

Just for Adults™

Following Directions

by Kathryn J. Tomlin

Skills	Ages
<ul style="list-style-type: none">■ reading and auditory comprehension■ categorization■ vocabulary■ word relationships■ concrete and abstract language	<ul style="list-style-type: none">■ 16 through adult
	Grades
	<ul style="list-style-type: none">■ high school and up
Evidence-Based Practice	
<p>According to the <i>Clinical Guidelines of the Royal College of Speech & Language Therapists</i> (www.rcslt.org/resources, 2005) and the National Stroke Association (2006), the following therapy principles are supported:</p>	
<ul style="list-style-type: none">■ Communication, both verbal and nonverbal, is a fundamental human need. Meeting this need by facilitating and enhancing communication in any form can be vital to a patient's well-being.■ Therapy should include tasks that focus on semantic processing, including semantic cueing of spoken output, semantic judgments, categorization, and word-to-picture matching.■ Therapy may target the comprehension and production of complex, as well as simple, sentence forms.■ Therapy should be conducted within natural communication environments.■ Rehabilitation is an important part of recovering from a stroke, and the goal is to regain as much independence as possible.	
<p>This book incorporates the above principles and is also based on expert professional practice.</p>	



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Printed in the U.S.A.
ISBN 978-0-7606-0717-6

About the Author



Kathy and her therapy dog, Zanmi

Kathryn J. Tomlin, M.S., CCC-SLP, has been a speech-language clinician in hospitals, rehabilitation centers, and in long-term care facilities for over 25 years. She has authored many materials with LinguSystems over the last 20 years. Some of her works include:

*WALC 1 (Workbook of Activities for Language and Cognition)–
Aphasia Rehab*

WALC 2–Cognitive Rehab

WALC 8–Word Finding

WALC 9–Verbal and Visual Reasoning

WALC 10–Memory

WALC 11–Language for Home Activities

The Source for Apraxia Therapy

Zanmi, Kathy's Samoyed, goes to work with her to encourage the clients. Her clients enjoy feeding and spending time with Zanmi, and Zanmi enjoys their company. Everybody wins!

Dedication

This book is respectfully dedicated to Danielle Fedele. Thanks for all your help in using the exercises in this series of books. I couldn't have done it without you. May your journey in the world of speech/language pathology be fulfilling and fruitful.

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Introduction

Following directions is an integral part of our daily communication and functioning. We have to follow directions in various ways for a multitude of activities every day. We follow directions when we use a recipe, carry out the responsibilities of a job, build something, pay our bills, drive to a new location, and so on. The ability to follow directions is frequently impaired in someone who has language or thinking difficulties. Life and communication can become very confusing and frustrating when the ability to follow directions is impaired.

Many factors can hinder one's ability to follow directions, such as:

- Difficulty understanding language or concepts due to aphasia.
- Difficulty with mentally manipulating information and then acting upon it.
- Impulsivity, causing action before receiving and analyzing all pertinent information.
- Difficulty following a multimodality task.
- Perseveration, causing an inability to shift from how one task is done to a different method.
- Difficulty attending to and completing multi-step activities.

The exercises in *Just for Adults: Following Directions* have been developed to address different forms and processes involved in following directions. In some of the sets of activities, the items get progressively harder. The later exercises use the underlying processes targeted in the initial exercises.

The exercises can be done in multiple ways.

- Have clients read items silently and complete them independently.
- Have clients read task items aloud and perform the action or write the response. In general, performance improves when a person has multi-modality input (i.e., hearing it while reading it.)
- Read the items to the client and have the client respond appropriately.

On page 6, you will find a screening tool that is not to be used as a test but rather as a way to observe a client's use of strategies and reasoning patterns. Some questions to think about while observing how the client completes the screening include:

1. Does the client need to use verbal rehearsal to aid comprehension?
2. Is the client impulsive, and does his impulsivity lead to errors?
3. Does the client read too much into the task and become confused?
4. Is the client aware of his error responses?
5. Does the client ask for clarification when having difficulty or does he just keep going, whether the item is understood or not?
6. Does the client miss salient information?
7. Is the client able to think convergently and divergently?
8. Does the client have trouble shifting from one task to the next?

These guidelines will help you present the activities in this book.

- The exercises are not for testing purposes. Try to make them as enjoyable as possible. Talking about the specific task items, particularly when correcting error responses, will help to improve the client's ability for achieving the goals. Do not get into debates if the client is unable to see another viewpoint for a response. Just move on to the next item.
- Review common direction words and practice the appropriate motor response before beginning a section of activities. For example, ask the client to draw a circle, a box, or underline. Write examples on index cards for future reference if necessary.
- Help the client associate directions to appropriate body parts before asking him to follow the direction. For example, when he hears the word *wink*, which body part does he associate with it?
- Be flexible with presentation and accept answers that differ from your viewpoint if the person can give a logical explanation. The answers in the Answer Key are provided as a reference and are not intended to be all inclusive.

I hope you and your clients find these exercises enjoyable and beneficial.

Kathy

Screening

1. Rub your arm, blink your eyes, then touch your knee.

2. Underline the coldest. Then, put an X on the tool.

bath pliers icicle coal

3. Cross out any word that begins and ends with S.

stamp scissors barks sixes

4. If a dog shaves, circle the tree. If not, go to the next direction.



maple green weeds thorn

5. Draw a clock.

Put in the numbers.

Set it for 9:25.

6.

		happy
-------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------	-------

Shade in the square.

Underline the **p**'s.

Draw a line from the circle to the **a**.

7. _____

Put an **O** on the 2nd and on the 3rd blanks.

Put an **H** on the last blank.

Put a **T** before the **H**. Then, put a **T** in the first blank.

One Step—Body Movement

Follow these directions.

1. Close your eyes.
2. Give me your hand.
3. Touch your ear.
4. Pick up your foot.
5. Raise your arm.
6. Smile.
7. Make a fist.
8. Nod your head “yes.”
9. Open your mouth.
10. Touch your foot.
11. Snap your fingers.
12. Touch your head.
13. Look down.
14. Bend your arm.
15. Touch your elbow.
16. Blink your eyes.
17. Rub your arm.
18. Scratch your chin.
19. Clap your hands.
20. Cough.

One Step—Body Movement

Follow these directions.

1. Cross your arms.
2. Shake your head “no.”
3. Point to the door.
4. Look up.
5. Touch your nose.
6. Cross your fingers.
7. Straighten your arm.
8. Look to the right.
9. Touch your other hand.
10. Wipe your mouth.
11. Wave.
12. Look to the left.
13. Touch your knee.
14. Wink.
15. Point at the ceiling.
16. Scratch your elbow.
17. Laugh.
18. Shake your arm.
19. Frown.
20. Point to the floor.

Two Step—Body Movement

Follow these directions.

1. Open your mouth, then touch your knee.
2. Look at the door, then rub your arm.
3. Close your eyes, then touch your head.
4. Put your hand on your lap, then blink your eyes.
5. Rub your shoulder, then scratch your arm.
6. Yawn, then nod your head “yes.”
7. Clap your hands, then smile.
8. Raise your arm, then touch your chest.
9. Look at the ceiling, then snap your fingers.
10. Take my hand, then touch your ear.

Two Step—Body Movement

Follow these directions.

1. Raise your arm, then smile.
2. Scratch your elbow, then close your eyes.
3. Put your hands together, then look up.
4. Smile, then shake your foot.
5. Make a fist, then scratch your chin.
6. Touch your shoulder, then blink your eyes.
7. Wave, then clap your hands.
8. Scratch your nose, then cough.
9. Turn your head, then rub your arm.
10. Point to the floor, then open your mouth.

Three Step—Body Movement

Follow these directions.

1. Blink your eyes, cover your mouth, then make a fist.
2. Wave, look at the ceiling, then shake your foot.
3. Touch your knee, nod your head, then put your hands together.
4. Bend your arm, look at the floor, then laugh.
5. Raise your arm, close both eyes, then clap your hands.
6. Smile, scratch your elbow, then look to the right.
7. Wipe your mouth, straighten your arm, then wave.
8. Point to the floor, shake your arm, then wink.
9. Rub your stomach, touch your chin, then blink twice.
10. Pick up your foot, cross your fingers, then open your mouth.

Two Component Directions—Concrete

Follow these directions.

1. Circle the clothing. _____

pencil shirt table radio

2. Underline the drink. _____

water rock crackers light

3. Cross out the piece of furniture. _____

rabbit book telephone table

4. Draw an X on the day of the week. _____

block Tuesday November summer

5. Draw a box around the thing you can write with. _____

picture cashew pencil cup

6. Draw a line over the body part. _____

elbow smile scissors today

7. Put a check mark on the number. _____

father truck street fourteen

8. Circle the animal. _____

stone bird paint cage

Two Component Directions—Concrete & Abstract

Follow these directions.

1. Underline the heaviest. _____

pillow penny bus refrigerator

2. Draw a line over the food. _____

music tree watch pizza

3. Circle the hardest item. _____

dough water leaf stone

4. Cross out the money. _____

happy curtain porch dollar

5. Put a check mark next to the one that bounces. _____

ball robin shirt charge

6. Draw a box around the thing that is read. _____

apple sleep book latch

7. Put a line over the one that breaks. _____

quarter glass crow bar steel beam

8. Circle the food. _____

tower lace ceiling cereal

Two Component Directions—Abstract

Follow these directions.

1. Circle the largest. _____

cat

ant

house

sofa

2. Underline the softest. _____

pillow

board

pebble

jar

3. Cross out the one that burns. _____

brick

paper

water

steel

4. Put a check in front of the one that is green. _____

stop sign

strawberry

sun

grass

5. Draw a line over the one that tears. _____

iron

cloth

glass

cement

6. Make a box around the tallest. _____

tree

bush

shrub

flower

7. Put an X on the one that is crispy. _____

juice

bread

cracker

soup

8. Circle the one that is wet. _____

salt

powder

dust

water

Four Component Directions—Concrete

Follow these directions.

1. Circle the room. Then, underline the fish. _____

song flounder kitchen phone

2. Draw a line over the spice. Then, cross out the building. _____

pepper counter glasses bank

3. Underline the bird. Then, check the piece of furniture. _____

olive sofa brochure eagle

4. Draw a box around the food. Then, put a line over the tree. _____

oak wash noodles curl

5. Draw a line through the sport. Then, circle the transportation. _____

baseball button sneaker airplane

6. Put two lines under the drink. Then, put a box around the job. _____

neck coffee jacket carpenter

7. Draw an X on the season. Then, circle the pet. _____

dog teeth summer lights

8. Put a check mark on the thing you sit on. Then, underline the vegetable.

tooth corn chair stamp

Four Component Directions—Concrete & Abstract

Follow these directions.

1. Cross out the dessert. Then, circle the flower. _____

rose street ice cream lion

2. Draw a line over the red one. Then, put a box around the heaviest one. —

lemon tomato grass truck

3. Underline the toy. Then, circle the footwear. _____

dog shoe doll eight

4. Check the coldest. Then, put two lines over the sharpest. _____

ice dish tree knife

5. Draw a line through the month. Then, put an X on the state. _____

New York circle January show

6. Circle the hottest one. Then, put a check after the most expensive. _____

smile fire diamonds oranges

7. Draw a line under the weather. Then, draw a box around the hair color. —

night brunette wrap rainy

8. Circle the longest one. Then, draw a line over the fruit. _____

mile can pen apple

Four Component Directions—Abstract ---

Follow these directions.

1. Circle the shortest one. Then, underline the one you hear. _____

fence web music inch

2. Draw a box around the roughest. Then, cross out the smoothest.

air glass sandpaper circle

3. Put a check after the yellow one. Then, draw a line over the one _____
that's inflated.

lemon potato gorilla basketball

4. Circle the one that floats. Then, put a star on the cheapest one. _____

dryer car ship stamp

5. Cross out the softest. Then, draw a box around the smallest. _____

cotton hundred shelves ant

6. Put an X in front of the one that grows. Then, circle the one that can fly.

helicopter pants tree plank

7. Cross out the one you tie. Then, put two lines under the loudest. _____

siren knot change juggle

8. Circle the one that is shiny. Then, put a box around the oldest one. _____

shower antique new penny mud

Varied Written Directions

Follow the directions.

1. Put a box around the word to the left of **sixty**. _____

mountain coffee sixty giant

2. Underline the words with five or fewer letters. _____

table cat spiders hand

3. Put a check beside the word that means the same as **car**. _____

boat airplane automobile train

4. Put a triangle over each word that begins and ends with **T**. _____

pot tent taunt tooth

5. Cross out the one that is **not** worn on the feet. _____

boots shoes slippers gloves

6. Add “ing” to the word that describes a way to cook. _____

run fry fence chase

7. Circle any word that has a similar meaning to **intelligent**. _____

smart brainy wire brilliant

8. Put a line through any letter found in the word **dog**. _____

damp good open dragon

Varied Written Directions

Follow the directions.

1. Check any word that is the opposite of *sad*. _____

add happy paw joyous

2. Cross out the vowels (a, e, i, o, u) in these words. _____

man upon bus tie

3. Circle the ones that go slower than a car. _____

bicycle jet turtle mule

4. Write the opposite of each word above each word. _____

yes down bottom on

5. Put a box around any word that begins with the last letter of _____
the word *day*.

floor year yam now

6. Put a line over any word with four or more letters. _____

some leg sponge at

7. Circle the animals that can be pets. _____

sharp cat hippo dog

8. Add "ed" to the ones that frogs do. _____

croak drive cook jump

Directions with Numbers

Follow the directions.

1. Circle the number closest to 5. _____

21 4 16 12

2. Underline the number to the left of 63. _____

18 63 92 6

3. Put a box around the one that equals the number of days in a week. _____

2 8 4 7

4. Put a check next to the largest number. _____

64 27 96 85

5. Draw a line from the first to the last number. _____

93 38 47 22

6. Cross out the number that equals the number of years in a century. _____

100 75 50 10

7. Put two lines over the smallest number. _____

76 50 42 33

8. Put an X on the number that equals a dozen. _____

20 12 3 7

If Condition Directions

Follow the directions.

1. If a fire burns, circle the tallest item. If not, do nothing.

shack hut skyscraper cabin

2. If a child is older than his mother, cross out the second word.

If not, do nothing.

hop meter drink hike

3. If a bird flies, put a box around the last word. If not, do nothing.

bag sound left under

4. If glass breaks, cross out the cold item. If not, do nothing.

snow bench rug sun

5. If a cat barks, underline the first word. If not, do nothing.

bowl inch street hot dog

6. If you wear a hat on your feet, circle the shortest item. If not, do nothing.

inch foot yard mile

7. If a peanut has a shell, put a line over each green item. If not, do nothing.

blood leaves grass emerald

8. If you can see movies on TV, underline the one that grows.

If not, do nothing.

building brick tree book

If Condition Directions

Follow the directions.

1. If a green light means stop, put an X on the things that fly.
If not, do nothing.

airplane car train kite

2. If spring comes after winter, circle the flowers. If not, do nothing.

tulips water dirt daffodils

3. If a leg is longer than an arm, underline the words beginning with T.
If not, do nothing.

upper tease walnut thumb

4. If a lemon is sweet, circle the things that float. If not, do nothing.

boat cork anchor stone

5. If scissors cut, cross out the things hung on the wall. If not, do nothing.

picture gum clear mirror

6. If a worm can talk, put a line over the round items. If not, do nothing.

box ball dish microwave

7. If breakfast is eaten in the morning, put a box around the foods.
If not, do nothing.

houses eggs plates pancakes

8. If a dog can chew on a bone, circle the one that is black.
If not, do nothing.

lemon coal snow ice

Complete Items from Directions

Find the appropriate picture on the right to follow the directions.

1. Put two leaves on the flower stem.

2. Solve the addition problem.

3. Put ears on the cat.

4. Write a word that begins with the letter **T** on the blank.

5. Shade in the sun.

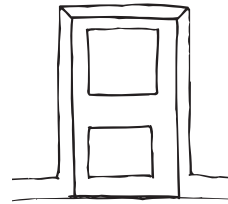
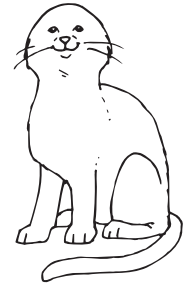
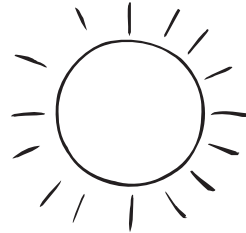
6. Draw three circles in the square.

7. Fill in the missing number.

8. Draw a flame on the candle.

9. Put a knob on the door.

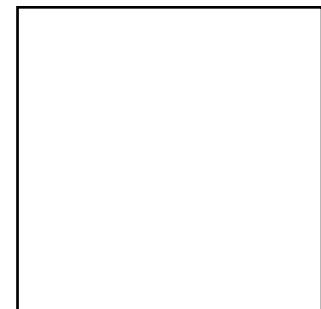
10. Draw tires on the car.



1, __, 3, 4



$$\begin{array}{r} 3 \\ + 4 \\ \hline \end{array}$$



T

Complete Items from Directions

Find the appropriate picture on the right to follow the directions.

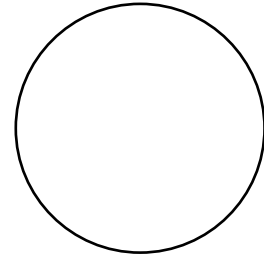
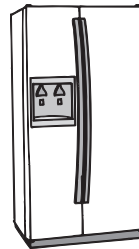
1. Shade in the circle.



2. Put an X on the piece of furniture.

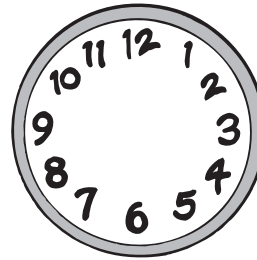


3. Write your name on the blank.



4. Draw a shade on the lamp.

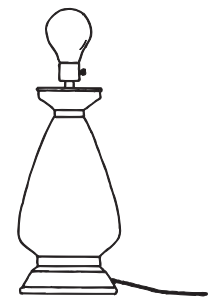
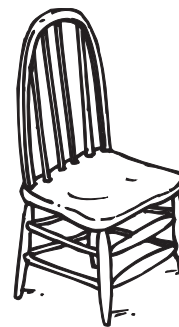
5. Underline the item that needs a key.



6. Write a 2 on the pencil.

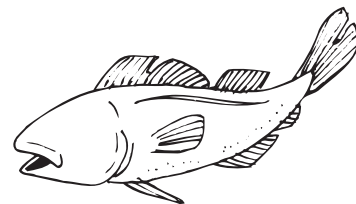
7. Put an X above the item a dog chews.

8. Circle the kitchen appliance.



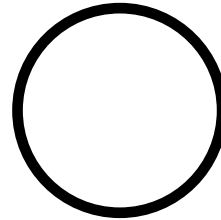
9. Draw hands on the clock to show 2:30.

10. Draw an eye on the fish.



One Step, Two Component Directions

A

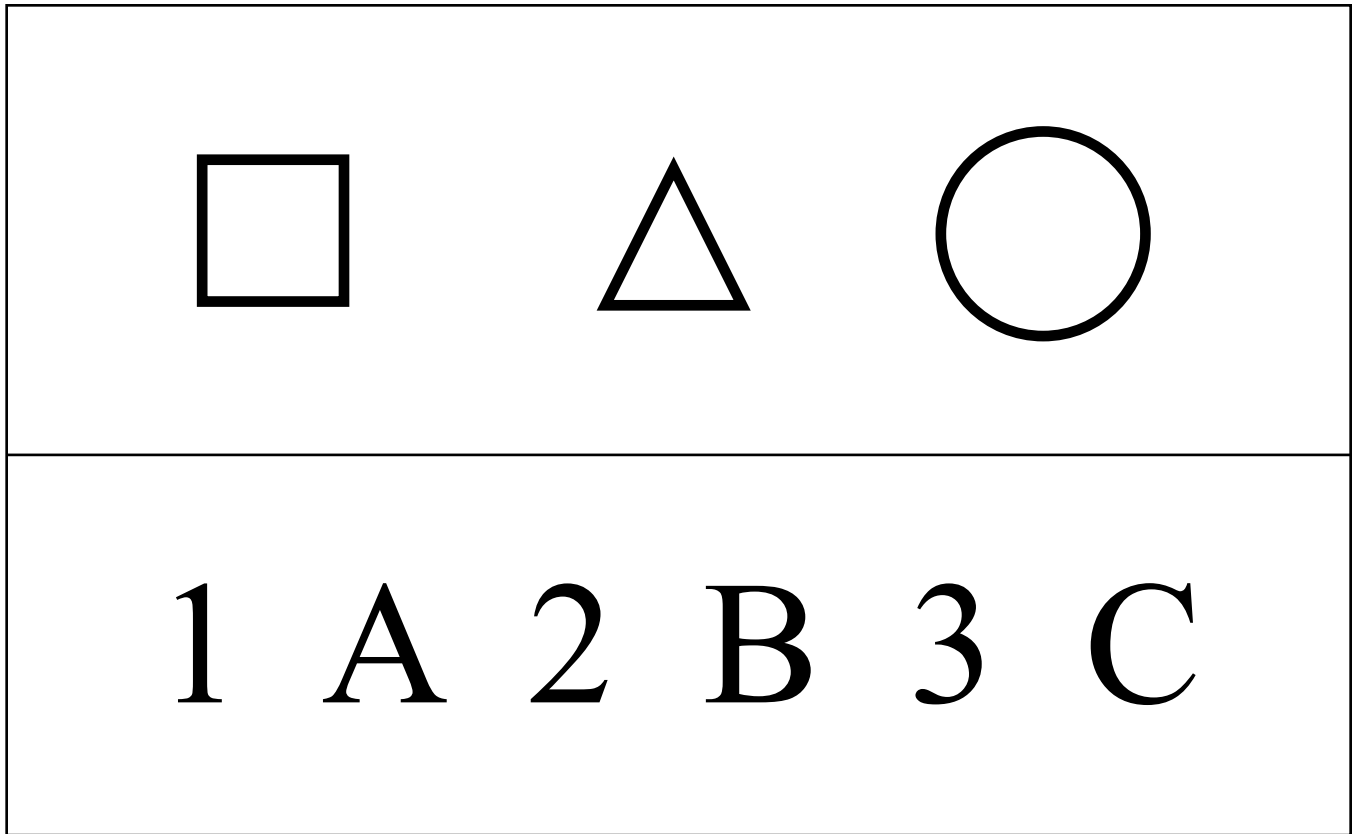


Summer

Use the items in the box to follow the directions.

1. Underline the letter **S**.
2. Draw an **X** in the circle.
3. Put a box around the season.
4. Draw a line from the **A** to the circle.
5. Circle the two **m**'s.
6. Cross out the **A**.

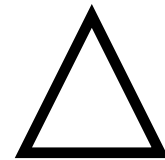
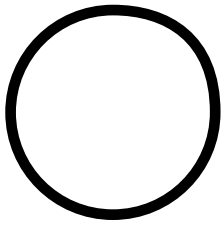
Two Steps, Four Component Directions



Use the items in the boxes to follow the directions.

1. Shade in the triangle. Underline the **1** and **A**.
2. Divide the circle in half by drawing a line across the middle.
Draw a line over the **2**.
3. Draw a line from the square to the triangle. Cross out the **B**.
4. Put a check mark (✓) in the square. Circle the **3**.
5. Put a box around **C**. Shade in the top half of the circle.

Two Steps, Four Component Directions



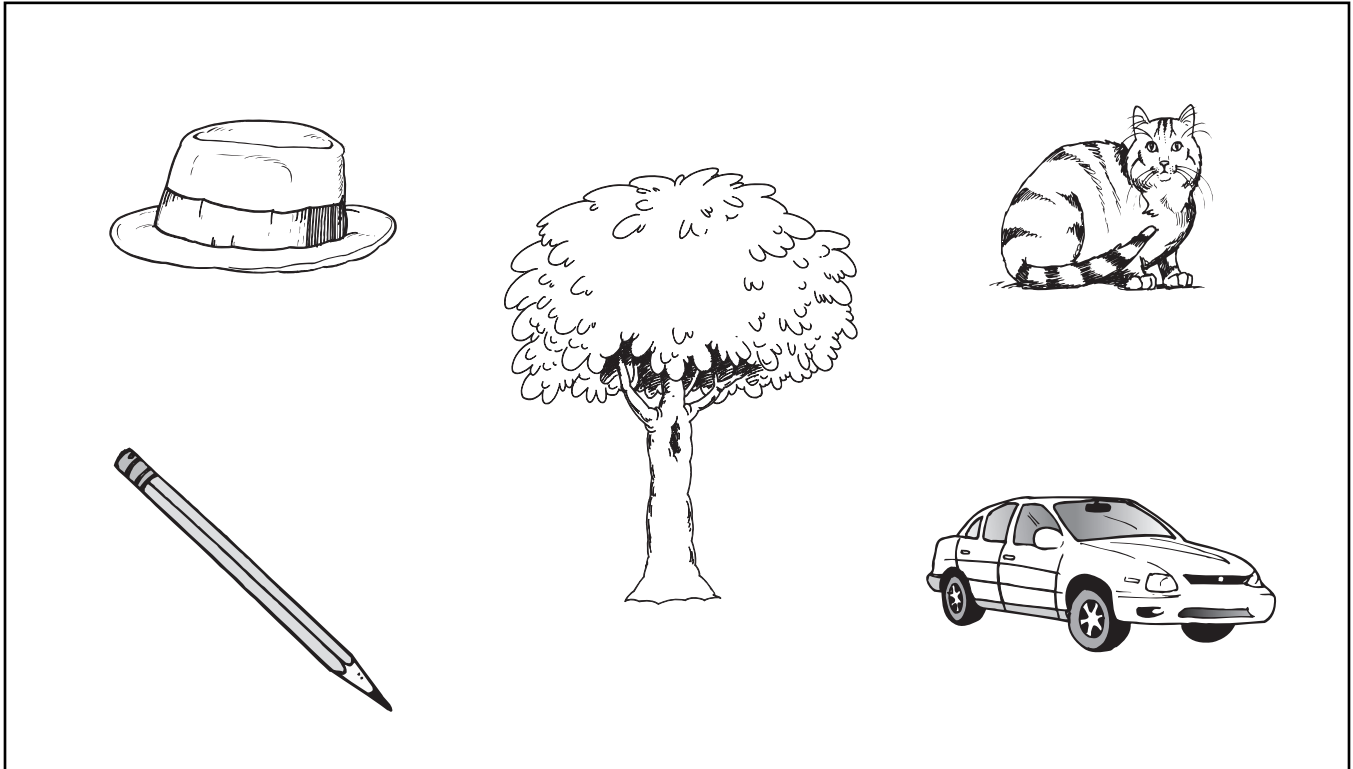
1 2 A B 3 4

glass fly

Use the items in the boxes to follow the directions.

1. Circle the shortest word. Shade in the square.
2. Draw a line from the **2** to the **3**. Underline the **A** and **B**.
3. Put a dot in the circle. Draw a box around the **4**.
4. Cross out the one that breaks. Circle the **2**.
5. Put a line over the **3**. Underline the triangle.

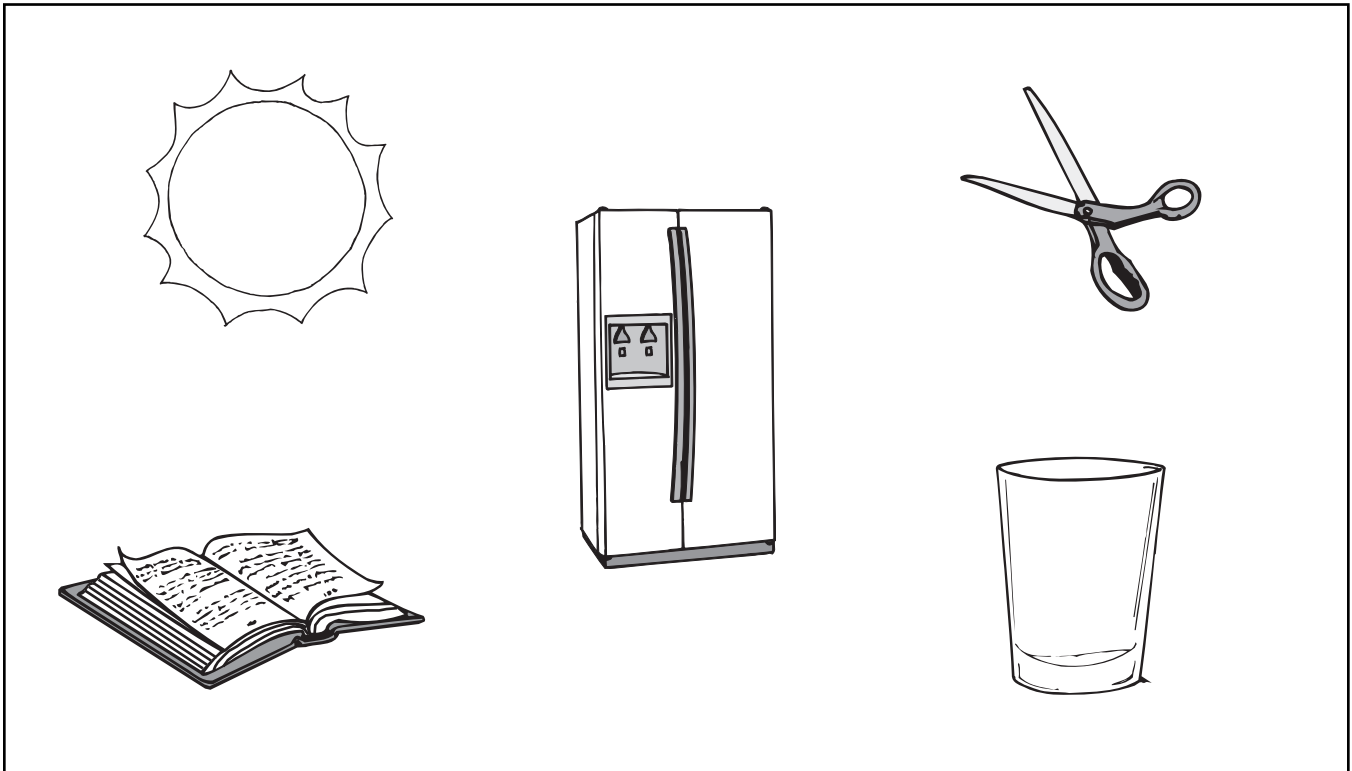
Pictures with Directions



Follow the directions.

1. Draw a line connecting the cat to the tree.
2. Shade in the one worn on the head.
3. Circle the one with a point.
4. Write your name under the car.
5. Put a box around the one with a brim.
6. Draw five apples in the tree.
7. Put an X on the one with wheels.

Pictures with Directions



Follow the directions.

1. Write the number **3** above the one that is read.
2. Put two small circles inside the one that is hot.
3. Circle the one that cuts.
4. Shade in the bottom half of the glass.
5. Write the present year above the refrigerator.
6. Draw a line from the book to the glass.
7. Put a large X on the appliance.

Making Words

Follow the directions to form words.

1. Put an **R** on the second to last blank.
2. Put an **A** on the fifth blank.
3. Put an **E** on the second blank.
4. Put a **B** between the E and R.
5. Put a **Z** on the first blank.

1. Put a **Q** on the first blank.
2. Write an **S** on the fourth blank.
3. Put a **T** on the last blank.
4. After the first letter put a **U**.
5. Put an **E** on the middle blank.

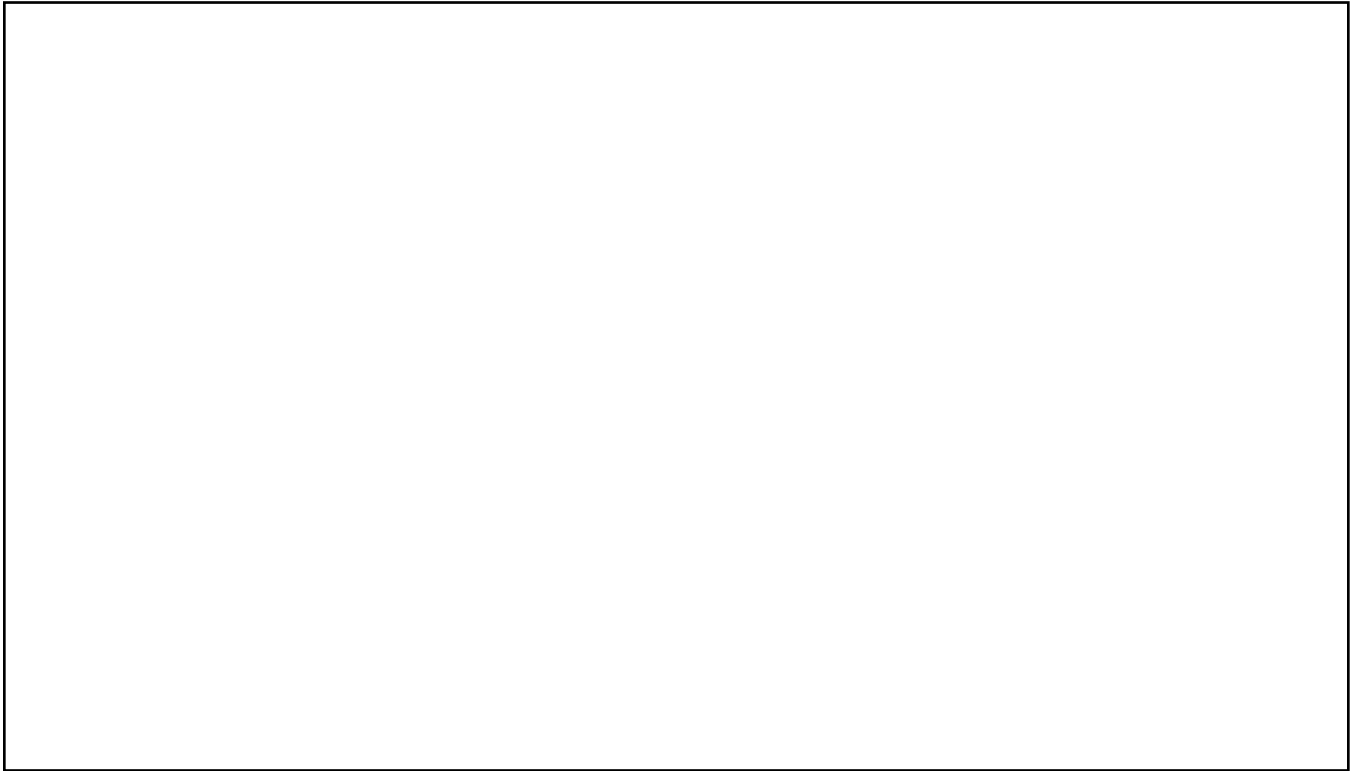
Making Words

Follow the directions to form words.

1. Put an **S** on the fourth blank.
2. Put a **U** before the **S**.
3. On the second blank, write an **R**.
4. Put a **T** on the first blank and the last blank.

1. Put an **O** on the second blank.
2. Write the first letter of the alphabet on the fourth blank.
3. Put an **L** on the first blank.
4. Write **T** on the fifth blank.
5. Write a **C** on the blank after the **O**.
6. Put an **E** on the last blank.

Following Written Directions



In the box above:

1. Draw two large circles that are not touching.
2. Write your name above the circle on the right.
3. Put an X in the left circle.
4. Write the date in the upper left corner of the box.
5. Divide the right circle in half.
6. Write a number between the circles.
7. Put two lines under the left circle.

Following Written Directions



In the box above:

1. Draw a large square in the center of the box.
2. Write the numbers 1–3 down the right side of the square.
3. Draw a star in the middle of the square.
4. Draw a small triangle under the square.
5. Write your last name somewhere to the left of the square.
6. Shade in the triangle.
7. Draw a line from the 1 to the 3.

Following Written Directions



In the box above:

1. Draw a square and a circle. The circle should be to the left of the square.
2. Draw a triangle inside the circle.
3. Write a number between 1 and 10 under the square.
4. Write the letter **K** between the circle and the square.
5. Draw two small wavy lines inside of the square.
6. Write today's date somewhere above the circle.
7. Draw an X below the figure on the left.

Directions with a List of Items

pudding	books	tooth	six
seven	lion	sausage	students
trip	orange	bear	tent
dog	four	tunnel	frog
eleven	pencils	principal	soup

Use the words in the box to follow these directions.

1. Underline the animals.
2. Put a box around each food.
3. Cross out the numbers.
4. Put a line over the things in a school.
5. Draw a line through the words that begin with **T**.

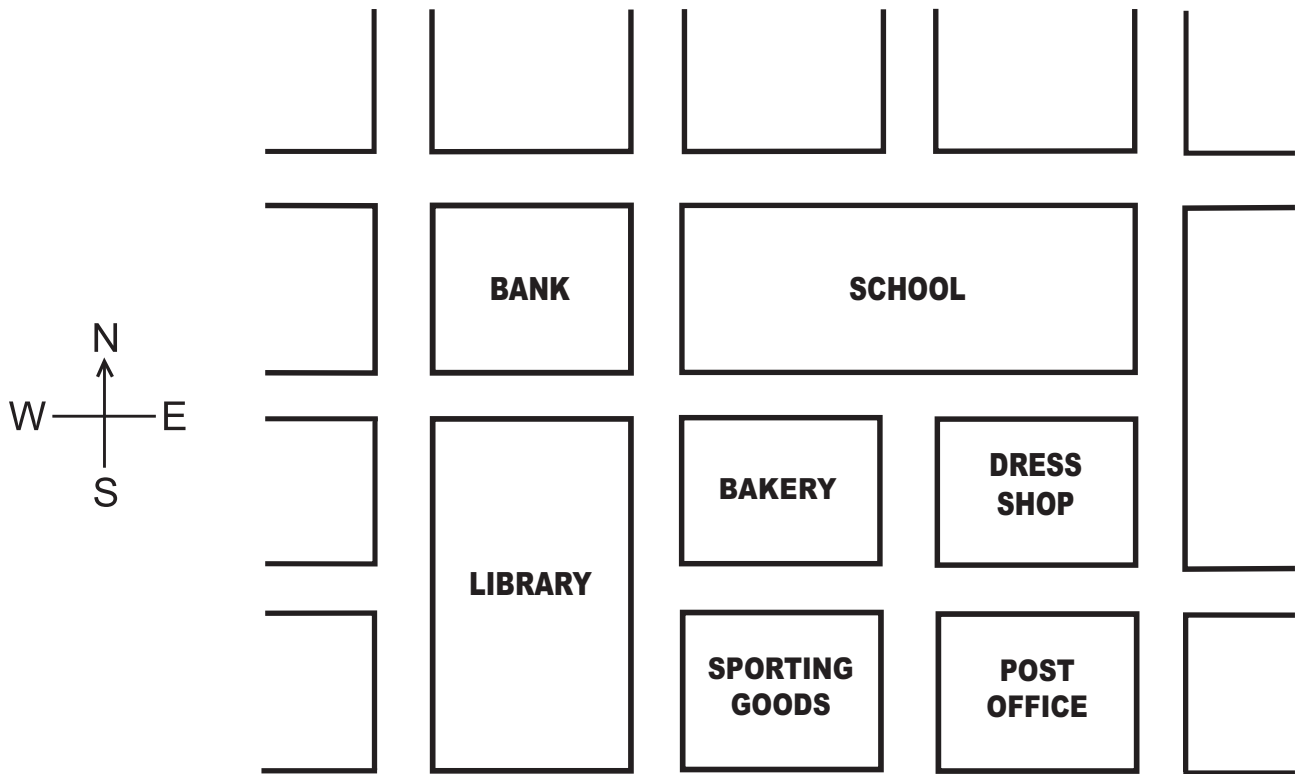
Directions with a List of Items

table	green	cat	stop sign
people	strawberry	turtle	tomato
blue	brown	police car	horse
ambulance	dog	chair	purple
blood	peanut	wig	fire truck

Use the words in the box to follow these directions.

1. Underline each of the five things with hair or fur.
2. Circle each of the three things with sirens.
3. Check each of the seven things with legs.
4. Put a line through each of the five things which are usually red.
5. Put a box around each of the four colors.
6. Put an X on each of the two things with shells.

Map

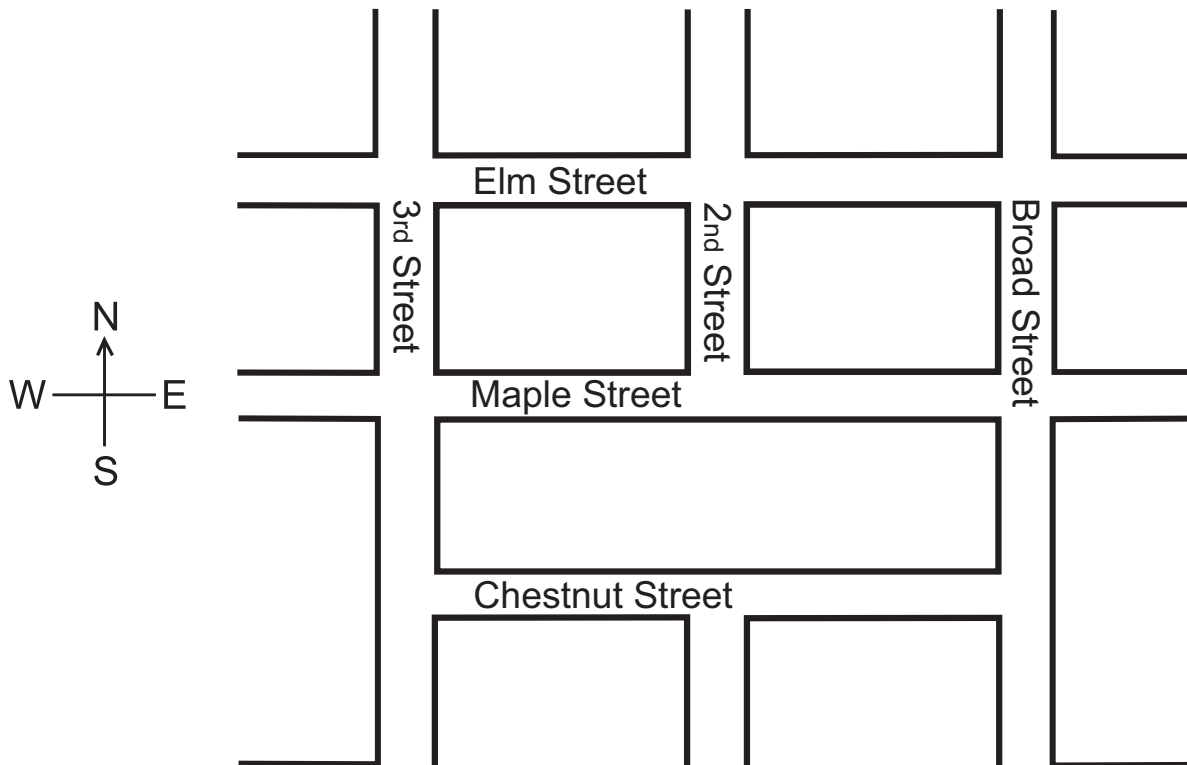


Use these directions to travel on the above map of city blocks.

1. Start at the library.
2. Go one block north. Where are you? _____
3. From there, go one block east. Where are you? _____
4. From there, go two blocks south to the Post Office.
5. From there, go 1 block west, then 1 block north.

Where are you? _____

Map



You are driving through the above map of some city blocks.

1. Start at Broad and Chestnut.
2. From there, go two blocks north.
3. Now go west on Elm for one block.
4. Now go south on 2nd Street for one block.
5. Then go west on Maple for one block.

Where are you? _____

Answer Key

The most likely answers are shown. Accept other logical, appropriate answers as correct.

page 6

1. Rub your arm, blink your eyes, then touch your knee.
2. Underline the coldest. Then, put an X on the tool.
bath ~~ice~~ ice coal
3. Cross out any word that begins and ends with S.
stamp ~~message~~ barks ~~snake~~
4. If a dog shaves, circle the tree. If not, go to the next direction.
maple green weeds thorn
5. Draw a clock.
Put in the numbers.
Set it for 9:25.
6.
Shade in the square.
Underline the p's.
Draw a line from the circle to the a.
h a p p y
7. T O O T H
Put an O on the 2nd and on the 3rd blanks.
Put an H on the last blank.
Put a T before the H. Then, put a T in the first blank.

page 15

1. Circle the room. Then, underline the fish.
song ~~flounder~~ kitchen phone
2. Draw a line over the spice. Then, cross out the building.
pepper counter glasses ~~brick~~
3. Underline the bird. Then, check the piece of furniture.
olive ~~brochure~~ eagle
4. Draw a box around the food. Then, put a line over the tree.
oak wash noodles cart
5. Draw a line through the sport. Then, circle the transportation.
baseball button sneaker airplane
6. Put two lines under the drink. Then, put a box around the job.
neck coffee jacket carpenter
7. Draw an X on the season. Then, circle the pet.
dog teeth ~~sun~~ lights
8. Put a check mark on the thing you sit on. Then, underline the vegetable.
tooth car ~~egg~~ straw

page 19

1. Check any word that is the opposite of sad.
add ~~happy~~ paw joyful
2. Cross out the vowels (a, e, i, o, u) in these words.
~~my~~ ~~fish~~ ~~by~~ ~~if~~
3. Circle the ones that go slower than a car.
bicycle jet turtle mule
4. Write the opposite of each word above each word.
~~no~~ yes ~~up~~ down ~~top~~ bottom ~~off~~ on
5. Put a box around any word that begins with the last letter of the word day.
floor year yam now
6. Put a line over any word with four or more letters.
some leg sponge at
7. Circle the animals that can be pets.
sharp cat hippo dog
8. Add "ed" to the ones that frogs do.
croak ed drive cook jump ed

page 23

1. Put two leaves on the flower stem.
2. Solve the addition problem.
3. Put ears on the cat.
4. Write a word that begins with the letter T on the blank.
5. Shade in the sun.
6. Draw three circles in the square.
1, 2, 3, 4
7. Fill in the missing number.
8. Draw a flame on the candle.
9. Draw tires on the door.
10. Draw tires on the car.
$$\begin{array}{r} 3 \\ +4 \\ \hline 7 \end{array}$$

Tree

page 12

1. Circle the clothing.
pencil shirt table radio
2. Underline the drink.
water rock crackers light
3. Cross out the piece of furniture.
rabbit book telephone ~~table~~
4. Draw an X on the day of the week.
block ~~Tuesday~~ November summer
5. Draw a box around the thing you can write with.
picture cashew pencil cup
6. Draw a line over the body part.
elbow smile scissors today
7. Put a check mark on the number.
father truck street four ten
8. Circle the animal.
stone bird paint cage

page 16

1. Cross out the dessert. Then, circle the flower.
~~rose~~ street flower lion
2. Draw a line over the red one. Then, put a box around the heaviest one.
lemon tomato grass truck
3. Underline the toy. Then, circle the footwear.
dog shoe doll eight
4. Check the coldest. Then, put two lines over the largest.
ice dish tree knife
5. Draw a line through the month. Then, put an X on the state.
~~November~~ circle January show
6. Circle the hottest one. Then, put a check after the most expensive.
smile line diamonds straw
7. Draw a line under the weather. Then, draw a box around the hair color.
night brunette wrap rainy color
8. Circle the longest one. Then, draw a line over the fruit.
mile can pen apple

page 20

1. Circle the number closest to 5.
21 2 16 12
2. Underline the number to the left of 63.
18 63 92 6
3. Put a box around the one that equals the number of days in a week.
2 8 4 7
4. Put a check next to the largest number.
64 27 96 85
5. Draw a line from the first to the last number.
93 38 47 22
6. Cross out the number that equals the number of years in a century.
~~100~~ 75 50 10
7. Put two lines over the smallest number.
76 50 42 33
8. Put an X on the number that equals a dozen.
20 X 3 7

page 24

1. Shade in the circle.
2. Put an X on the piece of furniture.
NAME
3. Write your name on the blank.
4. Draw a shade on the lamp.
5. Underline the item that needs a key.
lock
6. Write a 2 on the pencil.
7. Put an X above the item a dog chews.
X
8. Circle the kitchen appliance.
9. Draw hands on the clock to show 2:30.
10. Draw an eye on the fish.

page 13

1. Underline the heaviest.
pillow penny bus refrigerator
2. Draw a line over the food.
music tree watch pizza
3. Circle the hardest item.
dough water leaf stone
4. Cross out the money.
happy curtain porch ~~money~~
5. Put a check mark next to the one that bounces.
ball check robin shirt charge
6. Draw a box around the thing that is read.
apple sleep book latch
7. Put a line over the one that breaks.
quarter glass crow bar steel beam
8. Circle the food.
tower lace ceiling cereal

page 17

1. Circle the shortest one. Then, underline the one you hate.
fence web mouse snail
2. Draw a box around the roughest. Then, cross out the smoothest.
air brick sandpaper circle
3. Put a check after the yellow one. Then, draw a line over the one that is inflated.
lemon check potato gorilla basketball
4. Circle the one that floats. Then, put a star on the cheapest one.
dryer car ship star
5. Cross out the softest. Then, draw a box around the smallest.
~~snail~~ hundred shelves egg
6. Put an X in front of the one that grows. Then, circle the one that can fly.
helicopter pants X tree plank
7. Cross out the one you tie. Then, put two lines under the loudest.
~~string~~ line change juggle
8. Circle the one that is shiny. Then, put a box around the oldest one.
shower antique new penny mad

page 21

1. If a fire burns, circle the tallest item. If not, do nothing.
shack hut skyscraper cabin
2. If a child is older than his mother, cross out the second word. If not, do nothing.
hop meter drink hike
3. If a bird flies, put a box around the last word. If not, do nothing.
bag sound left under
4. If glass breaks, cross out the cold item. If not, do nothing.
~~ice~~ bench rig sun
5. If a cat barks, underline the first word. If not, do nothing.
bowl inch street hot dog
6. If you wear a hat on your feet, circle the shortest item. If not, do nothing.
inch foot yard mile
7. If a person has a shell, put a line over each green item. If not, do nothing.
blood leaves grass emerald
8. If you can see movies on TV, underline the one that grows. If not, do nothing.
building brick tree book

page 25

1. Underline the letter S.
S
2. Draw an X in the circle.
3. Put a box around the season.
Summer
4. Draw a line from the A to the circle.
5. Circle the two m's.
6. Cross out the A.
~~A~~

Use the items in the box to follow the directions.

page 14

1. Circle the largest.
cat ant house sofa
2. Underline the softest.
pillow board pebble jar
3. Cross out the one that burns.
brick ~~paper~~ water steel
4. Put a check in front of the one that is green.
stop sign strawberry sun check grass
5. Draw a line over the one that tears.
iron cloth glass cement
6. Make a box around the tallest.
tree bush shrub flower
7. Put an X on the one that is crispy.
juice bread crispy soup
8. Circle the one that is wet.
salt powder dust water

page 18

1. Put a box around the word to the left of sixty.
mountain coffee sixty giant
2. Underline the words with five or fewer letters.
table cat spiders hand
3. Put a check beside the word that means the same as car.
boat airplane check automobile train
4. Put a triangle over each word that begins and ends with T.
pot teat teat tooth
5. Cross out the one that is not worn on the feet.
boots shoes slippers ~~glove~~
6. Add "ing" to the word that describes a way to cook.
run frying fence chase
7. Circle any word that has a similar meaning to intelligent.
smart brave wire brilliant
8. Put a line through any letter found in the word dog.
~~amp~~ ~~HH~~ ~~pen~~ ~~HH~~

page 22

1. If a green light means stop, put an X on the things that fly. If not, do nothing.
airplane car train kite
2. If spring comes after winter, circle the flowers. If not, do nothing.
tulips water dirt daffodils
3. If a leg is longer than an arm, underline the words beginning with T. If not, do nothing.
upper tear walnut thumb
4. If a lemon is sweet, circle the things that float. If not, do nothing.
boat cork oak anchor stone
5. If scissors cut, cross out the things hung on the wall. If not, do nothing.
~~picture~~ gum clear ~~picture~~
6. If a worm can talk, put a line over the round items. If not, do nothing.
box ball dish microwave
7. If breakfast is eaten in the morning, put a box around the foods. If not, do nothing.
houses egg plates pancakes
8. If a dog can chew on a bone, circle the one that is black.
lemon coal snow ice

page 26

1. Underline the letter S.
S
2. Draw an X in the circle.
3. Put a box around the season.
Summer
4. Draw a line from the A to the circle.
5. Circle the two m's.
6. Cross out the A.
~~A~~

Use the items in the boxes to follow the directions.

page 27

Use the items in the boxes to follow the directions.

- Circle the shortest word. Shade in the square.
- Draw a line from the 2 to the 3. Underline the A and B.
- Put a dot in the circle. Draw a box around the 4.
- Cross out the one that breaks. Circle the 2.
- Put a line over the 3. Underline the triangle.

page 28

Follow the directions.

- Draw a line connecting the cat to the tree.
- Shade in the one worn on the head.
- Circle the one with a point.
- Write your name under the car.
- Put a box around the one with a brim.
- Draw five apples in the tree.
- Put an X on the one with wheels.

page 29

Follow the directions.

- Write the number 3 above the one that is read.
- Put two small circles inside the one that is hot.
- Circle the one that cuts.
- Shade in the bottom half of the glass.
- Write the present year above the refrigerator.
- Draw a line from the book to the glass.
- Put a large X on the appliance.

page 30

Z E B R A

- Put an R on the second to last blank.
- Put an A on the fifth blank.
- Put an E on the second blank.
- Put a B between the E and R.
- Put a Z on the first blank.

Q U E S T

- Put a Q on the first blank.
- Write an S on the fourth blank.
- Put a T on the last blank.
- A after the first letter put a U.
- Put an E on the middle blank.

page 31

T R U S T

- Put an S on the fourth blank.
- Put a U before the S.
- On the second blank, write an R.
- Put a T on the first blank and the last blank.

L O C A T E

- Put an O on the second blank.
- Write the first letter of the alphabet on the fourth blank.
- Put an L on the first blank.
- Write T on the fifth blank.
- Write a C on the blank after the O.
- Put an E on the last blank.

page 32

In the box above:

- Draw two large circles that are not touching.
- Write your name above the circle on the right.
- Put an X in the left circle.
- Write the date in the upper left corner of the box.
- Divide the right circle in half.
- Write a number between the circles.
- Put two lines under the left circle.

page 33

In the box above:

- Draw a large square in the center of the box.
- Write the numbers 1-3 down the right side of the square.
- Draw a star in the middle of the square.
- Draw a small triangle under the square.
- Write your last name somewhere to the left of the square.
- Shade in the triangle.
- Draw a line from the 1 to the 3.

page 34

In the box above:

- Draw a square and a circle. The circle should be to the left of the square.
- Draw a triangle inside the circle.
- Write a number between 1 and 10 under the square.
- Write the letter K between the circle and the square.
- Draw two small wavy lines inside of the circle.
- Write today's date somewhere above the circle.
- Draw an X below the figure on the left.

page 35

Use the words in the box to follow these directions.

- Underline the animals.
- Put a box around each food.
- Cross out the numbers.
- Put a line over the things in a school.
- Draw a line through the words that begin with T.

page 36

Use the words in the box to follow these directions.

- Underline each of the five things with hair or fur.
- Circle each of the three things with sirens.
- Check each of the seven things with legs.
- Put a line through each of the five things which are usually red.
- Put a box around each of the four colors.
- Put an X on each of the two things with wheels.

page 37

Use these directions to travel on the above map of city blocks.

- Start at the library.
- Go one block north. Where are you? bank
- From there, go one block east. Where are you? school
- From there, go two blocks south to the Post Office.
- From there, go 1 block west, then 1 block north. Where are you? bakery

page 38

You are driving through the above map of some city blocks.

- Start at Broad and Chestnut.
- From there, go two blocks north.
- Now go west on Elm for one block.
- Now go south on 2nd Street for one block.
- Then go west on Maple for one block. Where are you? 3rd and Maple