

MONTESSORI PAPER MATERIALS



NAME: _____

WORKSHEETS



WHOLE FOOD AND CUT FOOD

On the left, there's whole food. On the right, there's cut food. Draw a line to match them.



CONTROL OF ERROR

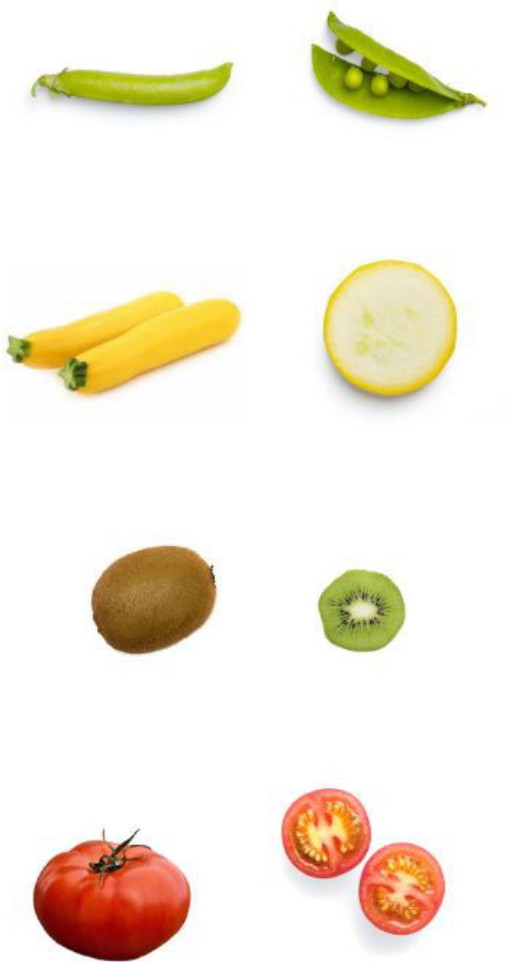


WHOLE FOOD AND CUT FOOD

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CONTROL OF ERROR



WHOLE FOOD AND CUT FOOD

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WHOLE FOOD AND CUT FOOD

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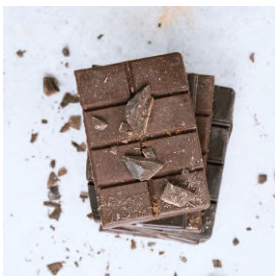
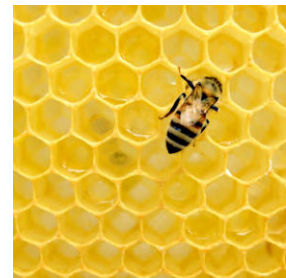
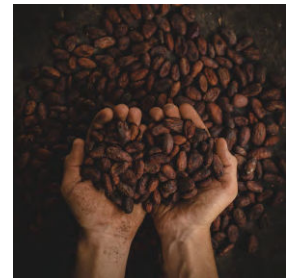


CONTROL OF ERROR

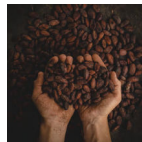
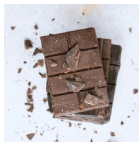


WHERE THINGS COME FROM

Draw a line to match each item to what it came from.

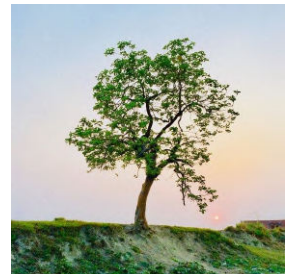
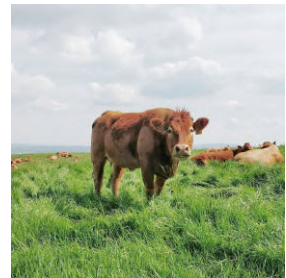


CONTROL OF ERROR

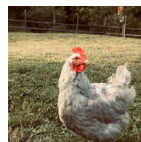
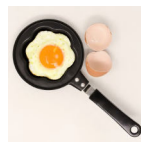
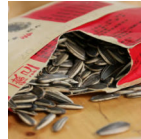
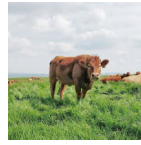


WHERE THINGS COME FROM

Draw a line to match each item to what it came from.



CONTROL OF ERROR



FOUR SEASONS

Draw a line to match each photo to a season.

Spring

Summer

Fall

Winter



CONTROL OF ERROR



Spring



Summer



Fall



Winter

FOUR SEASONS

Draw a line to match each photo to a season.

Spring



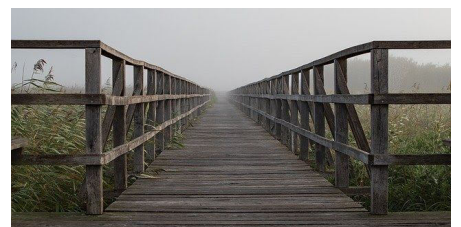
Summer



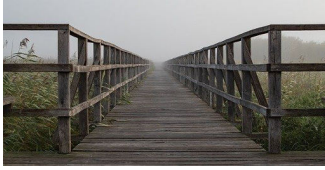
Fall



Winter



CONTROL OF ERROR



Spring



Summer



Fall



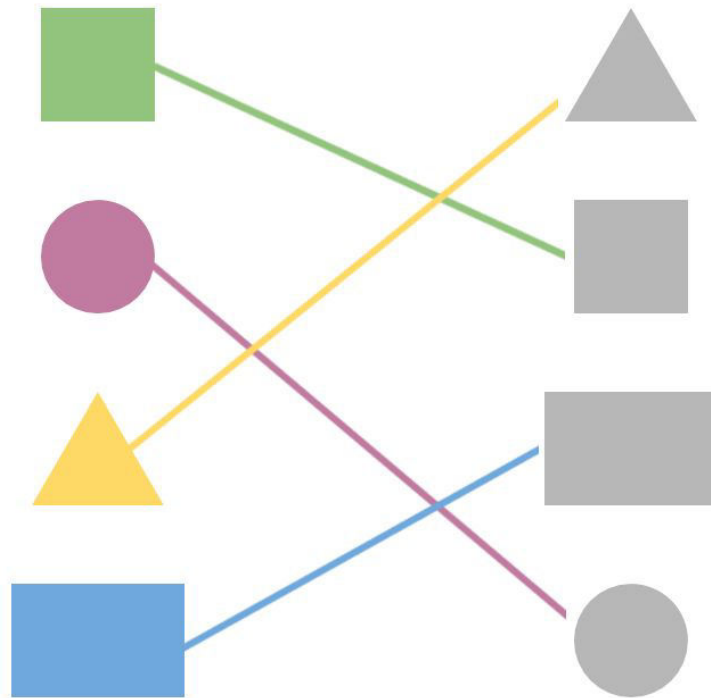
Winter

MATCHING SHAPES

Draw a line to match the shapes on the left and right.



CONTROL OF ERROR

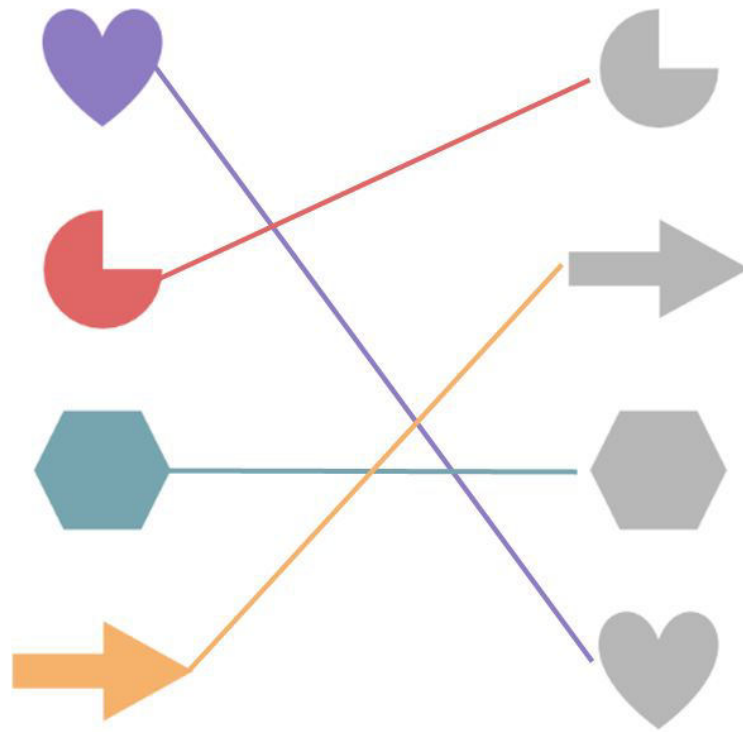


MATCHING SHAPES

Draw a line to match the shapes on the left and right.



CONTROL OF ERROR

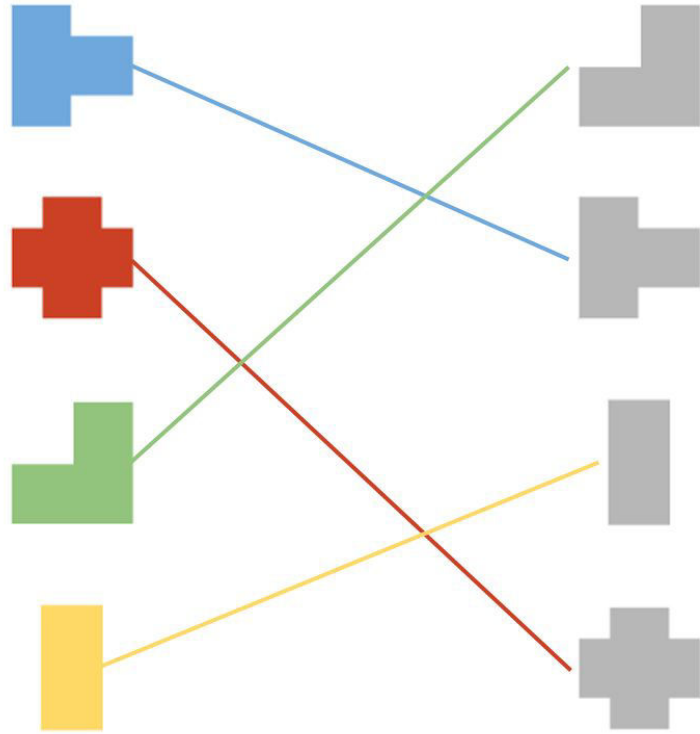


MATCHING SHAPES

Draw a line to match the shapes on the left and right.



CONTROL OF ERROR

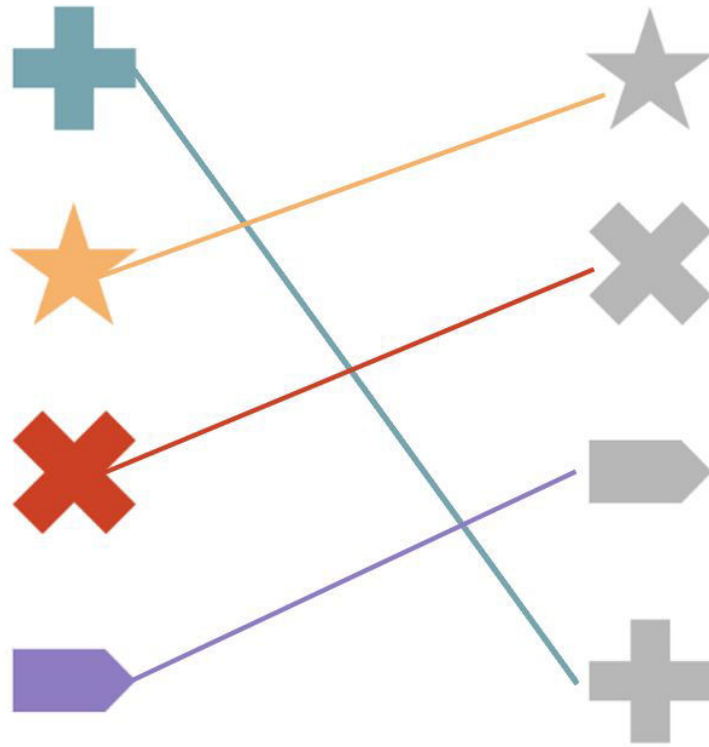


MATCHING SHAPES

Draw a line to match the shapes on the left and right.



CONTROL OF ERROR



ADDITION OF

1

one



	$1 + 1 =$	
	$1 + 2 =$	
	$1 + 3 =$	
	$1 + 4 =$	
	$1 + 5 =$	
	$1 + 6 =$	
	$1 + 7 =$	
	$1 + 8 =$	
	$1 + 9 =$	

CONTROL OF ERROR

$1 + 1 =$	2
$1 + 2 =$	3
$1 + 3 =$	4
$1 + 4 =$	5
$1 + 5 =$	6
$1 + 6 =$	7
$1 + 7 =$	8
$1 + 8 =$	9
$1 + 9 =$	10

ADDITION OF

2

two



	$2 + 1 =$	_____
	$2 + 2 =$	_____
	$2 + 3 =$	_____
	$2 + 4 =$	_____
	$2 + 5 =$	_____
	$2 + 6 =$	_____
	$2 + 7 =$	_____
	$2 + 8 =$	_____
	$2 + 9 =$	_____

CONTROL OF ERROR

$2 + 1 =$	3
$2 + 2 =$	4
$2 + 3 =$	5
$2 + 4 =$	6
$2 + 5 =$	7
$2 + 6 =$	8
$2 + 7 =$	9
$2 + 8 =$	10
$2 + 9 =$	11

ADDITION OF

3

three



	$3 + 1 =$	_____
	$3 + 2 =$	_____
	$3 + 3 =$	_____
	$3 + 4 =$	_____
	$3 + 5 =$	_____
	$3 + 6 =$	_____
	$3 + 7 =$	_____
	$3 + 8 =$	_____
	$3 + 9 =$	_____

CONTROL OF ERROR

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

ADDITION OF

4

four



	$4 + 1 =$	
	$4 + 2 =$	
	$4 + 3 =$	
	$4 + 4 =$	
	$4 + 5 =$	
	$4 + 6 =$	
	$4 + 7 =$	
	$4 + 8 =$	
	$4 + 9 =$	

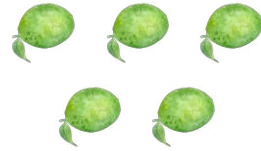
CONTROL OF ERROR

$4 + 1 =$	5
$4 + 2 =$	6
$4 + 3 =$	7
$4 + 4 =$	8
$4 + 5 =$	9
$4 + 6 =$	10
$4 + 7 =$	11
$4 + 8 =$	12
$4 + 9 =$	13

ADDITION OF

5

five



	$5 + 1 =$	_____
	$5 + 2 =$	_____
	$5 + 3 =$	_____
	$5 + 4 =$	_____
	$5 + 5 =$	_____
	$5 + 6 =$	_____
	$5 + 7 =$	_____
	$5 + 8 =$	_____
	$5 + 9 =$	_____

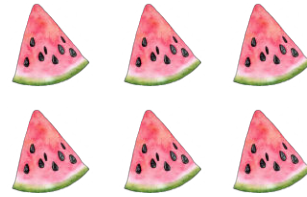
CONTROL OF ERROR

$5 + 1 =$	6
$5 + 2 =$	7
$5 + 3 =$	8
$5 + 4 =$	9
$5 + 5 =$	10
$5 + 6 =$	11
$5 + 7 =$	12
$5 + 8 =$	13
$5 + 9 =$	14

ADDITION OF

6

six



	$6 + 1 =$	_____
	$6 + 2 =$	_____
	$6 + 3 =$	_____
	$6 + 4 =$	_____
	$6 + 5 =$	_____
	$6 + 6 =$	_____
	$6 + 7 =$	_____
	$6 + 8 =$	_____
	$6 + 9 =$	_____

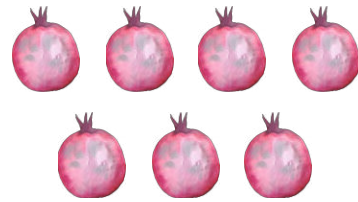
CONTROL OF ERROR

$6 + 1 =$	7
$6 + 2 =$	8
$6 + 3 =$	9
$6 + 4 =$	10
$6 + 5 =$	11
$6 + 6 =$	12
$6 + 7 =$	13
$6 + 8 =$	14
$6 + 9 =$	15

ADDITION OF

7

seven



	$7 + 1 =$	_____
	$7 + 2 =$	_____
	$7 + 3 =$	_____
	$7 + 4 =$	_____
	$7 + 5 =$	_____
	$7 + 6 =$	_____
	$7 + 7 =$	_____
	$7 + 8 =$	_____
	$7 + 9 =$	_____

CONTROL OF ERROR

$7 + 1 =$	8
$7 + 2 =$	9
$7 + 3 =$	10
$7 + 4 =$	11
$7 + 5 =$	12
$7 + 6 =$	13
$7 + 7 =$	14
$7 + 8 =$	15
$7 + 9 =$	16

ADDITION OF

8

eight



	$8 + 1 =$	_____
	$8 + 2 =$	_____
	$8 + 3 =$	_____
	$8 + 4 =$	_____
	$8 + 5 =$	_____
	$8 + 6 =$	_____
	$8 + 7 =$	_____
	$8 + 8 =$	_____
	$8 + 9 =$	_____

CONTROL OF ERROR

$8 + 1 =$	9
$8 + 2 =$	10
$8 + 3 =$	11
$8 + 4 =$	12
$8 + 5 =$	13
$8 + 6 =$	14
$8 + 7 =$	15
$8 + 8 =$	16
$8 + 9 =$	17

ADDITION OF

9

nine



	$9 + 1 =$	
	$9 + 2 =$	
	$9 + 3 =$	
	$9 + 4 =$	
	$9 + 5 =$	
	$9 + 6 =$	
	$9 + 7 =$	
	$9 + 8 =$	
	$9 + 9 =$	

CONTROL OF ERROR

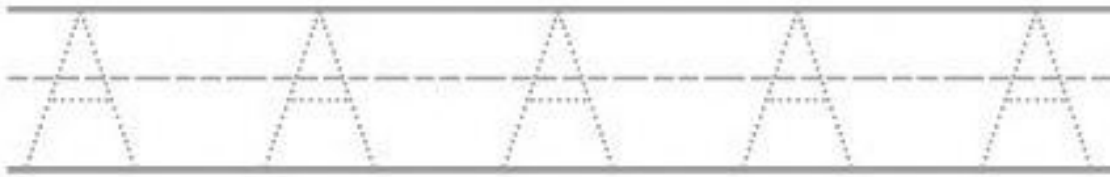
$9 + 1 =$	10
$9 + 2 =$	11
$9 + 3 =$	12
$9 + 4 =$	13
$9 + 5 =$	14
$9 + 6 =$	15
$9 + 7 =$	16
$9 + 8 =$	17
$9 + 9 =$	18

ALPHABET

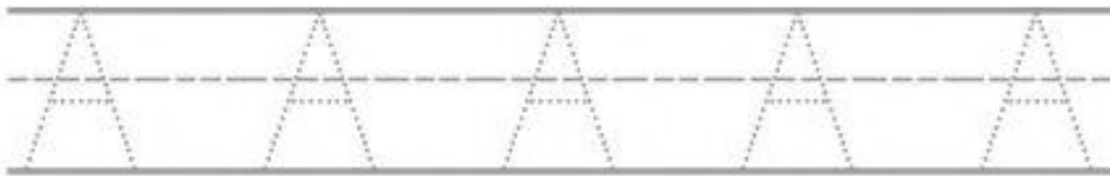


Trace the letters.

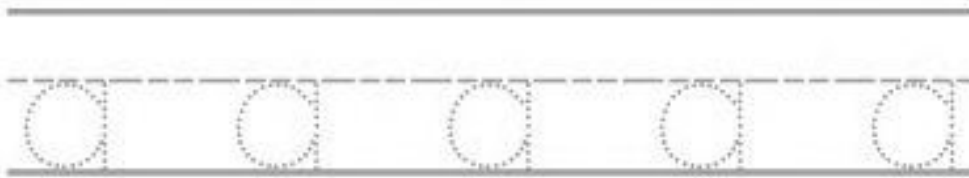
A



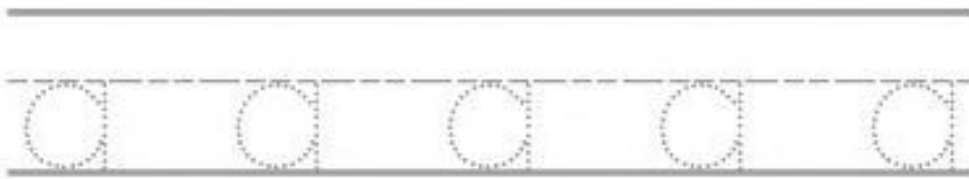
A



a



a

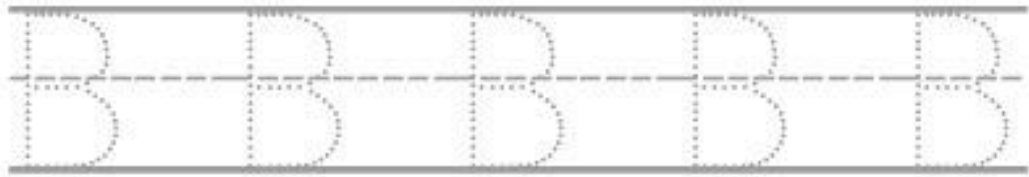


ALPHABET

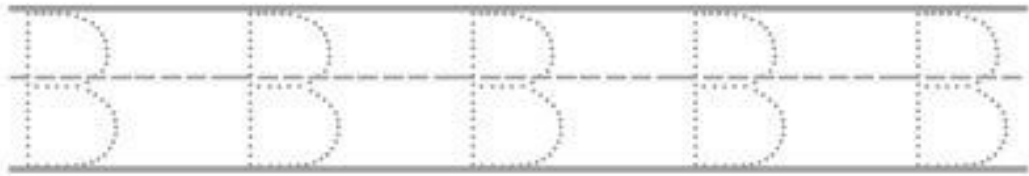


Trace the letters.

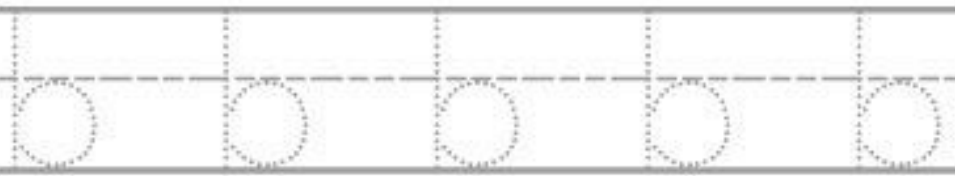
B



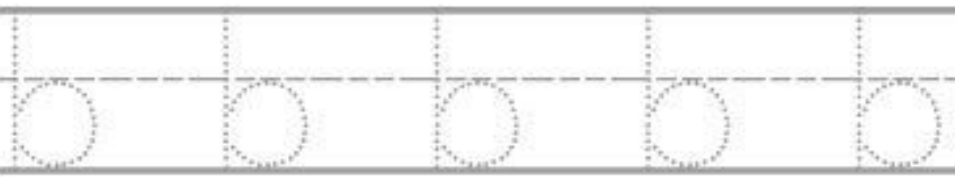
B



b



b

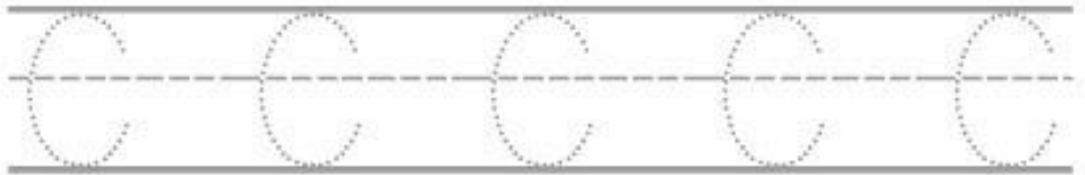


ALPHABET

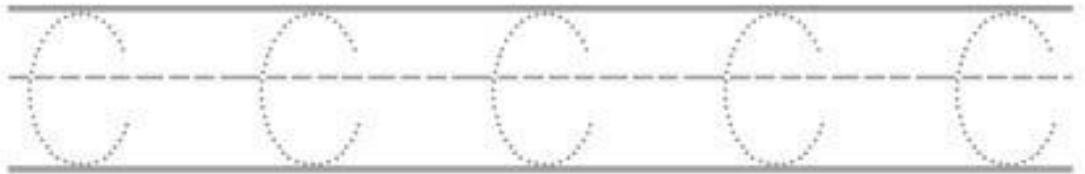
Trace the letters.



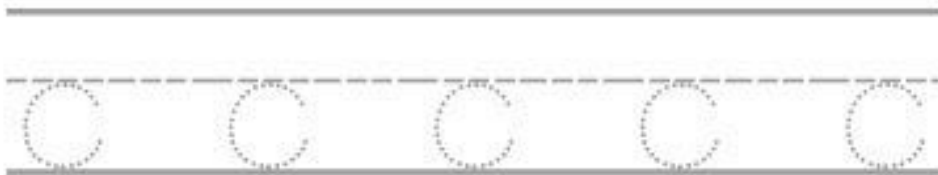
C



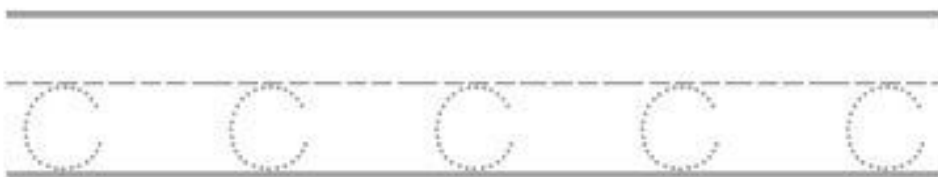
C



C



C

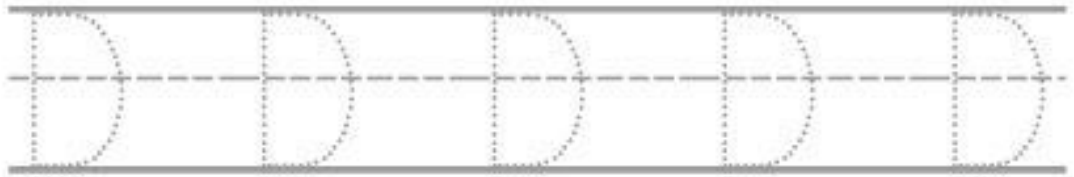


ALPHABET

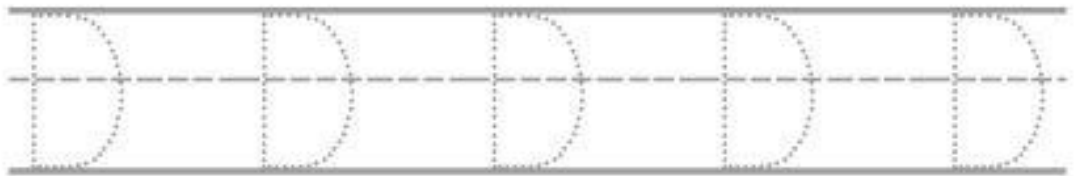


Trace the letters.

D



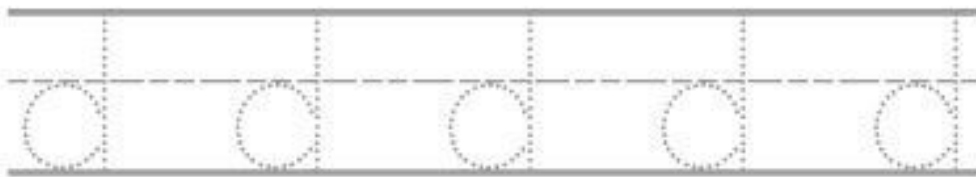
D



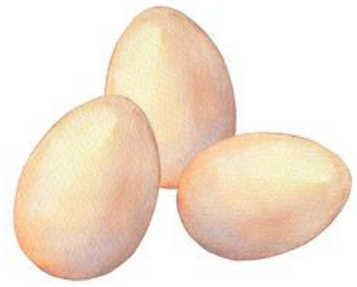
d



d



ALPHABET



Trace the letters.

E



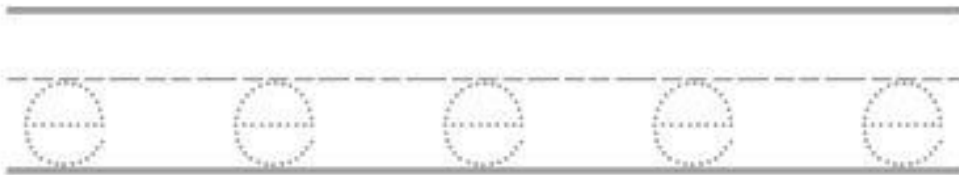
E



e



e



ALPHABET



Trace the letters.

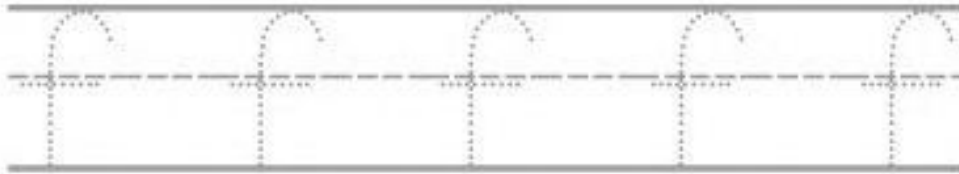
F



F



f



f

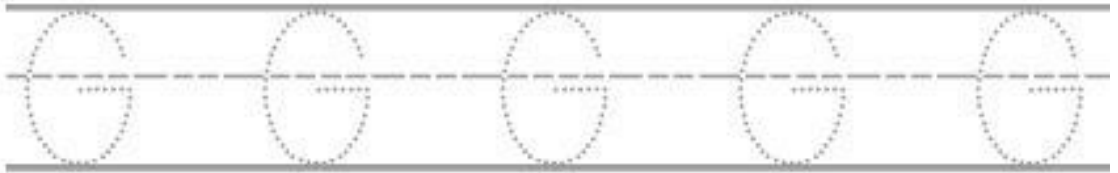


ALPHABET

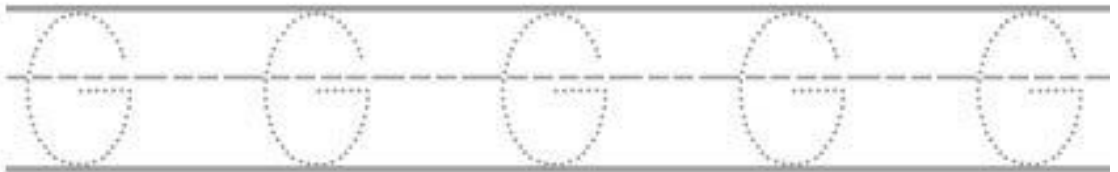


Trace the letters.

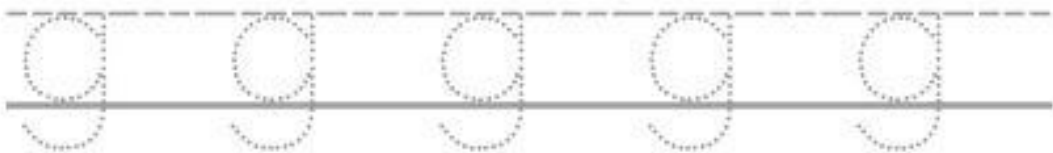
G



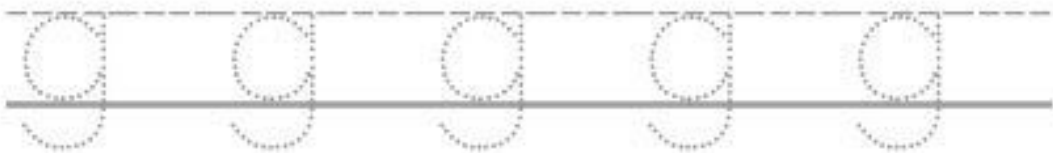
G



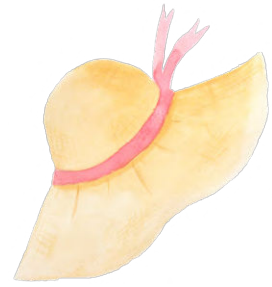
g



g

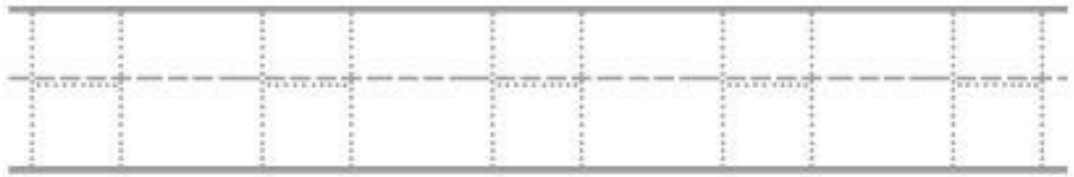


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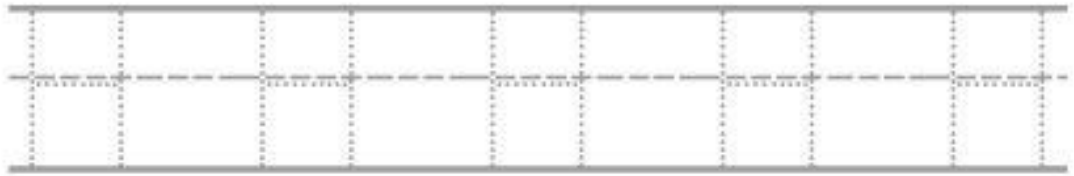


Trace the letters.

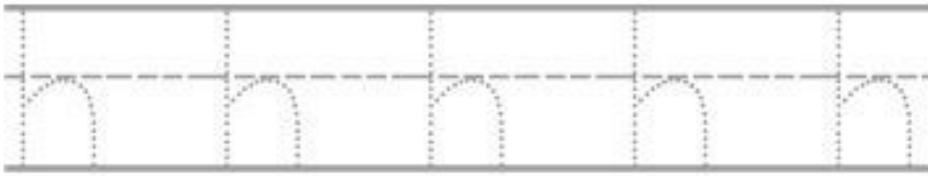
H



H



h



h



ALPHABET

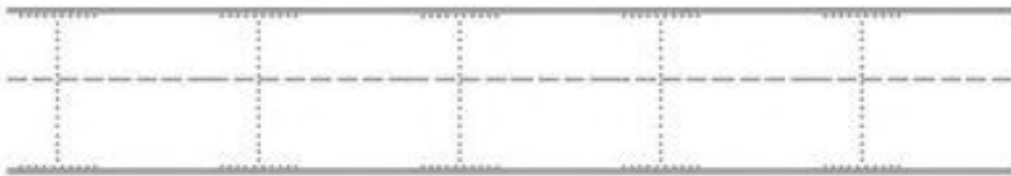


Trace the letters.

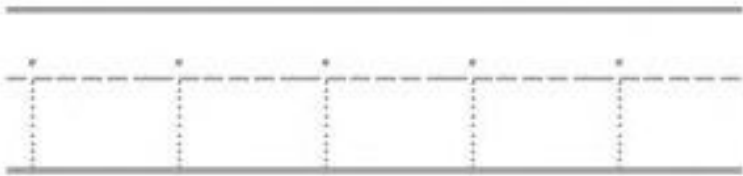
I



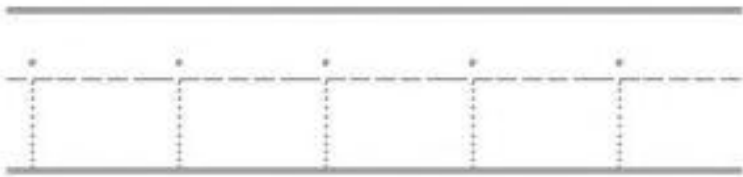
I



i



i

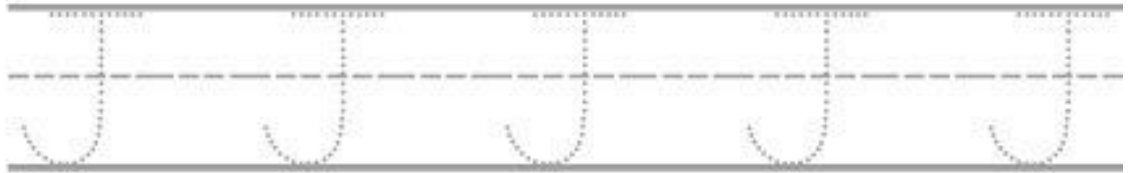


ALPHABET

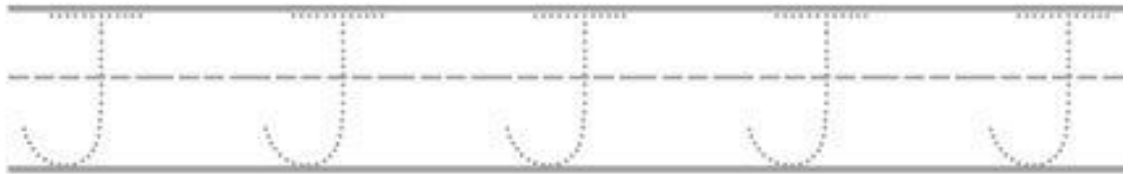


Trace the letters.

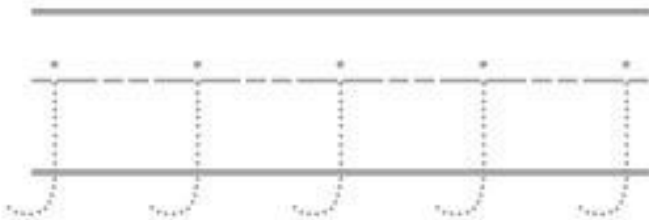
J



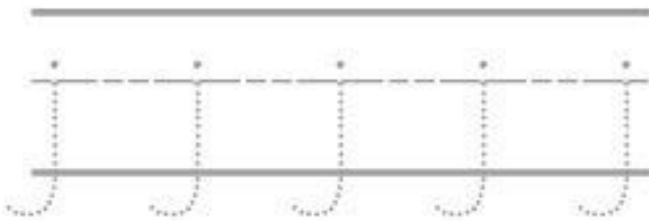
J



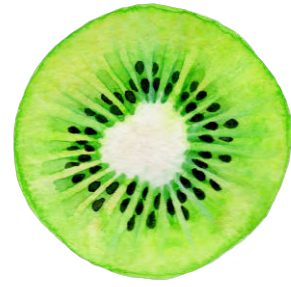
j



j



ALPHABET

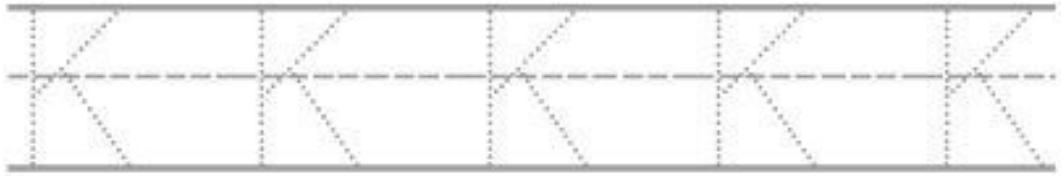


Trace the letters.

K



K



k



k



ALPHABET



Trace the letters.

L



L



l



l



ALPHABET



Trace the letters.

M



M



m



m

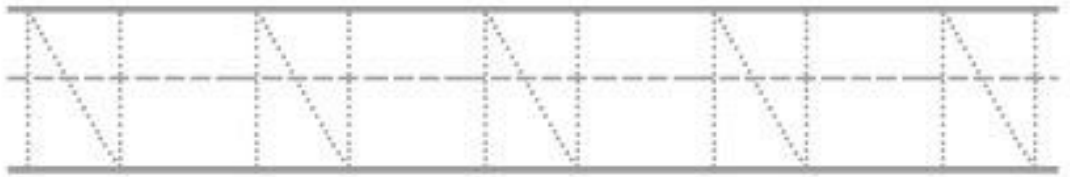


ALPHABET



Trace the letters.

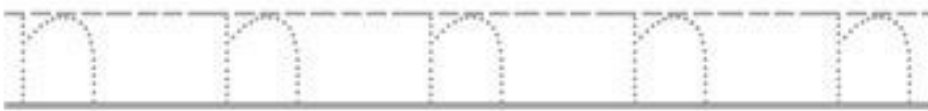
N



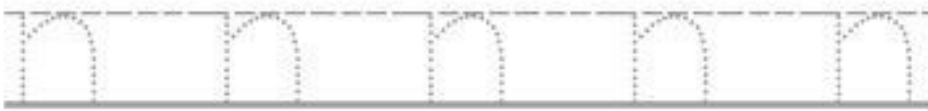
N



n



n

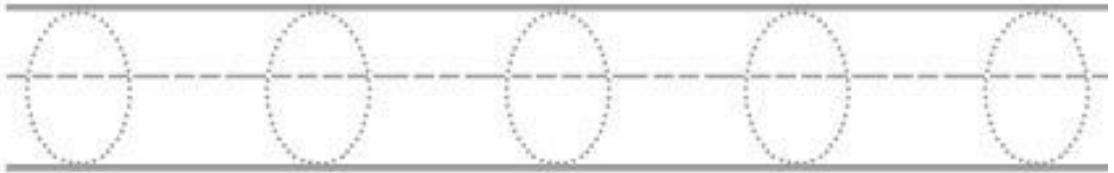


ALPHABET

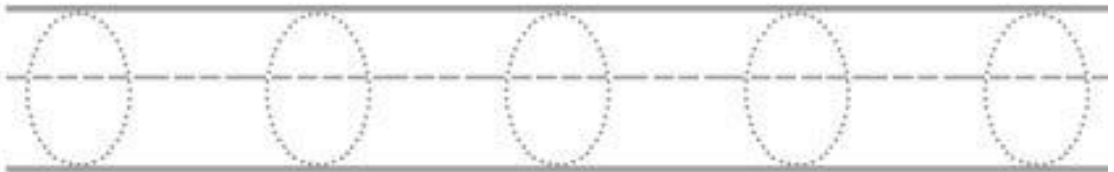
Trace the letters.



O



O



o



o

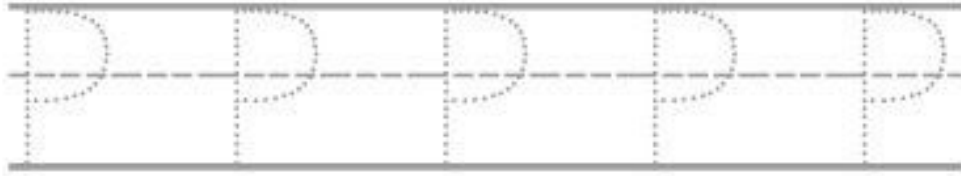


ALPHABET

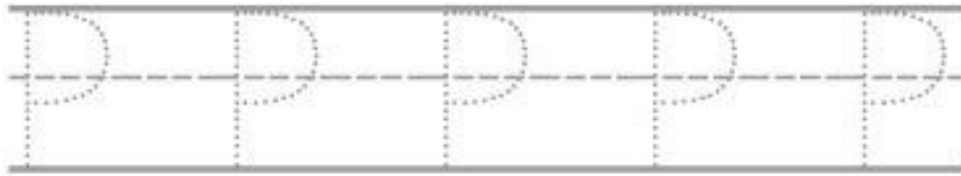
Trace the letters.



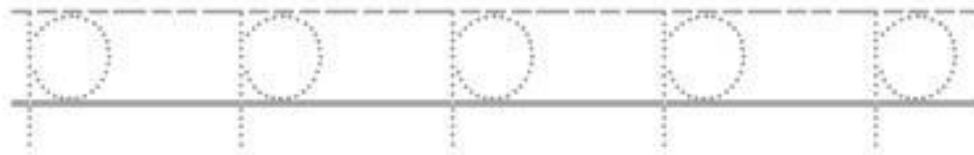
P



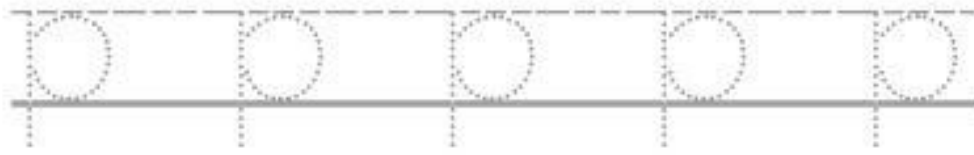
P



p



p

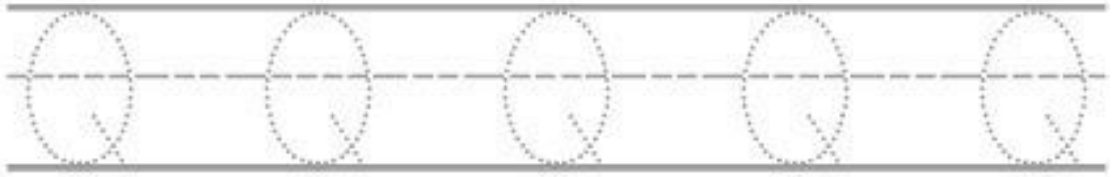


ALPHABET

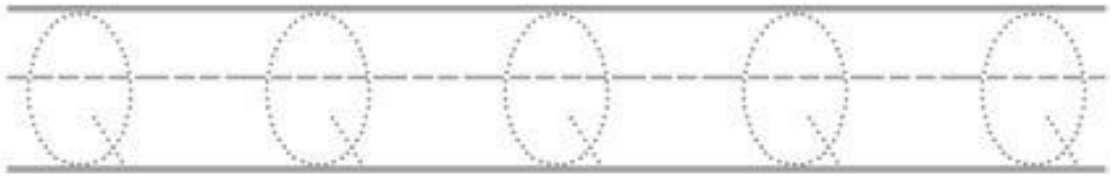


Trace the letters.

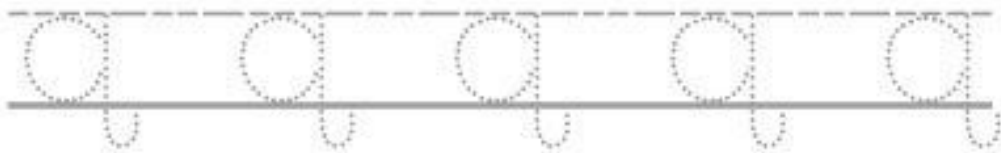
Q



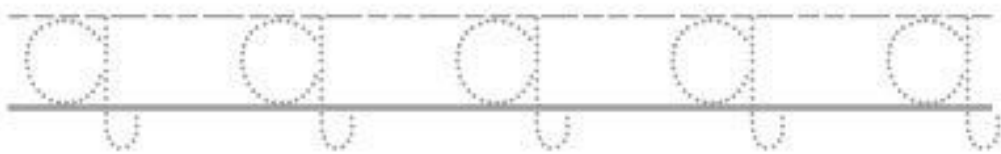
Q



q



q

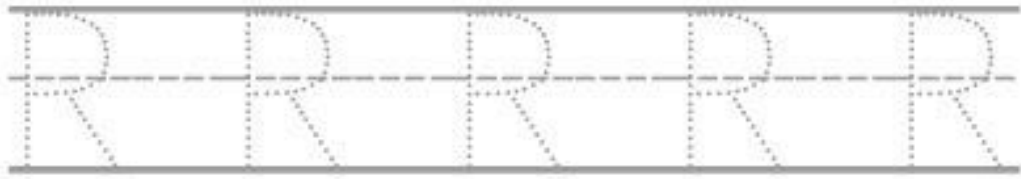


ALPHABET

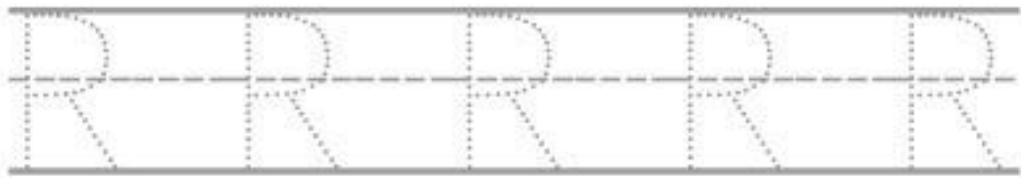
Trace the letters.



R



R



r



r

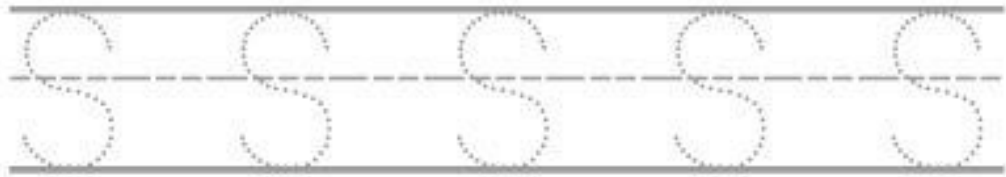


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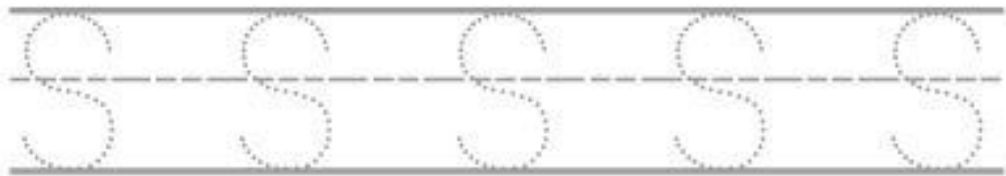


Trace the letters.

S



S



s



s



ALPHABET



Trace the letters.

T



T



+



+

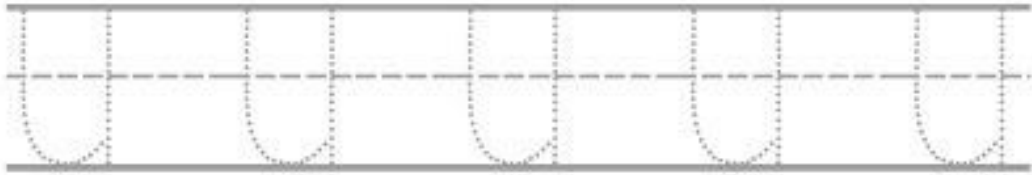


ALPHABET

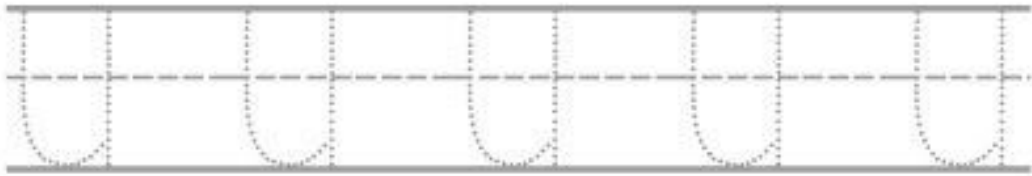


Trace the letters.

u



u



u



u

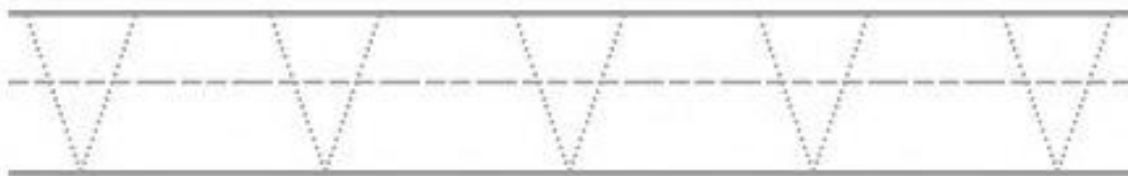


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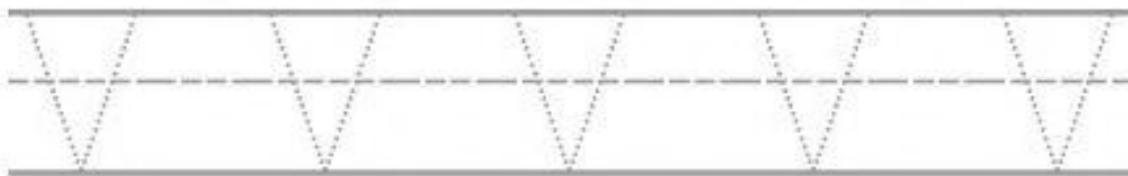
Trace the letters.



V



V



V



V

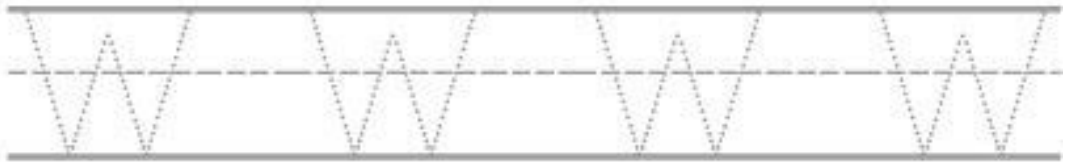


ALPHABET

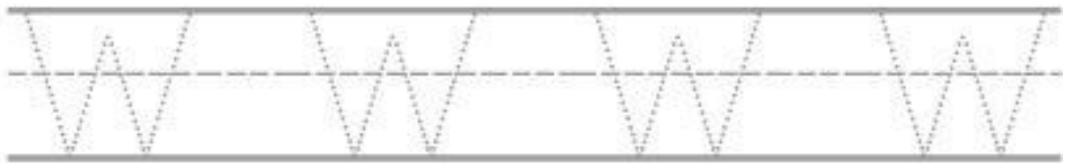


Trace the letters.

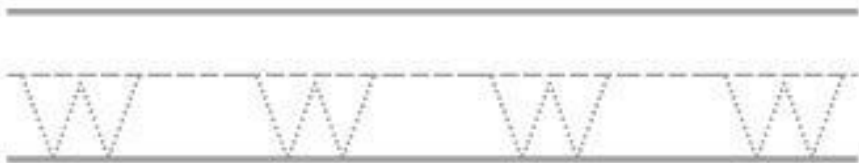
W



W



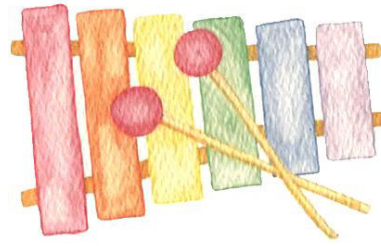
W



W



ALPHABET

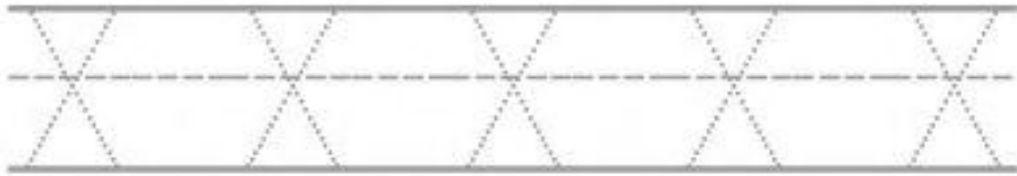


Trace the letters.

X



X



X



X

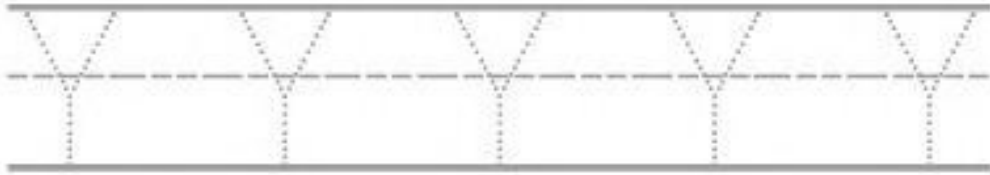


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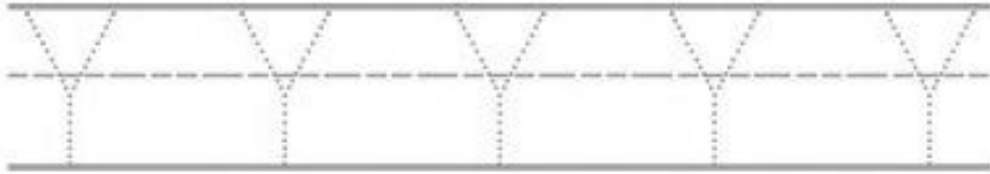


Trace the letters.

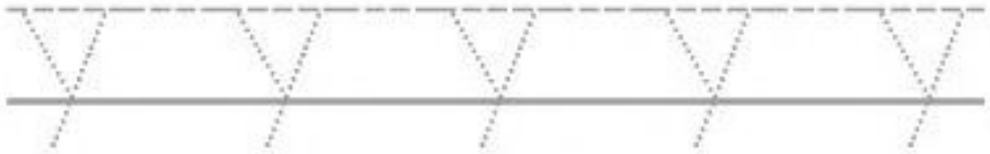
Y



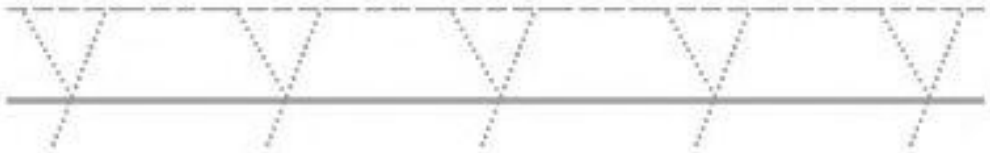
Y



y



y



ALPHABET



Trace the letters.

Z



Z



Z



Z



CARDS

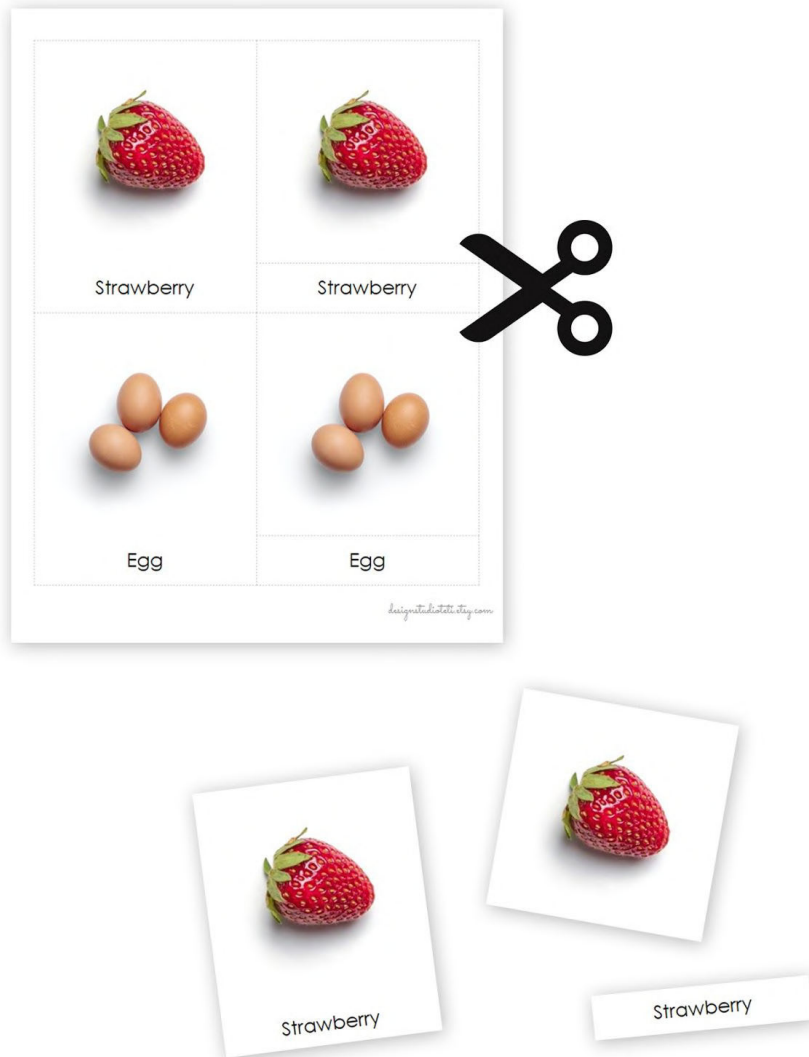


CLASSIFIED CARDS - FOOD ITEMS

Cut out the cards so that you have pictures with labels, pictures without labels and labels.

There are many ways to use these cards. Some examples:

- Use the picture cards as flashcards.
- Let kids find items around the house that match the cards, such as food items.
- Use the picture cards with labels to play a game like I spy. E.g. "I spy with my little eye a food item that starts with the sound "sss".
- Let kids match the picture cards with the labels, using the pictures with labels as control cards to check their own work.

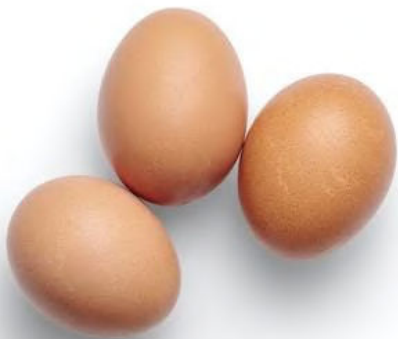




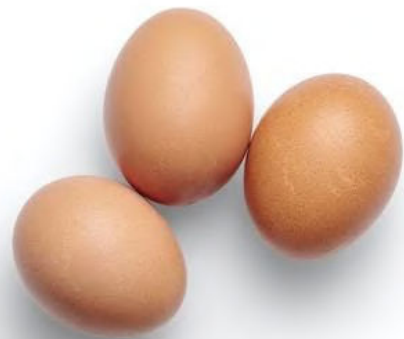
Strawberry



Strawberry



Egg



Egg



Pea



Pea



Banana



Banana



Avocado



Avocado



Bread



Bread



Apple



Apple



Burger



Burger



Cherry



Cherry



Raspberry



Raspberry



Grape



Grape



Broccoli



Broccoli



Cheese



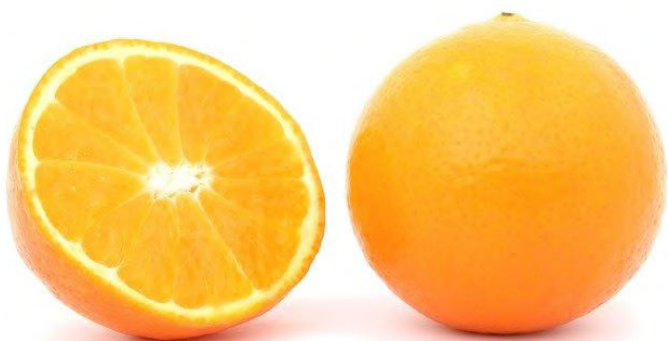
Cheese



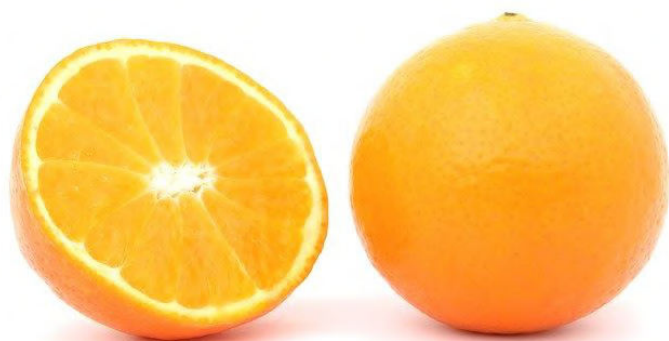
Zucchini



Zucchini



Orange



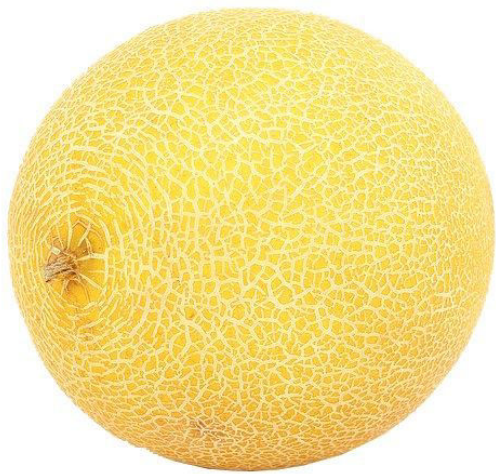
Orange



Mango



Mango



Cantaloupe



Cantaloupe



Pineapple



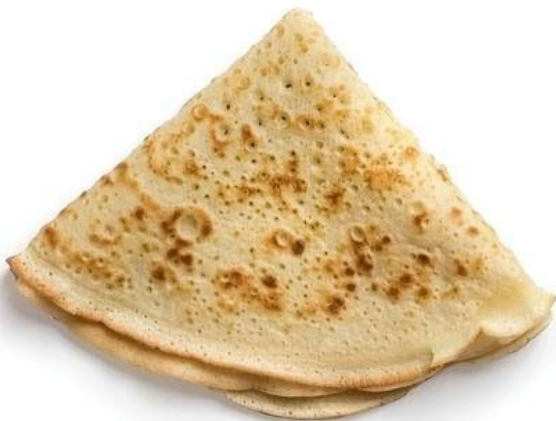
Pineapple



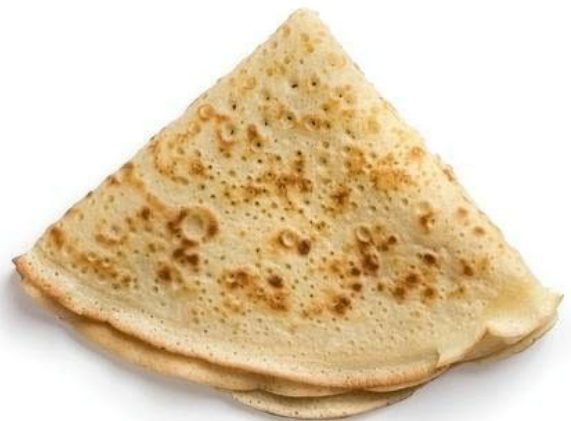
Lime



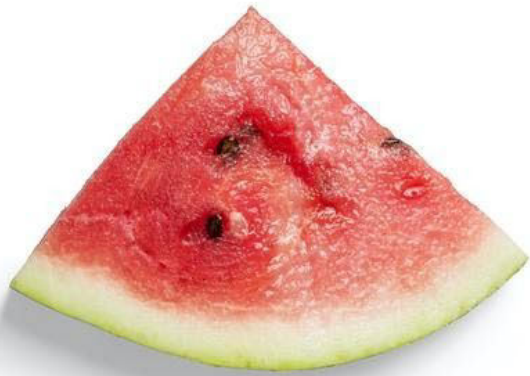
Lime



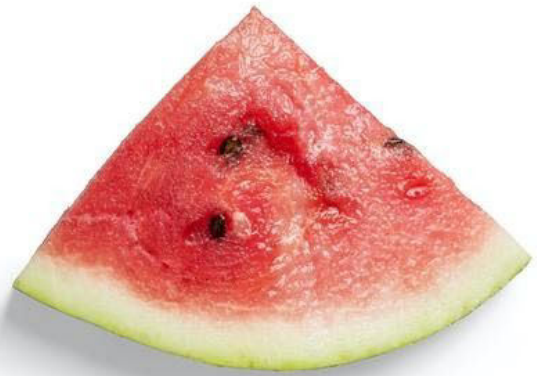
Crepe



Crepe



Watermelon



Watermelon



Chili pepper



Chili pepper



Lemon



Lemon



Garlic



Garlic



Tomato



Tomato



Popcorn



Popcorn



Bacon



Bacon



Chocolate



Chocolate



Onion



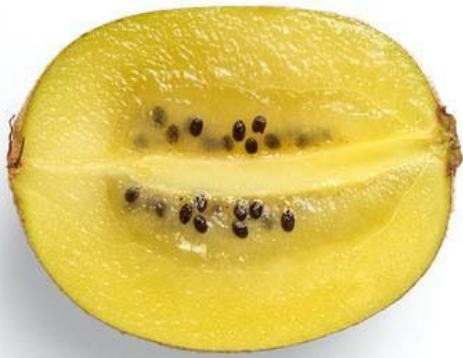
Onion



Cucumber



Cucumber



Kiwi



Kiwi



Walnut



Walnut



Sweet potato



Sweet potato



Pretzel



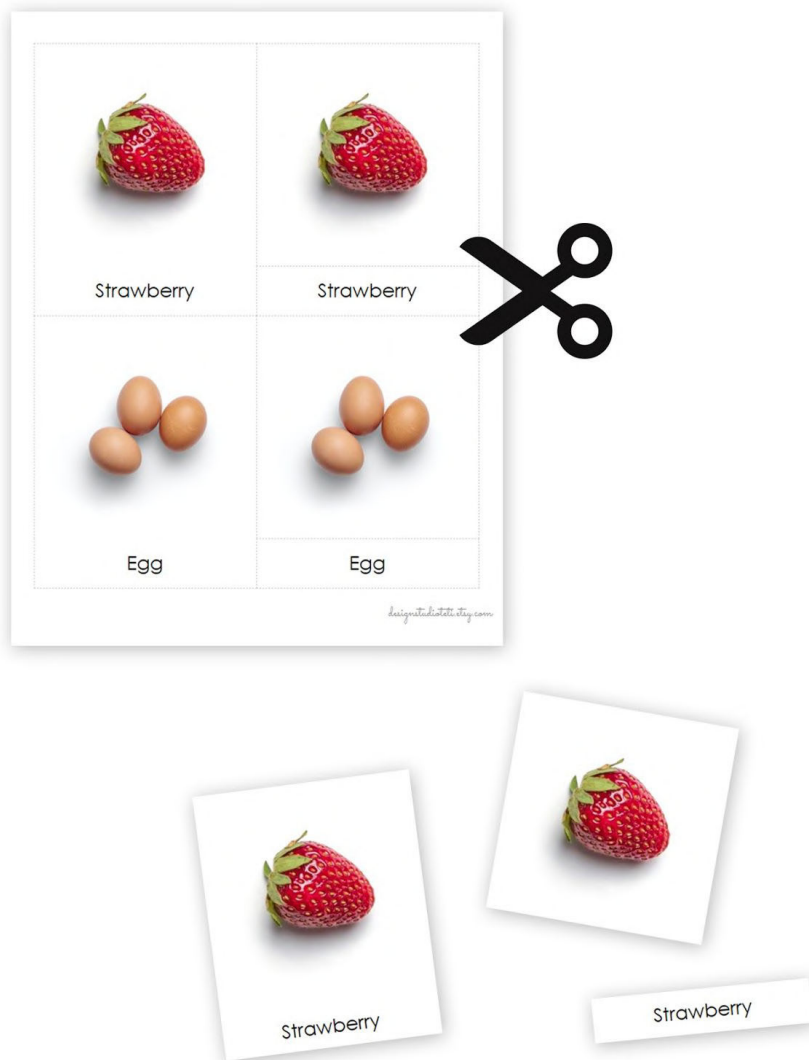
Pretzel

CLASSIFIED CARDS - ANIMALS

Cut out the cards so that you have pictures with labels, pictures without labels and labels.

There are many ways to use these cards. Some examples:

- Use the picture cards as flashcards.
- Let kids find items around the house that match the cards, such as food items.
- Use the picture cards with labels to play a game like I spy. E.g. "I spy with my little eye a food item that starts with the sound "sss".
- Let kids match the picture cards with the labels, using the pictures with labels as control cards to check their own work.

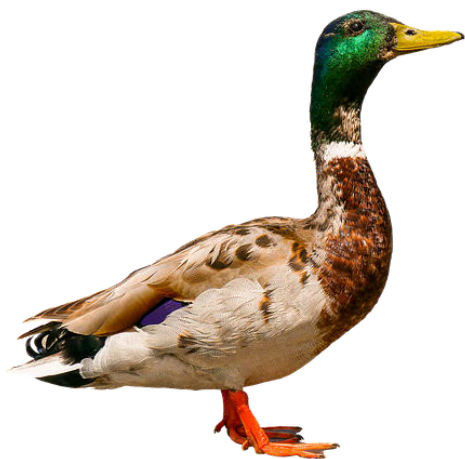




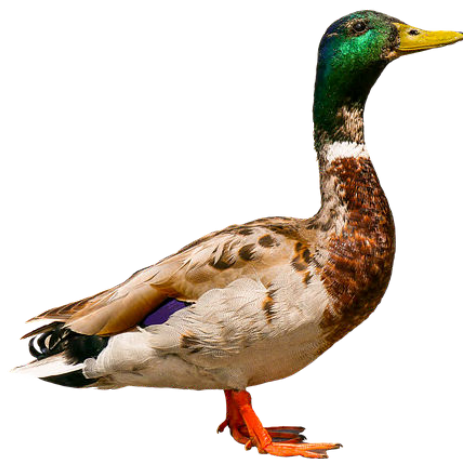
Cat



Cat



Duck



Duck



Eagle



Eagle



Rat



Rat



Chameleon



Chameleon



Squirrel



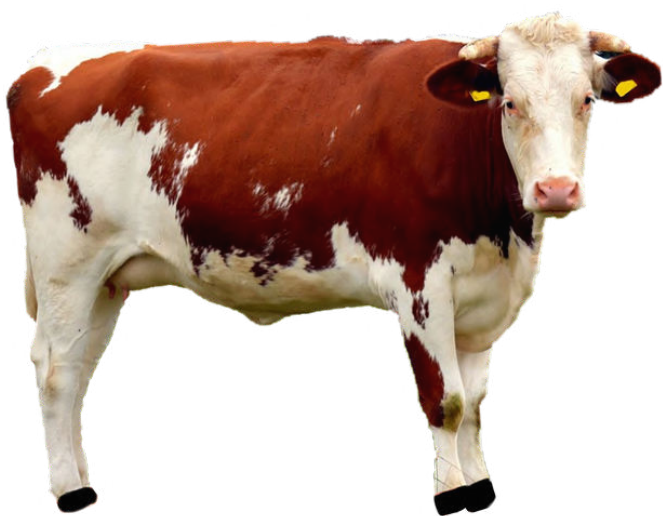
Squirrel



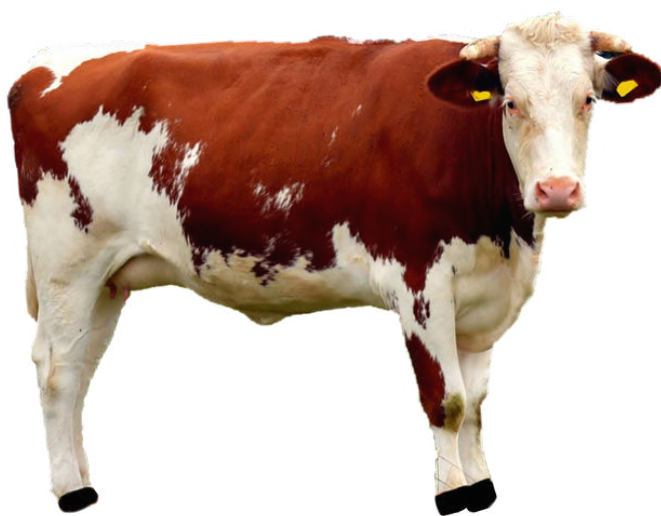
Horse



Horse



Cow



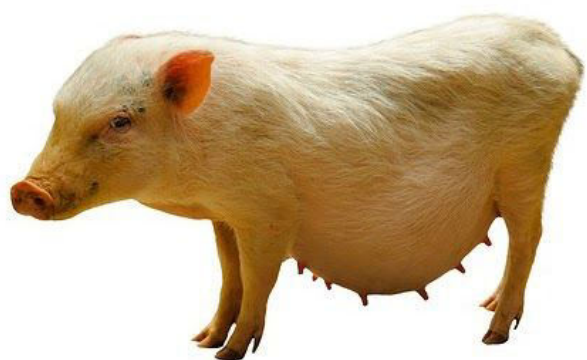
Cow



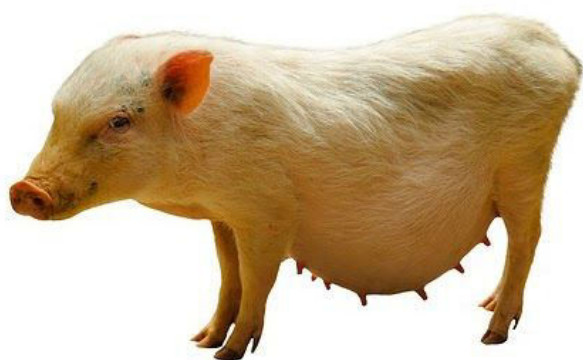
Tiger



Tiger



Pig



Pig



Bear



Bear



Dolphin



Dolphin



Owl



Owl



Butterfly



Butterfly



Goat



Goat



Dove



Dove



Dragonfly



Dragonfly



Fish



Fish



Elephant



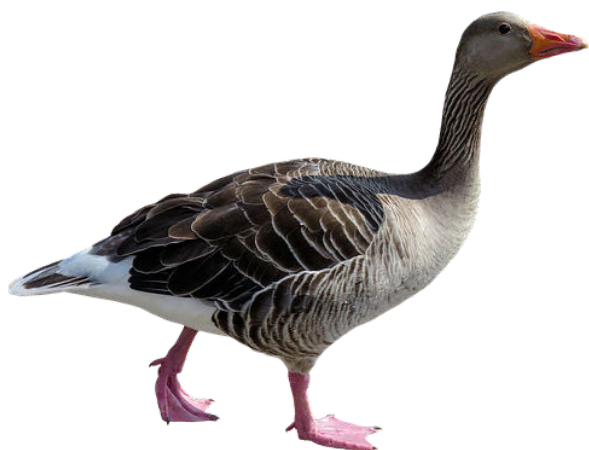
Elephant



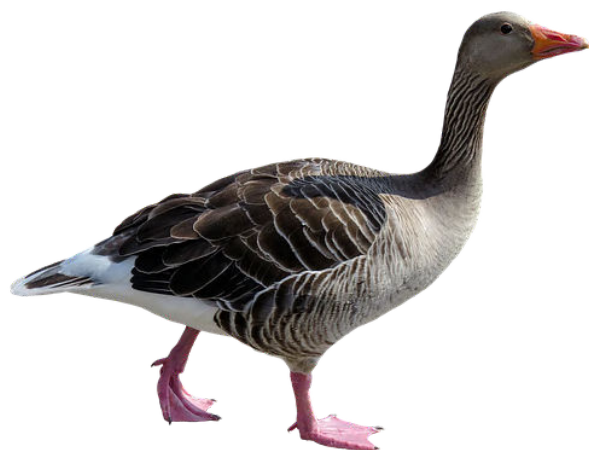
Fox



Fox



Goose



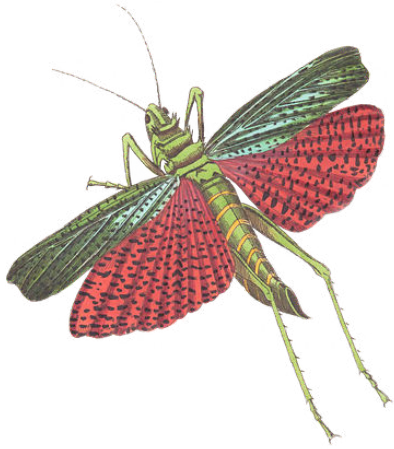
Goose



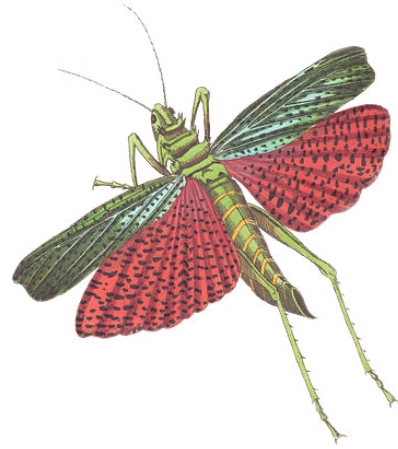
Hare



Hare



Grasshopper



Grasshopper



Chicken



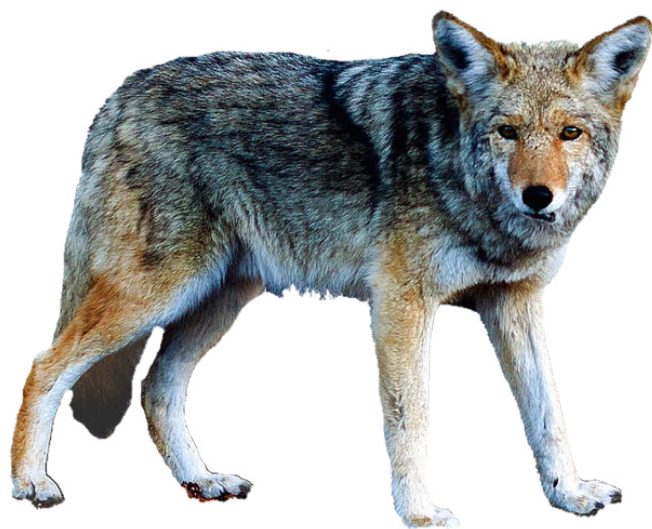
Chicken



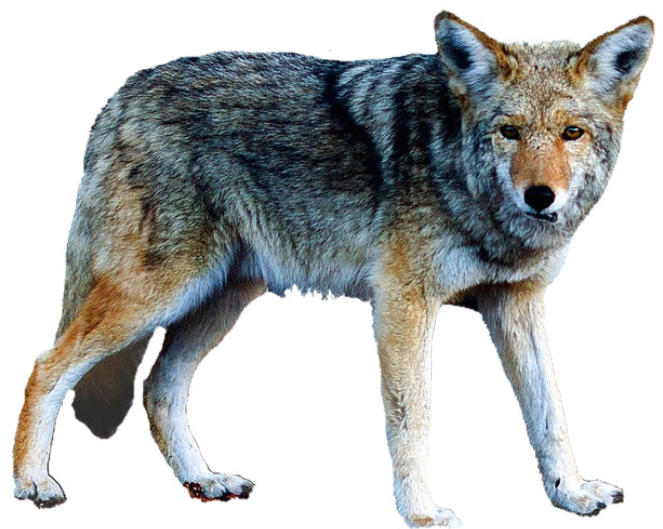
Heron



Heron



Wolf



Wolf



Lion



Lion



Meerkat



Meerkat



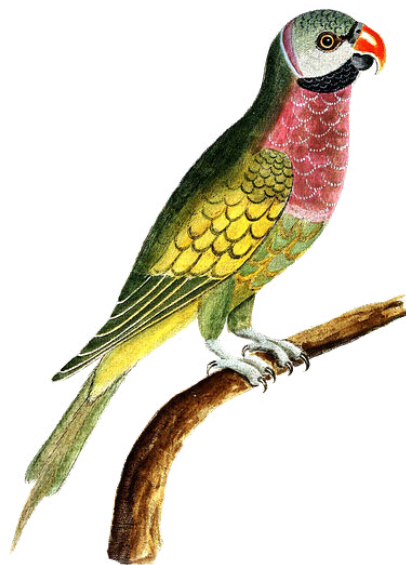
Lizard



Lizard



Parrot



Parrot



Polar bear



Polar bear



Rabbit



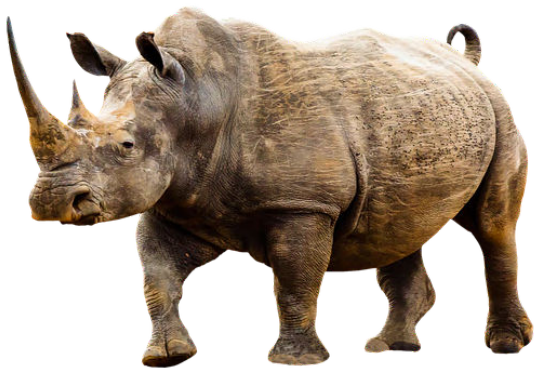
Rabbit



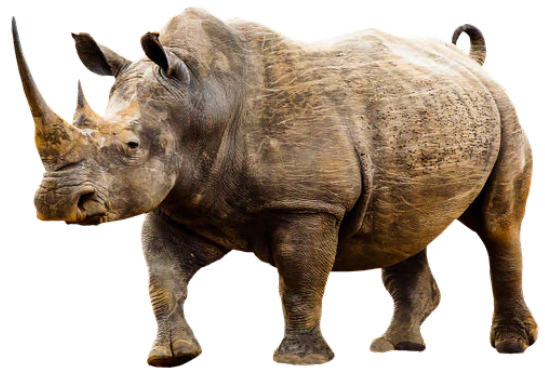
Raven



Raven



Rhinoceros



Rhinoceros



Sea lion



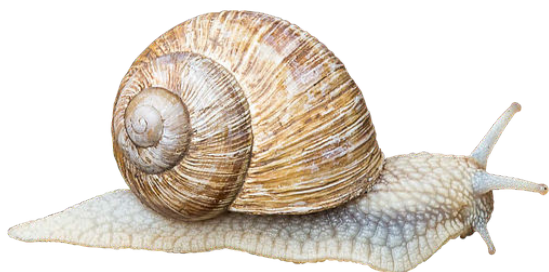
Sea lion



Stork



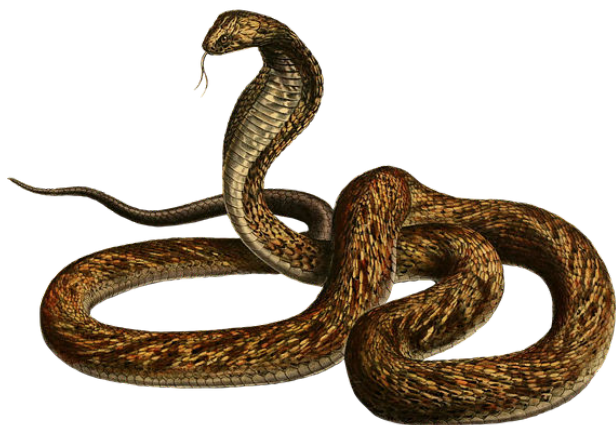
Stork



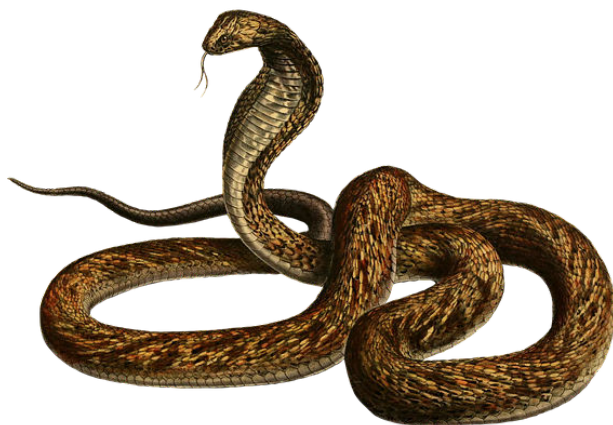
Snail



Snail



Snake



Snake



Sparrow



Sparrow



Turtle



Turtle



Collie



Collie



Dobermann



Dobermann



Golden retriever



Golden retriever



Labrador (puppy)



Labrador (puppy)



Pug



Pug



Westie



Westie



Vizsla



Vizsla



Yorkshire Terrier



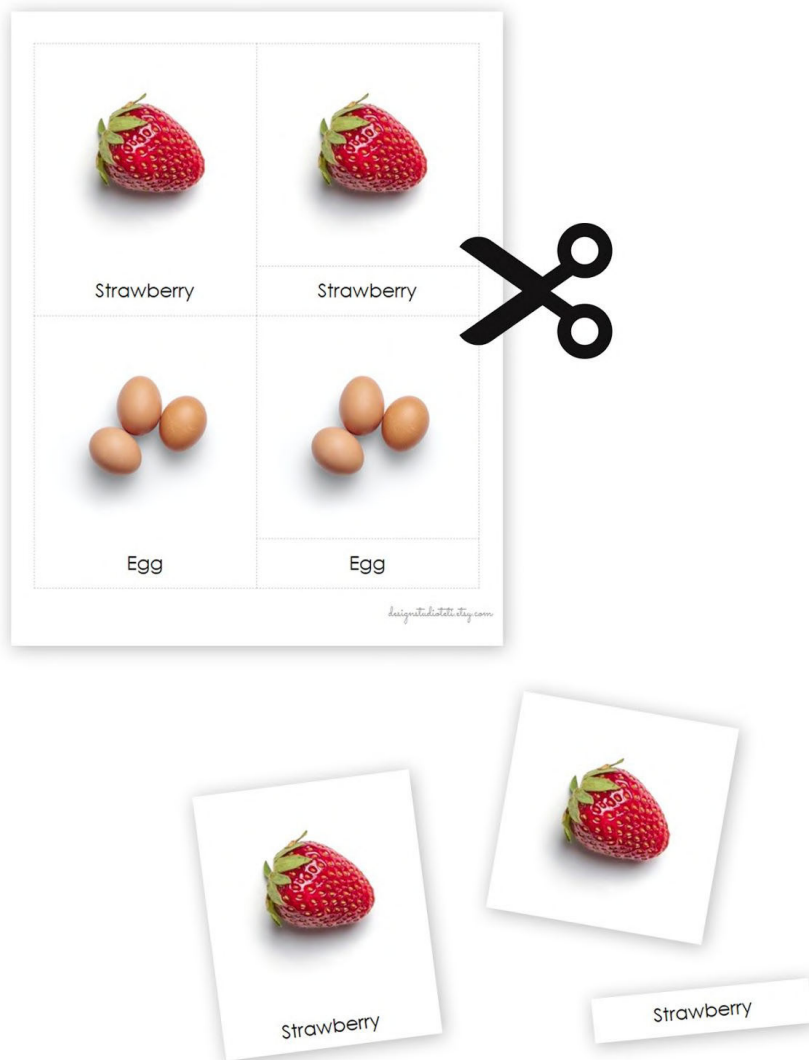
Yorkshire Terrier

CLASSIFIED CARDS - APPLIANCES

Cut out the cards so that you have pictures with labels, pictures without labels and labels.

There are many ways to use these cards. Some examples:

- Use the picture cards as flashcards.
- Let kids find items around the house that match the cards, such as food items.
- Use the picture cards with labels to play a game like I spy. E.g. "I spy with my little eye a food item that starts with the sound "sss".
- Let kids match the picture cards with the labels, using the pictures with labels as control cards to check their own work.





Blender



Blender



Coffee machine



Coffee machine



Dishwasher



Dishwasher



Electric shaver



Electric shaver



Fridge



Fridge



Hair dryer



Hair dryer



Iron



Iron



Laptop



Laptop



Microwave



Microwave



Mixer



Mixer



Printer



Printer



Slow cooker



Slow cooker



Stove



Stove



Toaster



Toaster



TV



TV



Vacuum



Vacuum



Waffle maker



Waffle maker



Washer



Washer

FLASH CARDS - FEELINGS

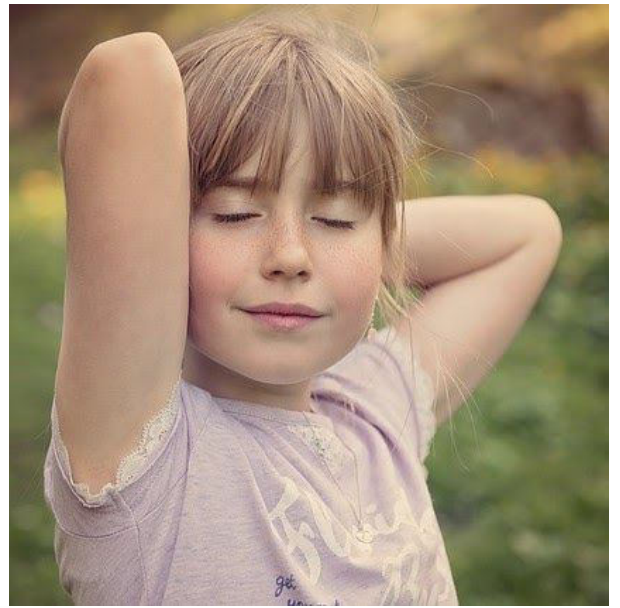
The traditional use of a flash card is to briefly hold it up for your child to memorize. In a Montessori environment, flashcards can be used in different ways.

For example, the feelings flash cards are great as vocabulary cards. You can read the card together with your child and discuss the topic. Another way to use the feelings cards is for display, especially during of increased interest by your child. It can also be wonderful to show a small card the flash card that matches his or her feelings when she's overwhelmed. It can help to see that others can be angry or sad too.

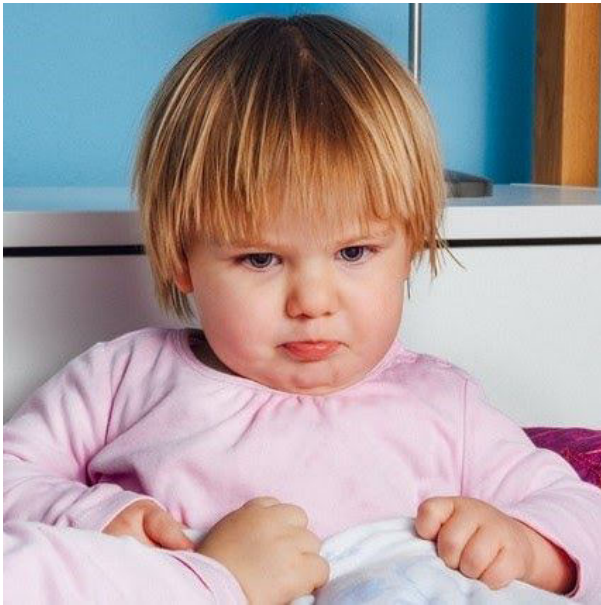
The math flash cards can be used to make addition or subtraction a little more fun. Lay the cards out on your mat and use them any way you like.



Excited



Content



Angry



Confused



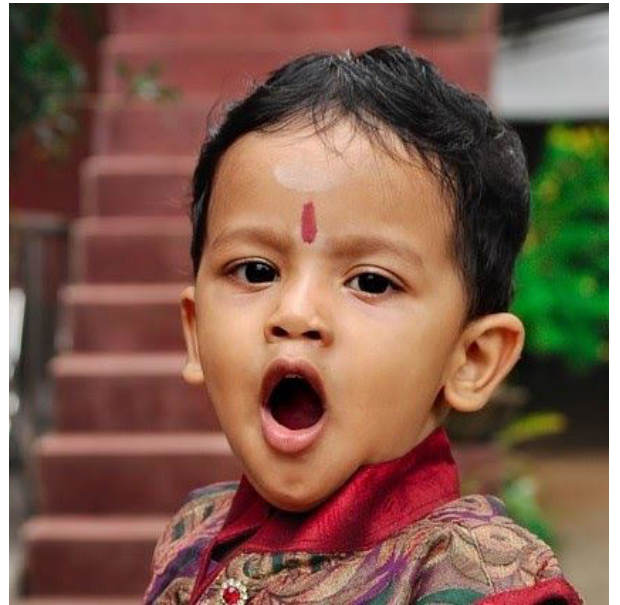
Bored



Disappointed



Happy



Tired



Sad



Worried



Shocked



Silly

FLASH CARDS - MATH

The traditional use of a flash card is to briefly hold it up for your child to memorize. In a Montessori environment, flashcards can be used in different ways.

For example, the feelings flash cards are great as vocabulary cards. You can read the card together with your child and discuss the topic. Another way to use the feelings cards is for display, especially during of increased interest by your child. It can also be wonderful to show a small card the flash card that matches his or her feelings when she's overwhelmed. It can help to see that others can be angry or sad too.

The math flash cards can be used to make addition or subtraction a little more fun. Lay the cards out on your mat and use them any way you like.

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

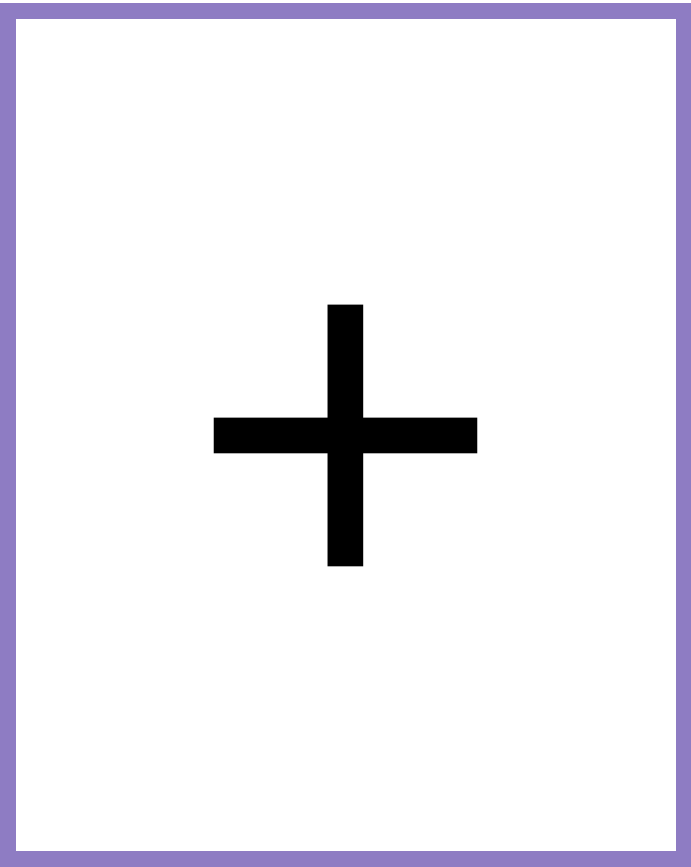
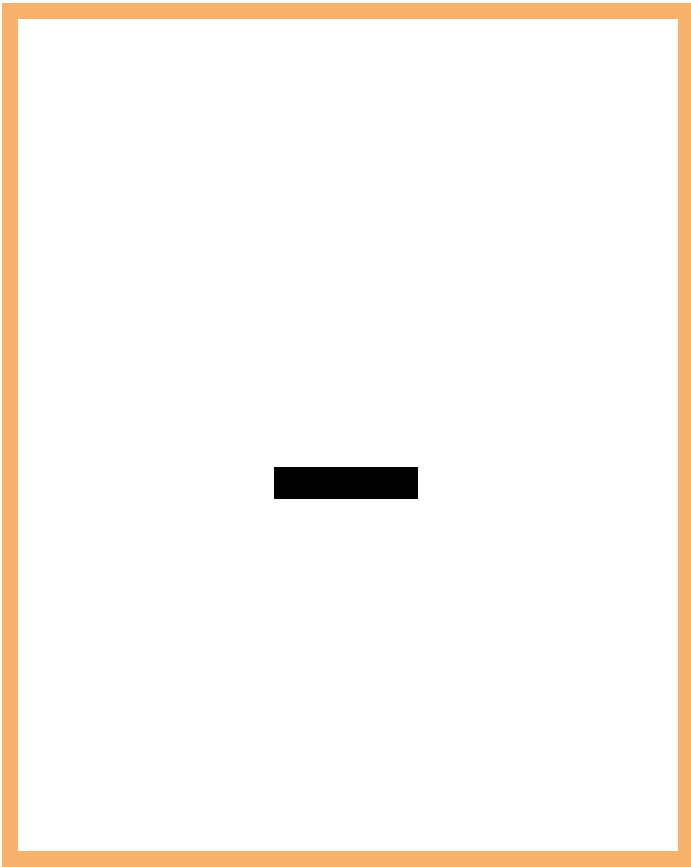
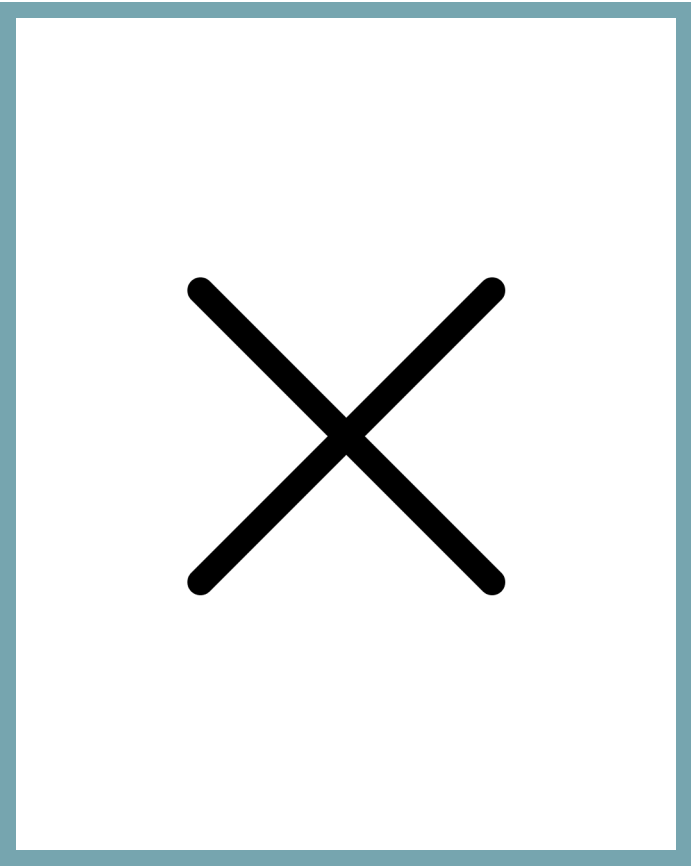
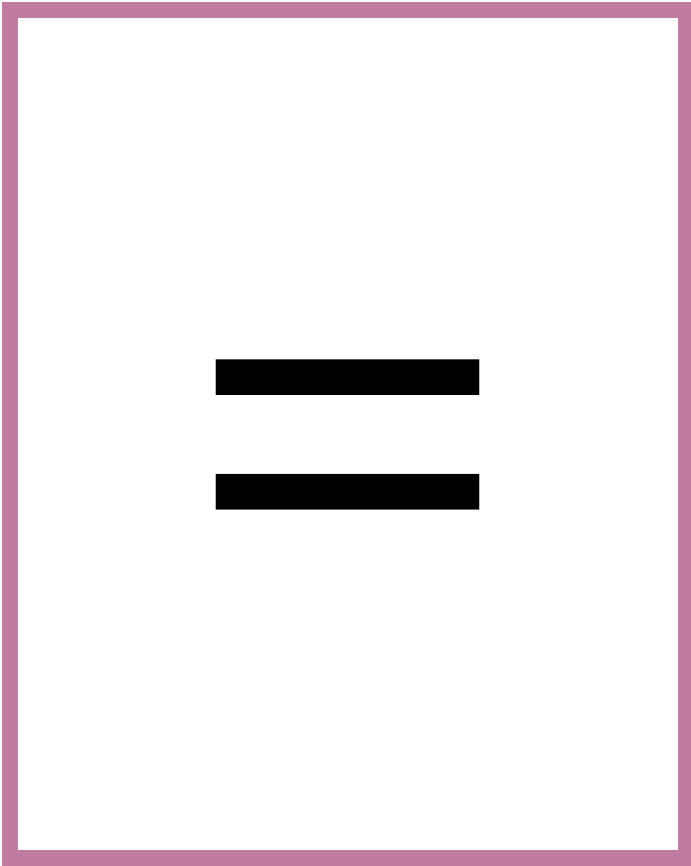
16

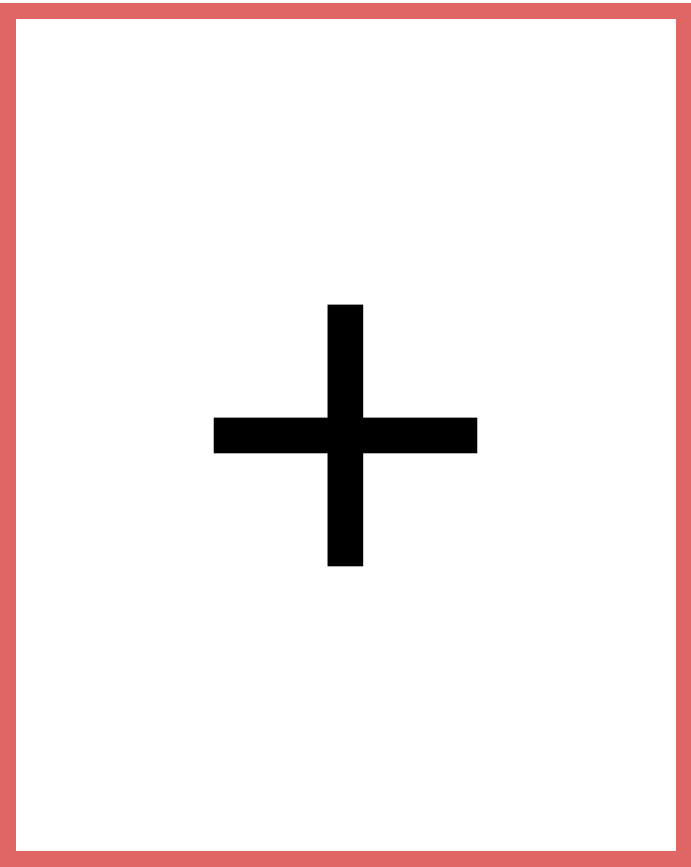
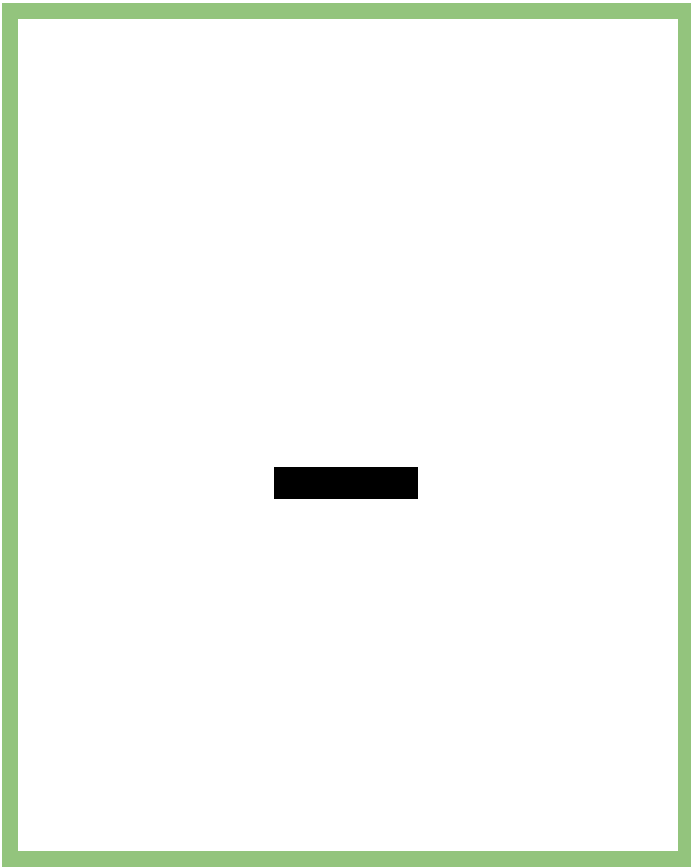
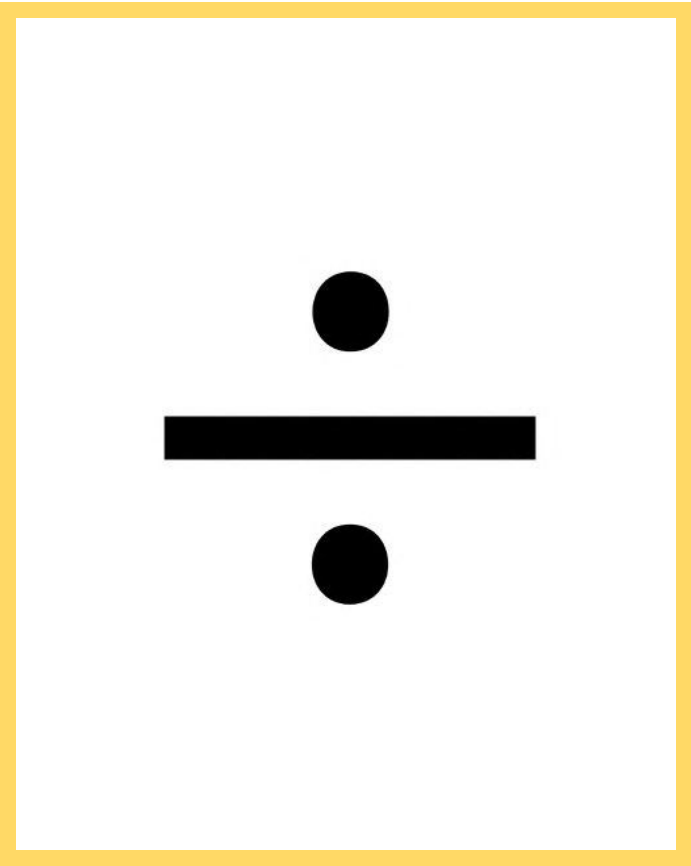
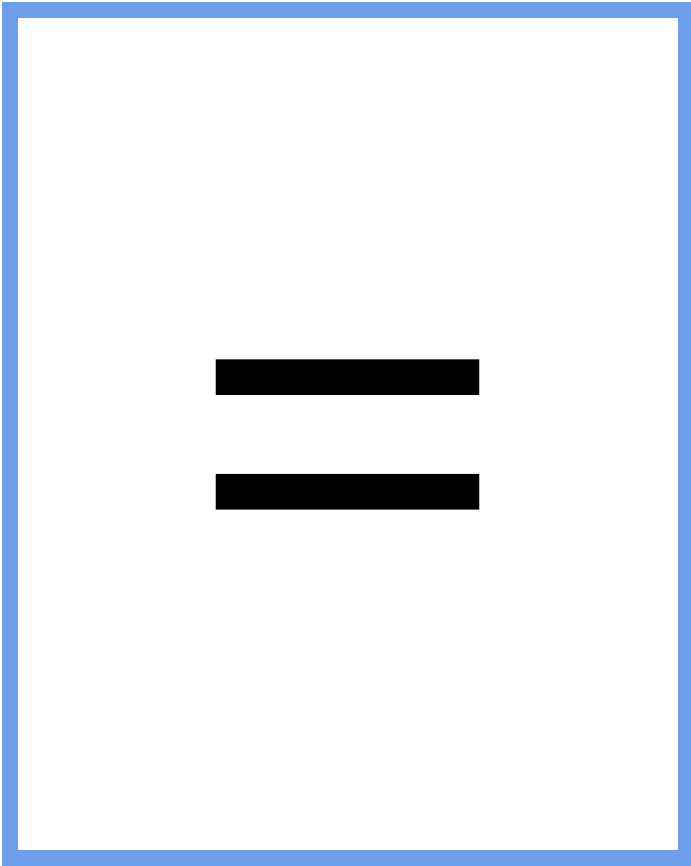
17

18

19

20

 $+$  $-$  $\times$  $=$

 $+$  $-$  $\div$  $=$

OTHER ACTIVITIES

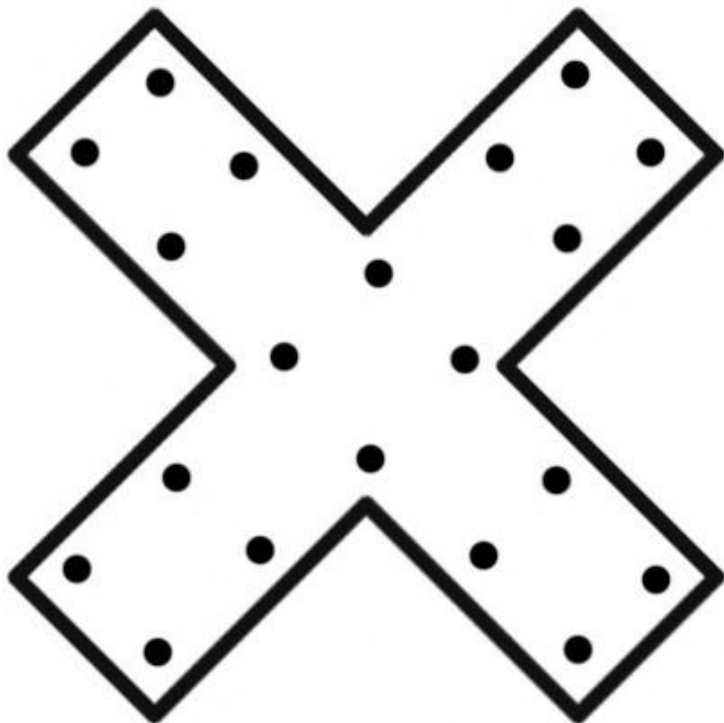
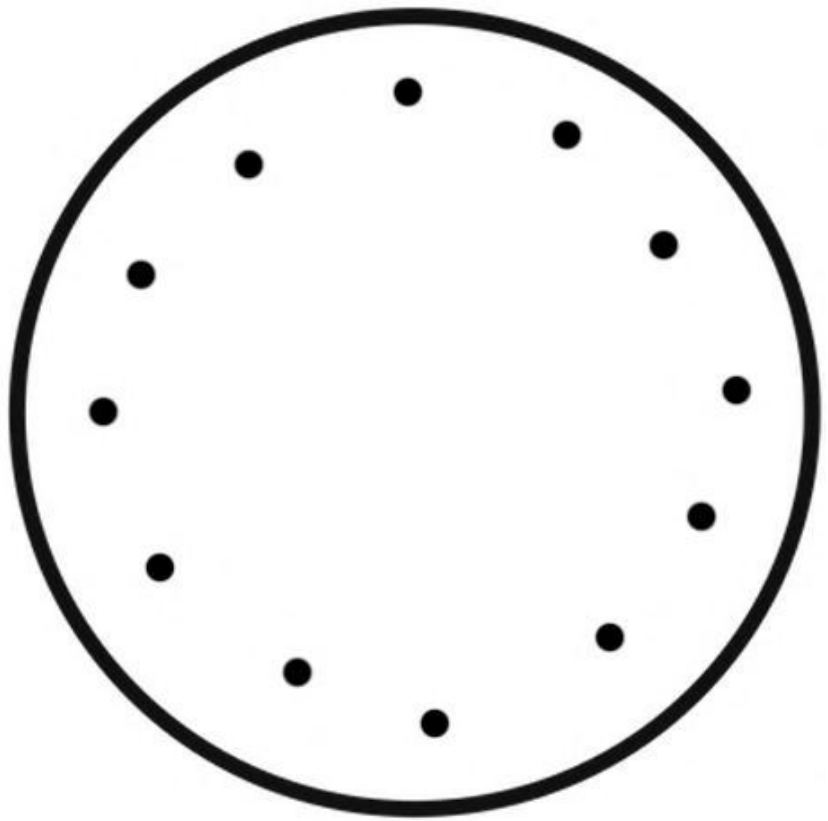


SHAPE SEWING

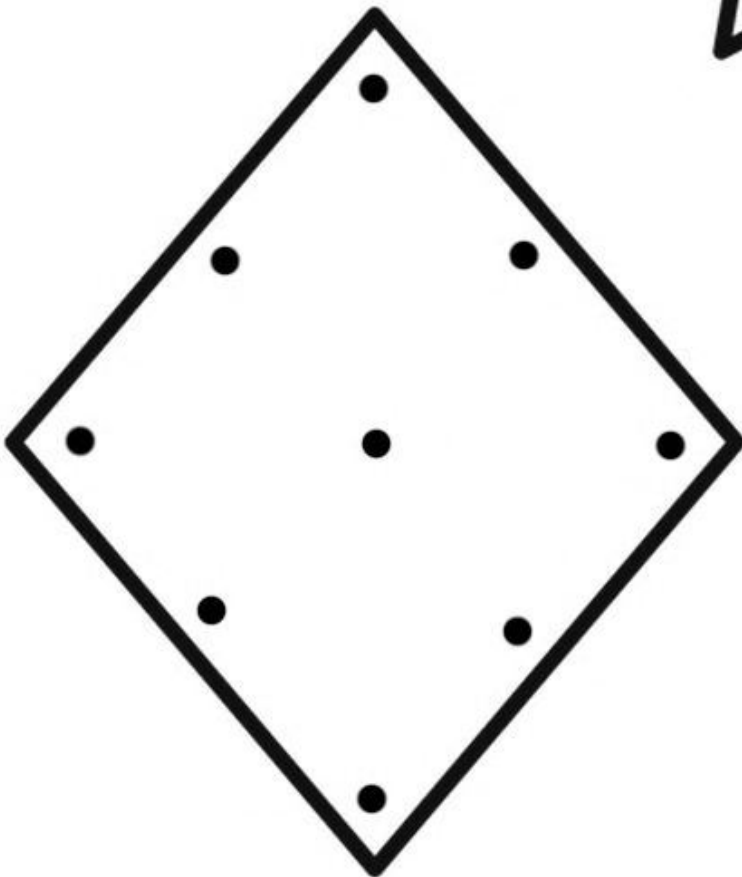
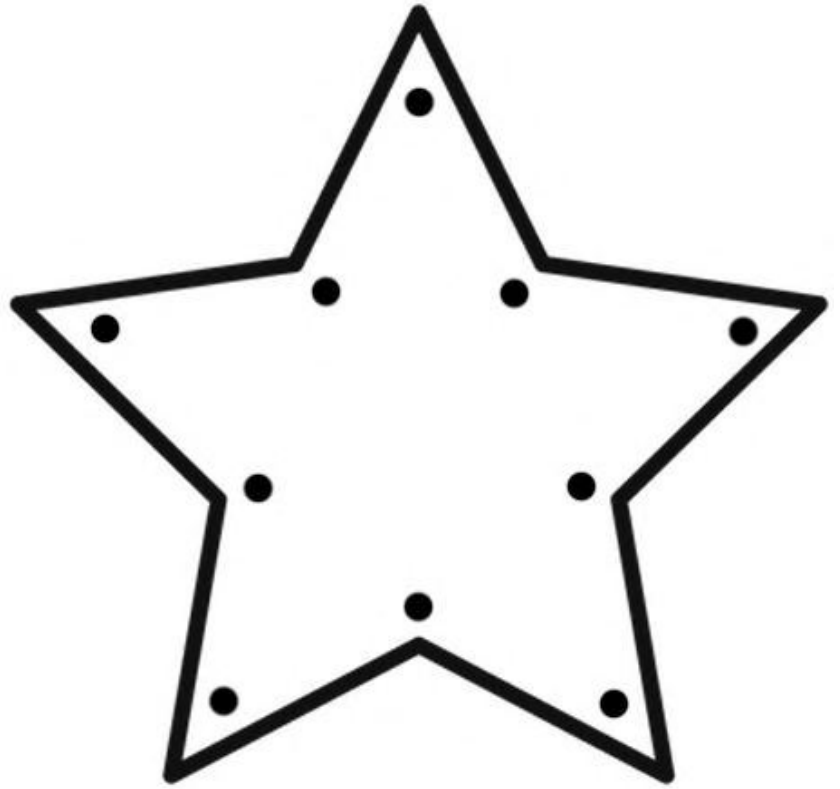
After printing these pages, roughly cut the shapes. Take a very large and blunt needle and some thread. Let your child sew the shapes from dot to dot.

Alternatively, you could pre-cut the dots and let your child use a shoelace to lace the shapes.

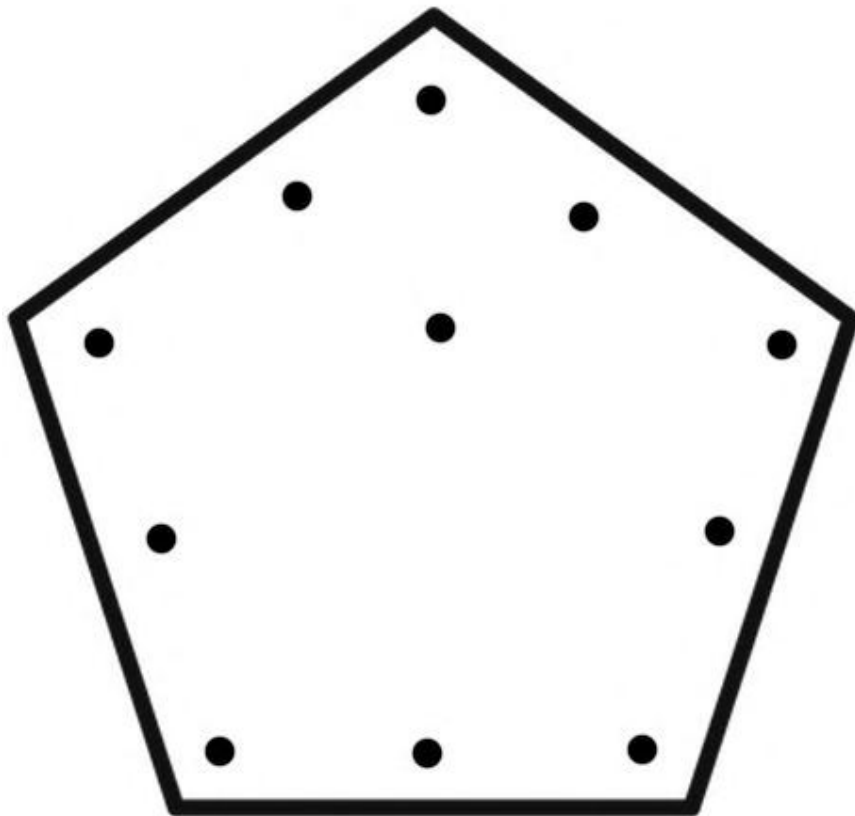
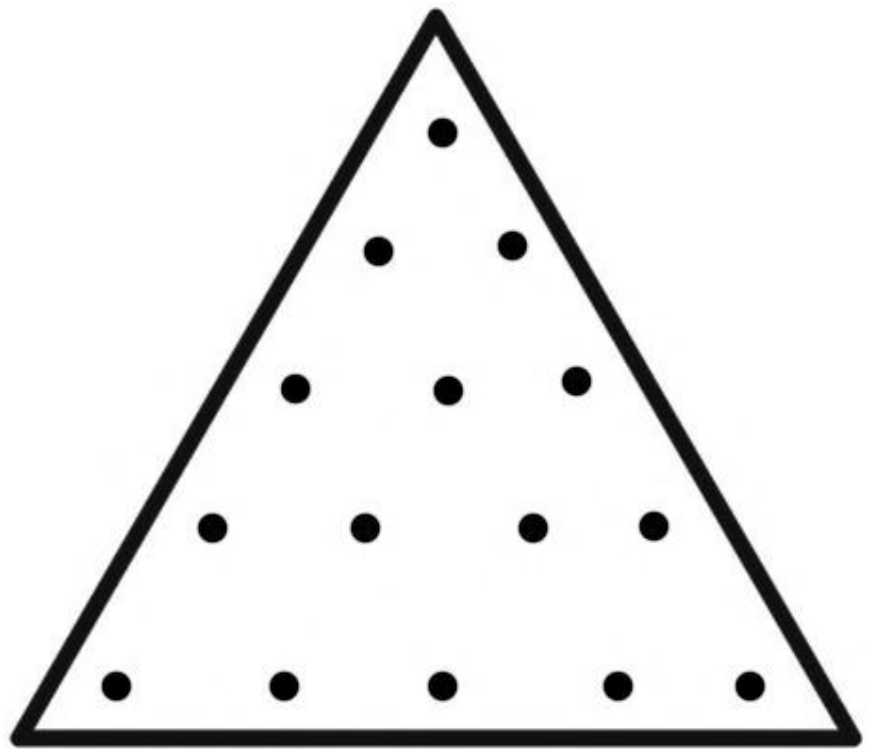
SHAPE SEWING



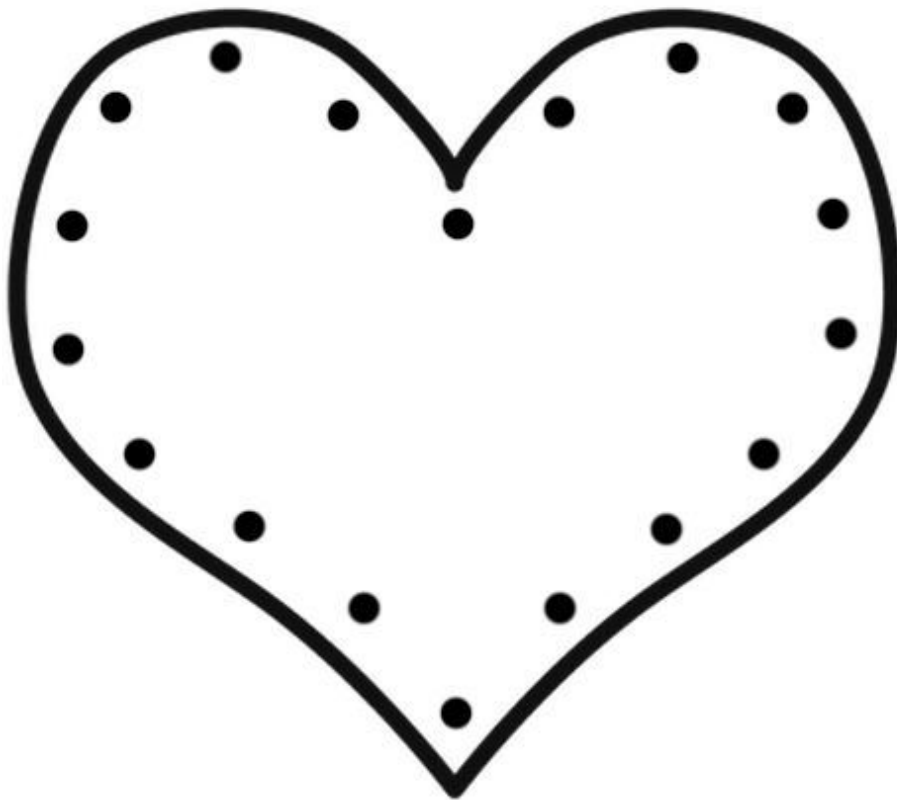
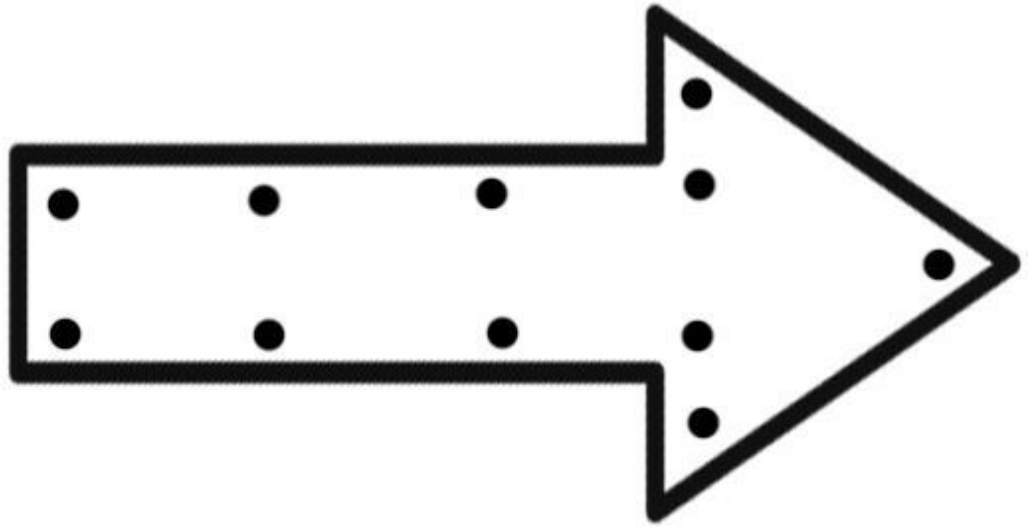
SHAPE SEWING



SHAPE SEWING



SHAPE SEWING



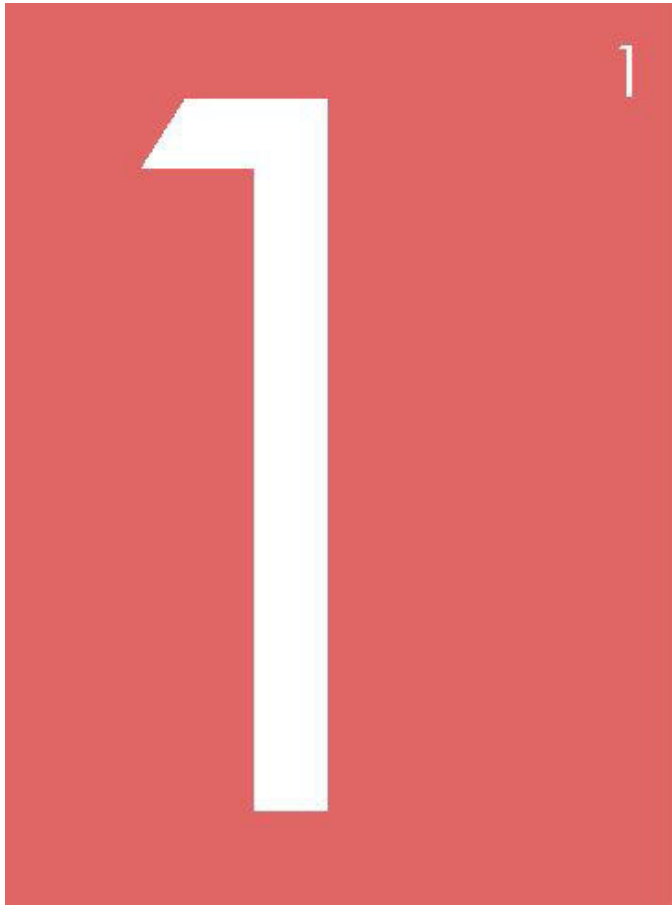
CLOTHESPIN NUMBER MATCH

After printing these pages, cut out the number cards. Take some (mini) clothespins or if you don't have those, paperclips.

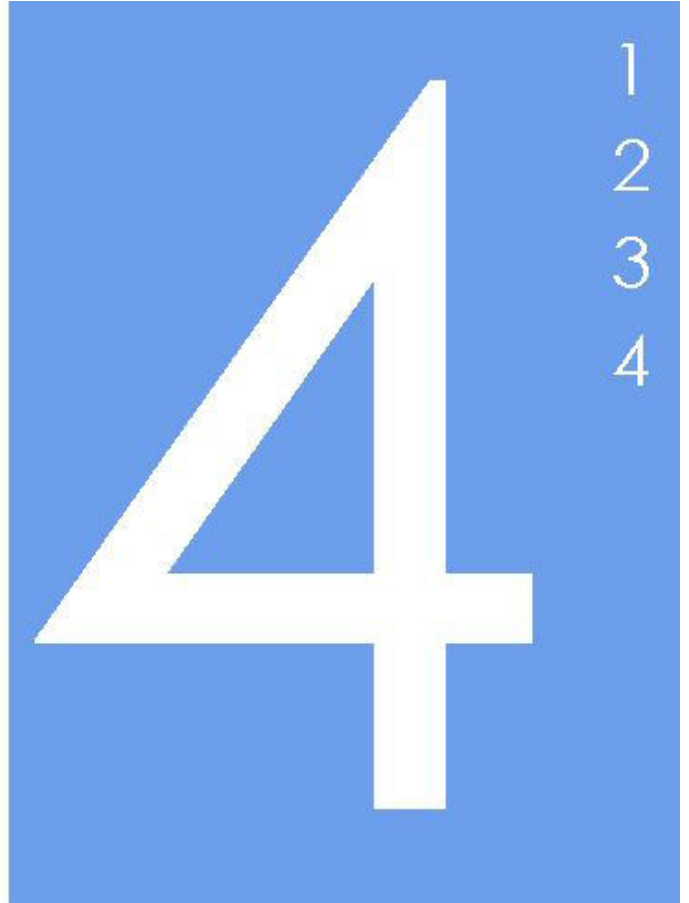
Let your child pin the amount of clothespins on the card that matches the number.

If you'd like to have a control of error, make sure the total number of clothespins matches you put out matches the total of the cards. For example, if you only have four clothespins, put out the number 1 and 3 or put out the number 4.

CLOTHESPIN NUMBER MATCH



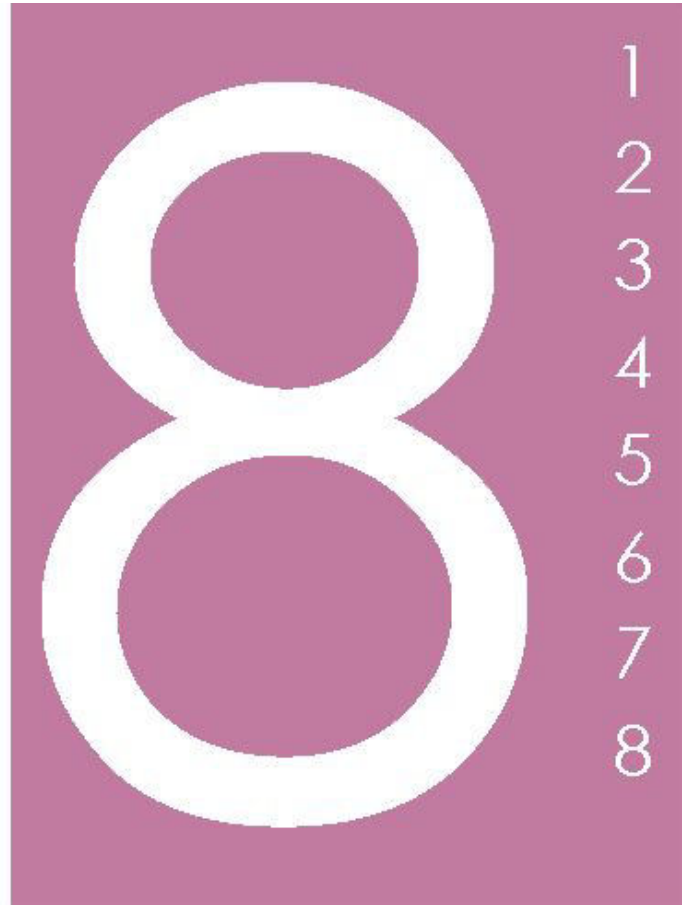
CLOTHESPIN NUMBER MATCH



CLOTHESPIN NUMBER MATCH



CLOTHESPIN NUMBER MATCH



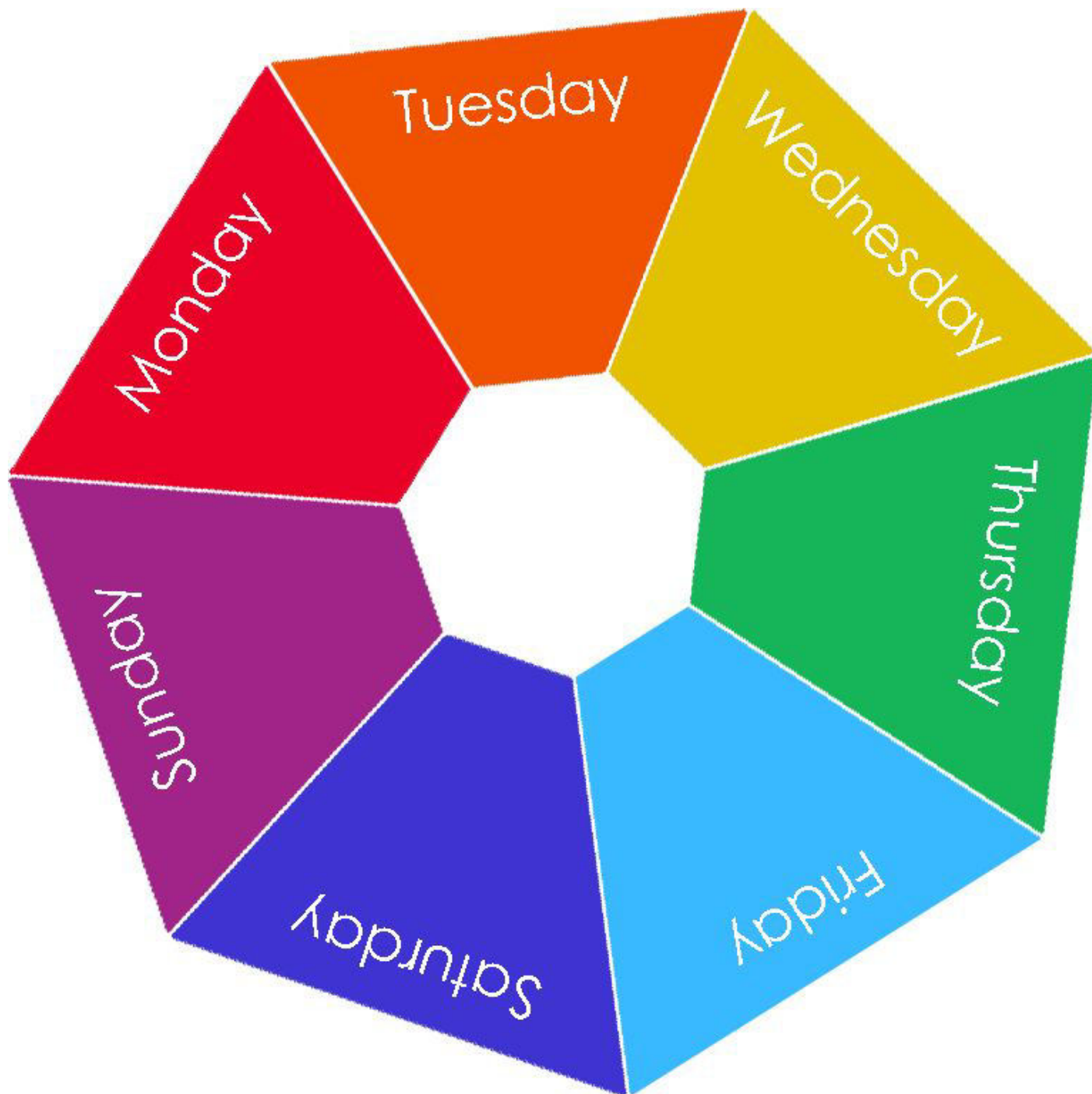
CLOTHESPIN NUMBER MATCH



DAYS OF THE WEEK

Cut the seven pieces below. Let your child recreate the rainbow.

As a control of error, you could print the page a second time without cutting it, possibly in black and white to encourage reading the wording.



MONTHS OF THE YEAR

Cut the 12 pieces below. Let your child recreate the rainbow.

As a control of error, you could print the page a second time without cutting it, possibly in black and white to encourage reading the wording.

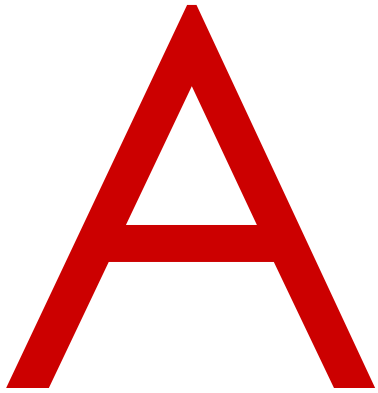


A IS FOR... ALPHABET PLAY CARDS

Print and cut these alphabet play cards, as many times as you like. Let your child find an item that matches the beginning letter on the card. This could be done around the house, but also on a walk or during a long car ride, for example.

Depending on the English experience of your child, only use letters that aren't too hard for them. For example, the letters q and x are included in this set, but you might want to leave those out.

A IS FOR... ALPHABET PLAY CARDS

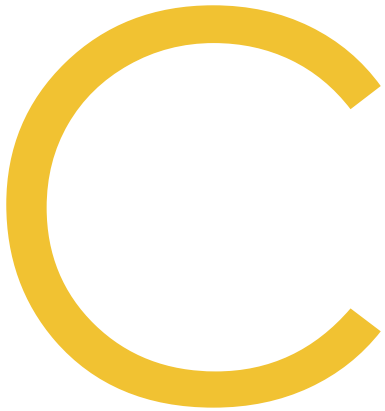


IS FOR



IS FOR

A IS FOR... ALPHABET PLAY CARDS

A large, bold, yellow capital letter 'C' is centered in the upper half of the card.

IS FOR

A large, bold, green capital letter 'D' is centered in the upper half of the card.

IS FOR

A IS FOR... ALPHABET PLAY CARDS

E

IS FOR

F

IS FOR

A IS FOR... ALPHABET PLAY CARDS

G

IS FOR

H

IS FOR

A IS FOR... ALPHABET PLAY CARDS

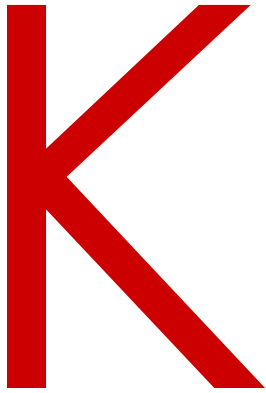


IS FOR

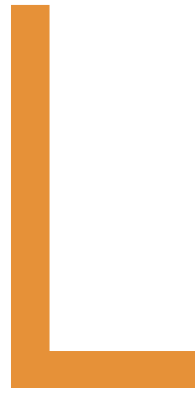


IS FOR

A IS FOR... ALPHABET PLAY CARDS

A large, bold, red capital letter 'K' is centered in the upper half of the card.

IS FOR

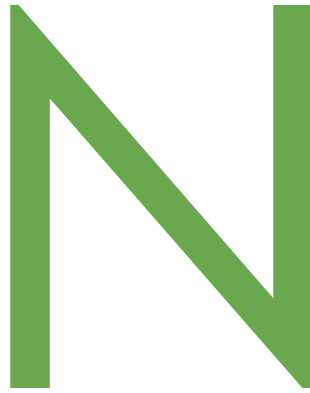
A large, bold, orange capital letter 'L' is centered in the upper half of the card.

IS FOR

A IS FOR... ALPHABET PLAY CARDS

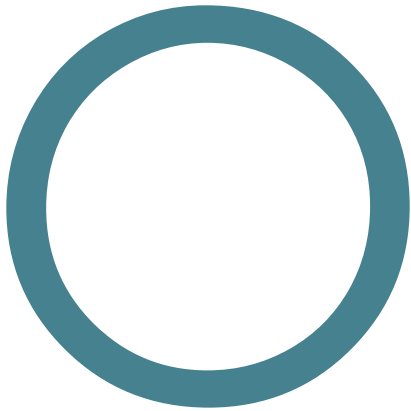
A large, bold, yellow letter 'M' is centered in the upper half of the card.

IS FOR

A large, bold, green letter 'N' is centered in the upper half of the card.

IS FOR

A IS FOR... ALPHABET PLAY CARDS

A large, bold, teal-colored letter 'O' is centered within a white rectangular frame.

IS FOR

A large, bold, blue-colored letter 'P' is centered within a white rectangular frame.

IS FOR

A IS FOR... ALPHABET PLAY CARDS

A large, bold, blue capital letter 'Q' is centered in the upper half of the card.

IS FOR

A large, bold, purple capital letter 'R' is centered in the upper half of the card.

IS FOR

A IS FOR... ALPHABET PLAY CARDS

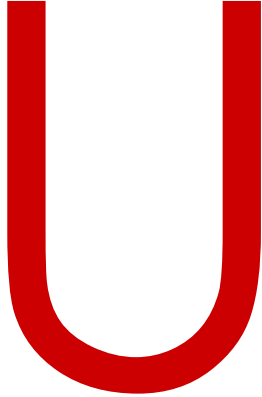
A large, bold, purple letter 'S' is centered in the upper half of the card.

IS FOR

A large, bold, red letter 'T' is centered in the upper half of the card.

IS FOR

A IS FOR... ALPHABET PLAY CARDS

A large, bold, red uppercase letter 'U' is centered in the top half of the card.

IS FOR

A large, bold, orange uppercase letter 'V' is centered in the top half of the card.

IS FOR

A IS FOR... ALPHABET PLAY CARDS

A large, bold, yellow letter 'W' is centered in the upper half of the card.

IS FOR

A large, bold, green letter 'X' is centered in the upper half of the card.

IS FOR

A IS FOR... ALPHABET PLAY CARDS

Y

IS FOR

Z

IS FOR

NEIGHBORHOOD SCAVENGER HUNT

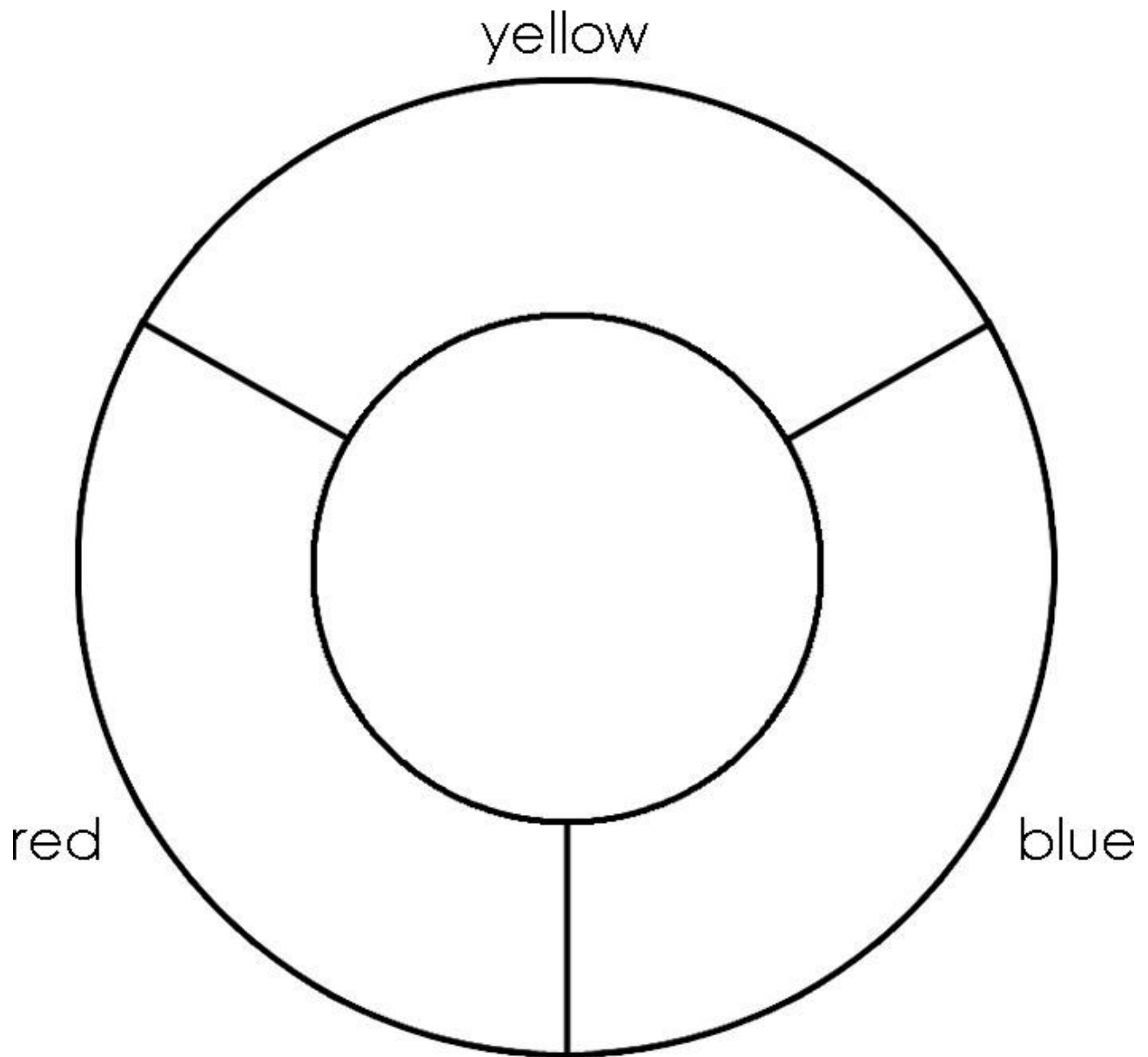
How many can you find?

				
Dog	Red car	Street sign	Ball	Flag(pole)
				
Fallen leaf	Mailbox	Bicycle	Bird	Grass
				
Trash can	Flower	Stroller	Fence	Insect
				
Stop sign	Bench	Brown door	Steps	Oval rock

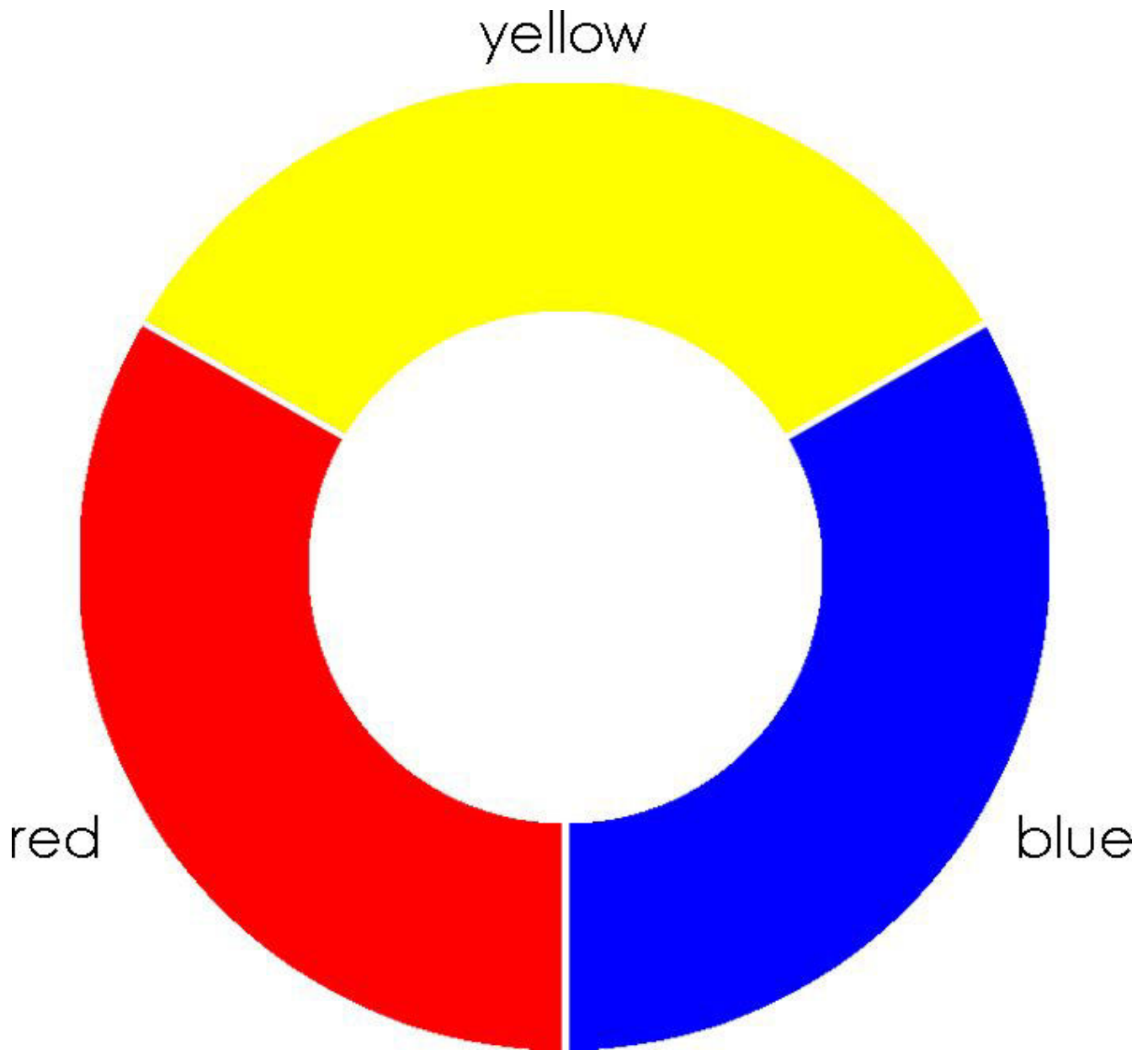
PRIMARY AND SECONDARY COLORS

You can use these primary and secondary color wheels for different activities. For example, put out some pencils or toy bricks and let your child sort them by color on the paper. First in the full color version, next in the black and white version.

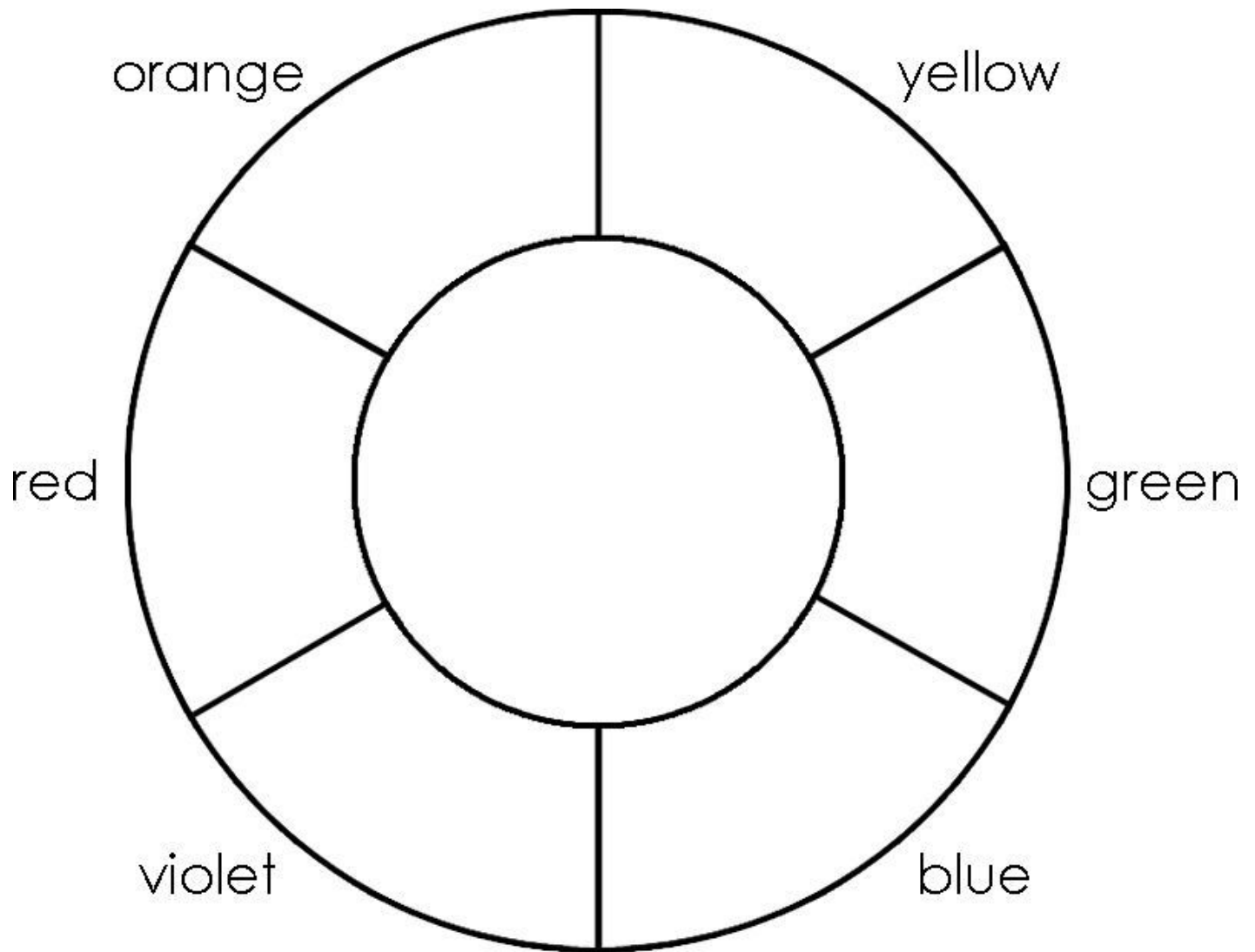
PRIMARY AND SECONDARY COLORS



PRIMARY AND SECONDARY COLORS



PRIMARY AND SECONDARY COLORS



PRIMARY AND SECONDARY COLORS

