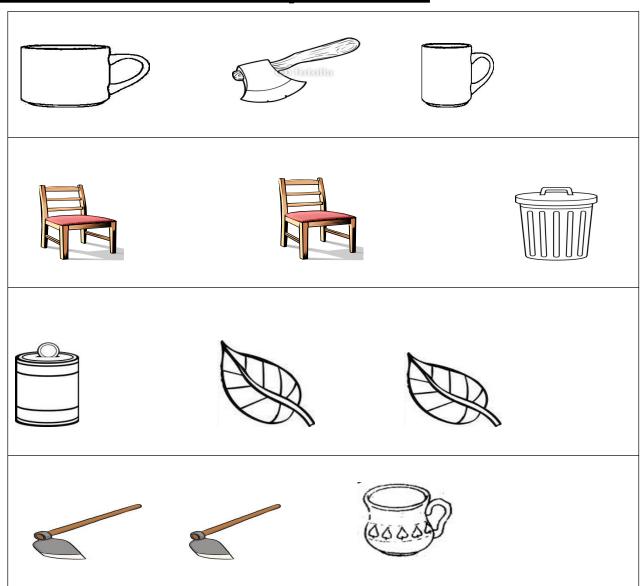
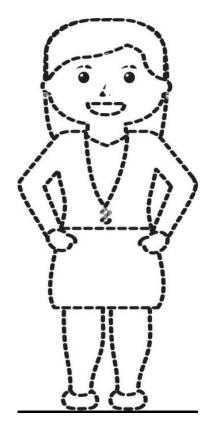
(BABY CLASS TERM 3 HOLIDAY WORK)

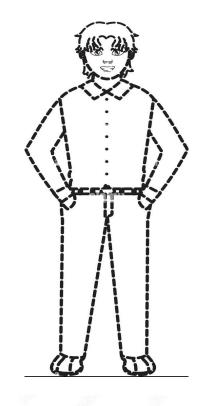
SOCIAL DEVELOPMENT

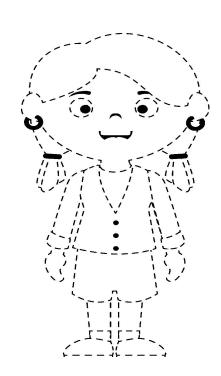
1. Circle the same pictures



2. Trace









3. Match









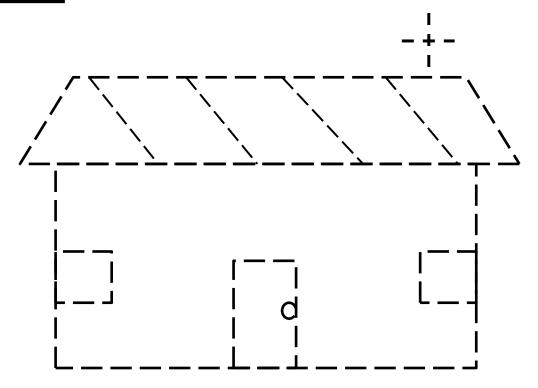


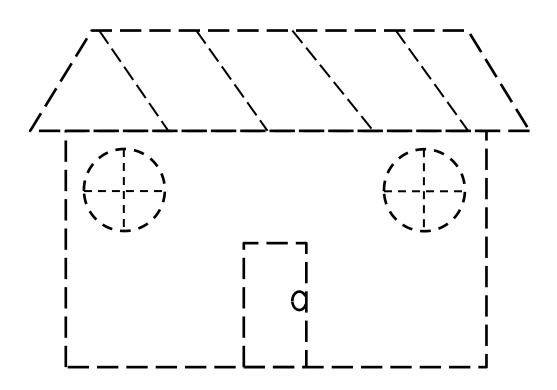




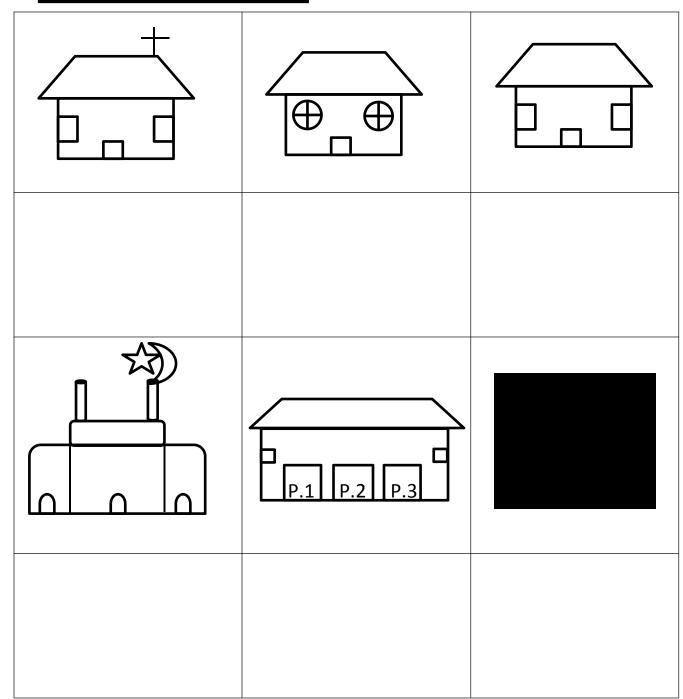


4. <u>Trace</u>

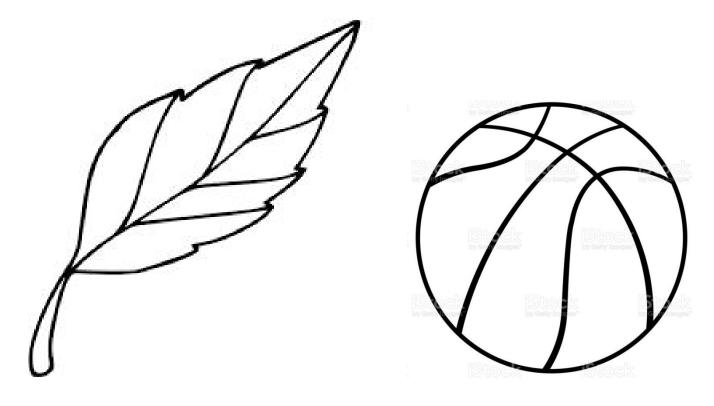


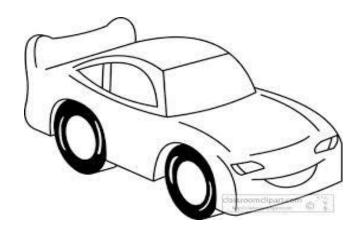


5. Draw the same



6. <u>Shade</u>





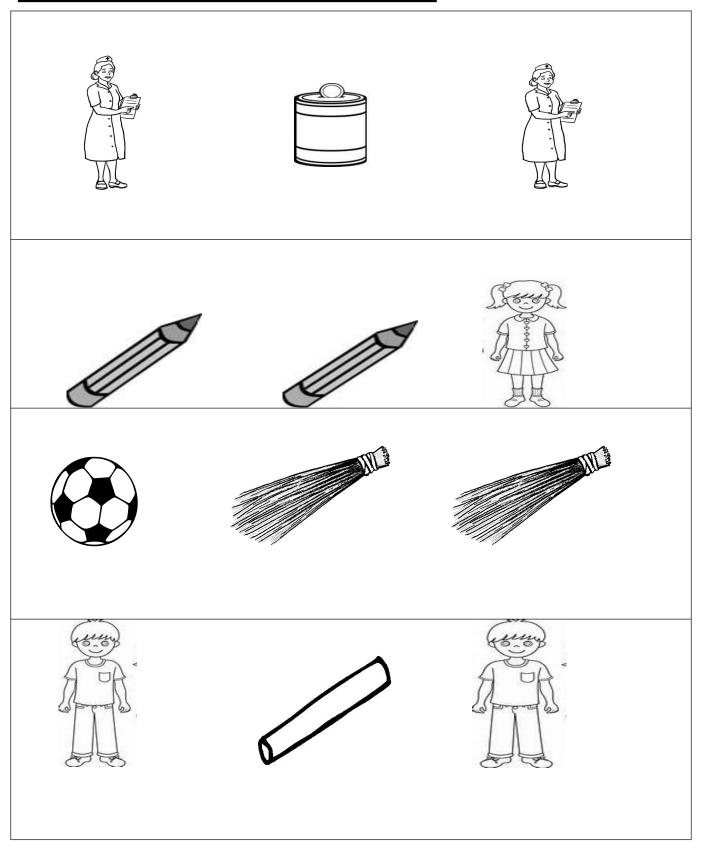
7	•	Copy	v and	write
•	•		4 1 1 4	- 1111

tin	cup	ball

church	school	mosque

axe	hoe	basket

8. Circle the odd man out



9. <u>Shade</u>



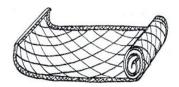
ENGLISH LANGUAGE DEVELOPMENT (I)

1- Copy the same

cat	tin	Mat
box	egg	{} Tree
cup	Sball	⊕ A Boy

2- Read and match

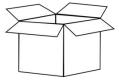
Bed



Sun



pot



box



tin



mat



3- Match the same words

bed doll

hen axe

sun cat

tin cup

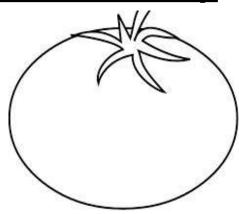
pot sun

cat pot

axe hen

doll bed

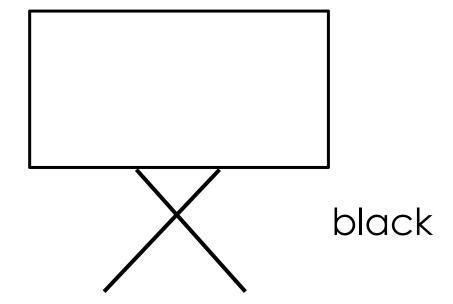
4- Colour correctly



red



yellow



5- Read and draw

cat	egg	box
tin	axe	cup
bag		

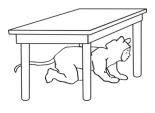
6- Match correctly.



under

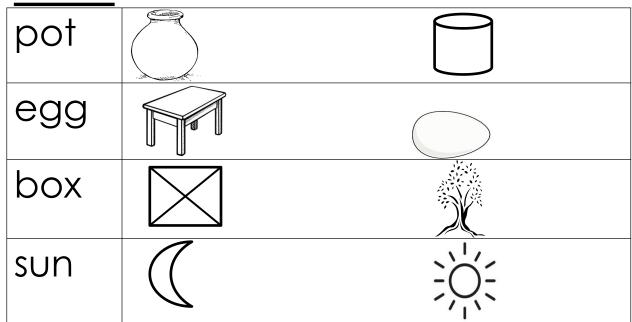


in

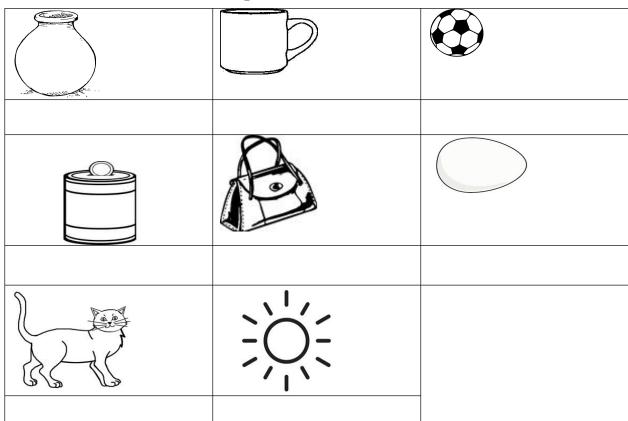


on

7- <u>Circle the correct picture for the word.</u>



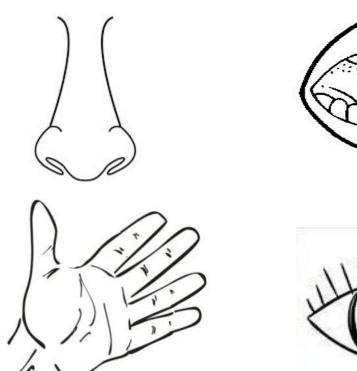
8- Name these pictures

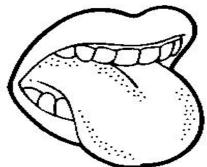


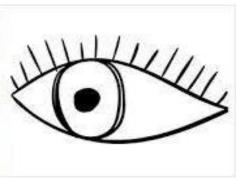
tin, sun, cup, cat, egg, bag, ball, pot

HEALTH HABITS

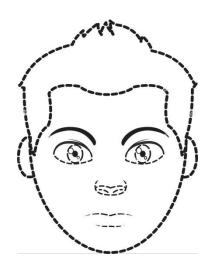
1- Shade







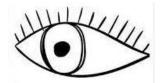
2- Trace

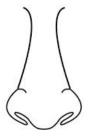




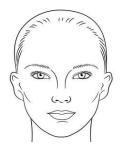


3- Match the same







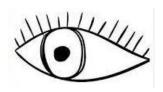


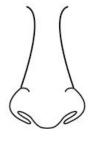








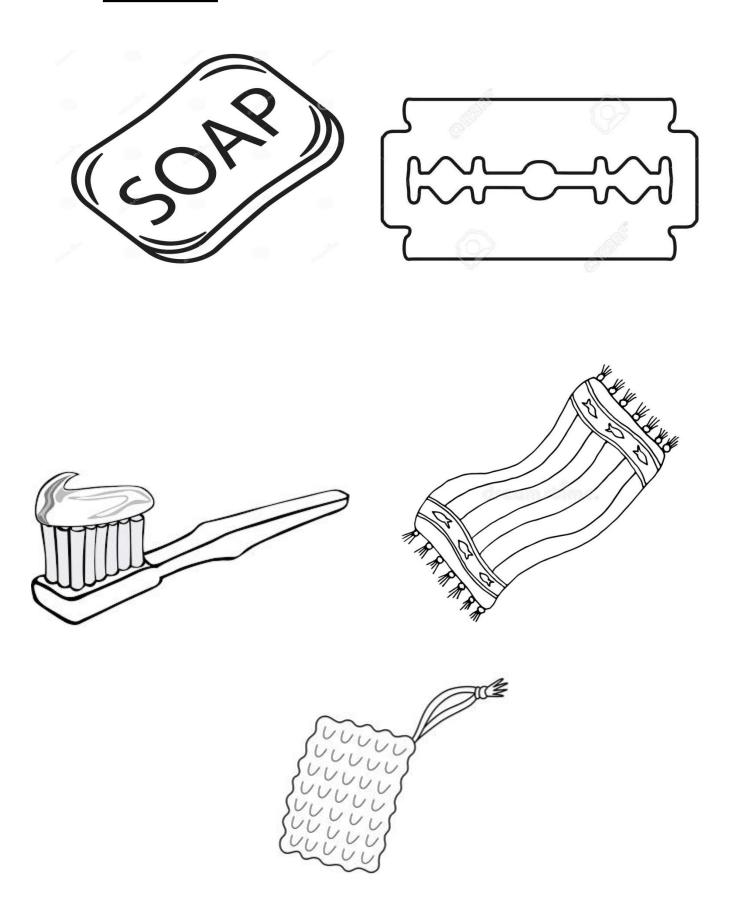




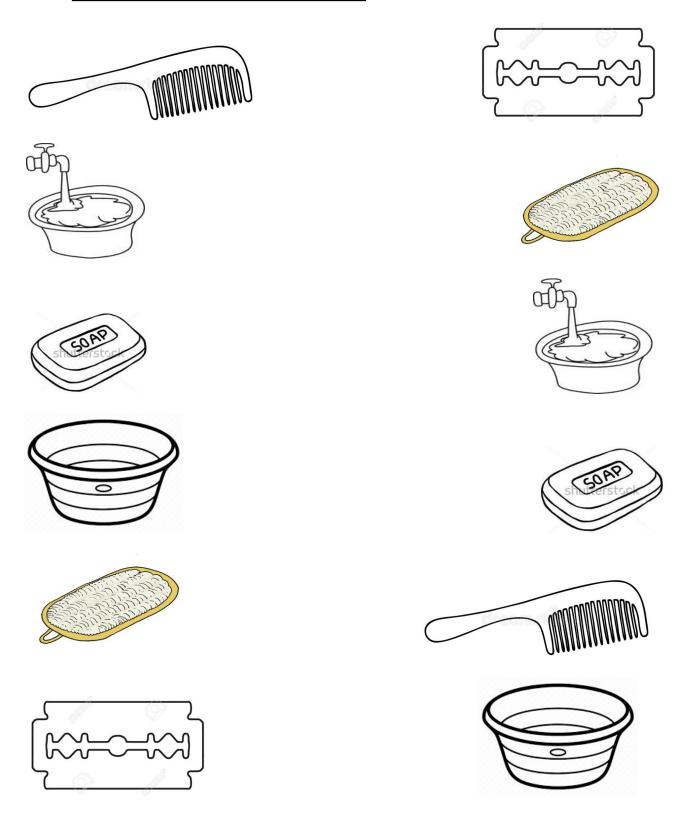




1- Shade



2- Match the same

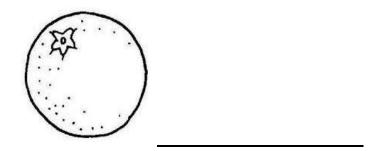


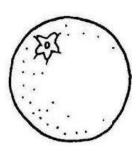
3- Match and draw

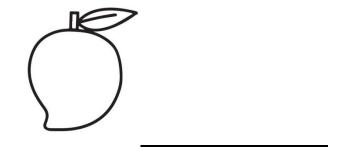








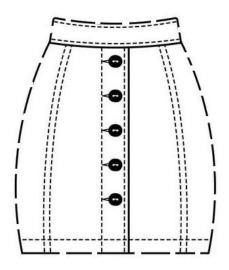


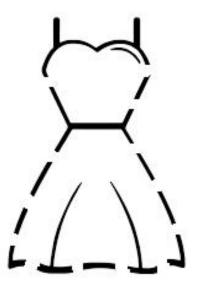




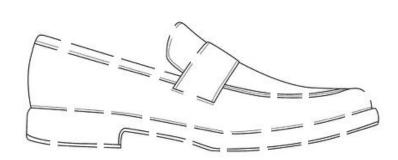


4- Trace

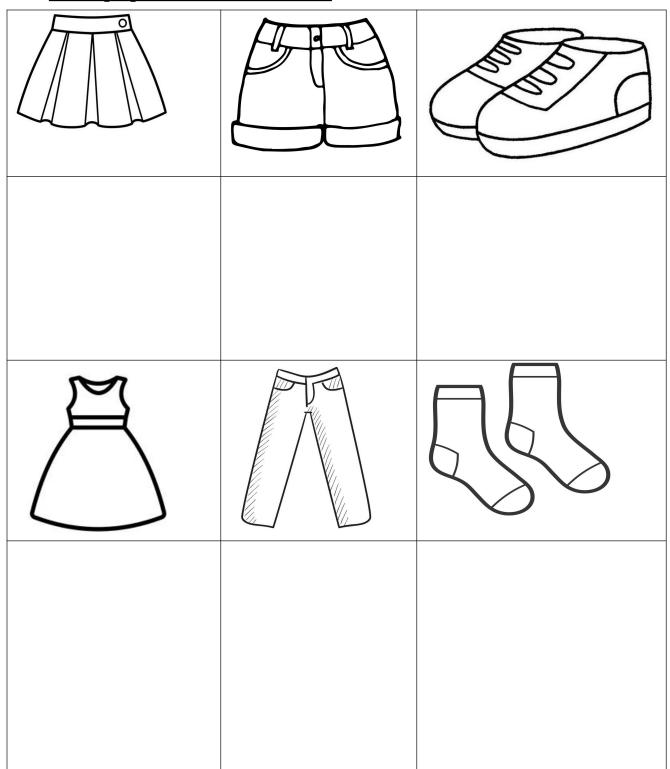




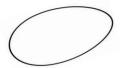




5- Copy and draw

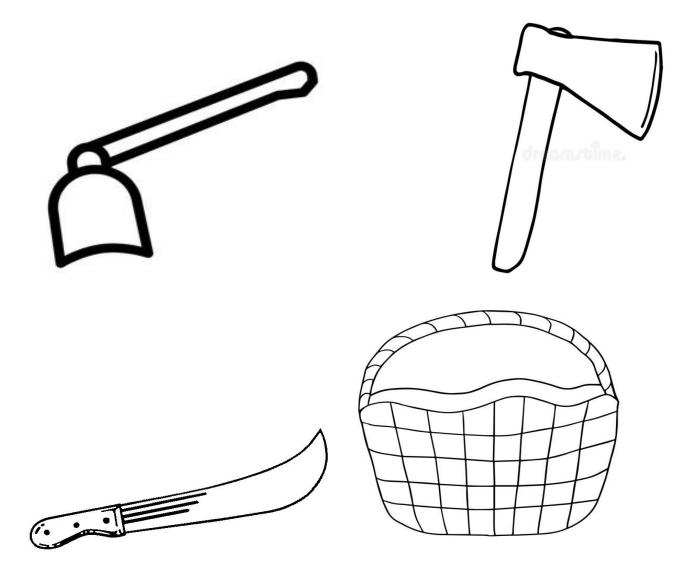


6- Draw and write

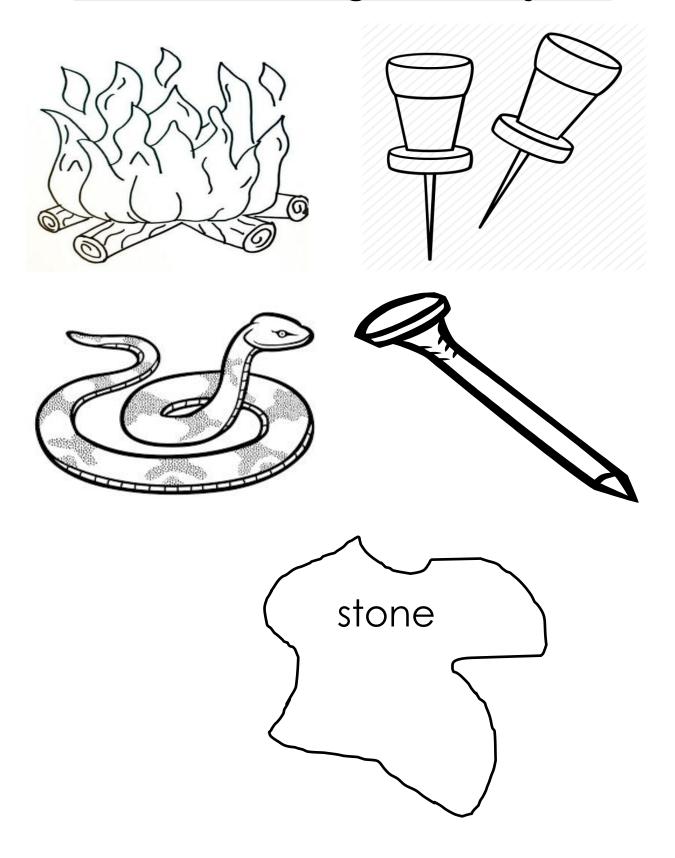


fish	egg	Vam
11311		Yam
rice	banana	Cassava

7- Shade

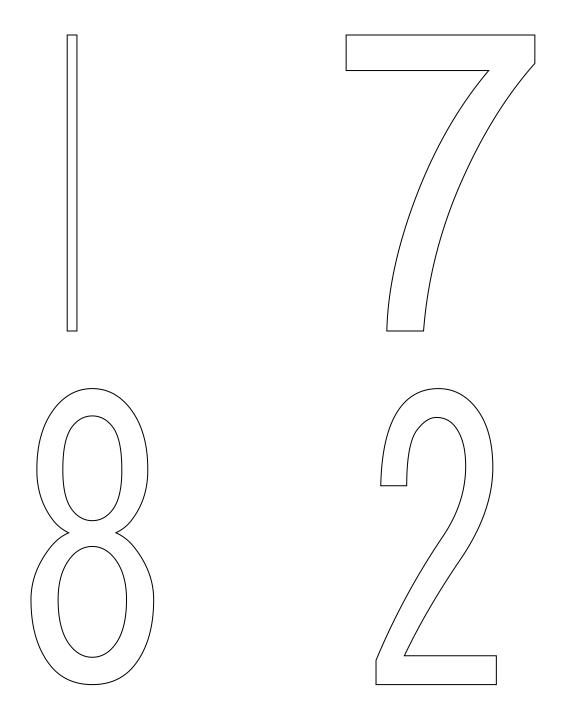


8- Colour the dangerous objects



LEARNING AREA 4 MATHEMATICAL CONCEPT

1- Shade



2- Copy the same

0	I	2	3	4

5	6	7	8	9

10	11	12	13	14	15

3- Copy the same

1 one	2 two	3 three

4 four	5 five	6 six

4- Match and write		
0	10	
1	9	
2	7	
3	0	
4	1	
5	2	
6	4	
7	3	
8	6	
9	5	
10	8	

5- Count and write

$$QQ =$$

$$QQQQ =$$

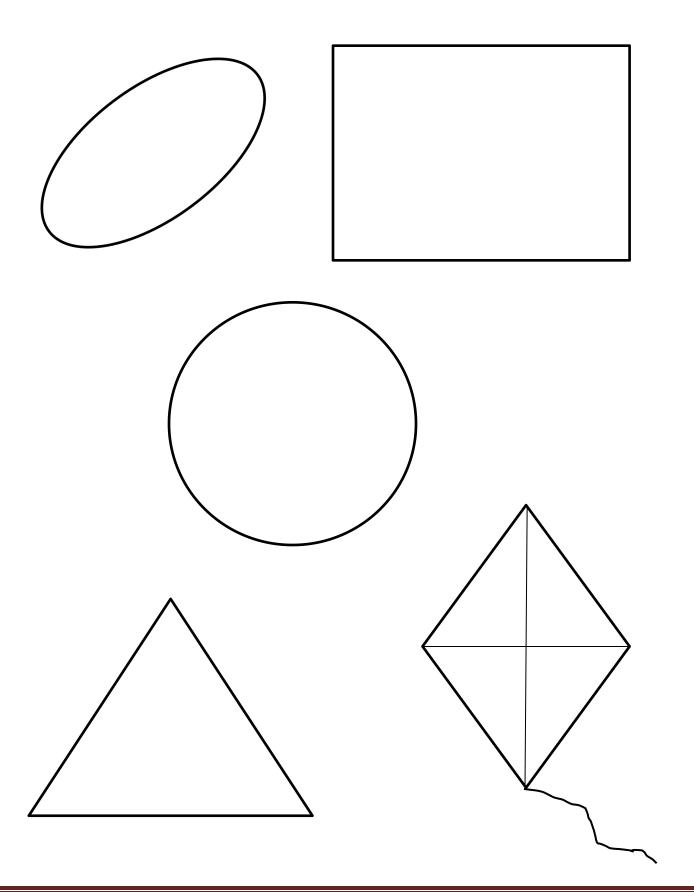
$$PPPP =$$

$$Y Y Y Y Y =$$

$$P P P P P P =$$

=

6- <u>Shade</u>



7- Match the same and draw



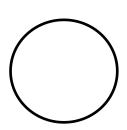










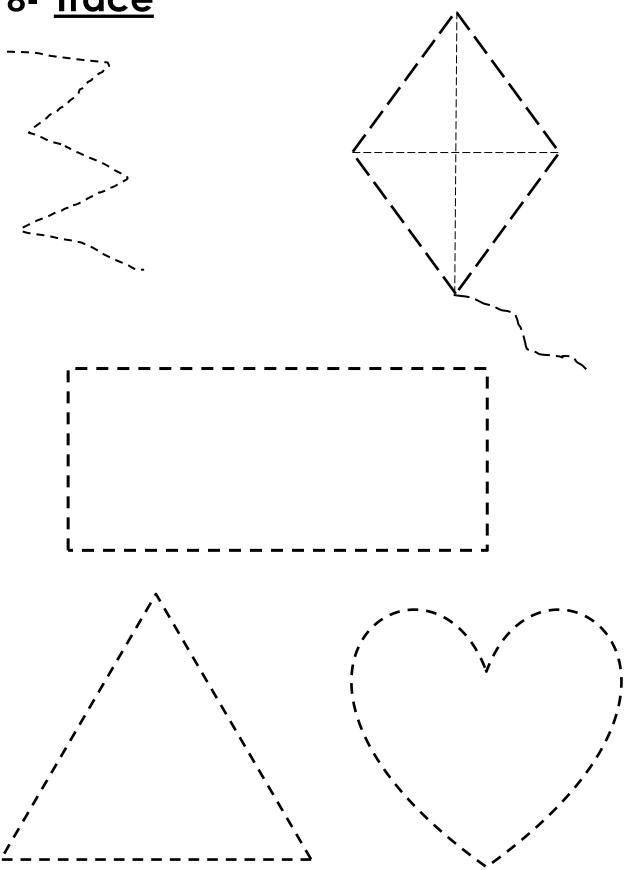




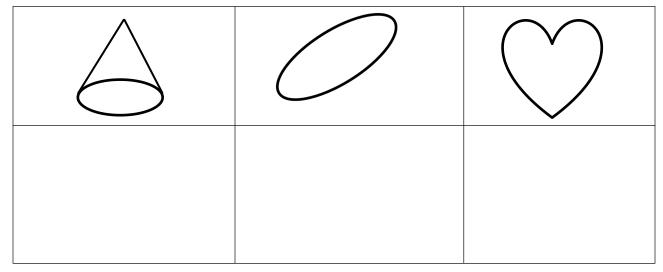


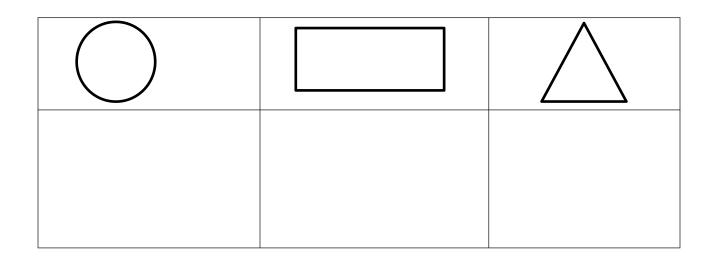


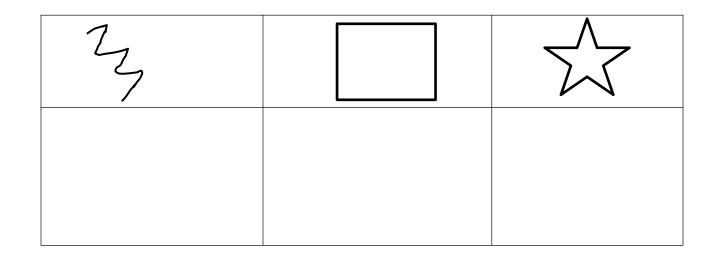
8- <u>Trace</u>



9- Copy the same

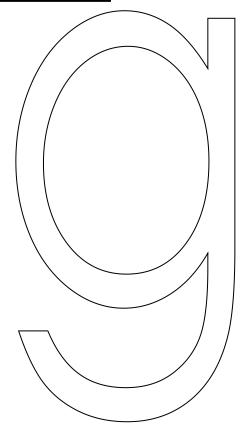


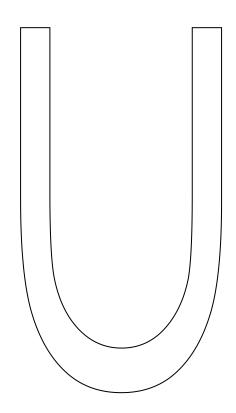


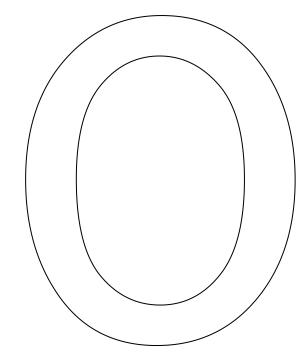


LANGUAGE DEVELOPMENT II

1- Shade







2- Match the same sound

g b

O f

U

U

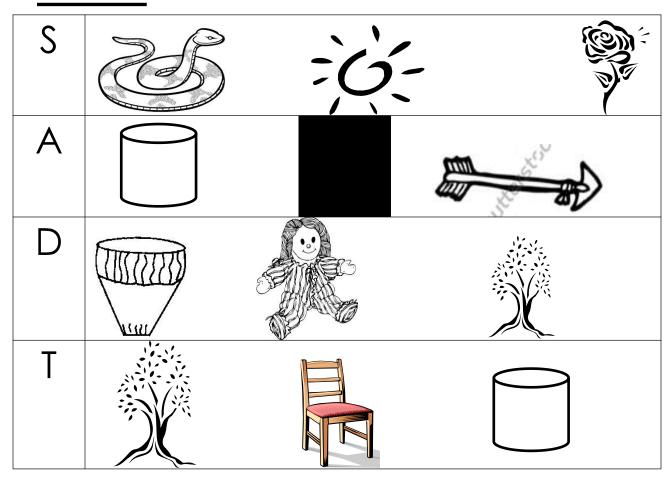
f

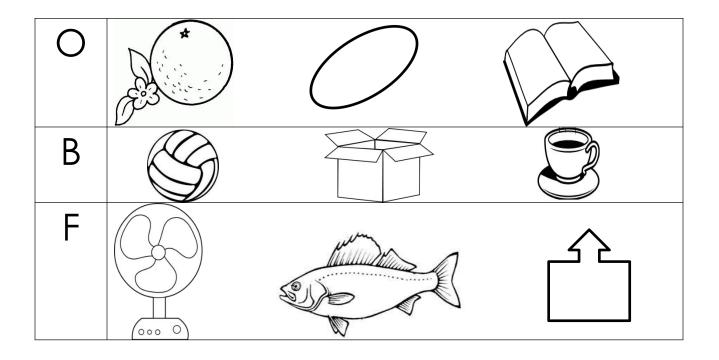
b

3- Circle the odd man out

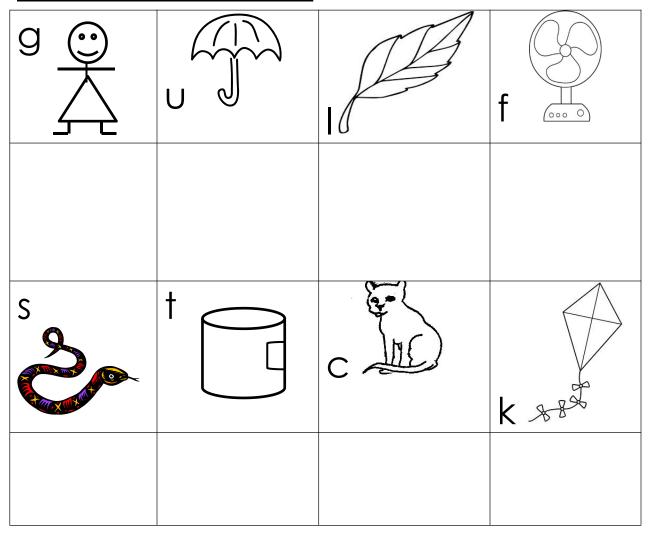
g g o
o
f f

4- Colour the correct picture for the sound

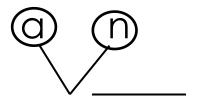


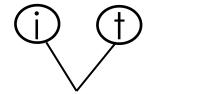


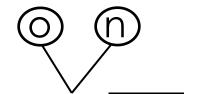
5- Sound and draw

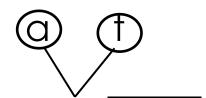


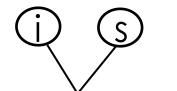
6- Form words

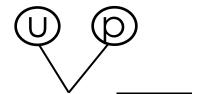












7- Sound and match

g



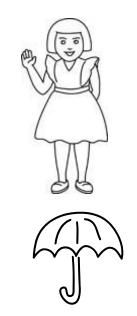
S











p

 \mathbf{c}

8- Match the same vowels

a U

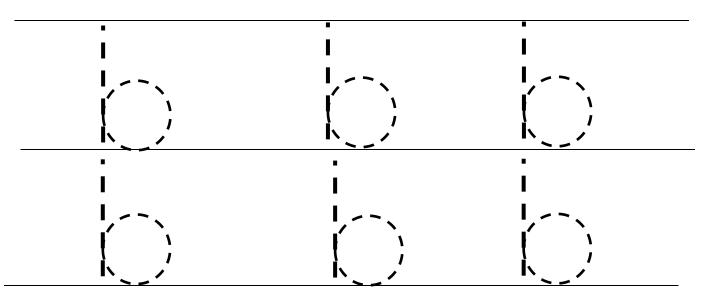
e 0

i

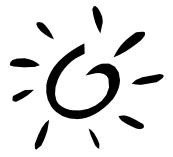
o

U e

9- Trace sound b



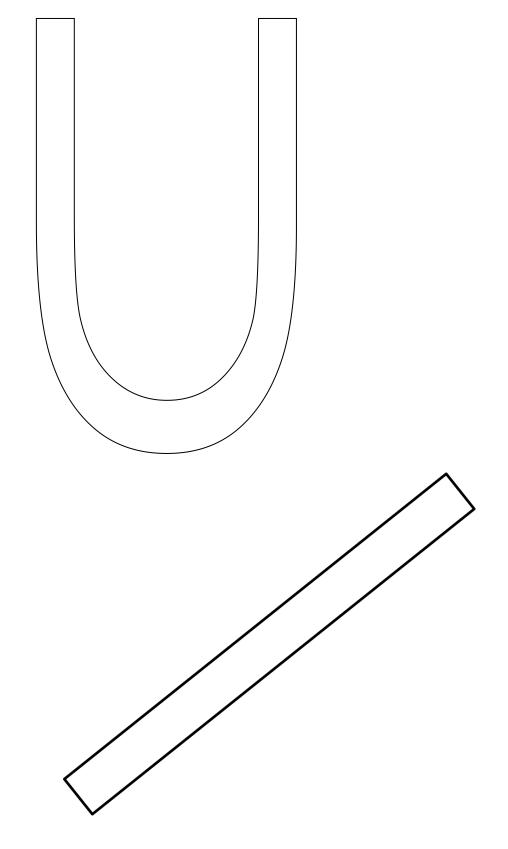
10- Shade sound S with it's friends



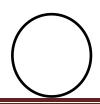


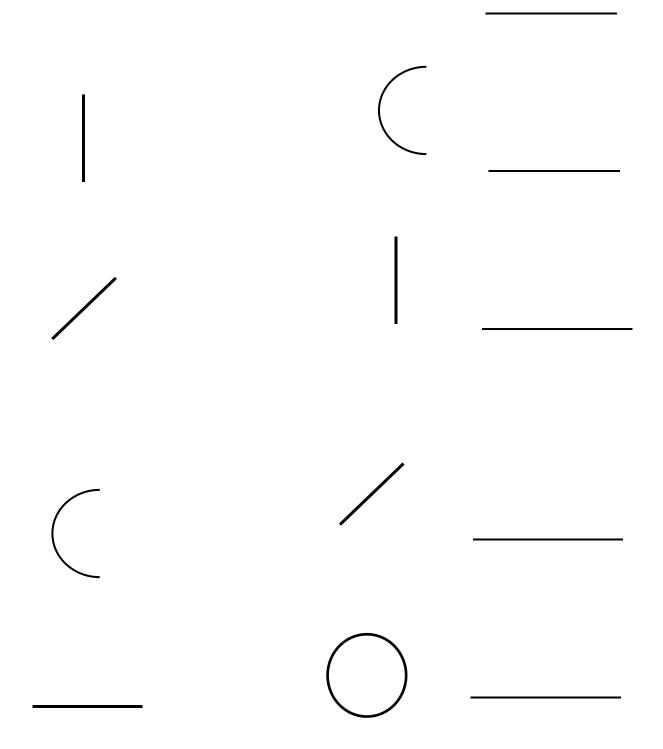
LANGUAGE DEVELOPMENT II

1- Shade

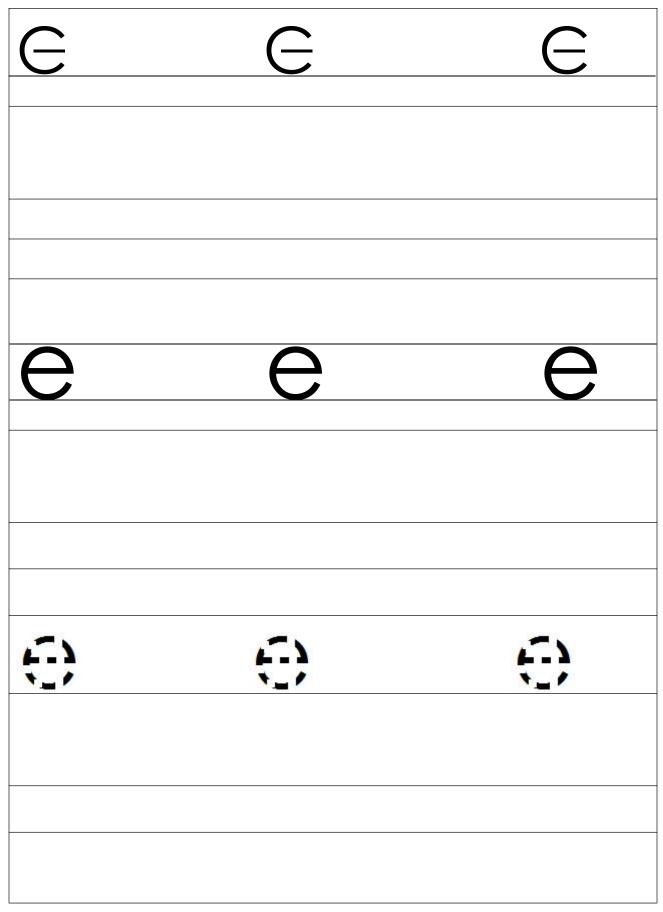


2- Match and write

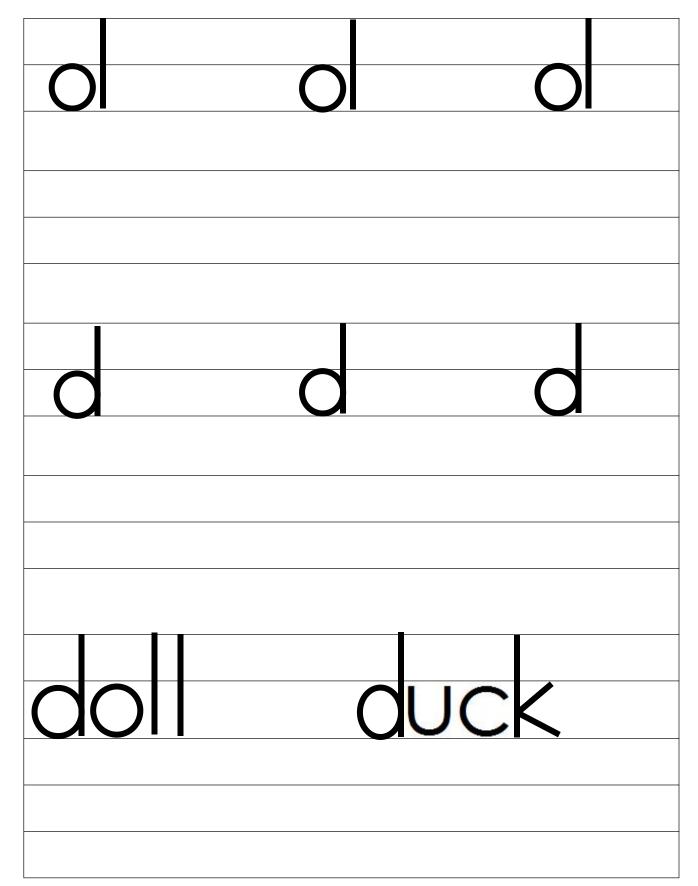




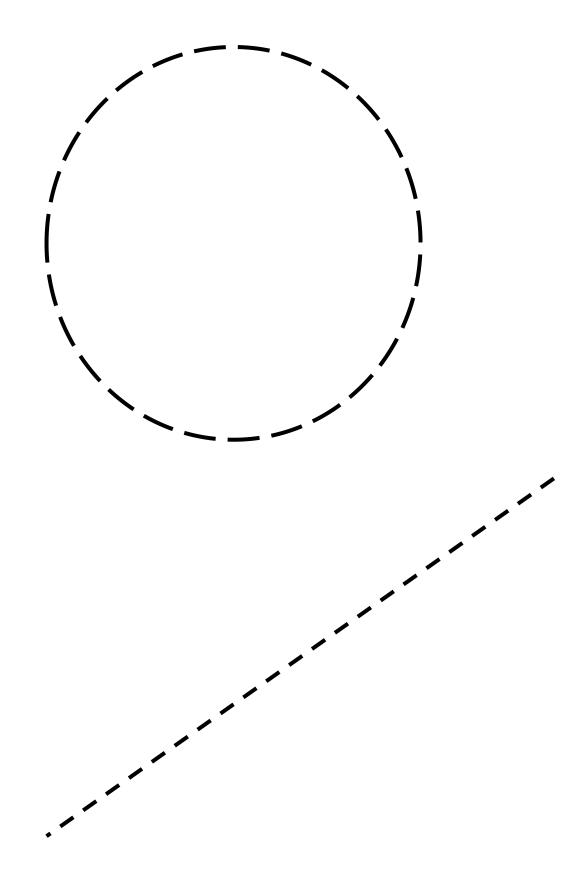
3- Copy, trace and write



4- Copy and write



4. Trace



5. Circle the same symbols

C		
O	O	
C	()	C
n	n	O
		C