

Babbles Bizarre



Supplemental Activities Packet

This packet contains classroom activity suggestions and worksheets to reinforce concepts from the Playbook® story and to go beyond the story into the content areas of Language Arts, Math, Science, Social Studies, Art, Health, etc., as well as Character Development.

Activities range in age appropriateness and skill level so that teachers can choose activities that best suit their particular students. An Answer Key is provided on the last page.

Name _____



Gabbing with Sight Words

Part A—Directions: Fill in the blanks with the missing words. Choose words from the word bank below.

a am at is an by do I

1. I _____ going to the store.

2. _____ like candy.

3. Look _____ the dog.

4. The ball _____ blue.

5. I want _____ cat.

6. What _____ you like to eat?

7. There is _____ ant!

8. My coat is _____ my boots.

Part B—Directions: Use the words in the word bank to help you find the hidden words in the word search.

a	b	c	d	c	d
e	f	g	h	i	o
a	n	j	b	k	o
p	q	w	y	e	a
t	y	u	i	o	t
i	s	s	a	m	I

a	an
am	by
at	do
is	I

Name _____

Rhyming



Part A—Directions: Read aloud the words below. Underline the word endings that rhyme in each pair.

A big red bug,
Ran on the rug.

Well just how nice is that,
To sit and pet your cat?

I got the bug.
It is in a jug.

I just took off my hat,
And now my hair is flat.

Part B—Directions: Read aloud the words below and decide if the words rhyme or not. If they rhyme, circle yes. If they don't rhyme, circle no.

- | | | |
|--------------|-----|----|
| 1. cat/fat | yes | no |
| 2. bin/cat | yes | no |
| 3. fan/tan | yes | no |
| 4. top/sat | yes | no |
| 5. sit/fit | yes | no |
| 6. map/mop | yes | no |
| 7. rip/can | yes | no |
| 8. ring/sing | yes | no |

Part C—Directions: Write your own poem! Listen to the teacher read an example. Then, fill in the blanks for the four lines below. The poem does not have to make sense as long as it rhymes.

(1) My pet is _____!
(The last word you write in the blank needs to rhyme with the last word in line three.)

(2) Said _____.
(Write in any person's name.)

(3) The dad said, _____.
(The last word you write in the blank rhymes with last word in line one.)

(4) Does it like _____?
(The last word you write in the blank rhymes with the name written in line two.)

Name _____



Words on Earth

Directions: The vocabulary words from the story are listed below. Match each word to its definition and write the correct letter next to the word.

1. _____ telephone

A. a written story acted out on a stage

2. _____ play

B. a creature not from earth

3. _____ bug

C. not on time

4. _____ favorite

D. a number that shows you have nothing

5. _____ alien

E. an aircraft that goes into space

6. _____ zero

F. you can use this to call friends when they are not with you

7. _____ spaceship

G. something you like the best

8. _____ late

H. another name for an insect (In this story, it is red.)

Name _____

Talking On The Phone



Directions: Read each question below and write your answer using complete sentences.

1. What did Babbles like to do with the phone numbers she collected?

2. What did Babbles tell her friend, Mrs. Brown, that she had lost?

3. What did Babbles' friend, Kit Kat, have in a jug?

4. Why did Babbles' friend, Mr. Pratt, need to see Miss Claire?

5. How did Mr. Pratt want to repay Babbles for her help?

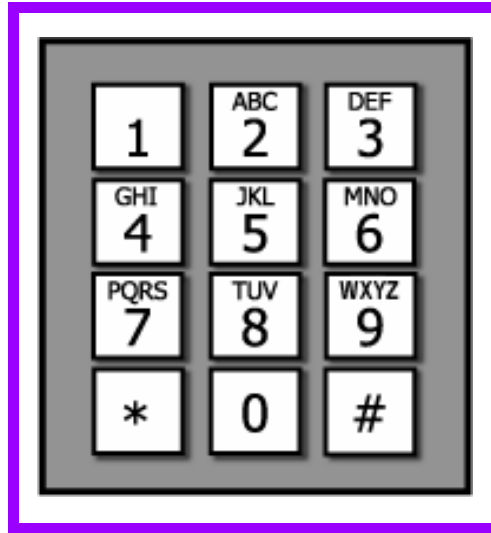
6. What did Babbles want her friend, Dan, to bring her?

7. Where did Babbles' new friend, Zy-fly-mor, want to go with her?



Telephone Math

Directions: Rewrite the following math equations using numbers instead of letters. Then solve each problem. Use the telephone key pad below to help you with each equation.



1. $D + M = X$
 ___ + ___ = ___

4. $N + A = H$
 ___ + ___ = ___

2. $K + B = P$
 ___ + ___ = ___

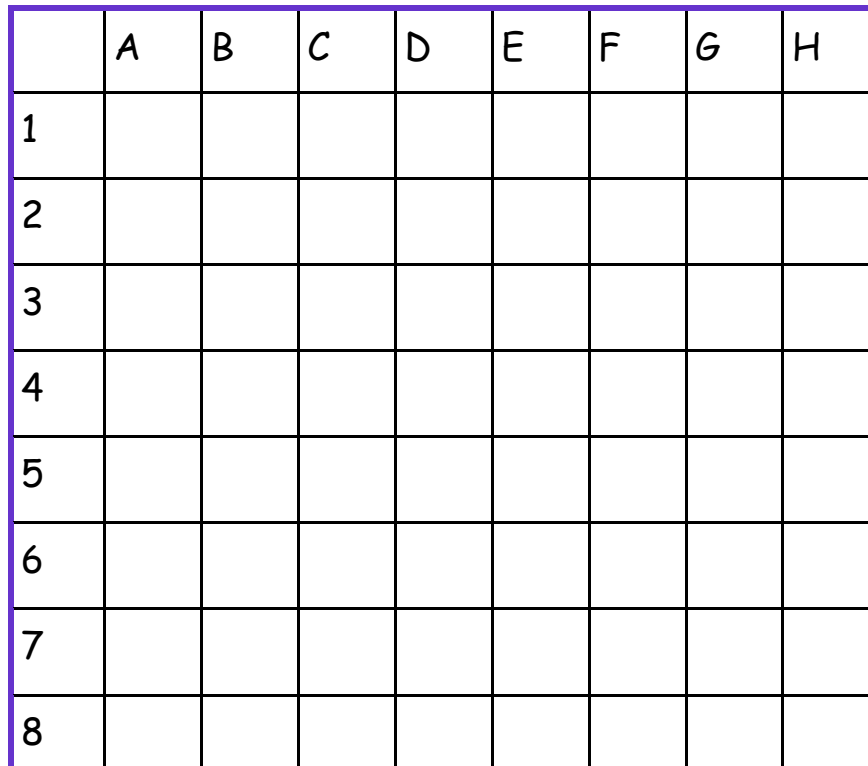
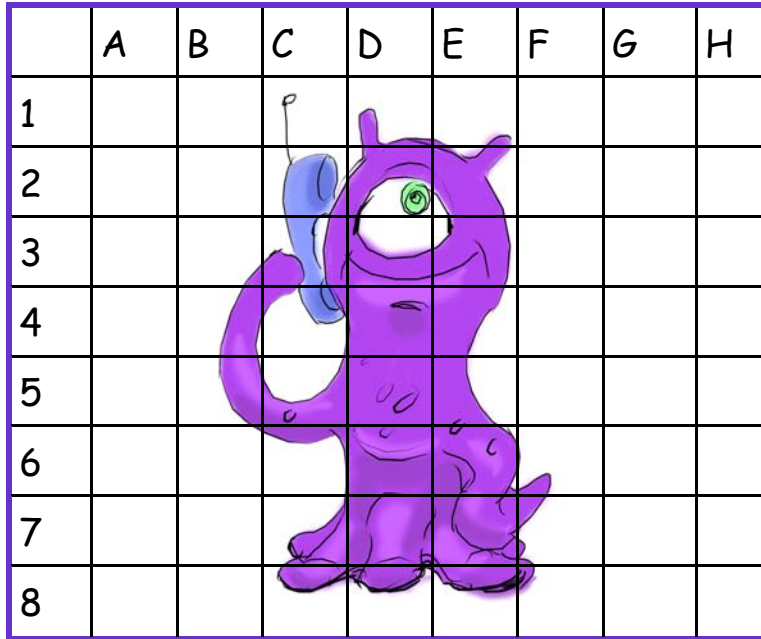
5. $G + E = R$
 ___ + ___ = ___

3. $W + G = J$
 ___ + ___ = ___

Name _____

Learn To Draw Zy-fly-mor

Directions: Draw Zy-fly-mor on the grid at the bottom of the page. Use the numbers and letters on the top grid to help you draw it. Take one square at a time. Draw the contents of each one. Decide where each line begins and ends within each square. Is it straight or does it curve slightly? If you progress square by square, and only draw what is in each square, you'll find that you should be able to draw very accurately.



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Name _____

Your Own Telephone



Babbles loves to talk on the telephone! It's time to make your own telephone. Work with a friend or a parent from home and follow the directions below. After making the telephone, answer the questions at the bottom of the page.



- ◆ two plastic cups or empty cans
- ◆ long piece of string
- ◆ paper clips
- ◆ a sharpened pencil
- ◆ a friend or guardian

1. Using the pencil, carefully poke a small hole in the bottom of each plastic cup. *(If you are using cans, ask a parent to make the holes for you.)*
2. Tie a paper clip to one end of the string.
3. Starting from the inside of one of the cups, thread the loose end of the string through the hole. The paper clip will keep the string from going all the way through the hole.
4. Now thread the loose end of the string through the hole in the second cup, but this time starting from the outside of the cup.
5. Tie a second paper clip to the loose end of the string. The paper clip should be inside the cup, just like the first one.
6. Pull the cups so that the string becomes stretched. One person should talk into a cup while another person holds the second cup to their ear. You made your own phone!

1. What happens when you talk into one cup? What do you hear in the other cup?

2. What happens when the string is loose and not stretched out?

3. Say something into one cup and see if the person on the other end can tell what you are saying. What did you say? Did the other person know what you were saying?

Name _____



Telephone

Babbles loves to talk on the phone. In fact, she talks on the phone every day. Do you talk on the phone every day, too?

Here is your chance to play a game called Telephone!

To do this, your whole class will need to form a circle or a straight line through the classroom. Then, the first person thinks of a secret sentence or short phrase. The first person whispers the secret to the next person down the line, and that person whispers it to the next, until the person on the end has been told the secret message. Finally, the person on the end says the message out loud, and you get to see if the sentence has been changed as it went down the line! Try this fun game a couple of times!

Write down some examples of what was said by the first person and then what was said by the last person in the line. This will probably make you laugh!

First Game

First person

Last person

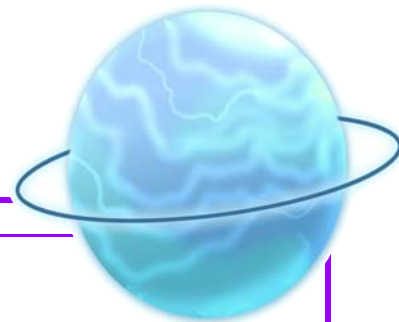
Second Game

First person

Last person

Answer Key

For Teacher Use Only

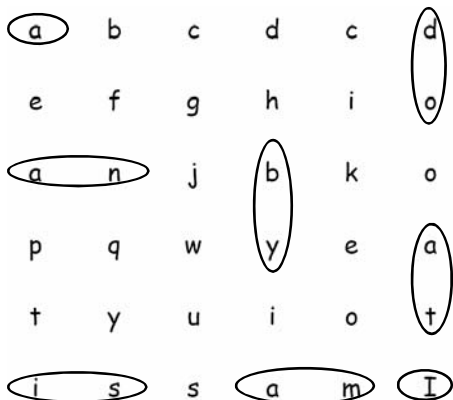


Gabbing with Sight Words

Part A

- | | |
|-------|-------|
| 1. am | 5. a |
| 2. I | 6. do |
| 3. at | 7. an |
| 4. is | 8. by |

Part B



Words on Earth

- | | |
|------|------|
| 1. F | 5. B |
| 2. A | 6. D |
| 3. H | 7. E |
| 4. G | 8. C |

Talking on the Phone

1. put them in a jar
2. tickets to a play
3. a big red bug
4. to fix his flat hair
5. give candy to her and her friends
6. a hotdog, mustard, and corn chips
7. to the moon

Rhyming

Part A

bug/rug that/cat
bug/jug hat/flat

Part B

- | | | |
|--------|--------|--------|
| 1. yes | 4. no | 7. no |
| 2. no | 5. yes | 8. yes |
| 3. yes | 6. no | |

Part C

Example:

- (1) "My pet is a cat!"
- (2) Said Mrs. Rice.
- (3) The dad said, "Your cat is running to the mat."
- (4) Does it like mice?"

Telephone Math

1. $3 + 6 = 9$
2. $5 + 2 = 7$
3. $9 - 4 = 5$
4. $6 - 2 = 4$
5. $4 + 3 = 7$

What About Your Friends?

Answers will vary.

Telephone

Answers will vary.

