

Eager To
LearnTM
Activity Book



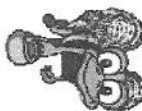
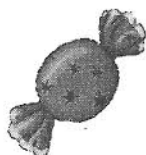


Dear Parents,

Your child's understanding of language and mathematics is increasing rapidly during these early years and there are many things you can do to guide your child's learning. *Eager to Learn* is a fabulous teaching tool that will help your child explore many concepts and develop skills that will provide the foundation for nearly all future learning.



We've written this Activity Book to give your child some fun activities to do on paper and a few innovative activity ideas for you and your child to do together at home. This Activity Book and the *Eager to Learn* software will be a valuable part of your child's launch into academic success.



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Note: The exercise titles listed in the upper right corner of these Activity Sheets indicate which *Eager to Learn* exercises correlate with that particular Activity Sheet. All concepts discussed in *Eager to Learn* are covered in either the Activity Sheets or Activity Ideas.



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ADI JR.'S SONG

Instructions: To see Adi Jr.'s animated, playful song, go inside the house and click on the TV. Click on the animation of Adi by the big laughing tree.

Use the lyrics in Adi Jr.'s Song to help exercise your child's emerging reading skills. Here are a few games and activities you and your child can do.



- ☺ Ask your child to choose a word s/he hears in the song. Next, show your child the word in the printed lyrics on the following two pages of this Activity Book. For example, if your child chooses the word "you," identify all the "you"s in the text by allowing your child to highlight them or circle them.
- ☺ A fun twist: Your child can continue with the previous exercise by choosing new words to learn and highlighting them in a different colors. Your child can also circle, underline, or draw different geometric shapes around the word being learned.
- ☺ Another fun twist: When your child has finished highlighting a word in the Adi Jr.'s Song lyrics, s/he can listen to the song and as the newly-learned word comes up, your child shouts that word.
- ☺ Follow-up: Make sure you carry over your child's new words into daily use. For example, as you're reading a bedtime story together, ask your child to point to every "you" in the text as you read. If the word appears often in the text, you may want your child to give you a nudge or squeeze your hand every time you read the word.

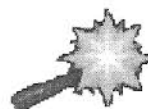




Hello, I'm glad you came.
Adi Jr.'s my name.
I'm here to be your pal and play a game.
With Pup my clever dog
and Robot, my best friend,
let's play all day until it's time for bed!



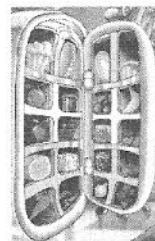
Chorus: Oh, come with me.
Come and see
inside my secret land.
Come and hold my hand
and we'll take a trip
to magic wonderland.



Come on inside my house.
Bring all your friends with you.
There's lots and lots of games and fun for all.
If you like frog ice cream
or strawberries and stew,
well, peek inside my ice box if you do.



Chorus: Oh, come with me.
Come and see
inside my secret land.
Come and hold my hand
and we'll take a trip
to magic wonderland.



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A monster's chasing us.
My goodness, what a fuss!
Oh what a greedy wretch he really is.
But now, we gotta go.
There's so much we need to know,
like ABCs and counting 123!



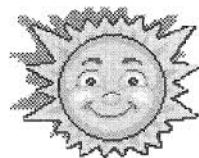
Chorus: Oh, come with me.
Come and see
inside my secret land.
Come and hold my hand
and we'll take a trip
to magic wonderland.



Oh, come with me.
Come and see
inside my secret land.
Oh yes, come and see
and one day the world
will play with you and me.
Oh, come with me.
Come and see
inside my secret land.

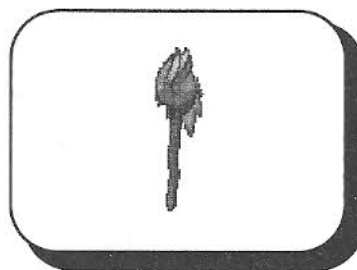
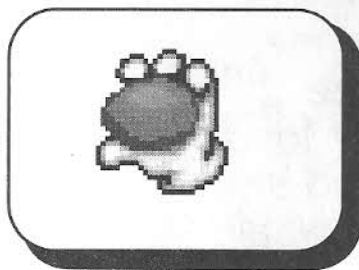
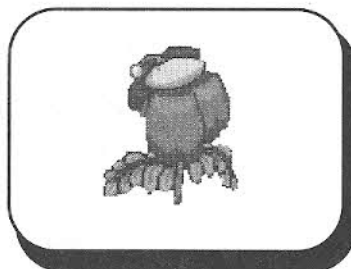
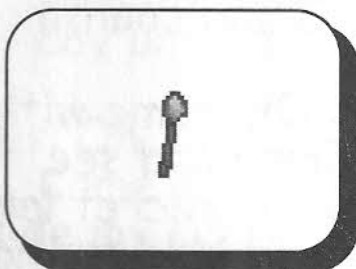
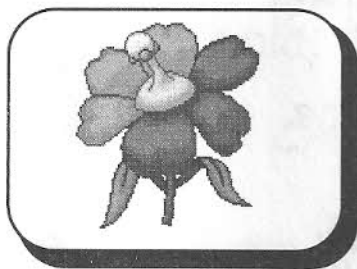


Are you ready?
Then take my hand.
Here we go into my magic land.
Yippee!
Come on!
Here we go!



STORY STEPS

Write a "1" under the picture that happens first, a "2" under the picture that happens next and so on.

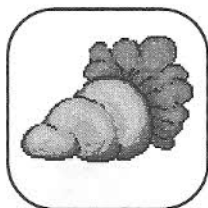


Tell someone about what you did today. Remember to:

- Tell what happened in order.
- Use your fingers to show the steps. For example: "I woke up (hold up one finger). I got out of bed (hold up two fingers)..."

LETTER TO SOUND MATCH

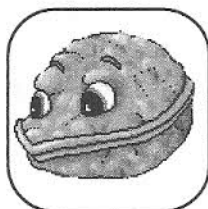
Circle the letter that is the first sound in the picture/word.



b c r



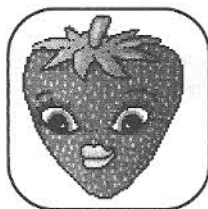
o d l



h s n



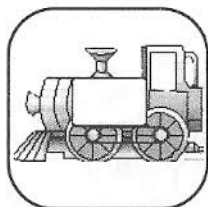
p m v



s l j



s n p



a m t

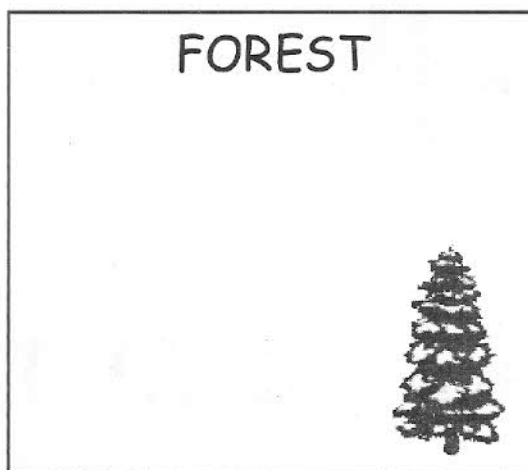
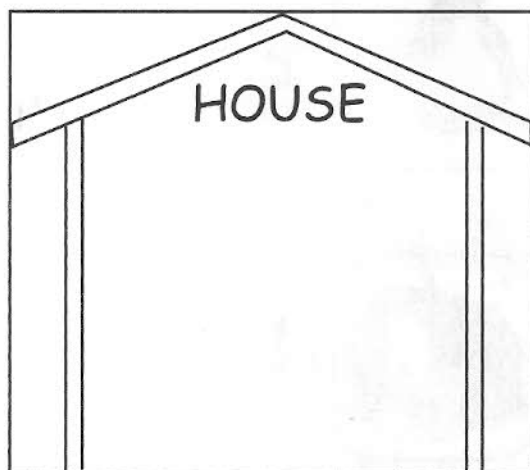
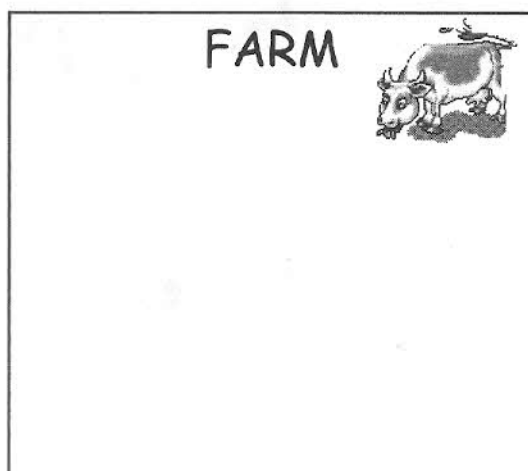
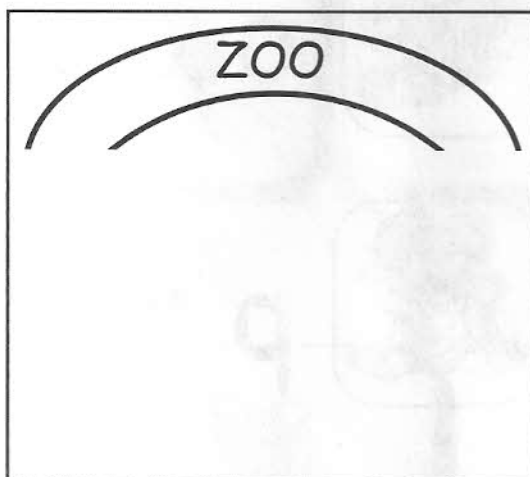


h r b



ANIMAL HOMES

Draw a few animals in each of the animal homes.
For example, you might want to draw a rabbit in
the forest.



SCRAMBLING

Unscramble these words. Cross out each letter as you write it on the line.



barbti _____



lmace _____



rgifefa _____



BEGINNING SOUNDS

Draw a line from the letter to the picture that starts with that letter.

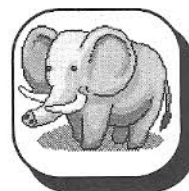
M

C

K

E


F



SYMMETRY

Some letters of the alphabet are symmetrical.

"Symmetrical" means that if you fold the letter in half, the two halves will match. Some letters are symmetrical up and down (vertically), and some are symmetrical side to side (horizontally). Write these letters several times on the line.

A A 

M M

H H

X X

O O

Bonus question: What other letters are symmetrical?

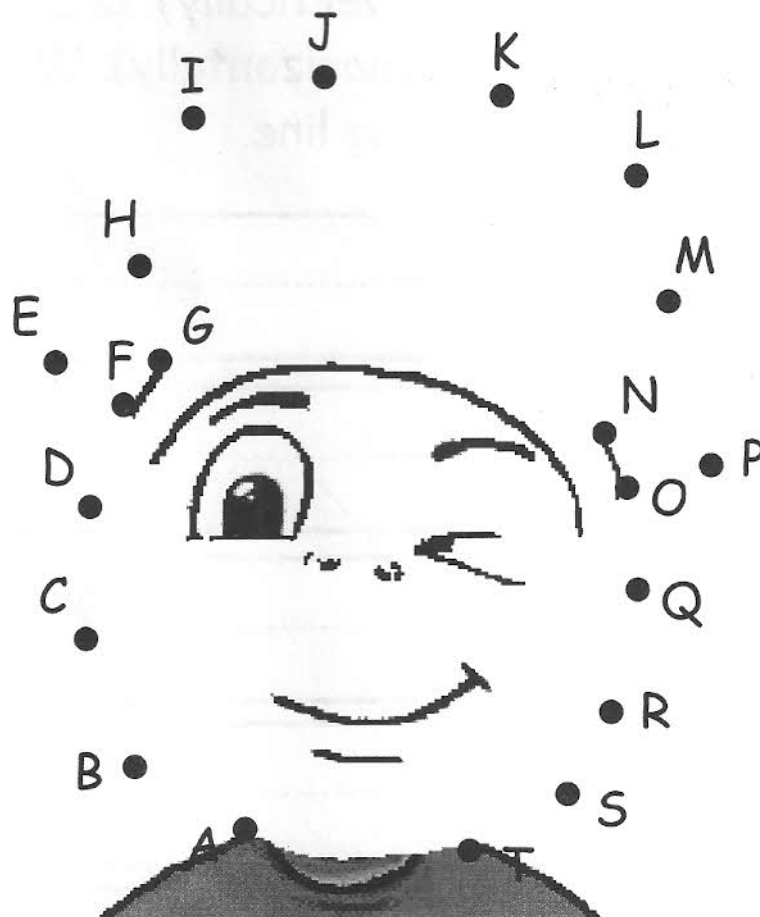


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ADI JR. DOT-TO-DOT



SPELLING NAMES

Write your own name here. 

Try to write your last name, too. 

Draw a line from Adi Jr. to the correct spelling of his name.

Adi Jir.

Ladi Jr.

Audi Jr.

Adi Jr.

Addi Jr.

Adii Jr.



WRITING WORDS

See how many of these important words you can write. Focus on one letter at a time.

the

the

me

smile

words

Pup

Adi Jr.

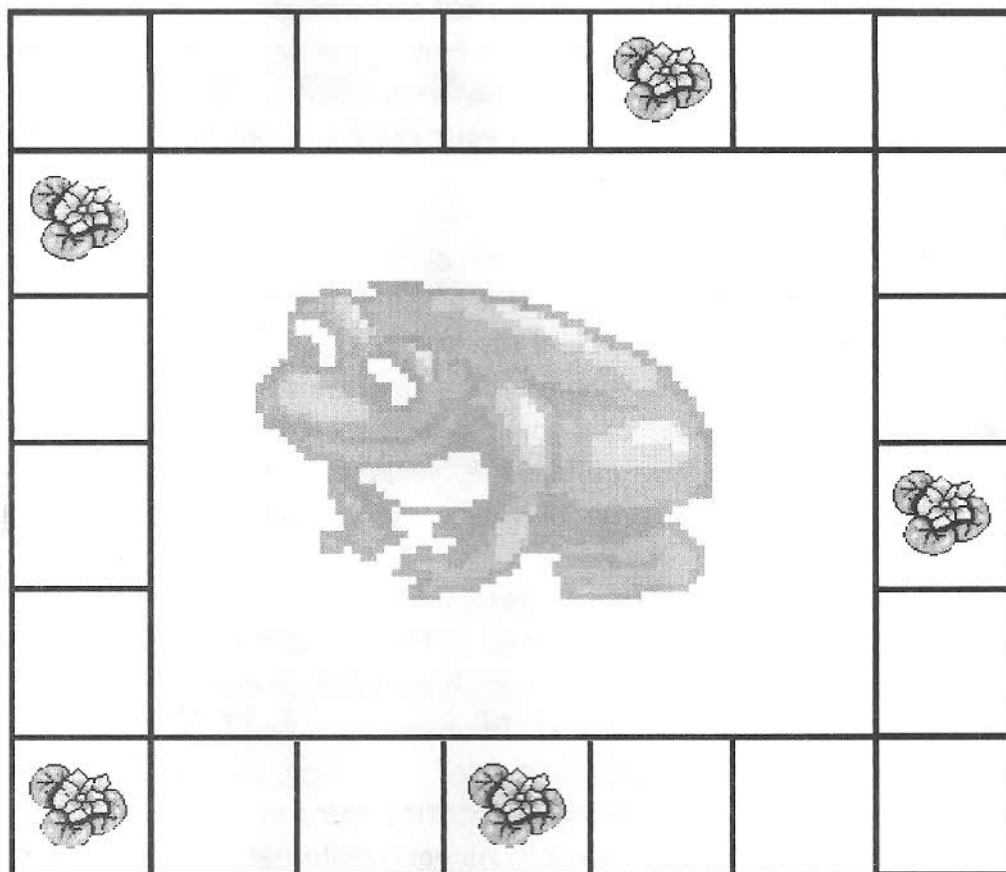
ACTIVITY IDEAS

1. ***Can You Move Like This?*** (correlates with The Keep Fit Session): Collect a few of your child's favorite action figures or dolls and ask your child to, "Move your body so it looks just like this." Some action figures and dolls can go into positions that resemble karate moves, ballet moves, or other choreographed positions. You'll see your child working on one body part at a time: "Are my arms right? What about my feet?"
2. ***Sound & Go Seek*** (correlates with Noises and Sounds): Collect all the toys and other objects in the house that make neat noises and put them in a large, shallow box or on the floor. Have your child cover her eyes while you make a noise with one of the "instruments." Place the instrument back with the others then tell your child to open her eyes and find what instrument made that sound.
3. ***Memory Match*** (correlates with Animal Pairs, Happy Family Snap and Word and Picture Dominoes): Use 3" x 5" cards to create your child's own deck of matching cards. Your child can write letters, numbers or draw pictures on the cards - just as long as there are two of each kind of card. When your child first plays this game, play it with the cards face up. It will be much easier and your child will experience success. When your child is ready for the next challenge, play with the cards upside down.
4. ***Missing Match*** (correlates with Happy Families and Find the Picture): Using the card set your child created in the Memory Match game described above, place about five matching pairs of cards face up on the floor. Have your child turn around. Take one card and hide it behind your back. Ask your child to guess which card is missing. Your child will need to evaluate which card is missing by locating pairs of cards and finding the card that doesn't have a match. As your child becomes more proficient at this, place more card pairs on the floor and take away more than one card at a time.



FROG HOPPING

Use a small object to represent the frog. Have your child place the frog anywhere on the board and guess how many spaces the frog needs to jump to get to the next lilypad. When your child guesses correctly, s/he can move the frog.



WRITING NUMBERS

Practice writing the following numbers.

1 1

2 2

3 3

4 4

5 5

6 6

7 7

8 8

9 9



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MIXED-UP NUMBERS

Arrange the numbers from smallest to largest.

6	4	7	5	8



3	0	4	1	2



7	10	8	11	9

SHARING WITH FRIENDS

Parents: You may want to act out a "sharing experience" to help your child fully realize this concept.

If your friend came over to play and you have 4 toys, how many toys would you share with your friend?



Draw Adi Jr. sharing 6 balls with his friend.



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SNEAKY NUMBERS

Circle the number that looks different from the others.

2	2
2	2
2	2
2	2

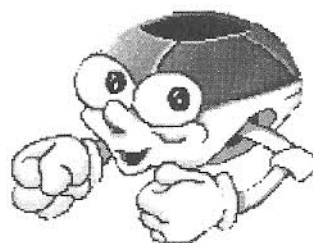
5	4
4	4
4	4
4	4

8	∞
8	8
8	8
8	8

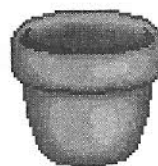
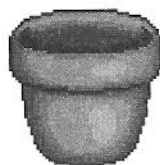
1	1
!	1
1	1
1	1

SHARING EQUALLY

Draw a hat on each of Adi Jr.'s friends.



Draw a pretty flower in each of these plant pots.



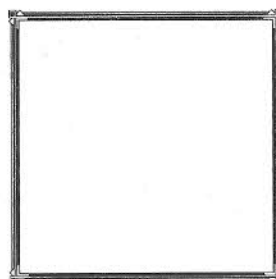
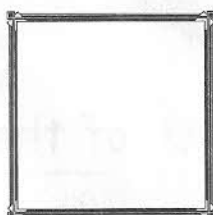
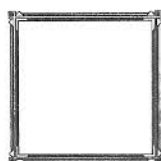
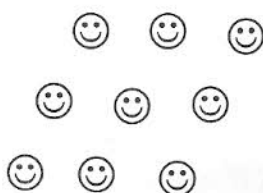
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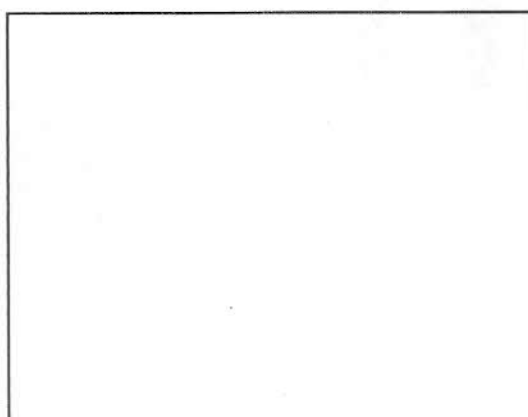
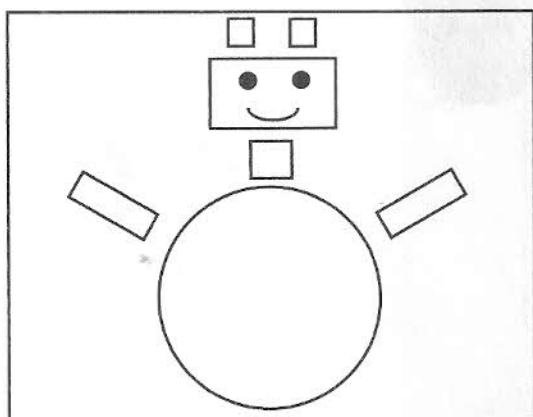


MATCHING SIZES

Draw a line from the shapes to the box that would fit those shapes best.



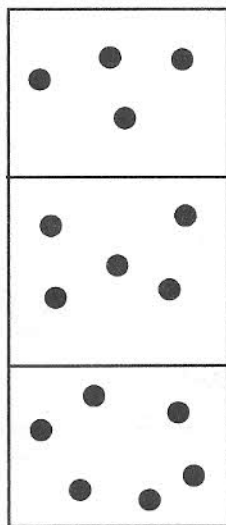
See if you can draw a set of shapes exactly like the set of shapes on the left.



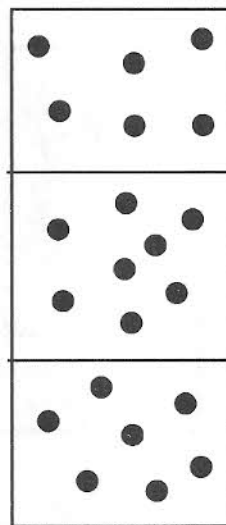
COUNT THE DOTS

Draw a line from the number to the box with the same number of dots.

5

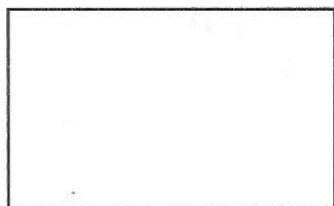


7

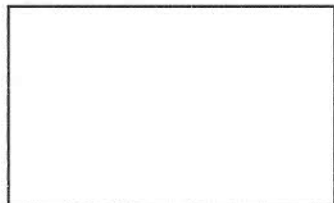


Draw your own!

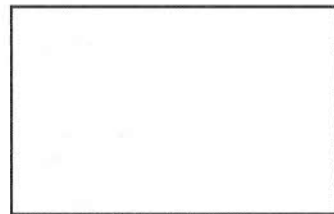
4



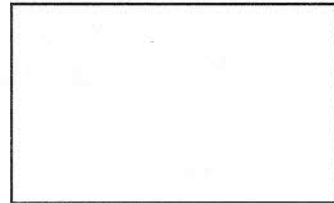
6



8



9

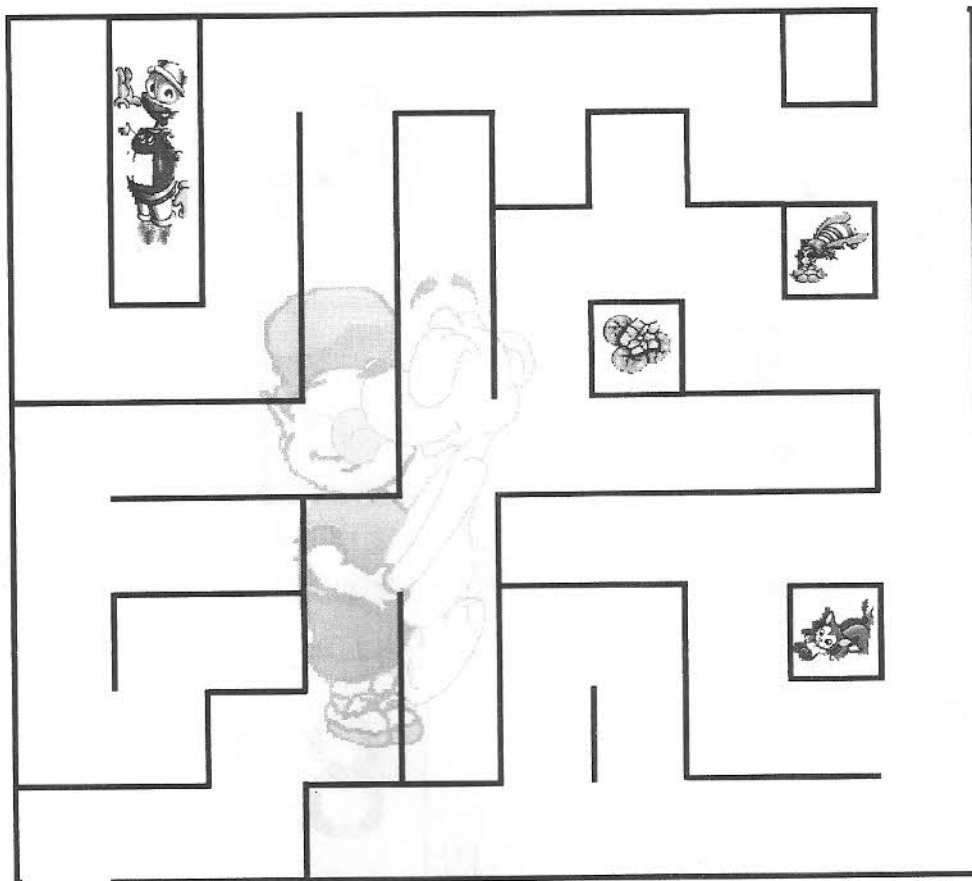
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MAZE

Help Pup find his way to Adi Jr.



ACTIVITY IDEAS

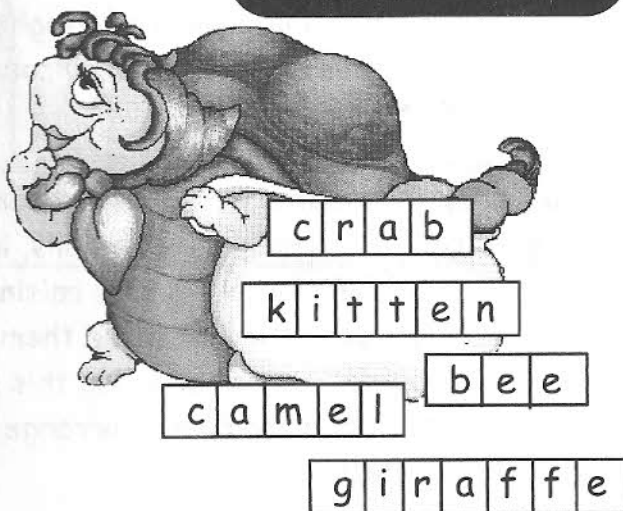
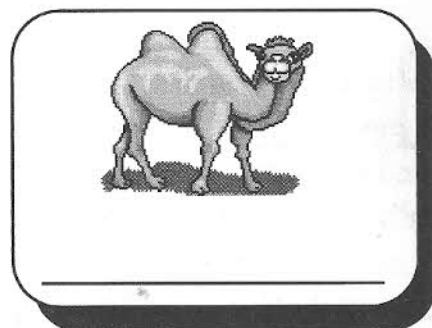
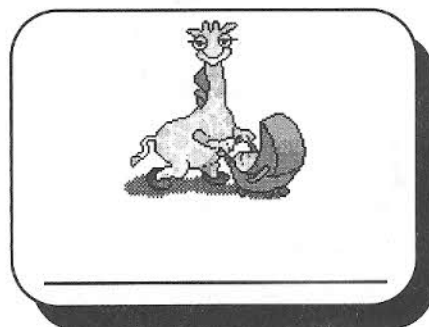
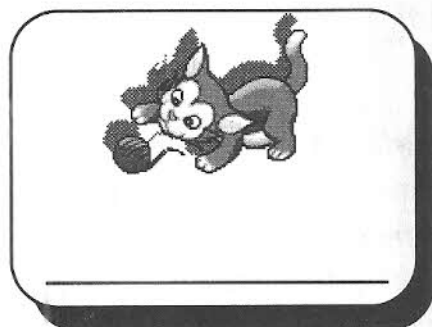
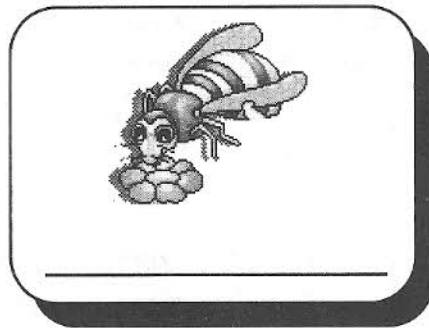
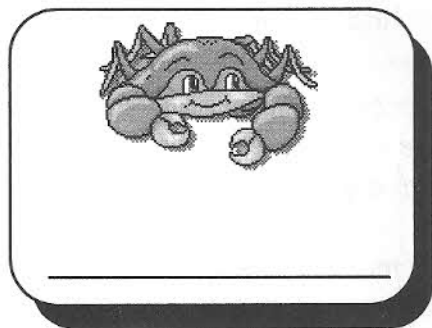
1. **Where Did It Go?** (correlates with Walking the Dog): Children this age love the traditional "Hide and Go Seek" game and there are many variations. Here are a few unique, double-duty variations that will not only practice this memory skill, but will help your child accomplish a difficult task at home.
 - ☺ Use healthy (probably "icky") foods to practice. For example, if you are having muffins with ham and cheese in them, put a pickle slice in one muffin, move them around and have your child take a bite of each then guess which one it is in.
 - ☺ To help your child look forward to bedtime, practice hiding a favorite toy somewhere in the bed sheets. You can give verbal clues as to where it is. For example, "I put it near the top of the bed."
 - ☺ During bathtime, you can use upside down cups to hide an object, move them around and see if your child can identify which cup the object is hiding under.
2. **Building Bridges** (correlates with The Turtle's Path): Get out the blocks! Use two action figures or small dolls and place one on each end of a table. Now ask your child to build a path from one doll or toy to the other. See if your child makes a straight line or a fanciful, round-about route. Practice this several times, encouraging your child to make loops, curves, and other detours.
3. **Tea Party** (correlates with The Balls and Giving Out Presents): To practice your child's "sharing equally" skills, invite many inanimate friends to you and your child's tea party. Use raisins, small crackers, or other small foods and allow your child to share them equally with all the invited guests. Of course, you can practice this same skill by teaching your child how to set the table for dinner, arrange toys on a shelf, or "sort equally" any type of object.





LABEL THE ANIMALS

Write the animal's name underneath its picture.

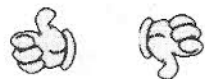
The Mama Turtle has some clues.



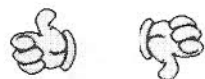
REAL OR PRETEND?

Circle thumbs up  if you think the sentence could be real. Circle thumbs down  if you think the sentence is pretend.

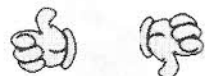
I went fishing with my Grandpa last week.



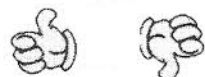
I can walk through walls.



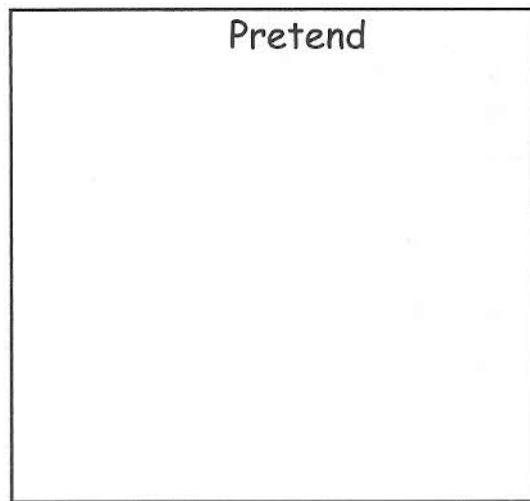
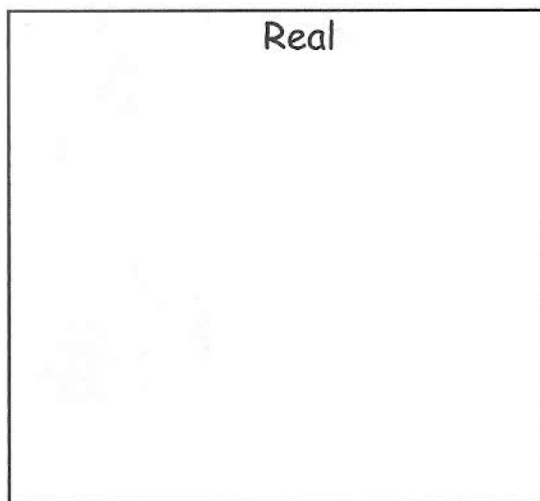
Josh has a pet hamster.



Sue saw a real, live dragon at the zoo.

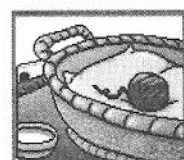
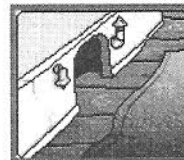
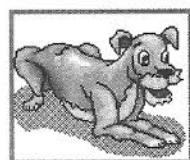
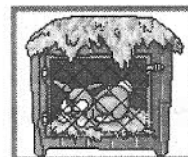


Draw your own picture of something that's real and something that's pretend.



HOME SWEET HOME

Draw a line from an animal to that animal's home.



HOW DOES IT MAKE YOU FEEL?
Circle the happy face ☺ or sad face ☹ to
show how you feel in these situations.

How do you feel when you get to play with Adi Jr. when
you want?



How do you feel when a friend gets mad at you?



How do you feel when you listen to a really good story?



How do you feel when you pet a soft, little kitten?



**Draw pictures of your own face: one of you happy
and one of you sad.**

Happy

Sad



MATCH YOUR VEGGIES!

Match the vegetable names to their picture.
Careful! There are a few words that don't have a match.

nut

blueberry

carrot

kiwi

strawberry

celery

lettuce



carrot



lettuce



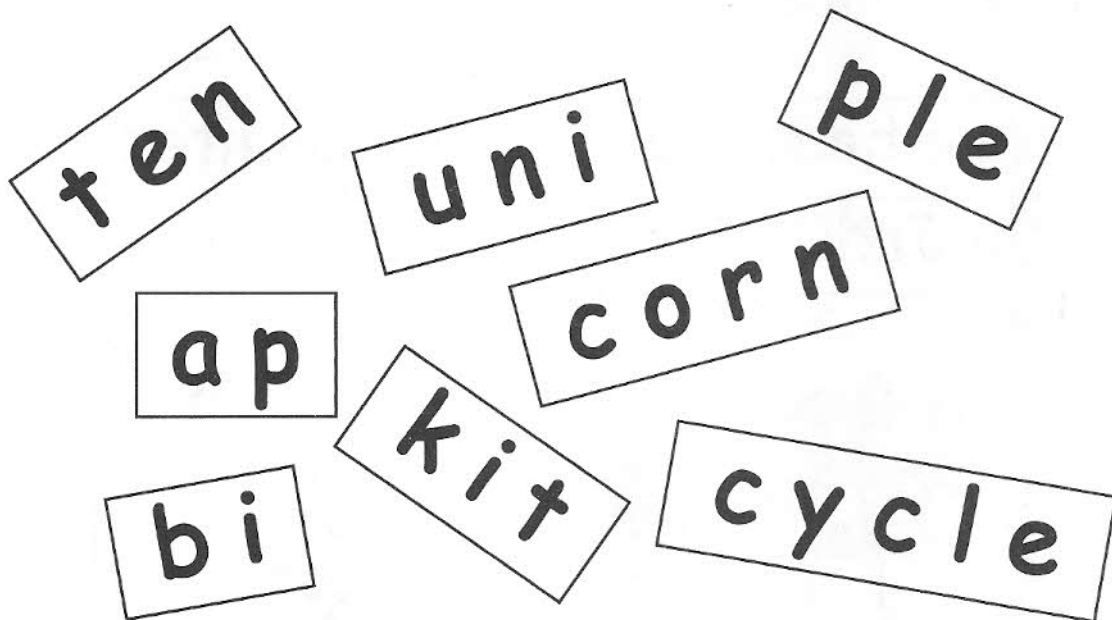
nut



strawberry

MIX & MATCH WORDS

Use the word pieces to make the words: kitten, apple, unicorn and bicycle.



Write your answers in the spaces below.

--	--	--	--	--

--	--	--	--	--	--	--

--	--	--	--	--	--

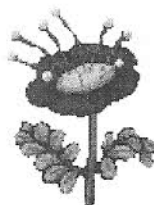
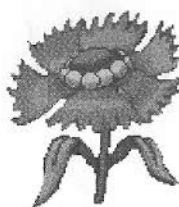
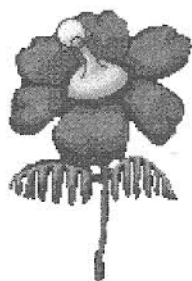
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MIX & MATCH SENTENCES

See if you can put the following sentences back together. Read them out loud and see if you can say them so they make sense!

some beautiful flowers.	planted
Adi Jr.	On a sunny day,



three blue ones.	Robbytock
When the flowers	came to pick
bloomed	

HEARING SOUNDS

Draw a line from the letters to all the words where you hear those letters.

a

e

i

o

u

kite

truck

bike

Adi Jr.

car

bug

cat

kitten

dog

puppy

pet



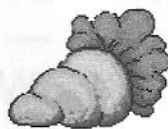
WHAT'S WRONG?

Circle the letter, number or picture that is out of place.

A, B, C, D, E, M, G, H, I, J . . .

1, 2, 3, 4, 8, 5, 6, 7, 8, 9, 10 . . .

. . . 11, 12, 13, 22, 14, 15, 16 . . .



. . . K, L, Z, M, N, O, P, Q, R . . .

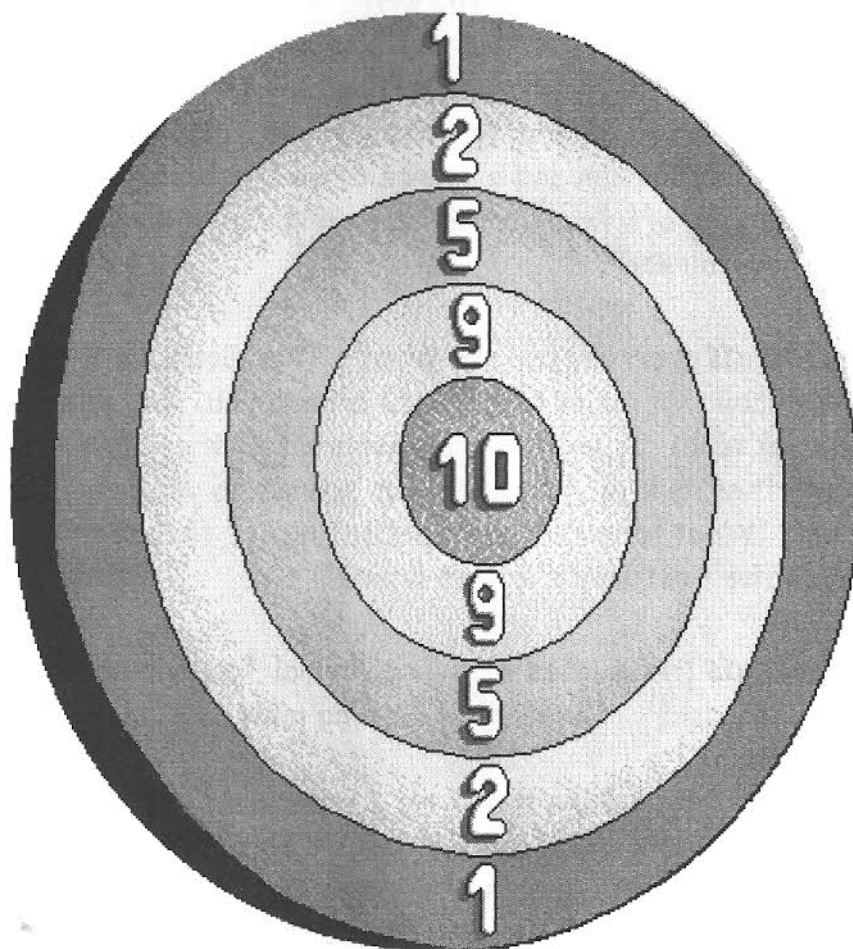
ACTIVITY IDEAS

1. **Word Bank** (correlates with Little Words): To help your child focus on how many words s/he does know (and not how much your child doesn't know), gather 3" x 5" cards and a recipe card box then follow this procedure.
 - ☺ Ask your child what word s/he wants to learn. If your child wants to learn the word "elephant" or another long word, don't discourage it.
 - ☺ Let your child pick a card. You write the word clearly at the top of the card and encourage your child to write it beneath.
 - ☺ Draw a picture by the word if applicable.
 - ☺ Add to the Word Bank often. Many times, a Word Bank will become an prized possession and a source of self-esteem. You'll see your child showing off the Word Bank saying, "Look how many words I know how to read!"
2. **Hearing Sounds** (correlates with What's That Sound?): Wherever you are with your child, listen to the sounds around you. As you are tucking your child in at night, as you walk somewhere together, as you travel in your car together, ask your child, "What sounds do you hear?" Every now and then ask, "What letter of the alphabet makes that sound?" or "What letter makes the first sound in that word?"
3. **Matching Cards** (correlates with The Animal Toyshop and Fruit Snap): Using 3" x 5" cards and any of the following materials, make a set of matching cards.
 - Use a pack of stickers that have 2 identical sheets of stickers.
 - Glue 3-D objects (such as two pieces of grass) on the cards.
 - Help your child write letters of the alphabet on the cards. For a more advanced activity, match capital letters to lower case letters.
 - Help your child write numbers on the cards. For a more advanced activity, your child can match numbers to a sum or product. (For example, $2 + 3$ matches 5.)



ADDING SCORES

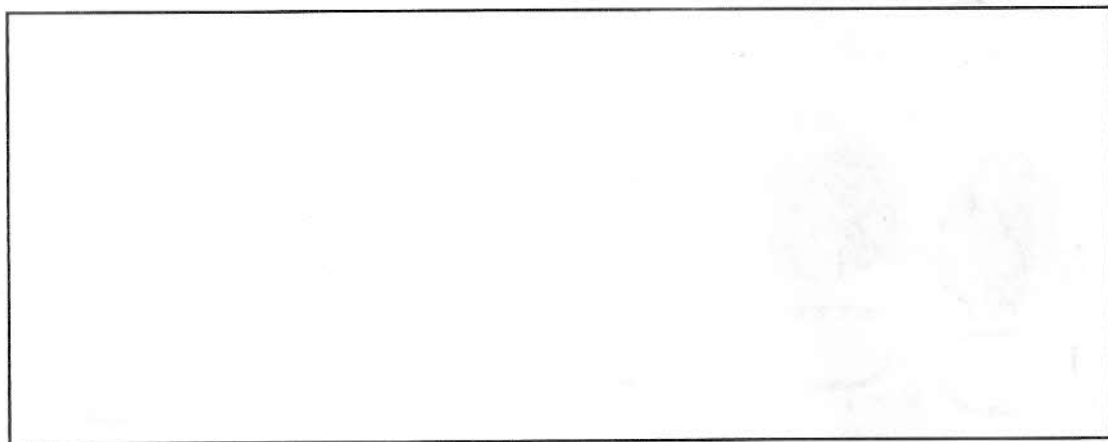
This is a two person game. One person puts two fingers on the board while the other person calls out the score (adds the two numbers).

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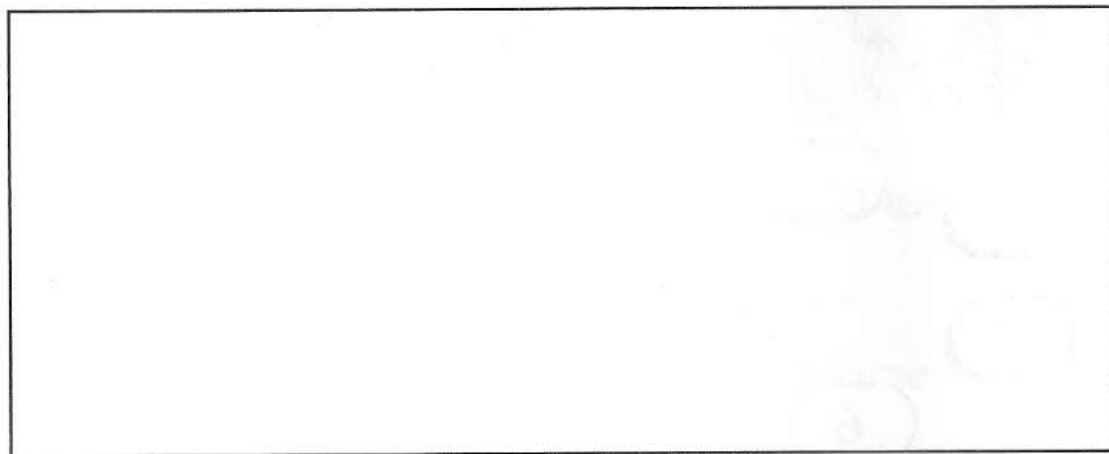
DRAW AND ADD

In the box below, draw 10 fish and 12 starfish.



$$10 + 12 =$$

In the box below, draw 11 bugs and 4 caterpillars.














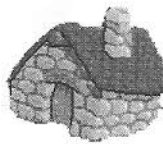
$$11 + 4 =$$



NUMBER THE HOUSES

Fill in the numbers in order from smallest to largest.

					
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
15	13	12	14	16	11

					
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
5	6	4	7	8	3

HOW FAST ARE YOU?

Time how fast you can answer these questions.

$9 + 1 = \underline{10}$

$2 + 2 = \underline{\quad}$

$4 + 3 = \underline{\quad}$

$4 + 5 = \underline{\quad}$

$0 + 6 = \underline{\quad}$

$3 + 1 = \underline{\quad}$

Time:

.....

$5 + 1 = \underline{\quad}$

$6 + 2 = \underline{\quad}$

$3 + 4 = \underline{\quad}$

$1 + 9 = \underline{\quad}$

$8 + 0 = \underline{\quad}$

$8 + 2 = \underline{\quad}$

Time:

.....

$2 + 5 = \underline{\quad}$

$4 + 4 = \underline{\quad}$

$0 + 7 = \underline{\quad}$

$7 + 2 = \underline{\quad}$

$1 + 6 = \underline{\quad}$

$2 + 4 = \underline{\quad}$

Time:

Make a big circle around your best time.

Congratulations!



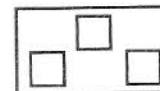
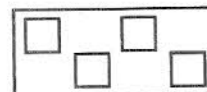
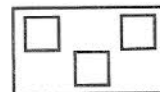
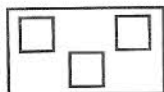
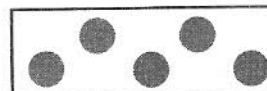
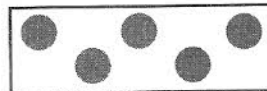
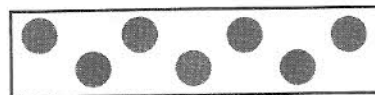
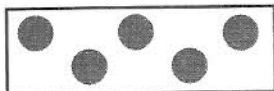
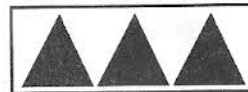
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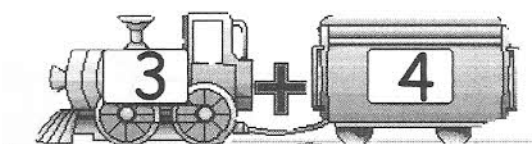
MATCHING SHAPES

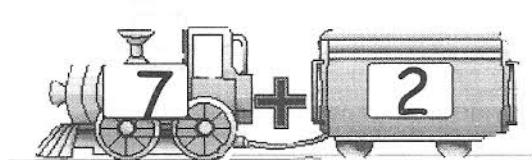
Draw a line from the set of shapes on the left to the matching set of shapes on the right.



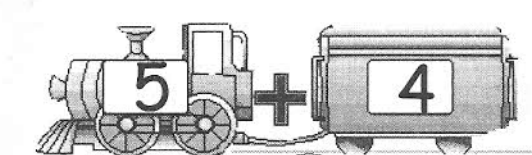
ADDING

Write in the answers to these problems.

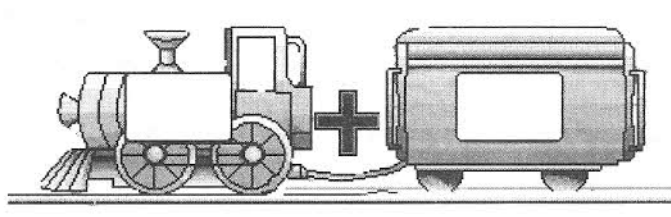
 $= \square$

 $= \square$

 $= \square$

 $= \square$

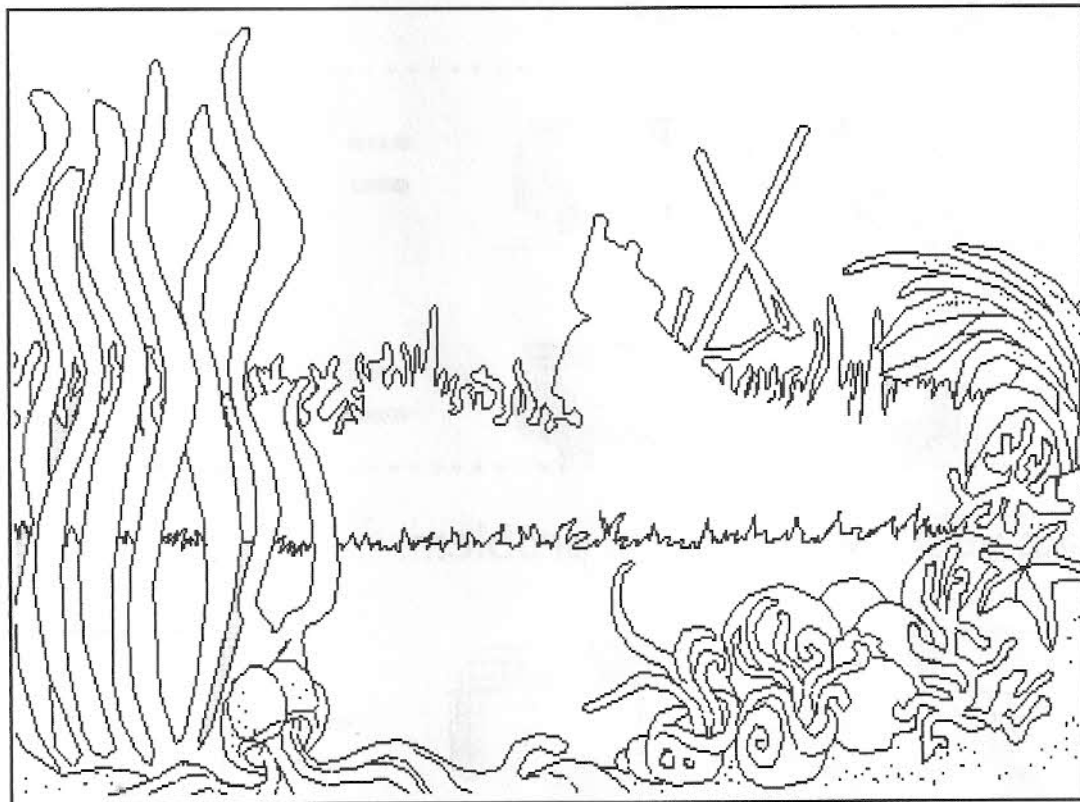
Make your own favorite problem.

 $= \square$



CHOOSING COLORS

Choose your own colors and assign them a number.
Before you color in an area, write that color's number
somewhere in the area you're coloring.

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

WHO'S BIGGER?

Circle the number that is bigger.

$2 + 3$	10	7	$2 + 4$
5	$3 + 3$	$0 + 8$	5
$1 + 4$	6	9	$4 + 4$

WRITTEN NUMBERS

Draw a line from the word to the number.

two	2	twelve	11
	3		12
	4		13
seven	8	zero	20
	7		10
	9		0



ADDITION CATERPILLARS

Draw a line from the number in the square to the addition caterpillar that equals that number.

21



$$5 + 2 + 3 + 4 + 2 + 4 + 1$$



$$6 + 7 + 4 + 3 + 5$$



$$1 + 3 + 2 + 1 + 2 + 3 + 1$$

32



$$1 + 2 + 3 + 4 + 5$$



$$4 + 3 + 5 + 5 + 5 + 5 + 5$$



$$10 + 10 + 10 + 3$$

17



$$7 + 2 + 3 + 2$$



$$6 + 3 + 4 + 3$$



$$5 + 4 + 5 + 3$$

ACTIVITY IDEAS

1. **Number Mix-Up** (correlates with The Number Wheel): Help your child write numbers on 3" x 5" cards, starting with 0 and going as high as is appropriate for your child. When your child has finished making the set, have fun tossing them in the air to mix them up. Now time how quickly your child can put them in ascending order. Challenge your child to beat that time. Let your child speed through these numbers!
2. **Moving Objects** (correlates with The Horse Show and The Visit to the Castle): Next time you're in the car together, ask your child to see how high s/he can count by counting each passing car. There are a few fun variations to this:
 - ☺ Count only the red cars.
 - ☺ Count only cars that are taller than your car.
 - ☺ Count only trucks or motorcycles.
 - ☺ Count only two door cars.
 - ☺ Count the number of wheels on a passing semi-truck.
3. **I Will Give...** (correlates with A Banana for Each Monkey): This innovative game combines the skill of sharing equally (based on visual discrimination) with a sense of playful fun while your child accomplishes a typically mundane task. (Note: This works best with at least 3 people.)
 - ☺ Find a task that needs to be accomplished. For example, getting everyone to the dinner table.
 - ☺ Set an objective with a playful twist. "Everyone who comes to the table and puts their hands on their heads will get a treat."
 - ☺ Distribute the treat according to who has accomplished the task.As soon as your child has mastered this procedure, let him or her try setting the objective on the family. For example, "Whoever can brush their teeth with one hand behind their back will get an extra goodnight kiss from me!" Follow this procedure in nearly any daily activity.



CREDITS

Executive Producer: Dianna Amorde

Assistant Producer: Kevin Kubalsky

Design and Layout: Audra Jensen

Education Writer: Cathy Malmrose



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