

## Scattergories Cards Lists 1 12

***A new twist on the bestselling Listography journal series (almost 900,000 titles sold), this game invites players to create and share lists based on fun and thought-provoking topics from geography and pop culture to toothpaste and constellations! With the goal of being the first around the game board, players score points according to the number of similar or unique answers. Every round in the game results in creative thinking, surprise outcomes, and lots of laughs.***

***Scattergories Score Sheet Book 100 Large Score Sheets for Scorekeeping | Elegant Scattergories Game Record Keeper Book***

***There's nothing wrong with being shy. But if social anxiety keeps you from forming relationships with others, advancing in your education or your career, or carrying on with everyday activities, you may need to confront your fears to live an enjoyable, satisfying life. This new edition of The Shyness and Social Anxiety Workbook offers a comprehensive program to help you do just that. As you complete the activities in this workbook, you'll learn to: Find your strengths and weaknesses with a self-evaluation ; Explore and examine your fears; Create a personalized plan for change; Put your plan into action through gentle and gradual exposure to social situations... Information about therapy, medications, and other resources is also included. After completing this program, you'll be well-equipped to make connections with the people around you. Soon, you'll be on your way to enjoying all the benefits of being actively involved in the social world.***

***THIS My Scattergories Scoresheet 120 pages, white background, and a funny cover. The pages are printed with the standard professional Scattergories Score sheet pad information to Keep score on this simple yet addictive social game, Large 6" x 9" pages Printed on beautiful white paper Grab this book for yourself have more fun while playing MY Scattergories Score sheet games !***

***180 Days of Math for Third Grade: Practice, Assess, Diagnose***

***Unsinkable***

***Christmas, Here I Come!***

***Refills for Both Dr. Orchid and Mrs. White Game Versions***

***Scattergories Score Sheet Book***

***Word Study for Phonics, Vocabulary, and Spelling Instruction***

Lists all the resources needed to create a balanced curriculum for homeschooling--from preschool to high school level

Words Their Way is a hands-on, developmentally-driven approach to word study that illustrates how to integrate and teach children phonics, vocabulary, and spelling skills. Building on its best-selling approach, this edition of Words Their Way continues the phenomenon that has helped thousands of children improve their literacy skills. This Fifth Edition features updated activities, expanded coverage of English learners, and emphasis on progress monitoring. All new classroom videos, an enhanced assessment application tool available on a new Web Resources site, as well as enhanced word sorts, picture sorts and games offer teachers even more tools that will enhance their word study instruction.

"This fantastical picture book, like its hero, is bursting at the seams with creativity. . . . a vigorous shot in the arm to nonconformists everywhere" — Publishers Weekly (starred review) Enter the witty, intriguing world of Weslandia! Now that school is over, Wesley needs a summer project. He's learned that each civilization needs a staple food crop, so he decides to sow a garden and start his own — civilization, that is. He turns over a plot of earth, and plants begin to grow. They soon tower above him and bear a curious-looking fruit. As Wesley experiments, he finds that the plant will provide food, clothing, shelter, and even recreation. It isn't long before his neighbors and classmates develop more than an idle curiosity about Wesley — and exactly how he is spending his summer vacation.

★CLUE score sheets flexibly designed to work for you!★ ★Built for BOTH Classic CLUE --Mrs. White and newer CLUE --Dr. Orchid game versions★ ★Each score sheet is sized similarly to the standard score sheets that come with the board game at 7.5"x2" ★OPTIONS! ① Ready to use as a notebook ✓No more figuring out how to hide your score sheet as you take notes: use the cover to hide your work! ✓Use the margins to make extra notes! ✓Perfect for younger family members and for those of us that play with peekers ;) ② OR cutout pages to easily create TWO-SIDED score sheets just like you're used to! ★Notebook is a handy 5"x8" ★Smaller than other score sheets for sale and original CLUE game size ★Just right for little hands to manage, and perfectly comfortable for adult hands to hold ★Order multiple copies so each player has their own private CLUE book to use ★Non-perforated pages with guideline for cutting out if desired ★100 score sheets included ★North American version: Score sheets have Mr. Green (not Reverend Green) and a wrench (not a spanner). ♥Keep the family fun going for years to come with plenty of score sheets♥

How to Reach and Teach All Children Through Balanced Literacy

100 Large Score Sheets for Scorekeeping | Personal Scattergories Game Score Record Book

Best of the Mailbox Intermediate

Top 10 of Britain

ME MUSEUM (AN ACTIVITY BOOK)

### MY Scattergories Score Sheet

Emily Arrow is excited about the prospect of making cards for Valentine's Day, but a fight with Sherri Dent puts a damper on her enthusiasm.

This highly regarded work brings together prominent authorities on vocabulary teaching and learning to provide a comprehensive yet concise guide to effective instruction. The book showcases practical ways to teach specific vocabulary words and word-learning strategies and create engaging, word-rich classrooms. Instructional activities and games for diverse learners are brought to life with detailed examples. Drawing on the most rigorous research available, the editors and contributors distill what PreK-8 teachers need to know and do to support all students' ongoing vocabulary growth and enjoyment of reading. New to This Edition\*Reflects the latest research and instructional practices.\*New section (five chapters) on pressing current issues in the field: assessment, authentic reading experiences, English language learners, uses of multimedia tools, and the vocabularies of narrative and informational texts.\*Contributor panel expanded with additional leading researchers.

Celebrate Christmas with a collection of funny and festive poems from the author of the hugely popular Kindergarten, Here I Come! It's the most wonderful time of the year, and everyone is getting into the Christmas spirit! From writing letters to Santa to picking the perfect tree, these heartwarming poems -- plus a page of stickers! -- from author D. J. Steinberg are sure to delight even the most sullen Scrooge.

About the Book:This one trimester course covers the foundational basics of probability and statistics. The textbook is intended to cover the Minnesota Data, Analysis, and Probability benchmarks.Technology:While paper copies are available for classroom use, the ebook is interactive and includes web site links, simulations, and real world statistical examples. Students can access the textbook through the district Learning Management Site Moodle where large amounts of supplemental and enrichment content can also be found.The ebook incorporates the use of the TI 83/84 graphing calculators and students work with spreadsheet software to display and manipulate statistical data. Additional content is available through Kahn Academy, which offers individualized problem activities with instructional videos. Find the ebook @[Http://moodle.anoka.k12.mn.us](http://moodle.anoka.k12.mn.us).Coverage:This foundational course covers the Minnesota Data, Analysis, and Probability benchmarks. The course also meets Anoka-Hennepin math graduation requirements.Goals:From the Twins to the weather forecast statistics are used everywhere in our lives. Anoka-Hennepin Probability and Statistics demonstrates the connection between statistics and our real world.Students- Read and immerse yourself in this interactive textbook. Challenge yourself to dig deeper into the content or find solutions to your questions online. This textbook is alive and responsive to your needs.Give feedback to your teacher for incorporation into later revisions. Your input is valued going forward.Enjoy!

The Differentiated Classroom

The Shyness and Social Anxiety Workbook

Scattergories Word Search Puzzles

Exciting and fun games to play anywhere

Educational Board Games

Words Their Way: Pearson New International Edition

*Board games are among our most ancient and beloved art forms. During the rise of digital media, they fell from prominence for a decade or two but today they are in a new golden age. They're ingeniously designed, beautiful to look at, and exhilarating to play. Games are reclaiming their place in our culture, as entertainment, social activity, and intellectual workout equipment. Alone among all art forms, games require their audience (called "players") to participate. If nobody's playing, there is no game. As a result, games can tell far more about us than our TV shows, movies or music ever could. How does The Game of Life illustrate our changing attitudes about virtue? How does a World War II conflict simulation game explain the shortcomings of a failed novelist? Each chapter of Your Move examines one game, and what it reveals about our culture, history, society, and relationships. The book's two co-authors bring the perspectives of a writer who plays, and a player who writes. Before Jonathan Kay began his distinguished career as an author and commentator, he had a passion for games, and in recent years he has rediscovered them. Meanwhile, Joan Moriarity's career has been spent designing, developing, distributing, art directing, recommending and teaching board games and, recently, writing about them for a wider audience. With its short, punchy essays, and dozens of beautiful photographs of the games themselves, every chapter will be a worthwhile read in itself, and the book overall will leave you inspired to discover the truths of your own inner and outer world through play, whether you're a seasoned veteran or a total newcomer.*

*Playing games is the best part of growing up. Help kids tap into their playful imaginations with 101 Games to Play Before You Grow Up, the ultimate handbook for kids that introduces tons of games to play by themselves or with friends and family! Offering an extensive list of games, from classic favorites such as H.O.R.S.E., Simon Says, and Handball to quirky card and board games such as Pandemic and Spoons, your children will get up, get outside, and never get bored. 101 Games to Play Before You Grow Up features both indoor and outdoor games for rainy or snowy days. With so many ways to play, kids will always have something new to do!*

*This resource book for teachers presents board games formulated to educate children through the medium of funfilled entertainment. The games here are grouped into categories such as English, history, science, social studies and mathematics and are meant for use at the lower primary level. These educational board games were developed by the teachers of Sri Atmananda Memorial School, Kerala, who have actually used these games to great advantage while teaching their students.*

*Tired of being washed by Mrs. Wishy-Washy, a cow, pig, and duck leave her farm and head for the city.*

*100 Large Score Sheets for Scorekeeping | Elegant Scattergories Game Score Book*

*Woodcock-Johnson IV*

*A Teacher's Toolbox for Gifted Education*

*Weslandia*

*The Complete Home Learning Sourcebook*

*250 quintessentially British lists*

**How to Reach and Teach All Children Through Balanced Literacy** offers you a handbook for teaching literacy to diverse students in grades 3-8. The balanced literacy method combines the best practices of phonics and other skill-based language instruction with the holistic, literature-based approach in order to help you teach reading, writing, and speaking in a clear and approachable format. This dynamic resource offers an easily accessible research-based approach to balanced literacy that is grounded in the innovative ideas developed by authors Sandra F. Rief and Julie A. Heimburge. The book includes detailed descriptions of what a balanced literacy classroom looks like and shows how to create a program from the ground up or give your existing program a boost. The book can be used across content areas and is filled with reproducible worksheets, activities, and other handy classroom tools. Some topics covered include: Shared book experiences Reading aloud Oral language and vocabulary development Guided reading for comprehension Modeled writing Reading and writing conferences Book clubs Content area reading and writing Ongoing assessments Enhancing literacy through technology

Although much has changed in schools in recent years, the power of differentiated instruction remains the same—and the need for it has only increased. Today's classroom is more diverse, more inclusive, and more plugged into technology than ever before. And it's led by teachers under enormous pressure to help decidedly unstandardized students meet an expanding set of rigorous, standardized learning targets. In this updated second edition of her best-selling classic work, Carol Ann Tomlinson offers these teachers a powerful and practical way to meet a challenge that is both very modern and completely timeless: how to divide their time, resources, and efforts to effectively instruct so many students of various backgrounds, readiness and skill levels, and interests. With a perspective informed by advances in research and deepened by more than 15 years of implementation feedback in all types of schools, Tomlinson explains the theoretical basis of differentiated instruction, explores the variables of curriculum and learning environment, shares dozens of instructional strategies, and then goes inside elementary and secondary classrooms in nearly all subject areas to illustrate how real teachers are applying differentiation principles and strategies to respond to the needs of all learners. This book's insightful guidance on what to differentiate, how to differentiate, and why lays the groundwork for bringing differentiated instruction into your own classroom or refining the work you already do to help each of your wonderfully unique learners move toward greater knowledge, more advanced skills, and expanded understanding. Today more than ever, *The Differentiated Classroom* is a must-have staple for every teacher's shelf and every school's professional development collection.

Although the Titanic ship is meant to be unsinkable, there is plenty of danger waiting on its maiden voyage for four of its passengers--Paddy, a stowaway; Sophie, under police custody; rich yet troubled Juliana; and Alfie, who hides a secret.

It has come to our attention that most museums will not let you draw on the walls. And most museums will not let you make your own statues. And most museums are not actually all about you. Is this true?! Then the Me Museum is pretty much exactly unlike any other museum you've ever seen here you can do all of that, and then paint portraits of your favorite people, decide what's for lunch, create your own secret hideout, and then invite your family and friends to tour the whole building for themselves.

**Never Take a Shark to the Dentist**

**The Ultimate Party Game of Lists**

**Scattergories Record Sheet Keeper for Keep Track of Who's Ahead In Your Favorite Creative Thinking Category Based Game (Horizontal)**

**120 Refill Sheets for Scattergories Game ( 6x9 Inch )**

**(and Other Things Not to Do)**

**Responding to the Needs of All Learners**

Do you yearn to high-five your peers in a fit of jubilation? Do you use Yahtzee as a means of spiritual enlightenment? Do you want to help bring about a more peaceful, just society? If you answered yes to any of these questions, then *The Yahtzee Manifesto* is the manifesto for you! Take one part incisive strategy guide, mix with an entertaining historical account of the game, stir in some biting social commentary and knead until doughy. Then top it all off with a generous portion of absurdism, add just a pinch of tomfoolery, and treat yourself to a heaping helping of Yahtzee delight! Louise Proctor and Rick McCallister, Esq. have over 55 years of combined experience in the research department of the World Yahtzee Institute (WYI). Learn from their unique perspective on the game and let them help you roll your way to freedom! Even if you have never picked up a Yahtzee cup before, you will be thoroughly exhilarated, transformed, informed, and amazed by this groundbreaking text - not to mention sporting an increased average score! Through years of poring over the WYI archives, Proctor and McCallister have crafted a masterpiece of historical, political, spiritual, and gaming significance relevant to anyone on the path to Yahtzee bliss. So pinch your nipples, tie back your hair, and strap yourself in for one hell of a ride. Yahtzeeists of the world, unite!

Introducing a new, fast-paced casual card game for word lovers and anyone who loves to think on their feet. Simple to learn, with nearly endless possibilities, this free-for-all game is a fun addition to any game night.

In this "suspenseful...captivating" (Publishers Weekly) novel in GhostWalker series, #1 New York Times bestselling author Christine Feehan tracks the desperate steps of a wanted woman—betrayed, avenging, and dangerously irresistible... Gator Fontenot of the Special Forces paranormal squad can't refuse an urgent request to save the elusive Iris "Flame" Johnson, a victim of the same horrific experiments that warped Gator. Now unleashed, she's a red-haired weapon of unimaginable destructive powers, a walking time bomb bent on revenge in the sultry bayous of New Orleans, and hunted by a shadowy assassin. It's Gator's job to reel Flame in. But can two people haunted by violent betrayals trust the passion that soon ignites between them? Or is one of them just playing another seductive and deadly night game?

?? Love Playing Scattergories ?? Scattergories Score Sheets: makes it easy, a great 120 pages to use while playing Scattergories Features: Pocket-size: 6" x 9" Inch Double-sided Glossy Cover Clear & Sharp printing get your copy today !!

Listography

Clue Two Sided Score Sheets

100 Large Score Sheets for Scorekeeping | Elegant Scattergories Game Record Keeper Book

Women in the New Testament

Quicktionary

CHRISTMAS COLORING BOOK: Gift For Boys and Girls Ages 2-3, 4-5, 6-7 Years Old

Support third-grade students with 180 daily practice activities to build their mathematical fluency. Each problem is tied to a specific mathematical concept to help students gain regular practice of key grade-level skills. This book features quick, diagnostic-based activities that are correlated to College and Career Readiness and other state standards, and includes data-driven assessment tips. Digital resources include assessment analysis tools and pdfs of the activity sheets. With these daily practice activities, teachers and parents will be helping third graders improve their math skills in no time!

This book provides busy teachers with an adaptable toolbox of strategies for challenging gifted students that they can immediately put into practice in their classroom, school, or program. Chapters cover everything from makerspaces and project-based learning, to enrichment clubs, mentorships, creative thinking, and more. Each strategy includes an overview, resource guide, description of how it looks in the classroom, and all the information you need to put it into practice. With templates, charts, and links to videos illustrating the tools in action, A Teacher's Toolbox for Gifted Education is your go-to guide for creative ways to support advanced learners.

Much of the history of women, in religion as in other fields, is lost because it was overlooked or considered unimportant. It is therefore surprising that so many fragments of women's stories survive in the New Testament texts composed by men. Why did they include so many references to women and why are women, as a group, treated so positively by the male New Testament writers? Women in the New Testament shows how the stories of women are an integral part of the Gospel and its meaning for us. It also relays how we can respond to the challenge these women represent, whether we are men trying to understand or women trying to find our voices within the tradition of faith found in the New Testament. Chapter one discusses three women of expectant faith. Chapters two and three deal with women who are changed by Jesus. Chapter four focuses on New Testament women of influence. Chapters five and six show how women disciples spread and gave shape to the gospel message. Chapters are Women of Expectant Faith," \*Women Changed by Jesus, - \*More Women Changed by Jesus, - \*Women of Prominence, - \*Women and Discipleship, - and \*More Women and Discipleship. - Mary Ann Getty-Sullivan, PhD, teaches at St. Vincent College and St. Vincent Seminary, Latrobe, Pennsylvania. She is the author of First and Second Corinthians from the Colledgeville Bible Commentary series, author of the God Speaks to Us series of children's books, and editor of the Zacchaeus Studies: New Testament series published by The Liturgical Press. "

East of Eden

Reader's Block

Night Game

The Valentine Star

Black and White Publishing Scattergories Score Card

A Field Guide for Creating Connection, Not Perfection

Includes online access to new, customizable WJ IV score tables, graphs, and forms for clinicians Woodcock-Johnson IV: Reports, Recommendations, and Strategies offers psychologists, clinicians, and educators an essential resource for preparing and writing psychological and educational reports after administering the Woodcock-Johnson IV. Written by Drs. Nancy Mather and Lynne E. Jaffe, this text enhances comprehension and use of this instrument and its many interpretive features. This book offers helpful information for understanding and using the WJ IV scores, provides tips to facilitate interpretation of test results, and includes sample diagnostic reports of students with various educational needs from kindergarten to the postsecondary level. The book also provides a wide variety of recommendations for cognitive abilities; oral language; and the achievement areas of reading, written language, and mathematics. It also provides guidelines for evaluators and recommendations focused on special populations, such as sensory impairments, autism, English Language Learners, and gifted and twice exceptional students, as well as recommendations for the use of assistive technology. The final section provides descriptions of the academic and behavioral strategies mentioned in the reports and recommendations. The unique access code included with each book allows access to downloadable, easy-to-customize score tables, graphs, and forms. This essential guide Facilitates the use and interpretation of the WJ IV Tests of Cognitive Abilities, Tests of Oral Language, and Tests of Achievement Explains scores and various interpretive features Offers a variety of types of diagnostic reports Provides a wide variety of educational recommendations and evidence-based strategies

An eggs-tra special, egg-citing tale featuring the beloved Little Critter! Mercer Mayer's Little Critter is celebrating Easter in

this classic, funny, and heartwarming book. Whether he's dyeing eggs, searching for baskets, or snacking on sweets, both parents and children alike will relate to this beloved story. A perfect way to celebrate the Easter holiday!

Love Playing Scattergories Game? If so, this book is for you! We create this excellent Score Sheet Book to keep track of your scores while playing Scattergories Game. Scattergories Score Sheet Book Features: 100 Scattergories score sheets record inside. Unique, beautiful designed Cover. Large size 8.5" x 11" beautiful white paper pages. The perfect gift for a friend, family member, or Scattergories Game Team Mate. Made in USA. Scroll Up and Click Buy Now! About Scattergories Game The Scattergories game is the fast-thinking game of categories and words! Roll the die, flip the sand timer, and think of answers to each type on the category list. Players race against the timer as they write down answers such as things in a musical group, a vegetable, a reason to have a party, and items found in a bakery -- each beginning with the letter C. Score points for writing down things no one else did. The more creative the answers, the more points you score. The game is played in sets of 3 rounds. Each player takes a folder with an answering pad and three category cards. Each sheet in the answering pad has three columns of 12 blank lines. The category cards have four lists, each with 12 unique categories, for a total of 144 groups in the game. In new versions of the game, each card has two records of 12 individual categories, for a total of 16 lists and 192 categories. All players must agree on the list to use. One player rolls a 20-sided letter die to determine the first letter used. The timer is set for up to three minutes. One player starts the timer. In the time allotted, each player must attempt to think of and write down, in the first column on the pad, a word or term that fits each of the 12 categories and starts with the rolled letter. Any number of words in the answer is allowed, as long as the first word starts with the correct letter. For example, with a category of "vegetable" and a letter of "C", words such as "cauliflower", "carrot" and "collard greens" are acceptable, but "broccoli" is not (wrong initial letter), nor is "citrus" (wrong category). Alliteration is encouraged with proper nouns in one game variation. Writing a bad answer is still better than no answer, though, because there is always the possibility that the group playing will accept the answer. For example, "citrus" is "vegetable" in a sense referring to the entire plant kingdom, i.e. neither "animal" nor "mineral". All players stop writing when the timer is finished. Following the list, each player, in turn, reads their answer for each category. Players score zero points for a solution that duplicates another answer in that round and one point for an answer no other player has given. You cannot have more than one answer on a line for each number. Acceptable solutions that are proper nouns using alliteration score one point for each word using the letter. (In the "Junior" version, players earn 2 points for an answer that begins with the chosen letter, and 1 point for a solution that does not start with the selected message, but no points for a duplicate response.) If, for some reason, a player thinks someone's answer does not fit the category (for instance, "knuckle" for the category "types of sandwich") a player may challenge that answer. When challenged, all players vote on the validity of that answer. If the vote is a tie, the majority of the player who is being challenged is thrown out. The die is rolled again (and re-rolled if the same letter as the previous round is duplicated), and the second round starts. Grab this book for yourself or a friend today and record all Scattergories Games Scores!

A masterpiece of Biblical scope, and the magnum opus of one of America's most enduring authors, in a commemorative hardcover edition In his journal, Nobel Prize winner John Steinbeck called *East of Eden* "the first book," and indeed it has the primordial power and simplicity of myth. Set in the rich farmland of California's Salinas Valley, this sprawling and often brutal novel follows the intertwined destinies of two families—the Trasks and the Hamiltons—whose generations helplessly reenact the fall of Adam and Eve and the poisonous rivalry of Cain and Abel. The masterpiece of Steinbeck's later years, *East of Eden* is a work in which Steinbeck created his most mesmerizing characters and explored his most enduring themes: the mystery of identity, the inexplicability of love, and the murderous consequences of love's absence. Adapted for the 1955 film directed by Elia Kazan introducing James Dean, and read by thousands as the book that brought Oprah's Book Club back, *East of Eden* has remained vitally present in American culture for over half a century.

The Yahtzee Manifesto

What Board Games Teach Us about Life

Scattergories Score Sheets

20 Strategies You Can Use Today to Challenge Gifted Students

Happy Easter, Little Critter (Little Critter)

Bounceback Parenting

This Scattergories scoresheet (Horizontal) to keep track of who's ahead in your favorite creative-thinking category-based party game. Size 8 x 10 Inch, 100 Pages.

Looking for more connection with your kids--and more fun, too? Welcome to the Bounceback Parenting League! This insightful and empowering book is more than just another parenting guide. It's a playbook filled with simple yet powerful "secret missions" for parents who want to recharge, refresh and restart in a positive new way. Filled with simple challenges, journal prompts with room to write, and inspiring advice to try today, this is a game-changing resource for overwhelmedmoms and dads everywhere. Get ready for your first mission....

The narrator, Reader, reflects on a lifetime of reading

A list of things one should not do with various animals, such as "hold hands with a lobster."

101 Games to Play Before You Grow Up

Anoka Hennepin Probability and Statistics

A Fast-Paced Game of Witty Wordplay

Vocabulary Instruction, Second Edition

Proven, Step-by-Step Techniques for Overcoming Your Fear

Reports, Recommendations, and Strategies

**From the bestselling author of "Hamlyn's Top 10 of Everything" series comes a special collection of 250 unique lists that observe of the idiosyncrasies of our Isles and encompass everything British. Discover hundreds of essential, intriguing and bizarre facts about your country's most iconic subjects, including: the 10 most produced plays by Shakespeare; 10 defunct British national holidays; the 10 longest seaside piers; the 10 lowest-scoring UK Eurovision entries; the 10 latest winners of the World Conker Championships; the 10 first performed Gilbert & Sullivan operas; the Top 10 singles of all time banned by the BBC; 10 unusual British laws; the Top 10 Tesco's lines; the 10 latest winners of the Pub of the Year award ...plus 240 other fascinating lists in this at-a-glance guide to what makes Britain great.**

Fans of Hasbro's classic SCATTERGORIES can now play anywhere, anytime--and even compete when there's no other player around! And those who simply love word searches will enjoy a new, seamlessly intertwined game-and-puzzle experience. Here are 60 searches, each with 12 theme categories--perhaps "Book Titles" or "Terms of Endearment"--and a letter of the alphabet. Players try to come up with as many answers that start with that letter as they can. Then, they look in the grid, see if their answers are there, and get points for every one they find. Extra letters in the grid spell out a few more items in one of the categories. Those in need of a little help can find word lists in the back to guide them!

Christmas Coloring Book

The Essential Resource Guide for Homeschoolers, Parents, and Educators Covering Every Subject from Arithmetic to Zoology

Mrs. Wishy-Washy's Farm

Your Move

Research to Practice