VOOKS®

THANK YOU EDUCATORS!

Ready–To–Go Resources for Teachers, Substitutes, and Classroom Assistants

WEEKLY TEACHER SUPPORT KIT



THIS WEEK'S TOPIC

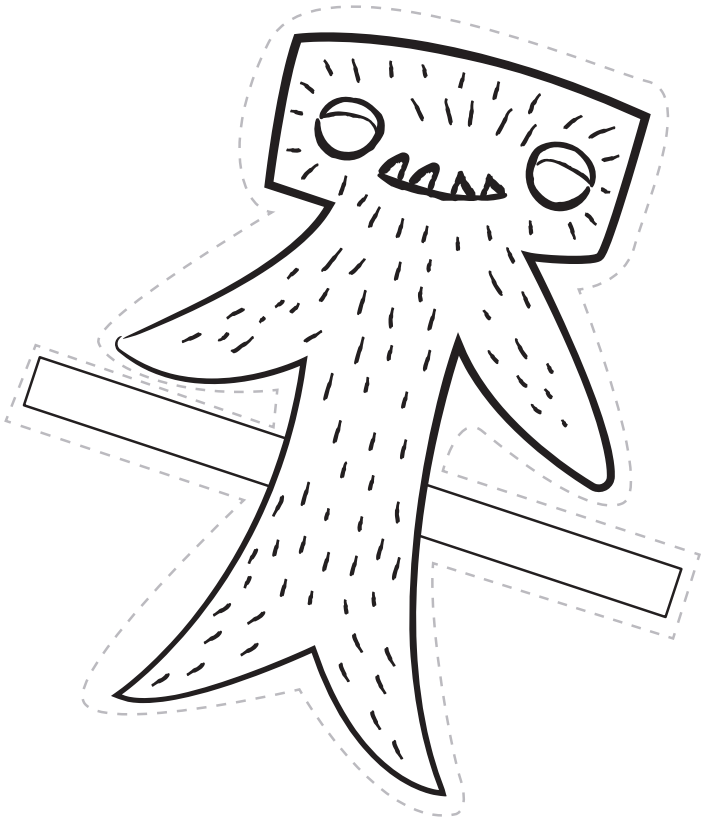
OCEAN – PART 1

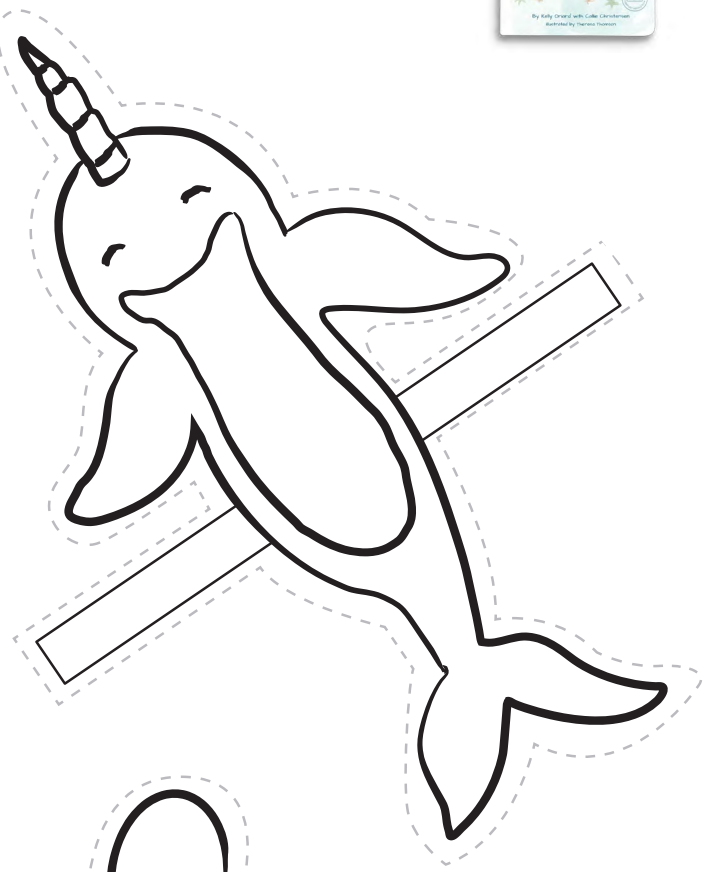
WRITING | RESEARCH | COLORING | CRAFTS | MORE

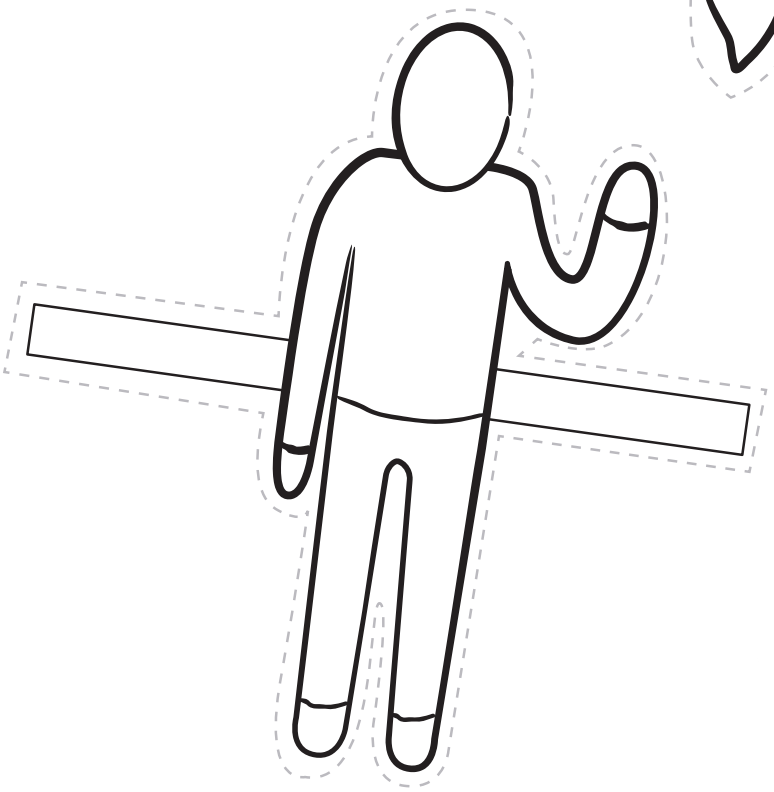
Hammerhead Puppets

Goes with
Slumberkins: Hammerhead









How to make a puppet

1. Draw yourself in the outline.
2. Color and cut out the puppets.
3. Glue the ends of the strips together to make a circle.
4. Place puppets on fingers and tell your own story with a puppet show.

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Shells KWL Chart

Goes with Shells

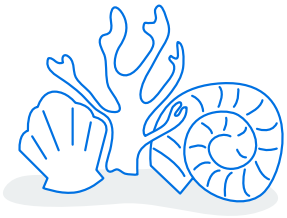


Make a KWL chart about shells.

1. Write down what you already **know** about shells.
2. What do you **want** to learn about shells.
3. Research to find the answers to your questions and write down what you **learned about shells**.

Topic

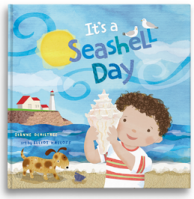
Shells

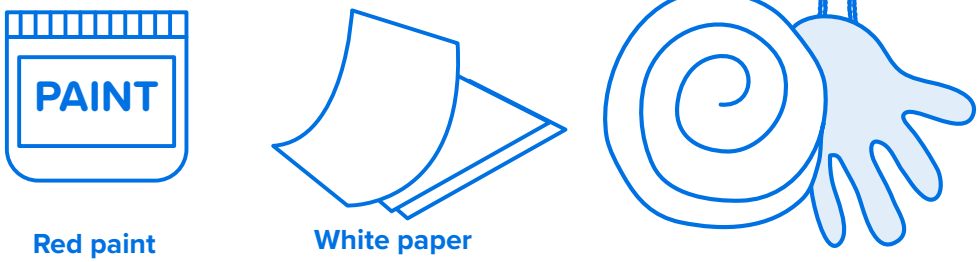


What I Know	What I Want to Know	What I Learned

Create Your Own Hermit Crab

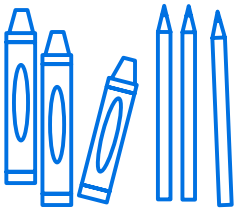
Goods with It's a Seashell Day



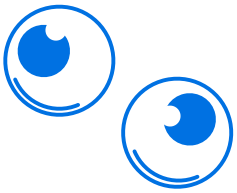


Red paint

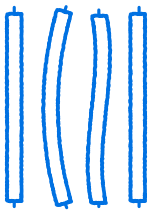
White paper



Crayons, colored pencils, or anything else that could be used for shell decoration



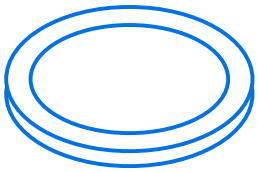
Googly eyes



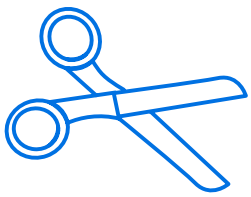
Red pipe cleaners



Glue



Paper plates



Scissors

Materials needed

- Red paint (children will be making hand prints, choose the type of paint accordingly)
- White paper (one sheet for each child)
- Red pipe cleaners (one for each child)
- Googly eyes (two for each child)
- White circle (cut from a paper plate; one for each child)
- Scissors
- Crayons, colored pencils, or anything else that could be used for shell decoration
- Glue

Directions

1. Paint one of the child's hands with red paint and have them make a handprint on the white sheet of paper. Once the paint is dry, cut the hand print out of the paper.
2. Cut around the inside of a paper plate and ask the child to decorate Hermit's shell.
3. (Optional) At this point you can add seeds, color or decorations as desired.
4. Glue the shell to the handprint.
5. Bend the pipe cleaners for the antenna and glue (or tape).
6. Glue on googly eyes.

NAME _____

Waffles in the Sand Maze

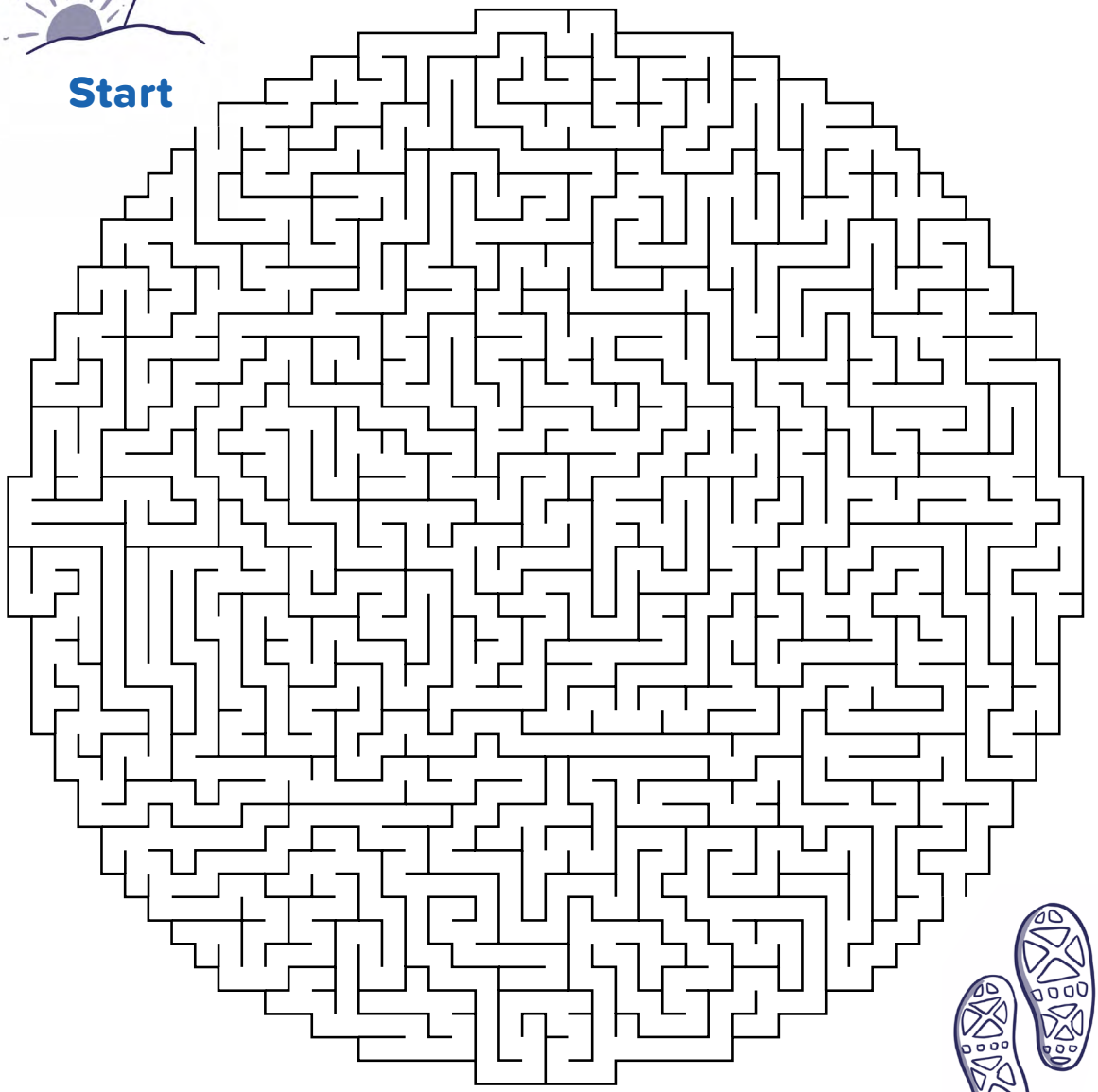
Make it through the maze without getting stuck and reach the waffle shoe print.

Goes with *Waffles in the Sand*





Start



Finish

NAME _____

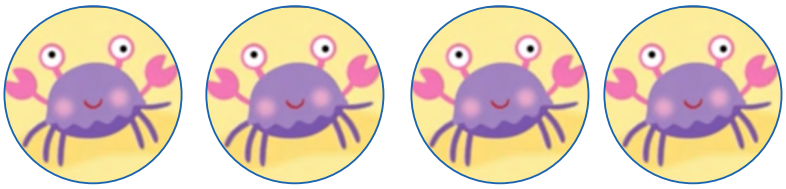
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Counting

Count the number of animals, trace the number next to the animals, and then, write the number that you traced in the boxes provided.

Goes with *Under the Sea 1, 2, 3*





4



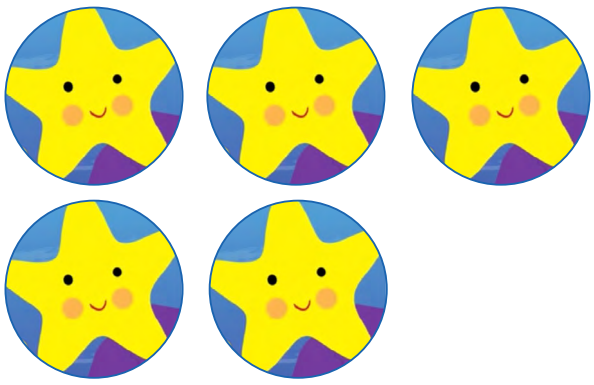
1



3



2



5

NAME

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