

Foundation Workbook 1



#### Screen-free learning resources that build multiple skills.



#### **Content Partners**



# Check if this Workbook is right for you.



#### Answer the following questions in 20 minutes.

- 1. Name one thing that starts with the letter B, K, and T.
- 2. What is the next letter?



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3. Put the pictures in order by writing 1, 2, or 3 below each.

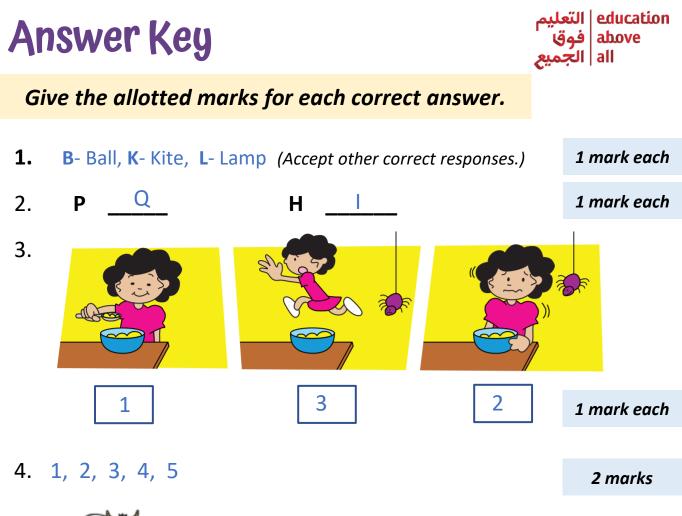


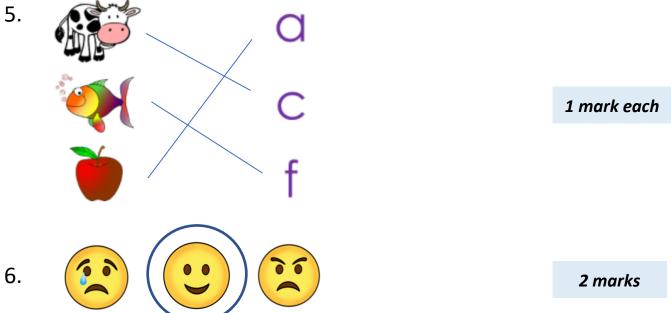
- 4. Arrange the following from smallest to biggest:5, 1, 4, 3, 2
- Match the letter to the picture that starts with that sound.



"I had so much fun!"
 Circle the feeling this shows.

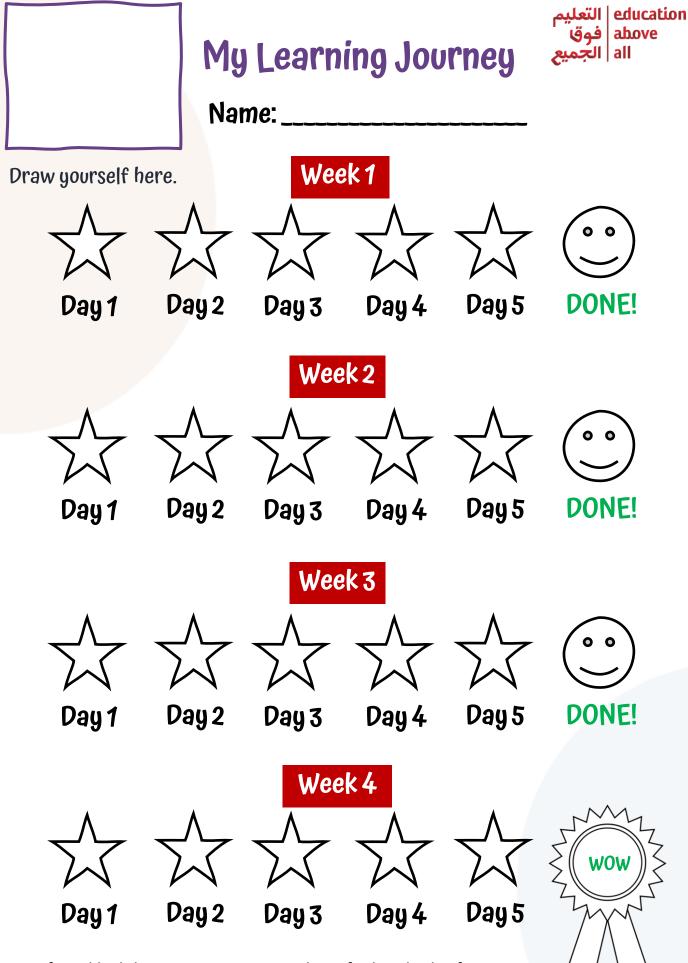
Check your answers using the key on the next page.



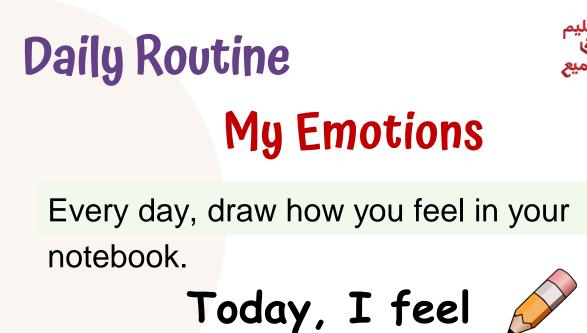


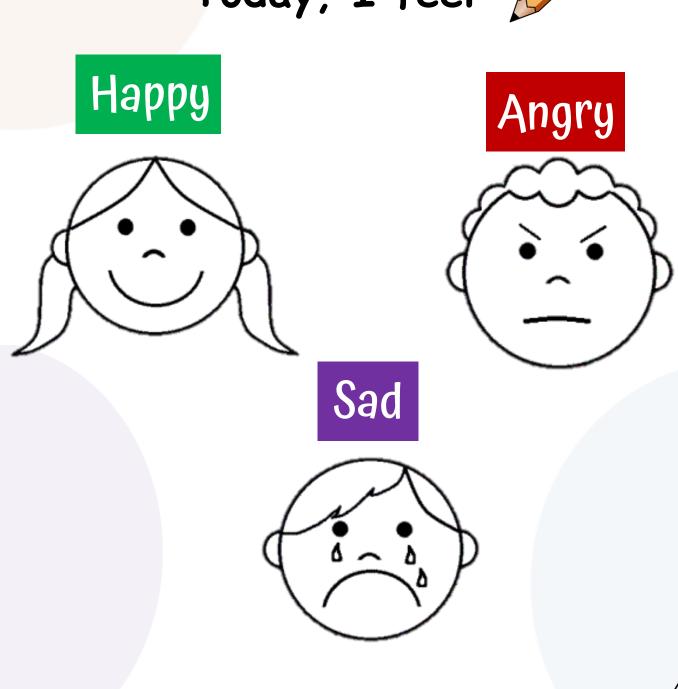
#### If your score is:

10 or less	This workbook is right for you!
11 to 15	Use the Literacy Workbook for Level 0



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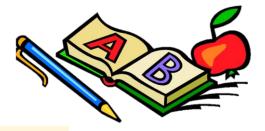
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### Create your own Alphabet Book **(A to O)**.

We will also do the following activities:



Practise identifying capital and small letters of the alphabet.



Muddy Numbers

ABC Yoga

Explore numbers through this Math game.

Breathe and move while also revising alphabets.

### **Materials Needed**

Paper and Pencil
Bag
Pebbles / Leaves

Day 1

# **Project-Based Learning**

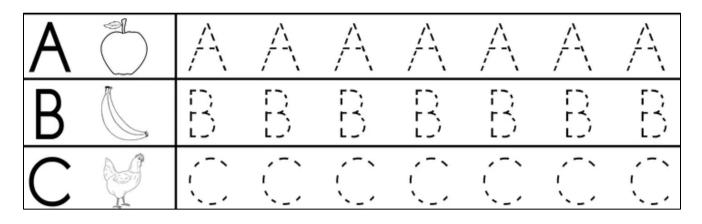




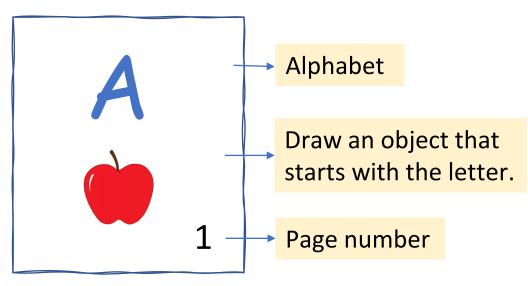


Can you make your own Alphabet Book?

1. Trace the letters:



2. Make each page of your alphabet book like this:



3. Make the pages for **A**, **B** and **C**.

# Day 2 Project-Based Learning



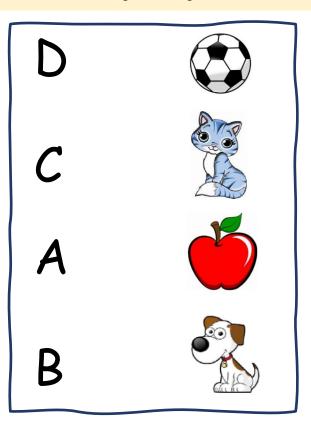
ABC By Me

Make the pages for letters D, E, and F.

### Trace the letters.

D	A A					
Ε	$\bigcirc$	   	 	 	 	 
F		 				 

Match the letter to the object beginning with it.



Write A to F using small objects like pebbles or leaves.

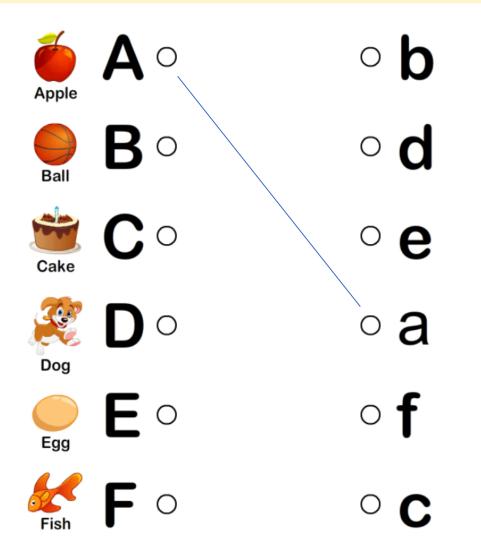




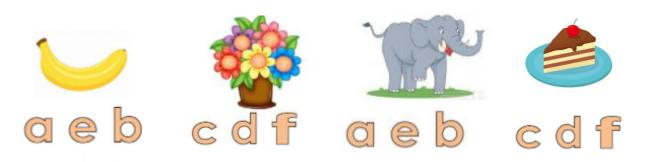


# **BIG AND SMALL**

### Match the big letter with its small letter.



### Circle the beginning sound of these things:



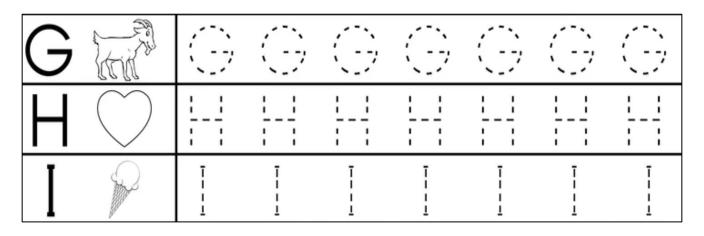
Day 3 Project-Based Learning



ABC By Me

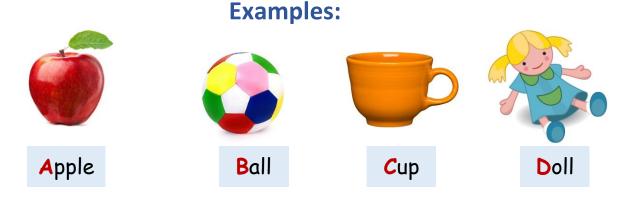
Make the pages for letters G, H, and I.

### Trace the letters.



### Alphabet Hunt

Find things in your house that begin with letters from A to F.



- Count the number of objects you found.
- Name the colours of the objects.
- Which is your favourite object? Why?
- Draw any one object and write the letter it begins with.

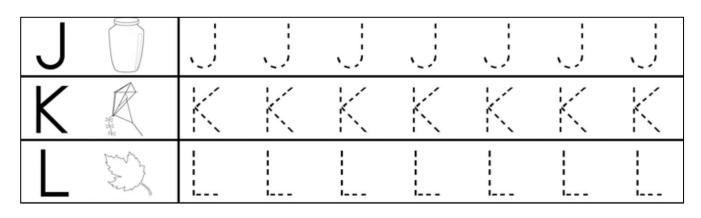
Day 4 Project-Based Learning



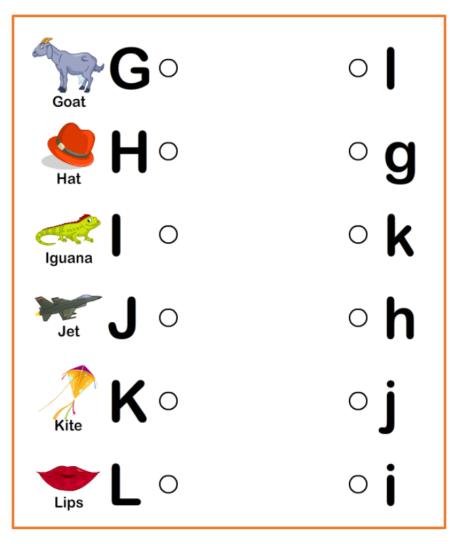
ABC By Me

Make the pages for letters J, K, and L.

### Trace the letters.



Match the big letter with its small letter.



# Day 4 Math Game



# **MUDDY NUMBERS**

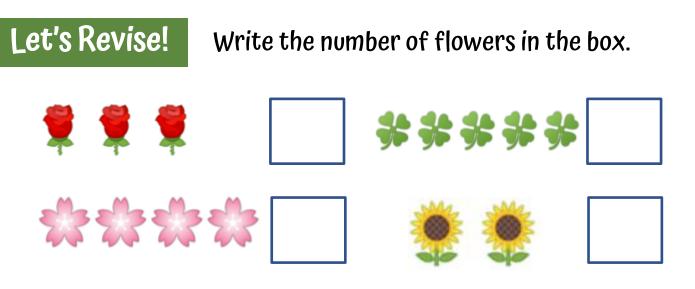
### How to Play

- Write 0 to 10 on mud or wet sand using a stick or your fingers!
- For each correct number, the player gets 1 point.
- The player who finishes first gets 1 more point!

Who won the most points? They win the game!



Count the page numbers of your book so far.

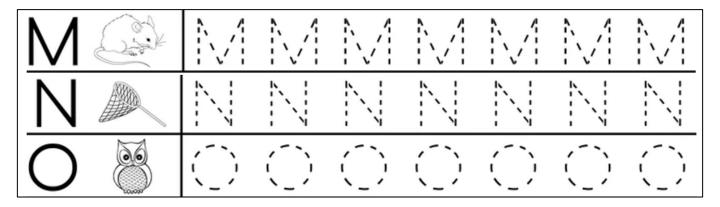


Day 5 Project-Based Learning

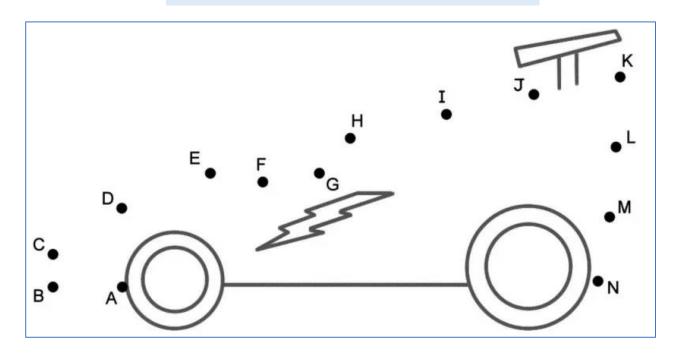


### ABC By Me Make the pages for letters M, N, and O.

### Trace the letters.



Connect the dots from A to N.



- 1. What do you see?
- 2. Which letter does it start with?
- 3. What is it used for?

### Day 5 Activity – ABC Yoga



Do each pose of the ABC Yoga. Take slow breaths in and out.







### Did I enjoy learning this week?



#### What are some new things I learned?

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# Project ABC By Me



Continue making your Alphabet Book (P to Z).

#### We will also do the following activities:



Match the capital letter with its small letter.



ABC Yoga

Breathe and move while also revising alphabets.



Natural Letters

Make letters using different things in nature!

#### **Materials Needed**

- Paper and Pencil
- Thread / String

- Pebble / Leaves
  - Bag

### Day 1 Project-Based Learning



ABC By Me

Make the pages for letters P, Q, and R.

### Trace the letters.

Ρ	$\bigcirc$	P	$\hat{\Gamma}$	P	P	P	P	D D
Q								
R		ÊN.	R		R	R	R	n N

### **Musical Alphabet**

- 1. Place the pages of your alphabet book in a big circle.
- 2. When the music starts, players walk around the circle. When it stops, players must stop at a letter.
- 3. They must say:
  - The letter sound
  - A word that starts with the letter.

If it's incorrect, they are out of the game.



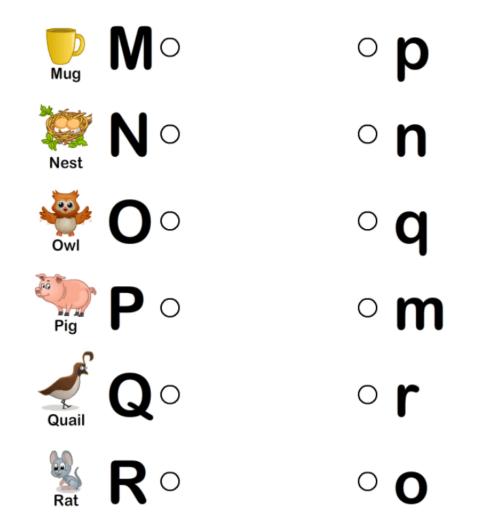
Add your own rules too! Who wins the game?



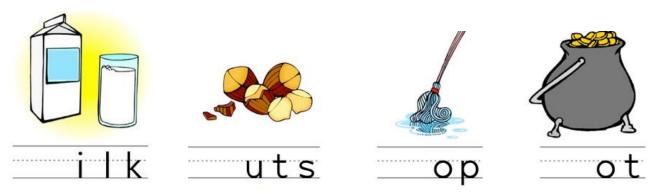


# **BIG AND SMALL**

#### Match the big letter with its small letter.



#### Write the starting letter for the pictures below.



### Day 2 Project-Based Learning



ABC By Me

Make the pages for letters S, T, and U.

### Trace the letters.

S		S	S	S	S	S	S	S
Τ								
U	R							

### **Alphabet Race**

#### 2 or more players

- 1. Place the pages of your book in a line.
- 2. The players stand at a starting point far away from it.
- 3. Someone calls out a letter from A to U.
- The player to run and pick up the correct page first gets a point!

Who won the game?

Make the letter sounds from A to O and draw/ say a word that starts with it.



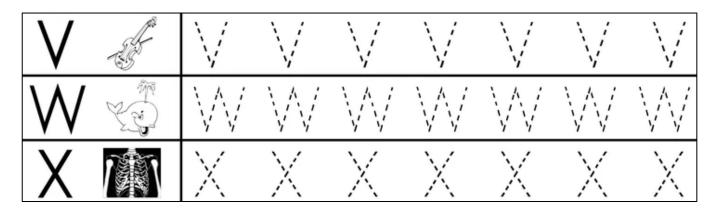
Day 3 Project-Based Learning



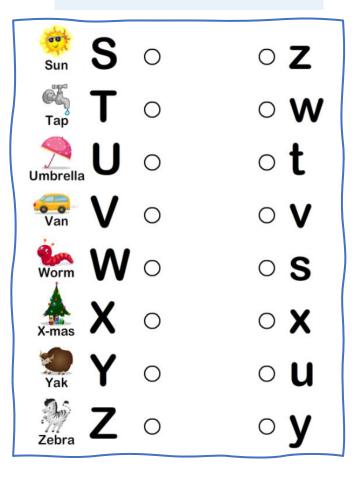
ABC By Me

Make the pages for letters V, W and X.

### Trace the letters.



Match the big letter with its small letter.



#### Sing the Alphabet Song with friends!

ABCD, EFG HIJK, LMNOP QRS, TUV WXY and Z(Zee) Now I know my ABCs Next time, won't you sing with me!



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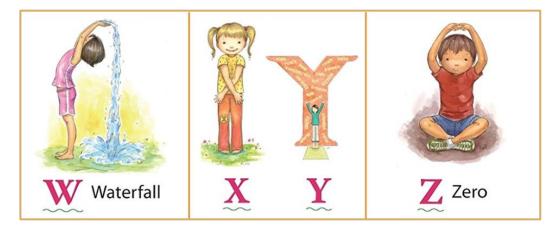
### Day 3 Activity – ABC Yoga



Do each pose of the ABC Yoga. Take slow breaths in and out.







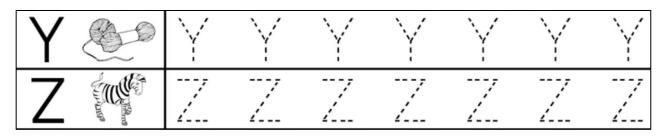
Day 4 Project-Based Learning



ABC By Me

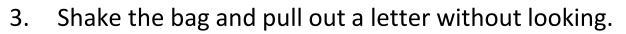
#### Make the pages for letters Y and Z.

### Trace the letters.

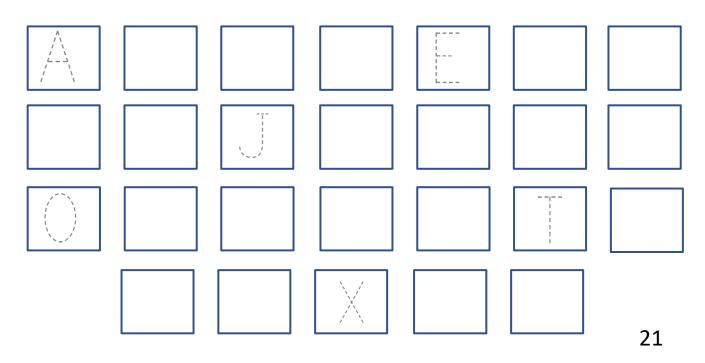


### **Alphabet Bag**

- 1. Write A to Z on pieces of paper.
- Put them in a bag and add other small objects (leaves, rice, pebbles, etc.).



4. Then, write the letter in its correct position below.







### ABC By Me

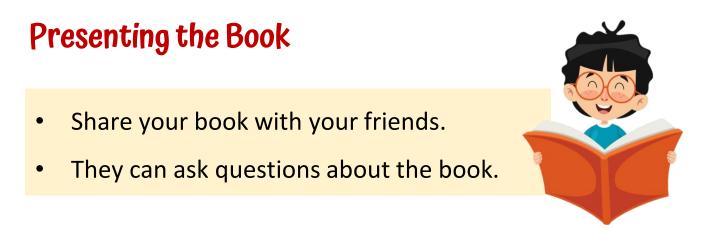
### Our Alphabet Book will be ready!

### **Making the Cover Page**

- 1. Arrange the pages in the correct order (A to Z).
- 2. On a fresh page, design your book's cover:



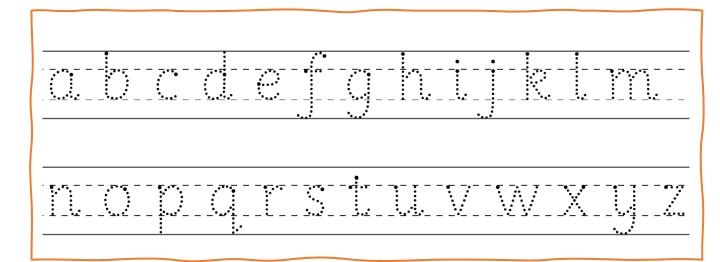
Tie or staple all the pages together to make your book.







# **NATURAL LETTERS** Trace the small letters.



#### Write small letters using items you can find in nature!







### Did I enjoy learning this week?



#### What are some new things I learned?

If you liked this, go to our IFERB website for hundreds of more such resources. Visit <u>https://resources.educationaboveall.org</u>





# Project Be Your Own Author

Create your own story!



#### We will also do the following activities:

1	Story Map	Draw pictures from a story!			
2	Reflection	Identify the character's feelings in the story and yours too!			
3	<b>Ball Games</b>	Practise counting numbers through a fun math game!			
4	Story Time	Read an interesting short story.			
	Mat	erials Needed			
	<ul><li>Paper</li><li>Pencil/Pen</li></ul>	<ul><li>Ball/ Soft toy/ Pillow</li><li>Bag</li><li>25</li></ul>			

Day 1

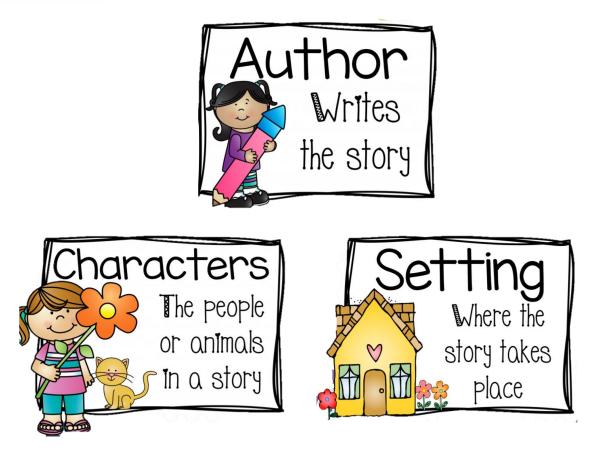




# Be Your Own Author

### What makes a story interesting?

- A volunteer will share a story from their life OR read out a story to you.
- 2. Identify and tell these details of the story:



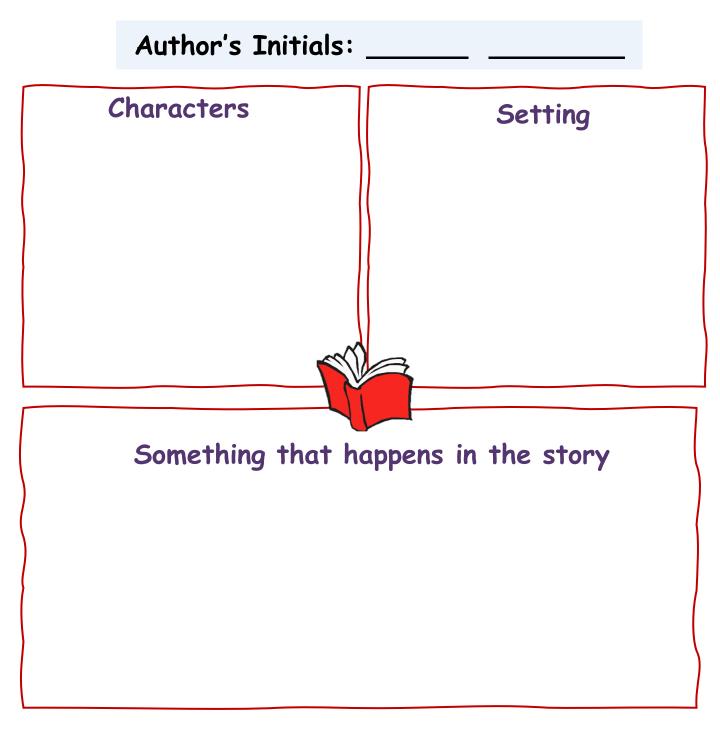
- Who are the characters?
- Where is the story taking place?
- Did you like the story? Why or Why not?





#### Draw a Story Map to show us what the story is about.

Write the first letter of the author's name, characters and setting too.







Be Your Own Author

1. Choose any one topic to create a story about.



2. Build your story! Think of the following:



- 3. Tell the story to someone:
  - Did the listener like the story?
  - Did you get ideas to change the story?







# **STORYTELLING GAME**

- Each player should put 3 to 4 objects in a bag without telling the other.
- 2. Pick out any object from the bag without looking .
- 3. Tell a story about that object to the others. Take turns!

#### For example, if you pick out a spoon, this could be the story:

The spoon called Spoony was happy as Sam only ate ice-cream.

Then, Sam learnt about healthy eating in school. So, he decided to have vegetables.

Spoony did not like the taste and got angry with Sam.

Finally, Sam told Spoony that vegetables make him strong and that he could still have ice-cream once a week. Spoony and Sam were both happy and healthy.



What did you like about each story? Why?



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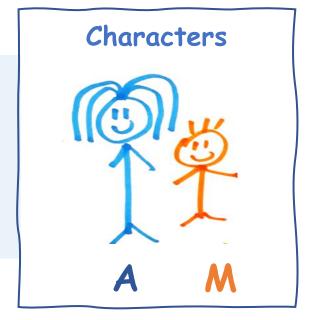
Day 3

### **Project-Based Learning**



### Be Your Own Author

#### Let us start making the pages of our story book!

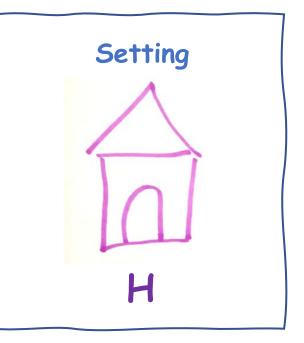


On a page,

- draw the characters of your story
- Write the first letter of their names.

On another page,

- draw the setting of your story
- write the first letter of the place's name





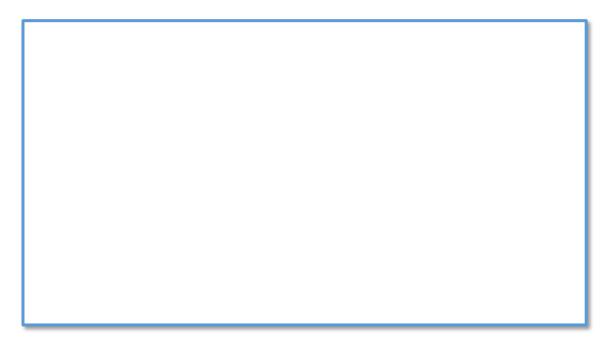


# MANY MOODS

How do your characters feel in the story? Why do they feel that way?



What can make you happy when you feel sad? Draw them below!



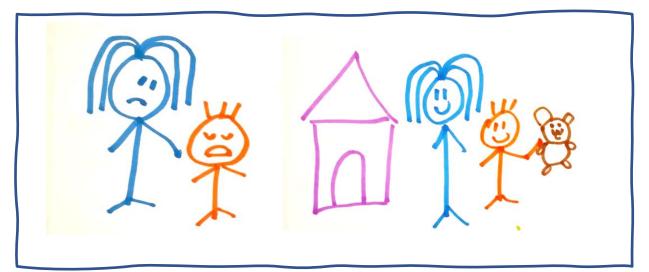
Day 4



Be Your Own Author

### On a new page, draw 1 or 2 scenes from your story.

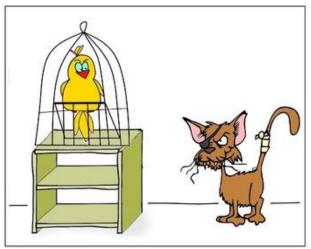
Example



# **Make Predictions**

Look at the pictures below. What do you think will happen next? Tell a story about it!





# Day 4 Math Game



# **Ball Games**

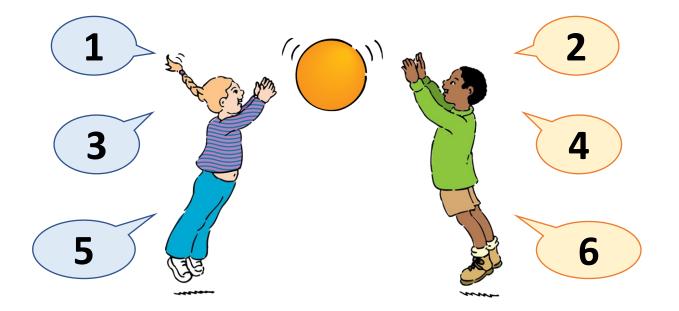
No. of Players

We use numbers everywhere, even in the pages of our storybook. Let's practise counting!

2 or more pairs of players

### How to Play

- In pairs, throw and catch the ball.
- Each time you catch the ball, count the number.



• If the ball drops, start from the beginning.

# Which pair reached the number 10 first?

They win the game!

Day 5

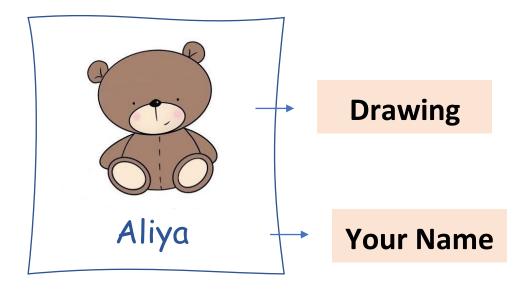
## **Project-Based Learning**



Be Your Own Author

### Making the Cover Page

1. Make the cover page for your story book as shown below:



- 2. Tie or staple all the pages together to make your book.
- 3. Write the page numbers at the bottom of each page.

### Presenting the Book

- Share your story with your friends.
- Did they like it?
- What makes your story interesting?
- Make changes to your story to make it better.







### Did I enjoy learning this week?



#### What are some new things I learned?

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Become an actor!



### We will also do the following activities:



### **Materials Needed**

- Any household object
- Bag

### Day 1 Project-Based Learning





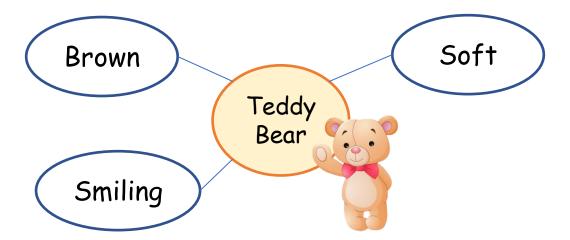


## How can we express emotions through acting?

Show and Tell

Do this activity with friends.

- 1. Get 2 of your favourite objects from home.
- 2. Draw or write a word web with or 3 things you want to share about the object. Example:



- 3. Using these ideas, talk about the object with your friends.
- 4. Once everyone shares about their object, others have to repeat what was said. So, listen carefully!



Play a game with your friends to see

who can speak for the longest time on a topic!



- What was easy for you?
- Were you able to speak for long?
- How does speaking help us in our daily lives?



Day 2

### **Project-Based Learning**



### Act it Out

Make a list of 5 to 10 actions you did this week.
 Below are some actions. Can you name them?



- Act the words out to your friends without speaking.
   They must guess the action.
- 3. Each person takes turns to act.

The actor gets 1 point for each correct guess. The player with the most points wins the game!





### **Inside Outside**

Sit comfortably and take deep breaths.

Look around you. Think of the following. Say the names out loud.





Day 3

### **Project-Based Learning**



### Act it Out

### **Speaking with Emotions**

Say each sentence with the given emotions and notice how different it is. **Do not use hand actions.** 

- I have school tomorrow.
- Let us have lunch.
- Can you give me the book?



### Voice Exercises

- Choose any sentence.
- Say it in volumes 1, 2, 3, and 4.
- When do you speak in different volumes? Why?







### **IMITATION GAME**

- Act like a person from your group of friends.
- You can say the things that they say often and imitate their voice too!
- Others have to guess who it is and get 1 point for every correct guess.



Who scored the most points? They win!

Let's Reflect

How do dialogues help us in acting?



Day 4

### **Project-Based Learning**



### Act it Out



**Dramatic Play** 

Think of a scene you want to act out

with your friends.

This could be from any story.



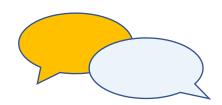


Who are the **characters?** What do they say to each other?

### Practise the scene.

Select the costumes.

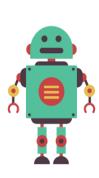




Speak with emotions and the right volume!

### Day 4 Math Game

### **MOVING BOT**

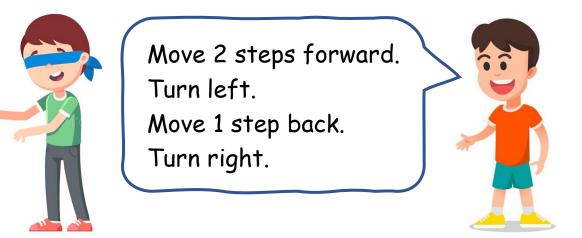


3 or more players

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### How to Play

- Player 1 is the **BOT.** Blindfold them. Player 2 is the **DIRECTOR.**
- Mark a start point. Keep an object somewhere.
- DIRECTOR tells the BOT where to go.
   The BOT follows the instructions exactly.
- Correct direction = **1 point** for the DIRECTOR
- Direction followed correctly = **1 point** for the BOT



Reverse the roles.

Who won the most points? They win the game!



### Project-Based Learning



### Act it Out

### Presenting the Play

Invite your friends to watch your play.

Enact the play in front of the audience.

- Did they enjoy the play?
- What are 2 things that went well?
- What could be improved?







### My Friend and I





I am Ali. I am in Class 1. My friend's name is Samir. He is in class four. He is my best friend!

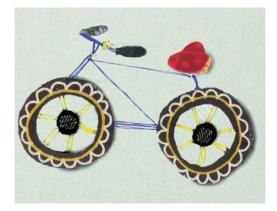
Every morning, we get ready for school. I button my \_\_\_\_\_.





Samir helps me put on my \_\_\_\_

He takes me on his \_\_\_\_\_ and I ring the bell!





Samir reads big \_\_\_\_\_. He writes with a pencil.

### My Friend and I

I have a small \_\_\_\_\_. Inside it, are two pencils.

> After school, we play cricket. Samir's three friends play with us.

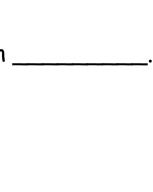
It is 5 O'clock. It is time to go to

Then, Samir buys me an \_\_\_\_\_. It is really tasty!

### Who are the characters in this story?

- Do you have a close friend that you spend
- Do you have a close friend that you spend a lot of time with? What do you do with them?
- Draw your friend!





our \_\_\_\_\_ .











### Did I enjoy learning this week?



### What are some new things I learned?

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## CERTIFICATE OF COMPLETION



This certificate is awarded to

# for the successful completion of the **Literacy** workbook.





Facilitator



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**Pg. 42:** This activity is designed by Dream A Dream, India.

**Pg. 48, 49:** My Friend and I, originally 'My Brother and Me' (English), written by Kanchan Bannerjee, illustrated by Pallak Goswamy, re-levlled by EAA, published by Pratham Books (© Pratham Books, 2013) under a CC BY 4.0 license on StoryWeaver.

