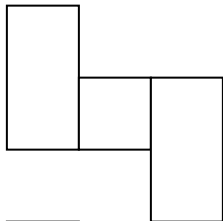
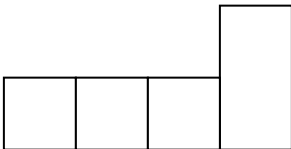
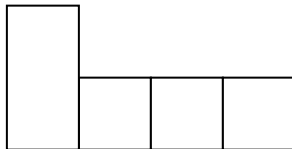
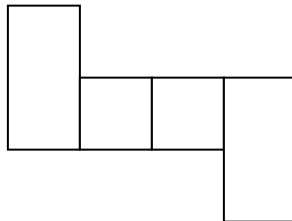
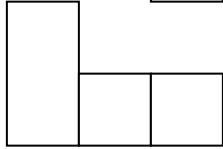
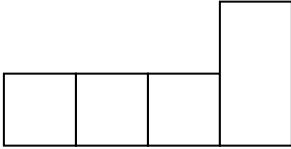
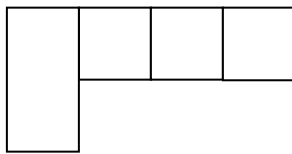
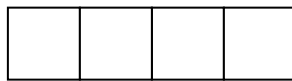
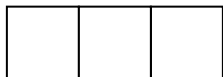
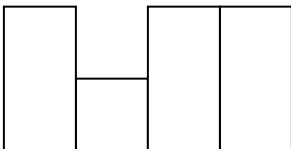

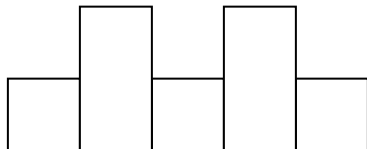
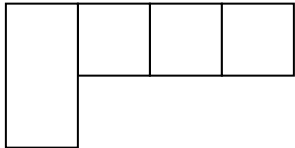
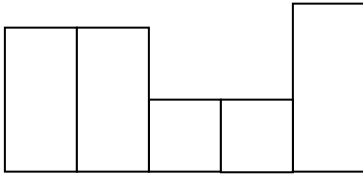
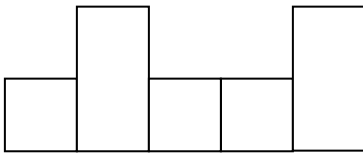
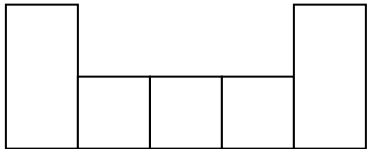
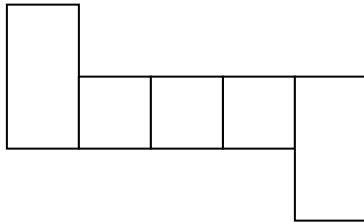
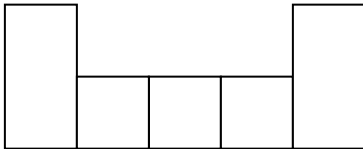


Name: \_\_\_\_\_

# Configuration Station

Write the words from the word bank in the correct boxes.

tell	much	keep	give	work	first	try
new	must	start	black	ten	does	once
bring	goes	drink				



# What's Missing?



Fill in the blanks with words from the word bank.

1. I always \_\_\_\_\_ to \_\_\_\_\_ my room neat.

2. I have a \_\_\_\_\_ and \_\_\_\_\_ dog.

3. Don't \_\_\_\_\_ us too \_\_\_\_\_ homework!

4. Does recess \_\_\_\_\_ at \_\_\_\_\_ o'clock ?

5. You have to \_\_\_\_\_ your \_\_\_\_\_ to school.

try

black

keep

give

start

much

ten

bring

white

work



# Sentence Sense



Combine two words to write sentences below.

black  
white

\_\_\_\_\_

-----

\_\_\_\_\_

-----

\_\_\_\_\_

write  
ten

\_\_\_\_\_

-----

\_\_\_\_\_

-----

\_\_\_\_\_

once  
start

\_\_\_\_\_

-----

\_\_\_\_\_

-----

\_\_\_\_\_

always  
work

\_\_\_\_\_

-----

\_\_\_\_\_

-----

\_\_\_\_\_

# Where Are the Words?

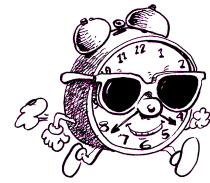
Find and circle all of the words from the word bank. Each word appears once!

w	r	i	t	e	x	f	c	t	b	a	z
j	q	z	e	b	o	i	h	e	f	l	j
d	x	c	l	j	n	q	z	n	e	w	b
o	z	b	l	a	c	k	l	j	x	a	c
e	j	b	z	c	e	e	m	t	r	y	q
s	x	w	h	i	t	e	j	z	b	s	c
q	b	o	c	z	f	p	n	h	m	x	j
b	j	r	f	q	x	b	z	m	u	c	h
r	x	k	z	h	j	c	i	f	s	b	q
i	q	b	c	f	s	t	a	r	t	z	j
n	j	z	x	b	i	h	z	c	q	f	x
g	i	v	e	q	z	j	x	g	o	e	s

try	ten	new	tell	must	much
keep	once	work	give	does	goes
start	black	bring	write	white	always



# Rhyme Time



Read each word and listen for the ending sound.  
Find and paste three words that rhyme with each word.

new	does	goes

nose	flu	fuzz
buzz	shows	shoe
grew	was	doze

# Order in the Court

Place the words below in alphabetical order.

1		7	
2		8	
3		9	
4		10	
5		11	
6		12	

give    bring    write    black    white    try  
much    goes    tell    must    ten    new