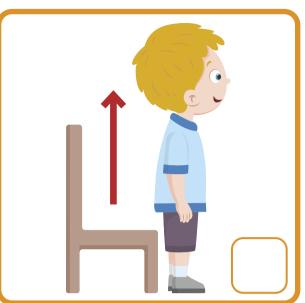


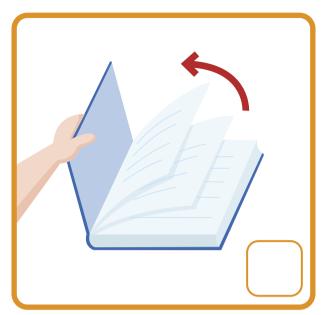
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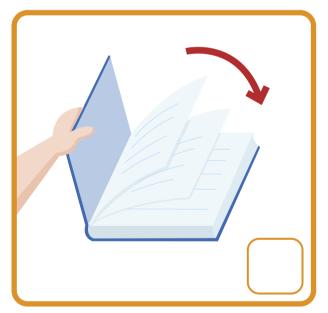




















- 2. Listen and check (\checkmark) or cross (x) the pictures.
- 3. Play Listen to Me. Sit down. Don't stand up!

Time for School















- 1. Sing and do the actions.
- 2. Match the vehicles to the children.
- 3. Sing the song for yourself. I go to school by ...







Where's Fox? 1. Find the picture where Fox gets lost.







3. Listen to the story and act.





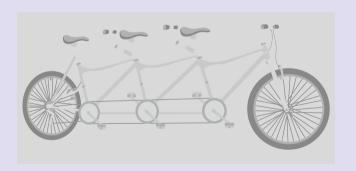


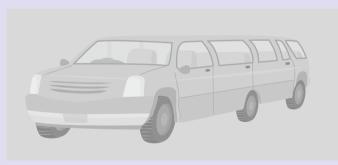




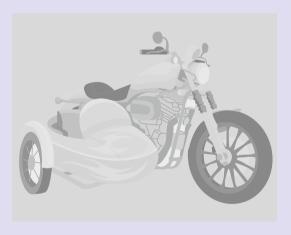








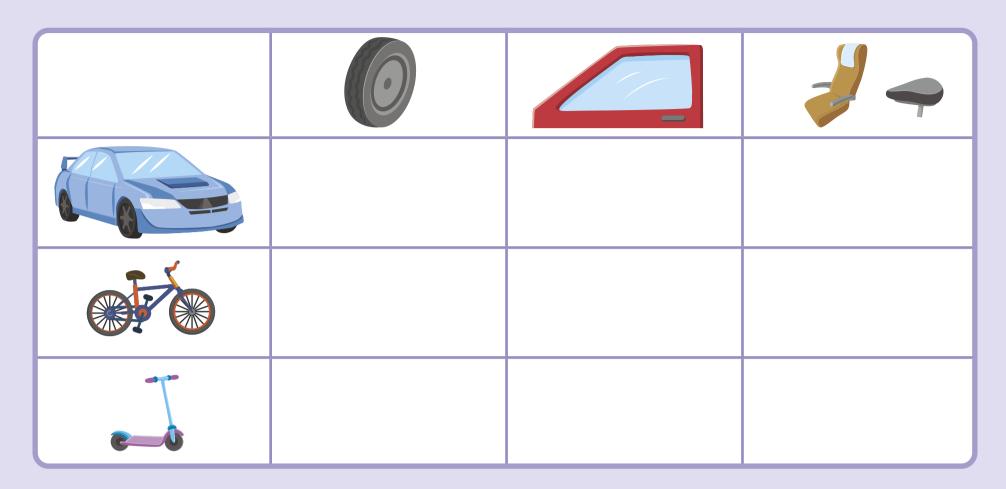




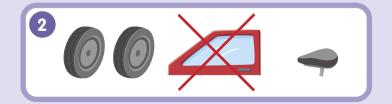








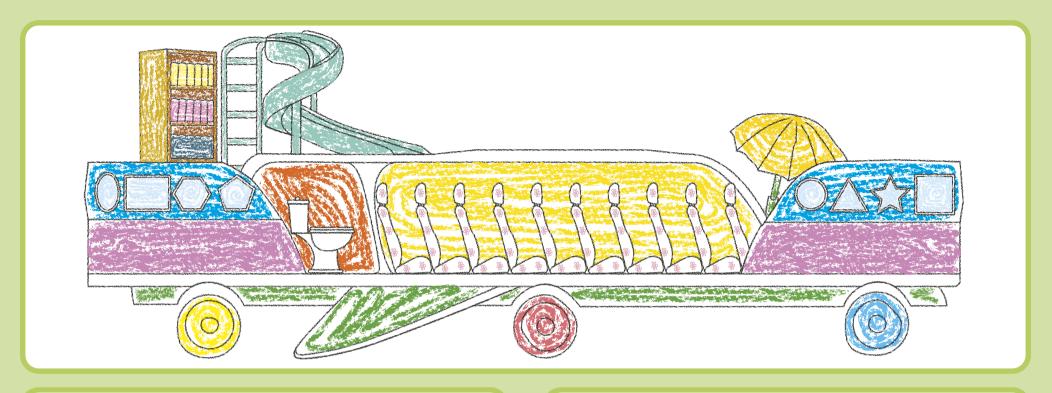


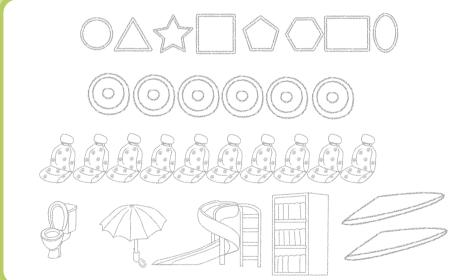


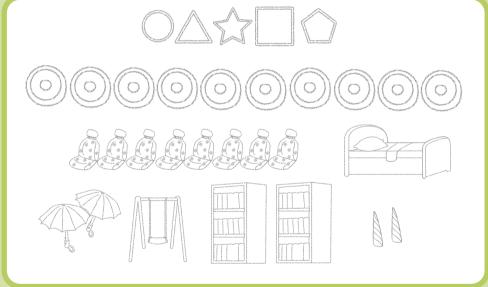


- 3. Check (\checkmark) or cross (x) the chart.
- 4. Crack the codes and say the vehicles. Two wheels and a seat. That's a bike.





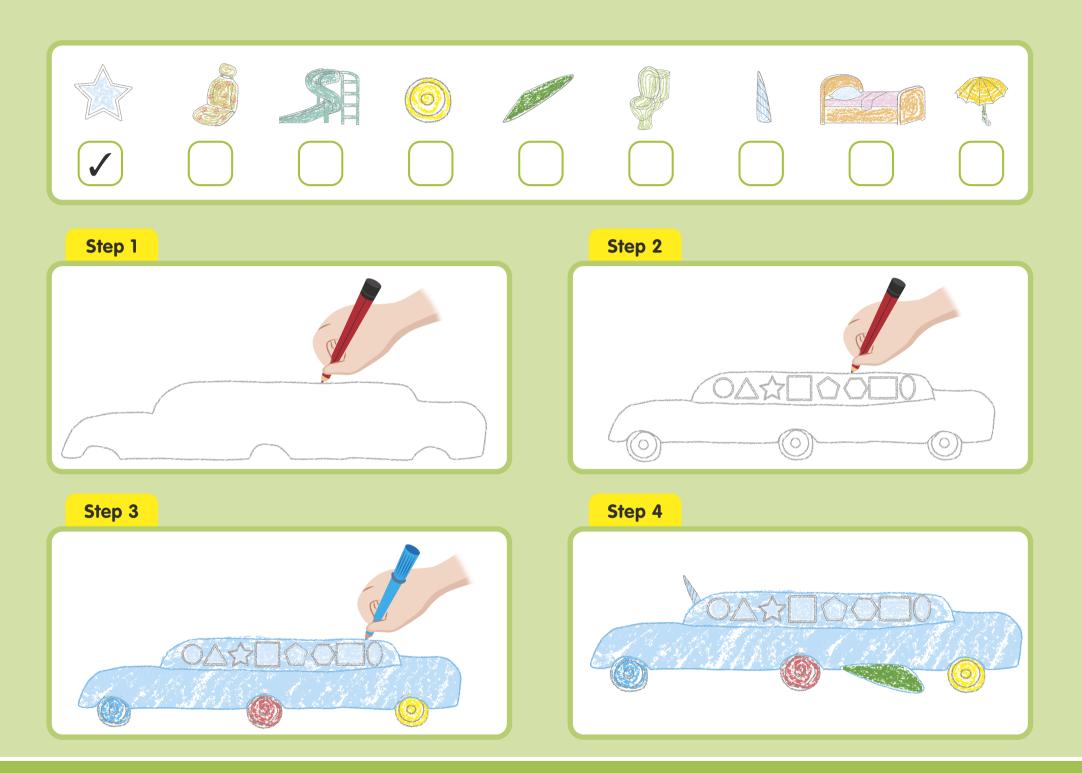




List 1

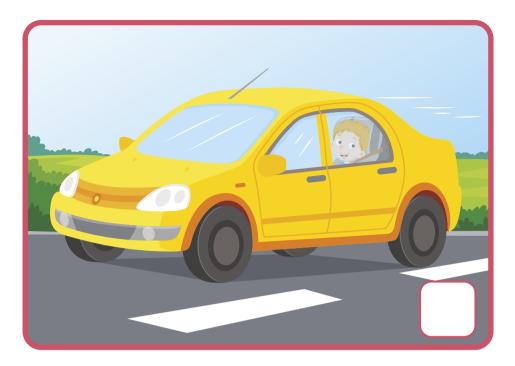
List 2





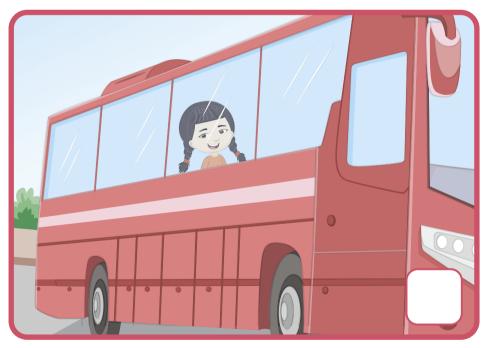
- 3. Check (✓) 6 things for your vehicle.
- 4. Draw your vehicle design.
- **5.** Play Match the Lists to the Designs. It's a bus with 6 windows.





















- 2. Listen again and circle the animals in the song.
- 3. Choose an animal. Sing a verse with a friend.







Noises in the Night



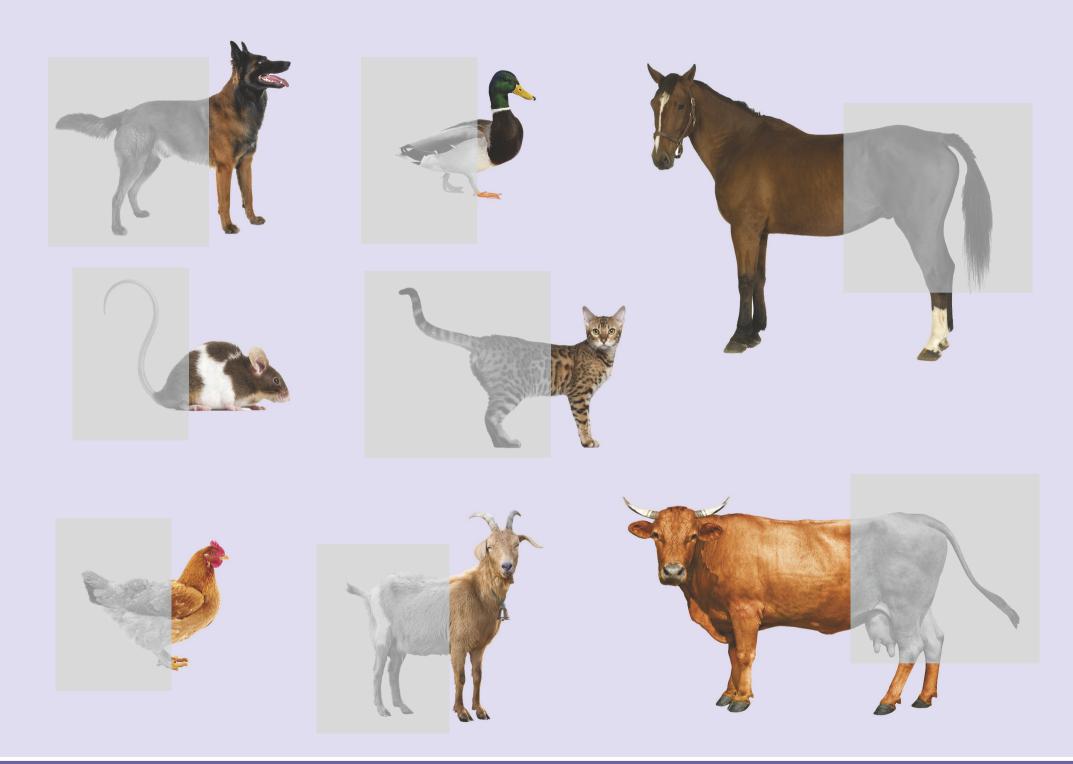






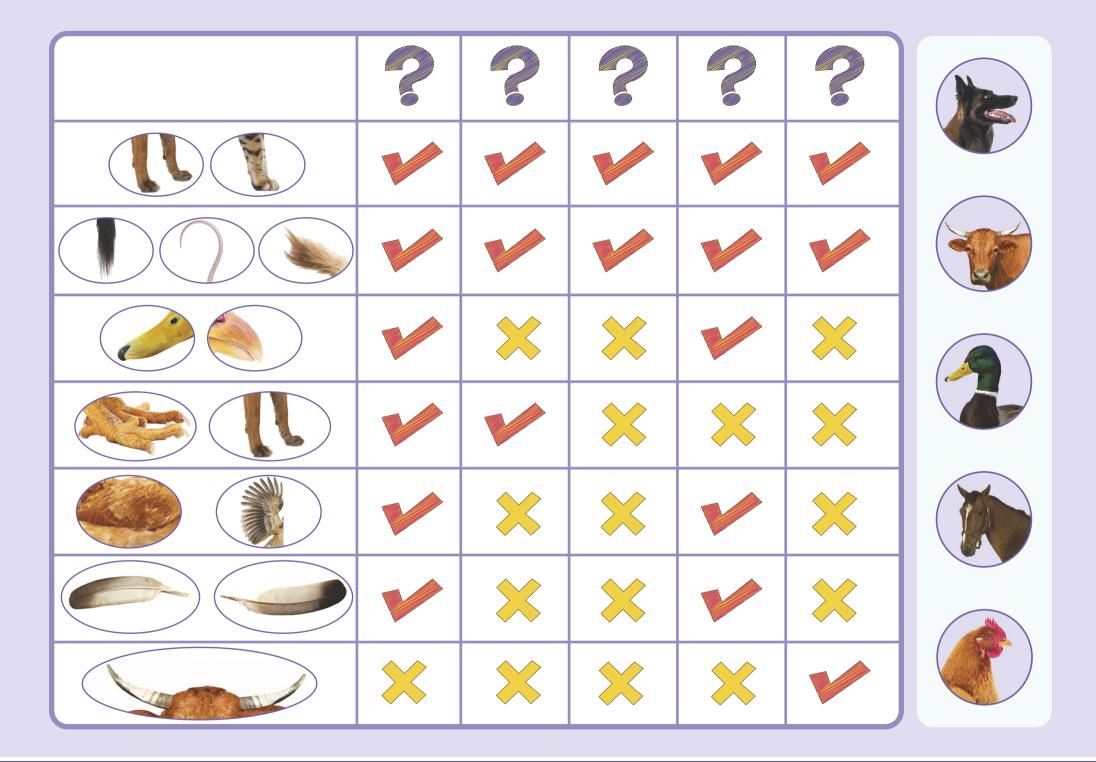
- 2. Listen to the story and join in: Noises in the night give Ruby a fright!
- 3. Listen to the story and act.











- 2. Look at the chart and say the animal.
- 3. Play True or False. A dog has a beak. False!

