

What
Swims
in the
Water?





What swims
in the
water?



Seals swim in
the water.

Genesis 1:21

God created the great creatures of the
sea and every living thing with which the
water teems and that moves about in it,
according to their kinds.



What swims
in the
water?



Hippos swim in
the water.

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What swims
in the water?

A penguin swims in
the water.



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What swims
in the water?

Swans swim in the
water.



What swims
in the water?

Genesis 1:21
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Geese swim in the
water.



What swims
in the water?

Genesis 1:21
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Ducks swim in the
water.



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What swims
in the water?

Frogs swim in the
water.



What swims
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Beavers swim in the
water.



What swims
in the water?

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Otters swim in the
water.



What swims
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Alligators swim in
the water.



What swims
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Polar bears swim in
the water.



Genesis 1:21

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What swims
in the water?

People swim in the
water.

What
Swims in
the
Water?

Learning
Guide



Categorize by asking, "Which ones are birds?" "Which ones have 4 legs?" "Which ones have 2 legs?" "Which ones have fur?" "Which ones have feathers?" "Which one is an amphibian?" "Which ones have 2 eyes?"

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Match the animal with its name.

Read the word and have the child point to the animal. The second time, point to the animal and ask, "What is this animal called?" After a correct answer, point to the word and have them repeat it. Practice until the child can read the word and point to the correct animal.



Seal



Frog



Alligator



Ducks



Hippos



Beaver

Math connections

Genesis 1:21

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7	Five
5	Seven
6	Six

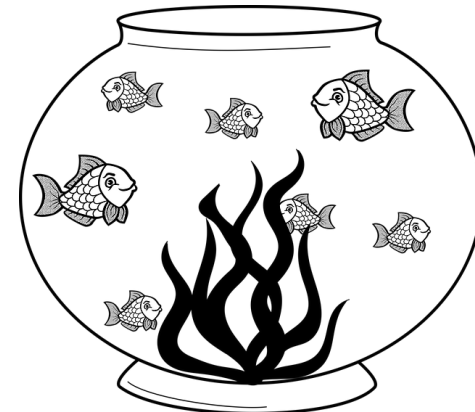
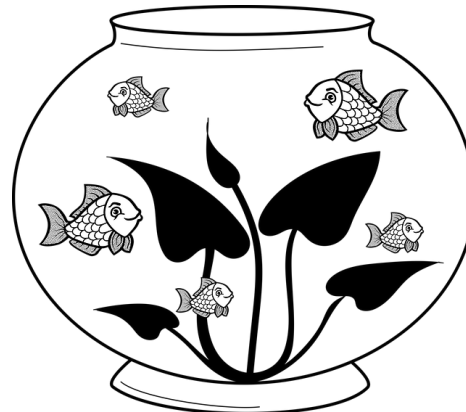
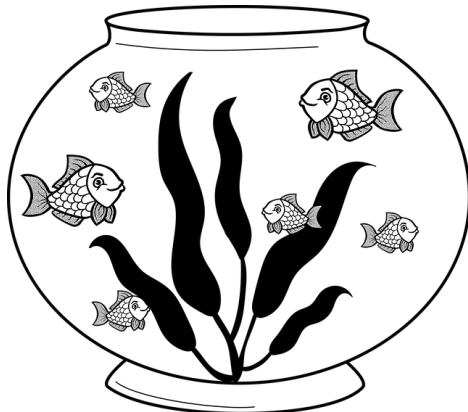
Matching: match the number, number name and fishbowl by pointing and speaking.

Let's play BUMP. For 2-3 players. You'll need 2 six-sided dice, and 18 same-colored tokens per player. Each player has his or her own color.

Roll two six-sided dice. Add the numbers together OR subtract the smaller from the larger number.

If the resulting number is 5, 6 or 7, place a token on either the number, number name or corresponding fishbowl. If another player rolls a number that already has a token, they may "bump" the other player off by removing that player's token and replacing it with their own OR they may cover an uncovered space. If a player places 2 tokens on any space, they have locked down that space and cannot be bumped off.

The first player to cover any 3 corresponding spaces wins. If lock downs create a draw, the player with the most tokens played wins.



Let's
write

What Swims?

Name: _____ Date: _____

Seal

Frog

Goose

Duck

Hippo

Beaver

Trace the letters and say the word.

Then write the word to the right of the traced word.

Say: We are going on a hunt. You find the words that we are hunting.

Vowel hunt

Ask: Which words have an "o" in them?

Which words have "e" in them?

Which word has an "u"?

Which words have "a"?

Initial phoneme hunt

Ask: Which word begins with the same letter as:

Dog

House

Swim

Goat

Ball

Foot

Bat

Snake

Do

Big

Hot

Feet

Rhyming word hunt

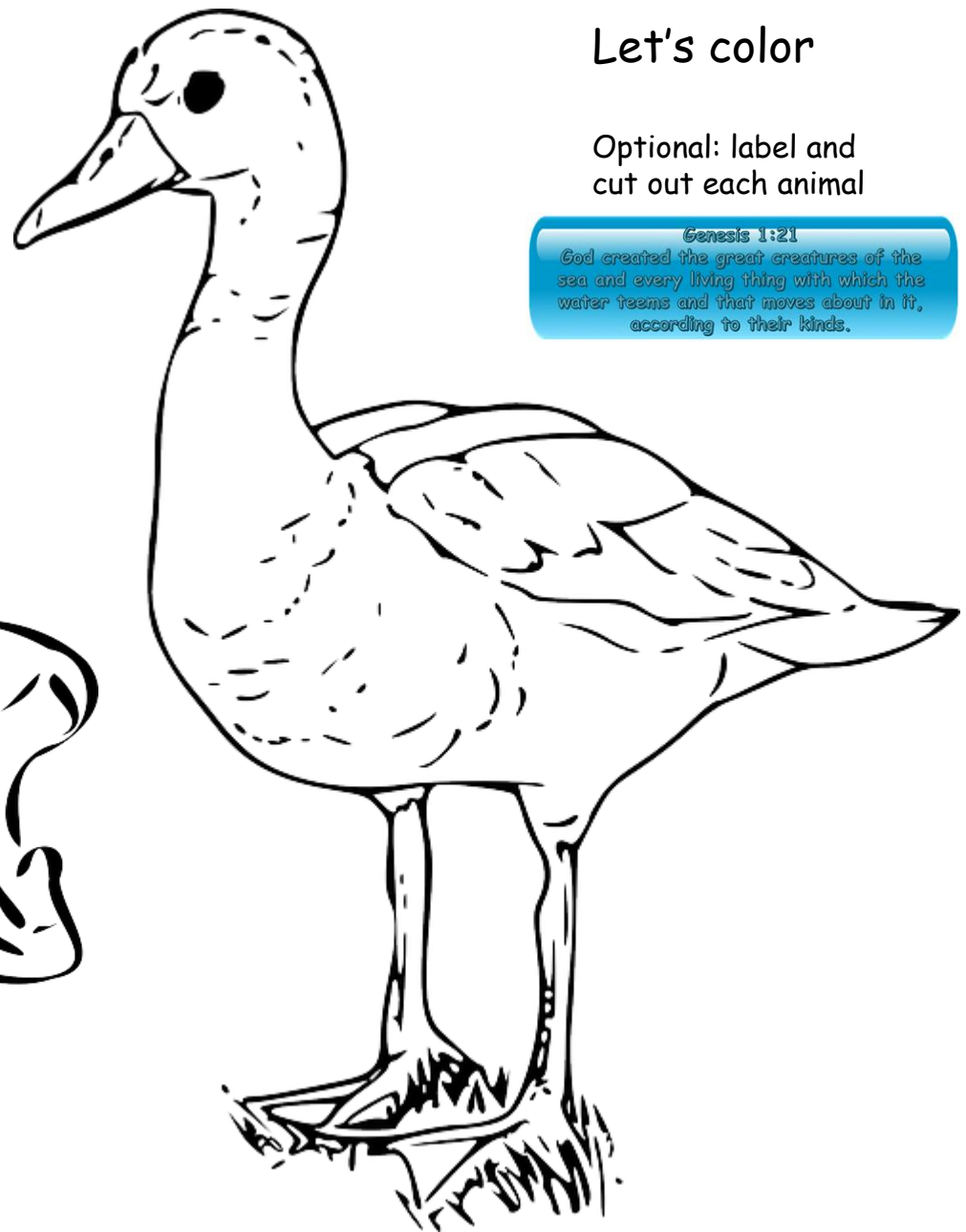
Which word rhymes with "meal", "luck"?

Let's color

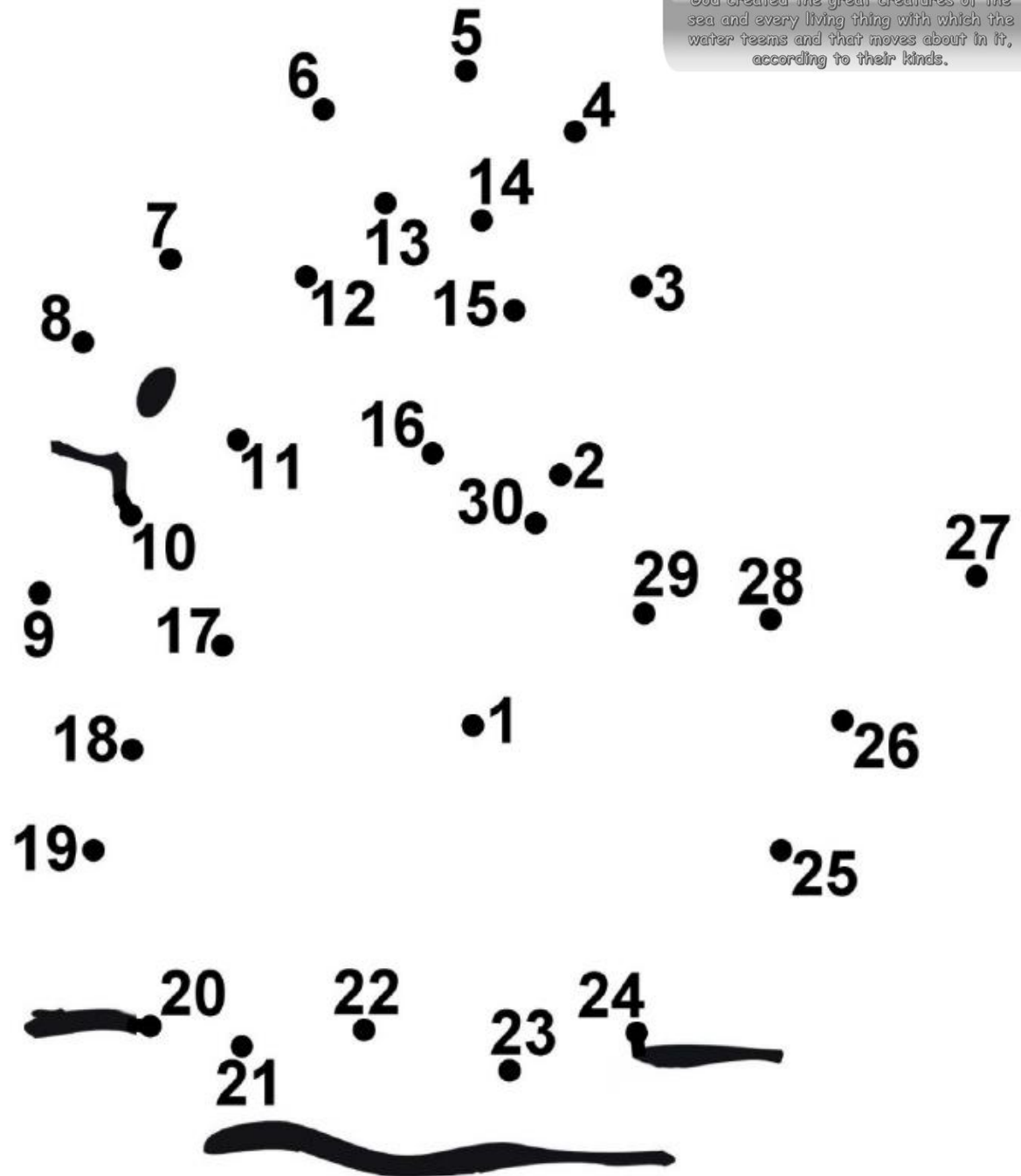
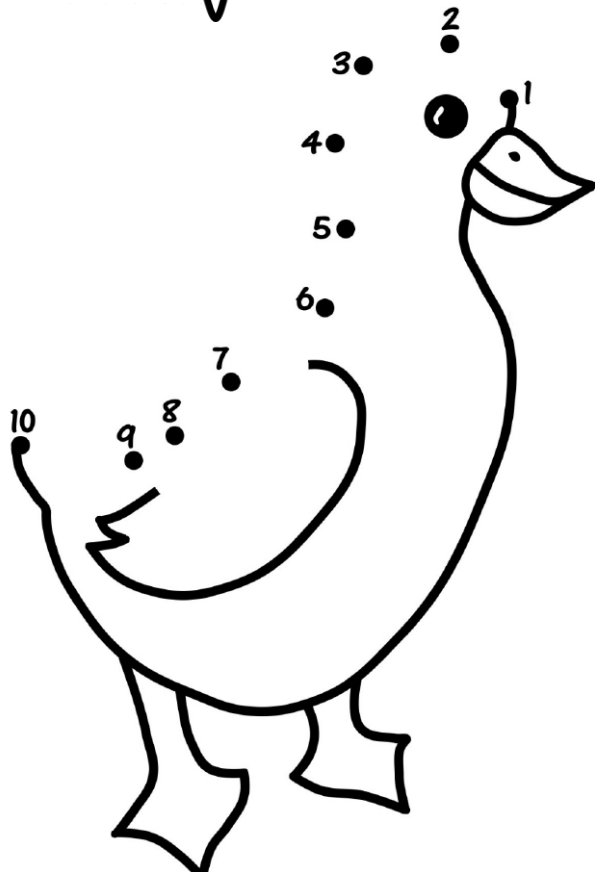
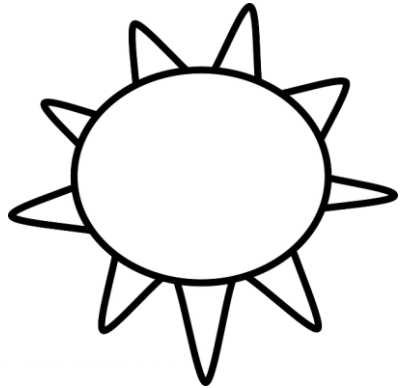
Optional: label and
cut out each animal

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We swim. What are we?



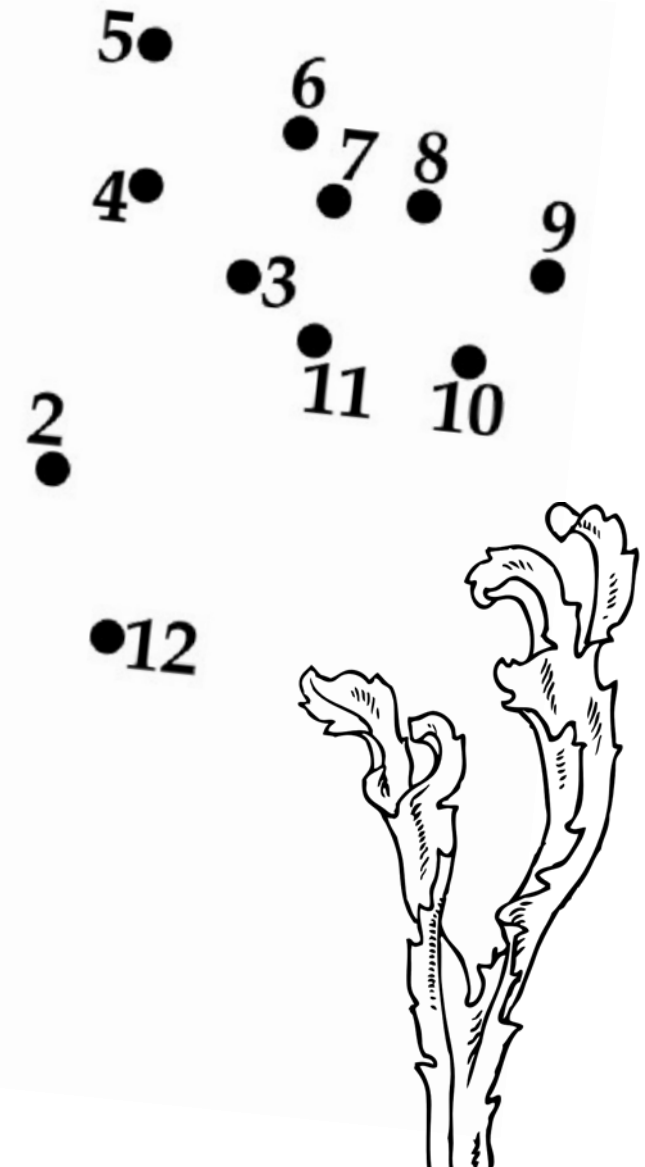
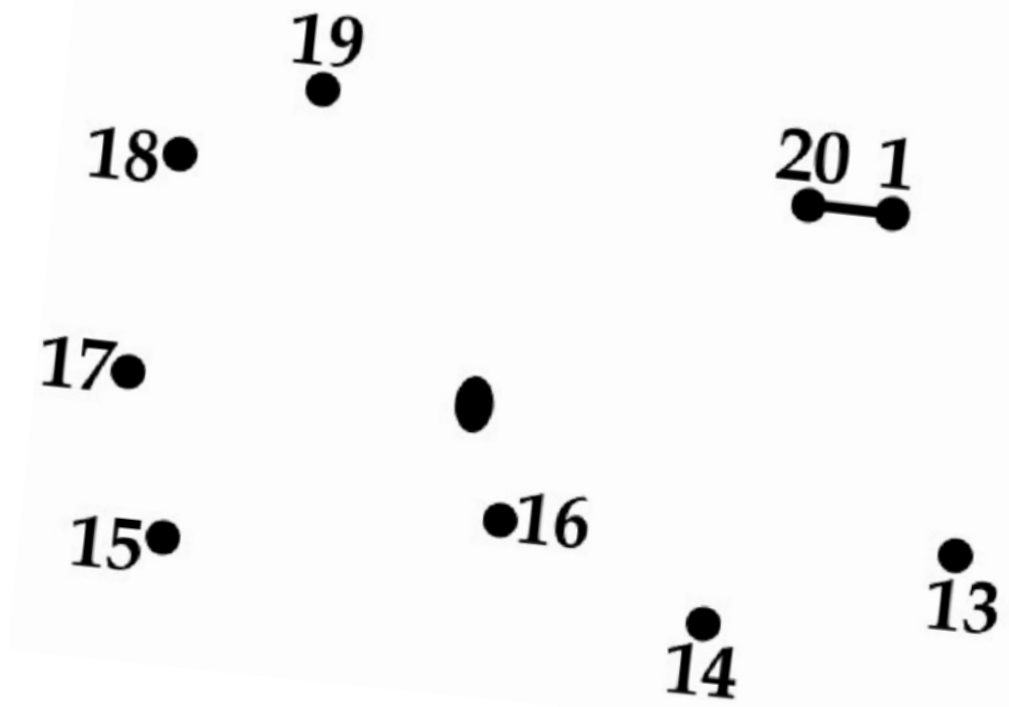
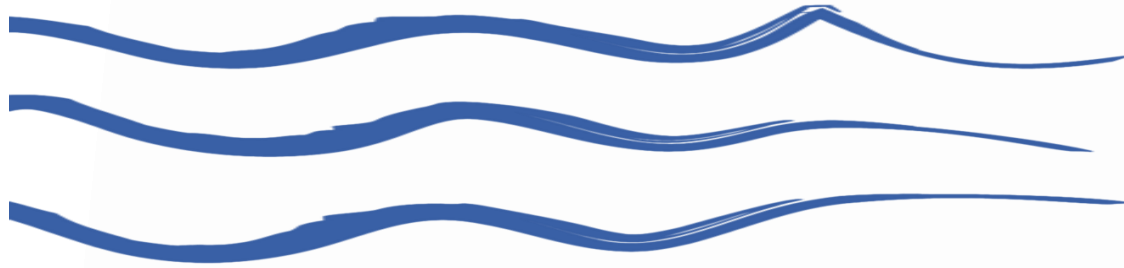
Genesis 1:21

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I swim. What am I?

Genesis 1:21

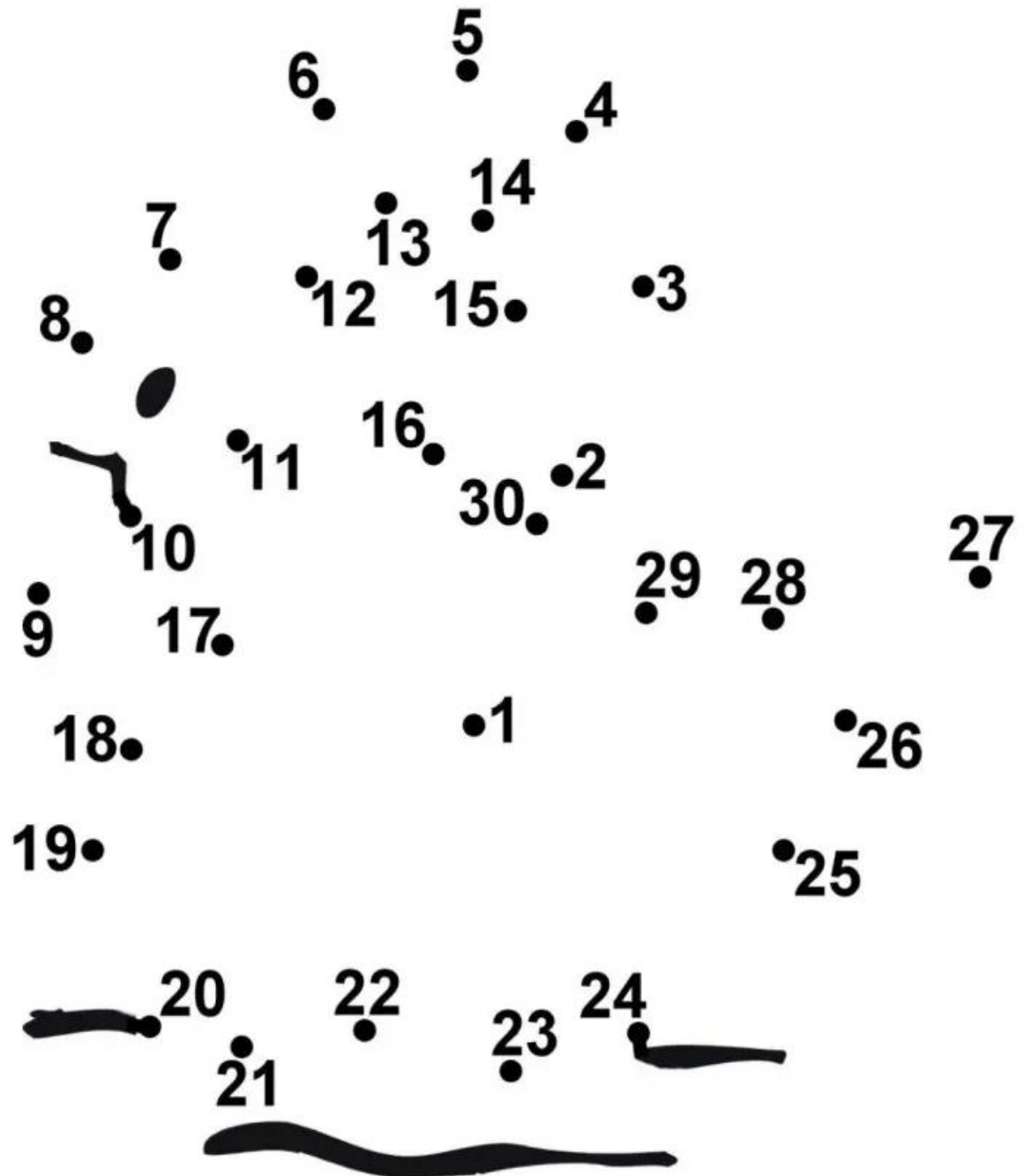
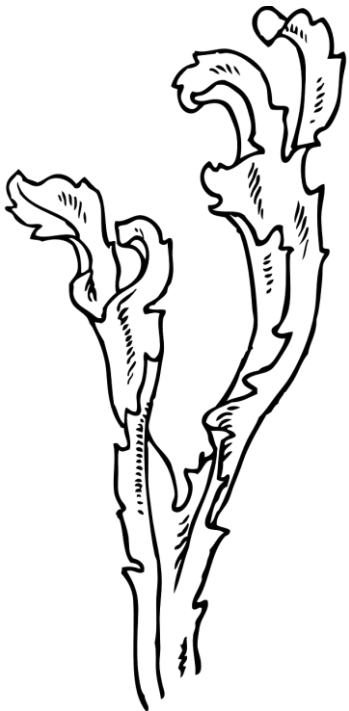
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I swim. What am I?

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Extend the book with these short videos and online interactive

Animals that Swim (2:42)

<https://www.youtube.com/watch?v=gbs6PIM31QU>

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Robotic Spy Beaver Makes Friends With Beaver Family & Little Muskrat too!
John Downer (4:36)

https://www.youtube.com/watch?v=ISaJc6_Gdc8

Alphabet bingo game 4 options: upper/lower case & letter names/sounds

<https://www.abcya.com/games/alphabet-bingo>

https://www.youtube.com/watch?v=wdLV_2yiHSc

SW Consonant Blend Sound by Rock and Learn (3:48 minutes)

Swirl into Phonics with Sweet-tooth Swimmer (3 minutes)

<https://www.youtube.com/watch?v=oxzJOl6Adu4>

SW Blend | Mousity Phonics | Phonics Garden (3:40)

https://www.youtube.com/watch?v=HaTOv_uVuu8