



# Printables for “Fill the Pocket”

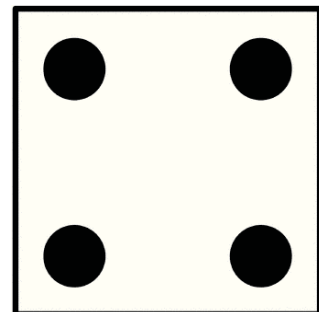
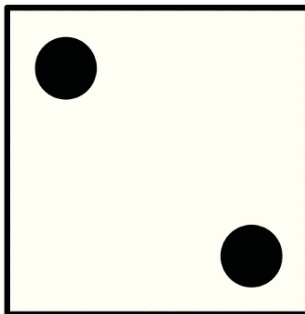
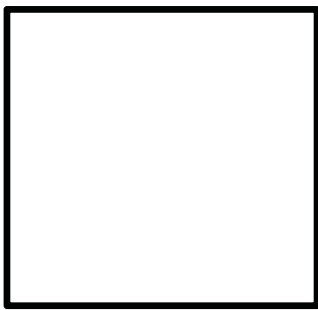
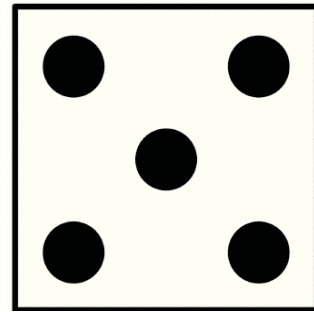
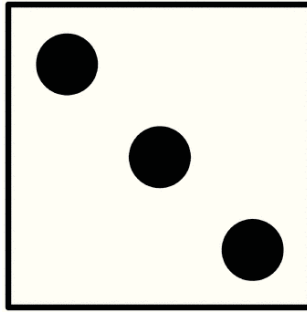
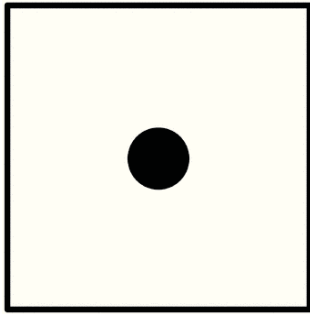
KNPIG ID # S 2203.0 – Yellow

This file contains printables for a small group of students.

- Dot Cards- 6 in total: numbered 0-5.
- Number Word Cards- 6 in total: numbered 0-5.
- Irregular Dot Cards- 12 in total (2 sets): numbered 0-5.
- 5 Frame Cards – 6 in total: numbered 0-5.
- Finger pattern Cards – 6 in total: numbered 0-5.
- Tally Cards – 6 in total: numbered 0-5.
- Example Page - How to set up game board with pockets.

**Teacher Notes:** Two pockets can be made by sealing a letter sized envelope and cutting in half. Tape pockets to large poster board to create the game board. Recommended to begin game with only dot cards or five frame cards. Other cards 0 to 5 may be used including finger patterns, five frames, or irregular dot cards (Included in this file) . A game board with pockets 0 to 6 (such as the board for 203.1) may be used. Also, quantity cards 0 to 6 may also be used.

Dots 0 to 5



word

one

three

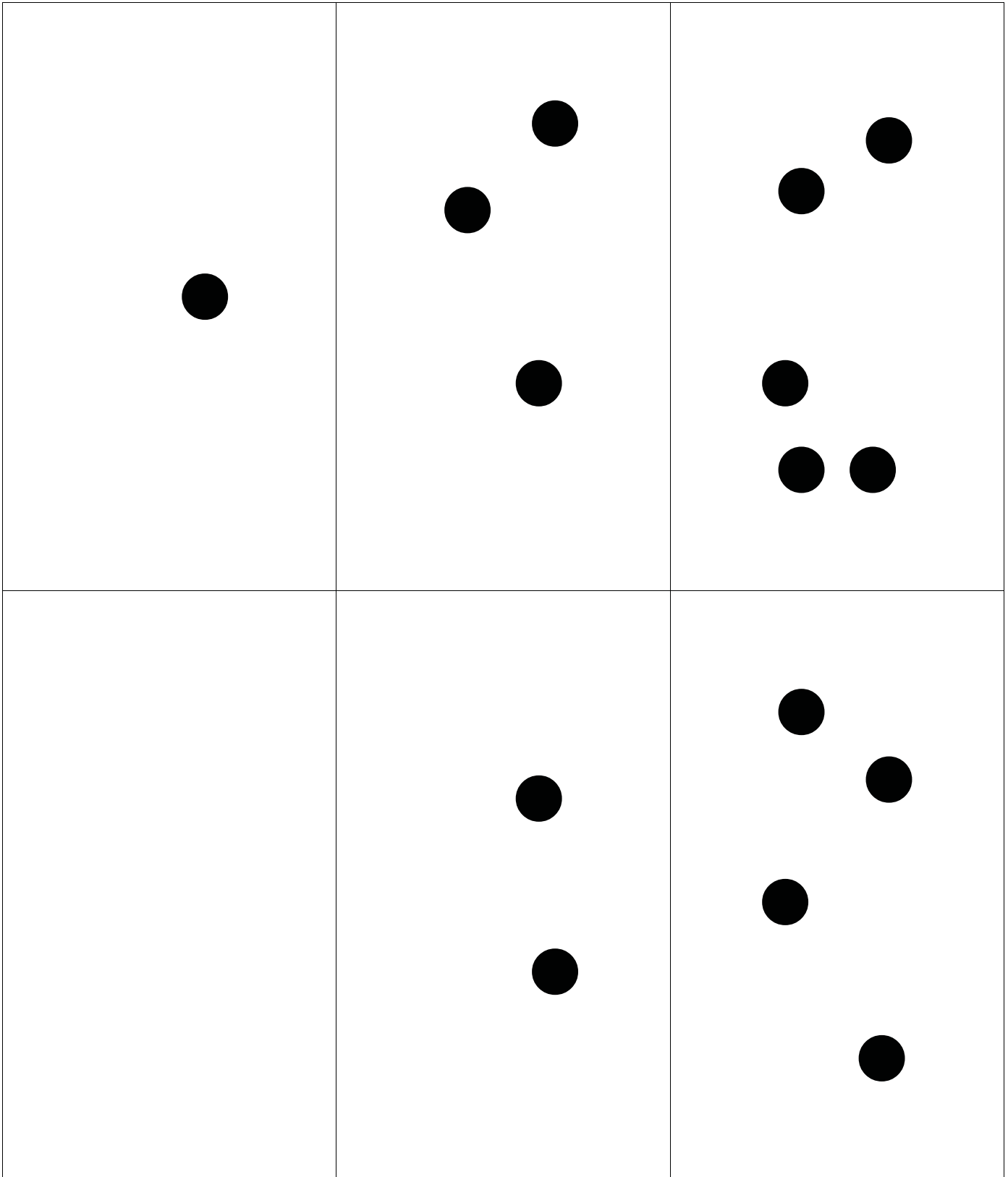
five

zero

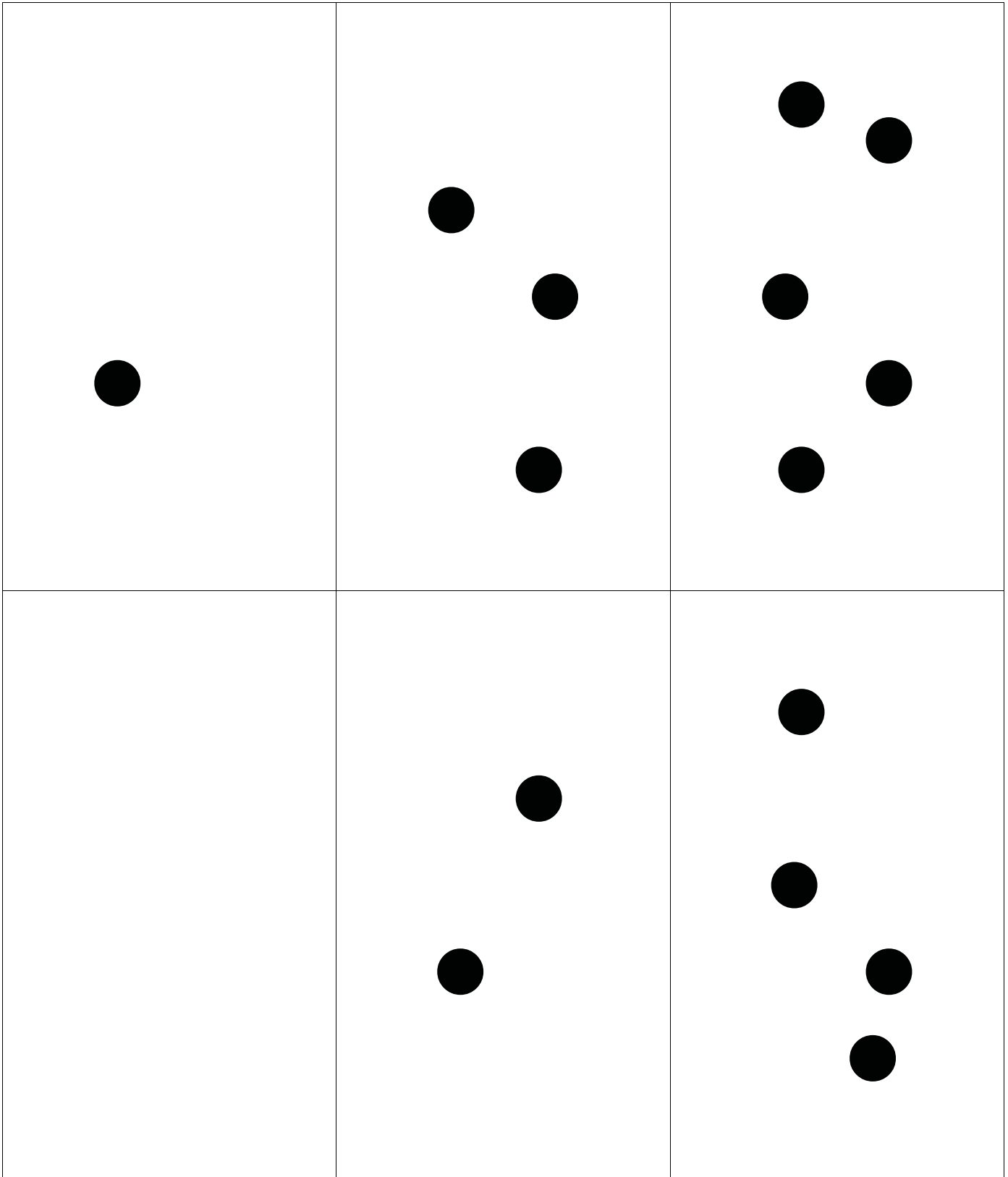
two

four

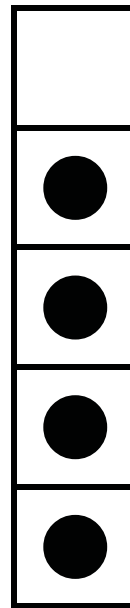
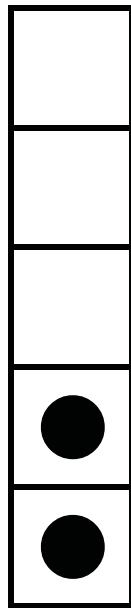
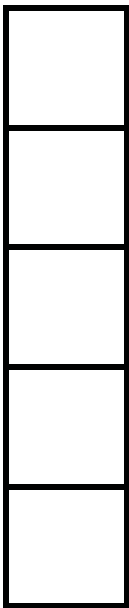
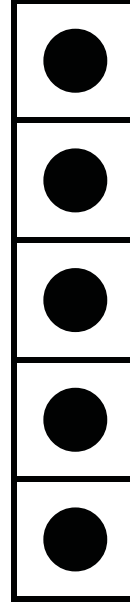
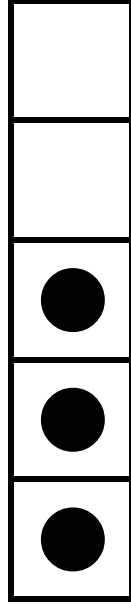
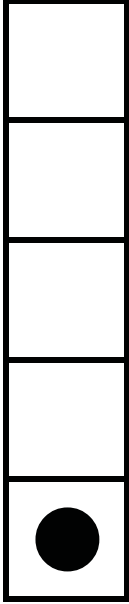
irreg 0 to 5



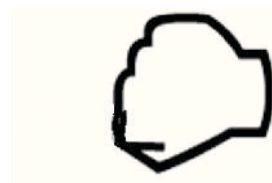
irreg 0 to 5



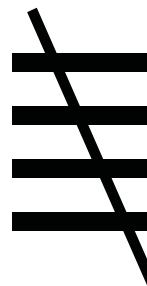
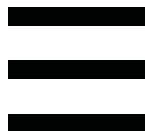
5 frames frames 0 to 5



Finger patterns 0 to 5



Tallies 0 to 5





This is an example of a Fill the Pockets Game board. This particular board is used for the game described in activity S 203.1. Adjust the number of pockets and pocket labels as described in the activity directions.

