



## The Big Green Pocketbook

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**before** five in a row

# Big Green Pocketbook



Fun with your preschooler from Five in a Row Fold-and-Learn©

*The following pages contain several activities designed to enhance your Before Five in a Row experience. Each Before Five in a Row Fold-and-Learn will contain the following elements:*

### **Songs, Rhymes and Fingerplays**

Songs, rhymes and fingerplays are fun for preschool children and for that reason alone they are extremely valuable! In addition to being fun, such activities are the earliest building blocks of literacy. As you enjoy these activities with your child he or she develops auditory skills and memory, learns to recognize rhyme and rhythm patterns, as well as working on hand/eye coordination. When appropriate, we hope to include a song, rhyme or fingerplay with each Before Five in a Row title for you to learn along with your child.

### **Learning Games**

For the preschool age child, learning and exploration are ongoing! Setting aside a few short periods of focused play each day are a wonderful way to connect with your child and provide a predictable rhythm to your days at home. Games provide opportunities to introduce colors, numbers and letter recognition as well as social skills such as turn taking and self-control.

### **Arts & Crafts**

Art is a wonderful way for preschoolers to explore colors and textures. So many skills emerge during artistic pursuits...we can't stress this point enough...art should be a part of every preschoolers day!

### **It's a Great Big World**

The Animal Classification Game is such a fun part of Before Five in a Row! We hope to include real photographs of the animals mentioned in the stories. Print these cards on cardstock and help your child begin a collection. Such activities will encourage your child to begin recognizing familiar people, places and objects in the stories you share together.

**Blessings...from our family to yours!**

Animal Classification Cards: The Animal Classification cards are further explained on page 31 of your Before Five in a Row manual. You may want to print them on heavy cardstock and laminate. As your child gets older and moves into Five in a Row you may want to have your child write information they find interesting on the back of the cards. Save your files so you can reprint them whenever you want to!



# P is for Pocketbook

## The Before Five in a Row Game Cards

Your BFIAR game cards are a versatile and fun learning tool. There are several ways to play!

**MEMORY/MATCHING GAME:** Print your cards and glue them onto the same color of cardstock to create a memory or concentration matching game. Spread them out on the table and take turns matching from memory.

**CHARADES:** Draw a card from the pile and act it out while your child guesses where you are in the story and then trade places.

**CENTERS:** Set up centers around the house to re-enact the story. Be creative! Have your child collect the card related to each center as they make their way around and enjoy imaginary play.

We are certain there are many more ways to play, and would love to hear how you are using your game cards on the Five in a Row message boards.

Three little nickels in a pocketbook new,  
*hold up three fingers*  
One bought a peppermint, and then there were two,  
*bend down one finger*  
Two Little nickels before the day was done,  
One bought an ice cream come, and then there was one  
*bend down another finger*  
One little nickel I heard it plainly say,  
"I'm going into the piggy bank for a rainy day!"  
*hold up three fingers*  
One bought a peppermint, and then there were two,  
*bend down one finger*  
Two Little nickels before the day was done,  
One bought an ice cream come, and then there was one  
*bend down another finger*  
One little nickel I heard it plainly say,  
"I'm going into the piggy bank for a rainy day!"

### Animal Classification Cards



## Lace and Trace Pocketbook Instructions

### SUPPLIES NEEDED:

**Large sheet of stiffened felt - green** (you can usually find this at your local craft store)

**black marker**

**scissors**

**hole punch**

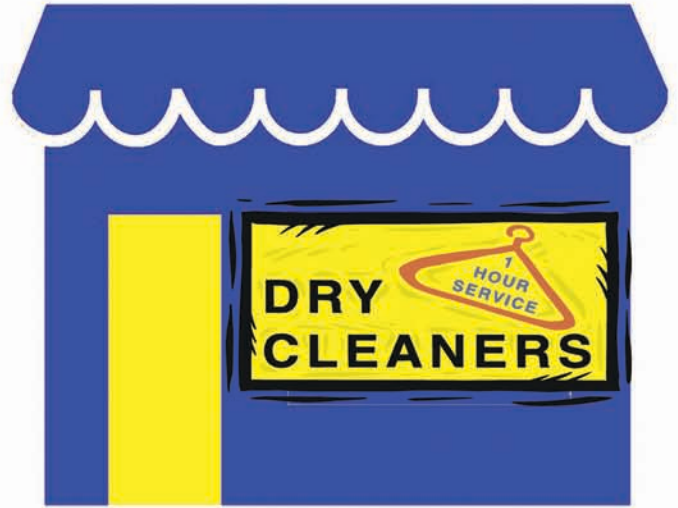
**scotch tape**

- Print out pocketbook pattern. Use a copier to enlarge if desired.
- Trim around pattern
- tape trimmed pattern to felt.
- Cut out [2] pocketbook patterns from felt.
- Use a hole punch to punch holes evenly around the edges of your pocketbook.
- Help your child join the two pocketbook pieces together using a shoe lace or yarn [put tape around the end to make it easier to thread through the holes, or use a blunt tip yarn needle]
- Tie to secure and let your child have fun putting different items inside the pocketbook!
- Now, hide your game cards and allow your child to hunt for them and place the found cards in the BIG GREEN POCKETBOOK!



Use this pocketbook outline to make a pattern for your lace and trace pocketbook.  
(If you want to enlarge the pattern, use a photocopy machine to do so.)



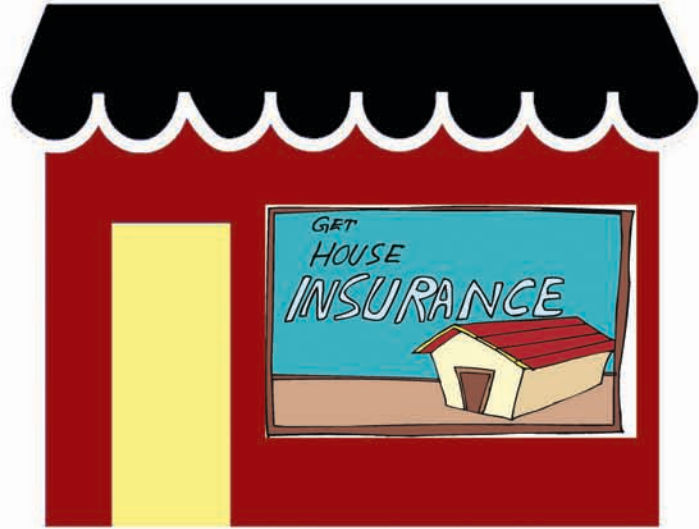
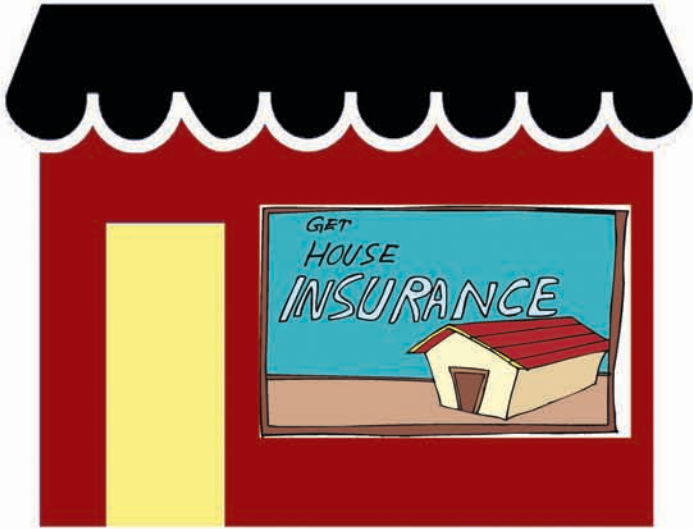


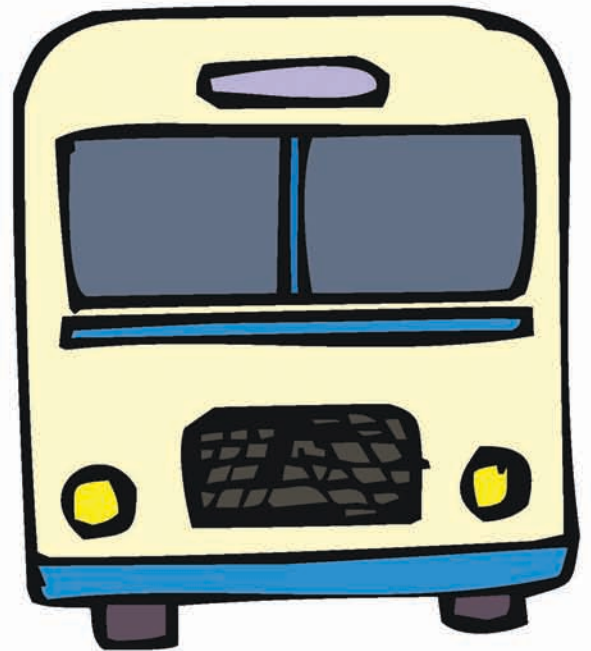
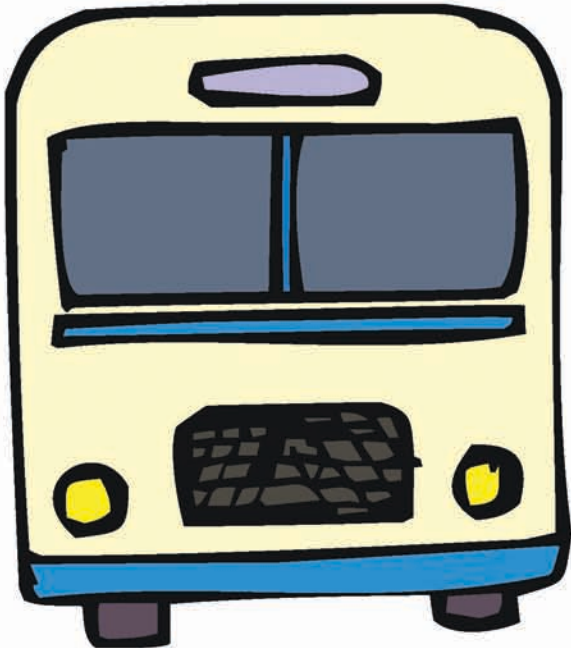
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