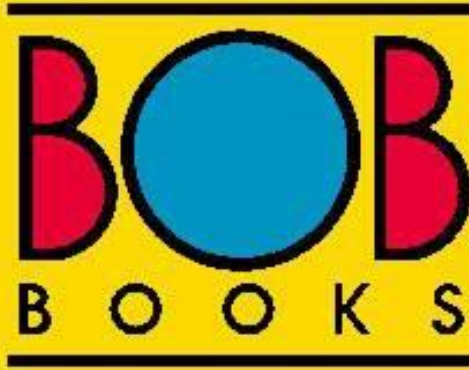


Set 3



Word  
Families

## Book 6: *Kittens*

1. The Cat's Kittens (short a and i word sort)
2. Word Hunt
3. Color by Short Vowel
4. Write a Word
5. Cut and Paste a Rhyme
6. Sight Word Puzzles
7. Sight Word Search
8. Roll and Write a Sight Word
9. Match-a-Sight Word
10. Spell and Roll! Game

This printable pack was created for use with your child at home or in the classroom setting. Permission was granted from BOB Books to use their logo.

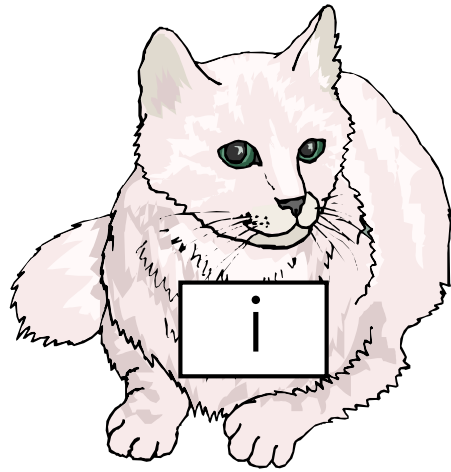
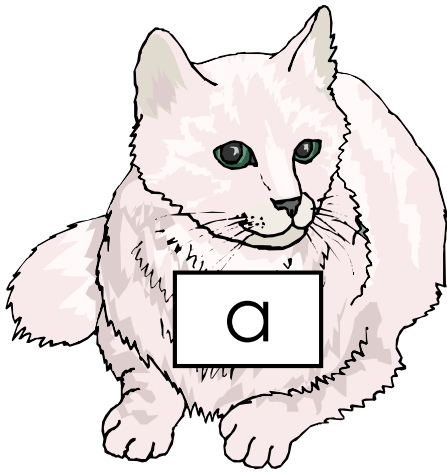
Created by Becky @ [www.thisreadingmama.com](http://www.thisreadingmama.com)

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# The Cat's Kittens







## Directions:

Print on cardstock, cut out and laminate for durability.  
Sort the words on the kittens as either having the short a, or short i pattern. *Place around or under the corresponding cats.*



[www.thisreadingmama.com](http://www.thisreadingmama.com)



 has	 cat	 did
 in	 sad	 Jill

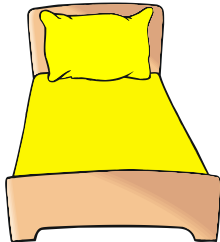
**Answer Key:**

Short a: bad, had, ran, has, cat, sad

Short i: big, Jim, six, did, in, Jill

Optional game pieces for Spell and Roll! {pg. 15-19 of download}

Note: The game board is identical in every BOB Book Set 3 Pack.



# Word Hunt

**Directions:** Find all the words with the same short i pattern like **big**.  
(Students can dot, circle, underline, or highlight the short i words)

Jill saw a big cat.

Six kittens are in the bed.

Bill and Jill saw kittens.

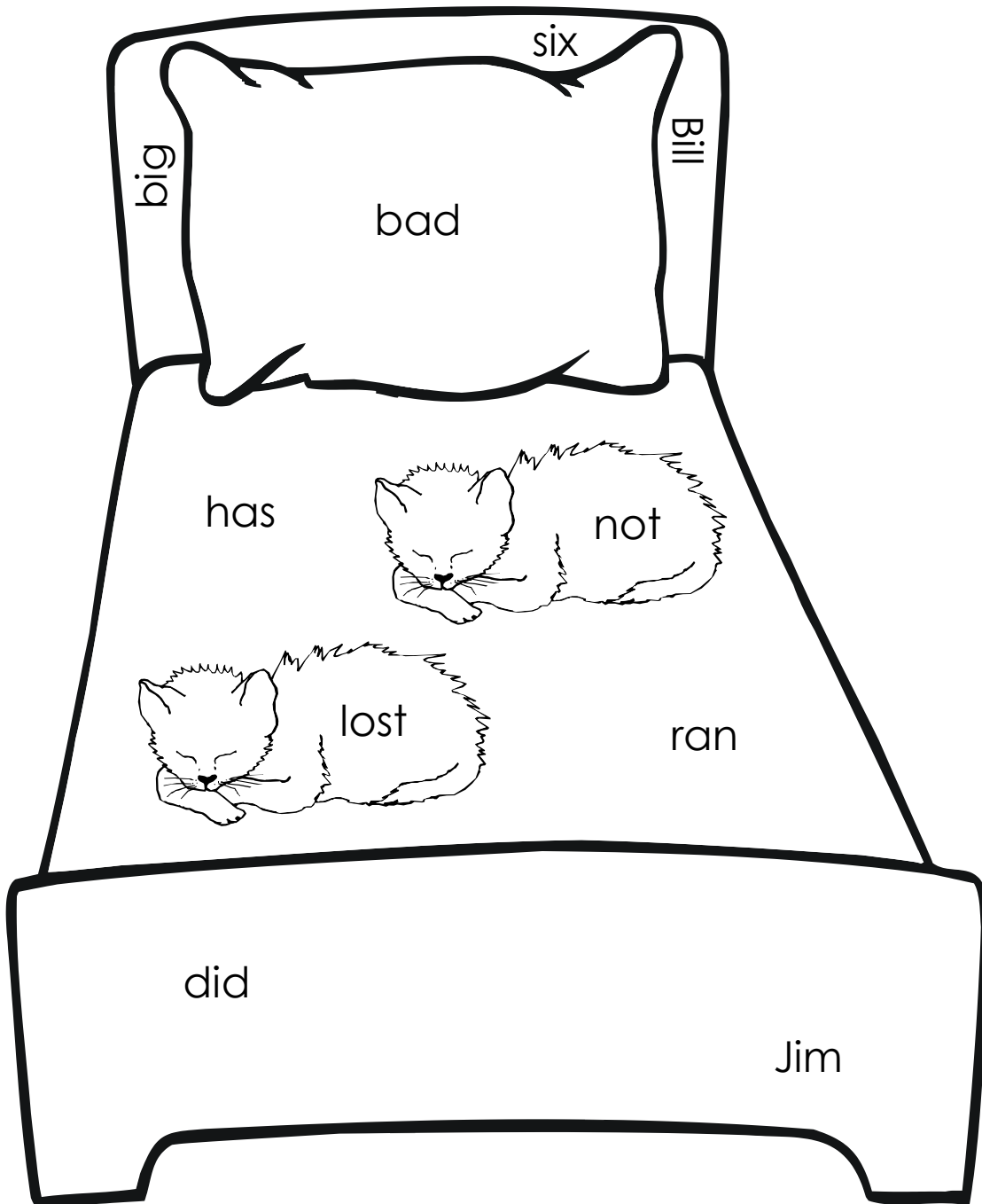
Jill and Jim are sad.

Jim did see the kittens.

The big cat is sad.

Call for the six kittens.

The kittens are not big.



**Color**

a = yellow

i = brown

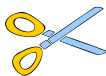
o = gray

# Cut and Paste a Rhyme

bad	did
met	lost
Bill	ran



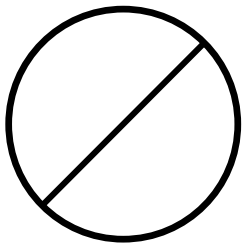
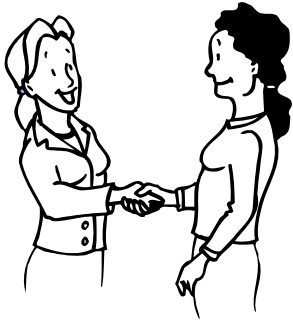
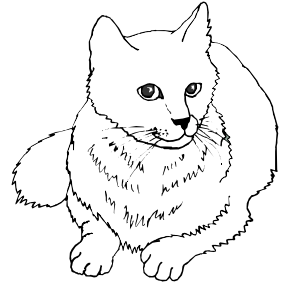
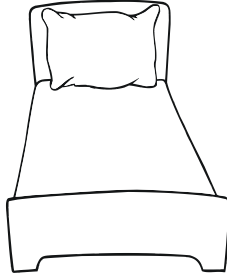
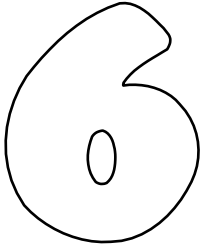
Cut out the words and paste them in the box with the word that rhymes.



kid	tan
cost	sad
Jill	wet

# Write a Word

Look at each picture, then spell the word on the lines from the book.



**Directions:** Print onto colored cardstock or construction paper. Laminate and cut out for durability.  
Cut apart words on dotted lines.  
Lay them on work space and ask the child to match up the puzzles.  
Read the words created.

my

are

what

come

is

call

had

did

# Match-a-Sight Word

## Prep Work:

Print off pictures onto cardstock, cut out, and insert into education cubes. If you do not have education cubes, you can purchase them from [www.educationcubes.com](http://www.educationcubes.com) or make your own with dice with a cardboard box (such as a Priority Mail box). You can also use your creativity to adapt the game in a different way.

my

are

[www.thisreadingmama.com](http://www.thisreadingmama.com)

what

come

**How to Play:**

Players take turns rolling the two dice. On the player's turn, he reads the word on each die and tells if the words match or not. If they do not match, the next player takes his turn. If a player rolls words that DO match, he gets to roll again. Players can also keep score with a point given each time a player rolls a rhyme.

1st Die Inserts:

is

call

2nd Die Inserts:

my

are

2<sup>nd</sup> Die Inserts:

what

come

is

call

# Match-a-Sight Word

adaptation\*

Print words on cardstock or colored paper, cut apart, and play Memory Match.

my

my

are

are

what

what

come

come

is

is

call

call

\*If you do not own Education Cubes, use this adaptation to Match-a-Sight Word instead.

Can you find these words in the puzzle?

my

what

are

come

is

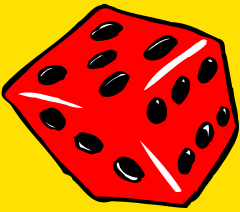
call



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

# Roll and Write

a Sight Word

1		6	
3			4
5			6

**Directions:** For 1-4 players. Print off a game board for each player. Roll 1 die. Identify the number of dots on the die. Find the sight word that corresponds with that number and write it in the space on the game board with the same number. The player who writes all of his words first is the winner!

## Word List

1- my

2- call

3- are

4- come

5- is

6- what

**START**

# S-p-e-l-l and Roll!

Place word cards facedown.

Go  
Ahead  
2

Lose a  
turn

THE  
END

**Directions**  
(for 2-4 players)

\*Players place their markers on **START**. The player to the left of you picks a card and reads the word aloud. You spell the word out loud. If you spell it correctly, roll the die and go that many spaces. If you do not spell the word correctly, you must stay where you are. The first player to get to **THE END**, wins!

Discard Pile

Lose a  
turn

Go  
Ahead  
2

[illegible]

in

big

six

did

Jim

sad

bad

had

ran

is

has

come

not

lost

but

luck

met

bed

my

are

call

what

**Optional:**

Cut out and use the characters on pg. 3 of this download as game pieces for players.

**Note:**

The game board {pp. 15-16} is identical in every Set 3 pack of BOB books.