

# Storytime Activity Guide

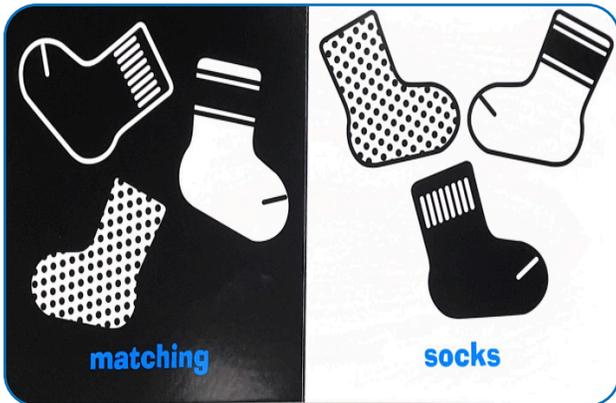
## *Sock and Shoe*

by Frida Bing

Let's discover new or see familiar shapes and patterns. These shapes and patterns will be in white and black.

### Did you know?

A good foundation in **early math** prepares children for "math thinking," and for later academic success. Early Math includes number sense, classifications and patterning, measurement, mathematical reasoning, and geometry (shapes). While reading *Sock and Shoe*, practice counting together, identify shapes and point out patterns. Use relational language (bigger, smaller, close, far) to develop your child's early math skills.



### Words to Practice

#### MATH WORDS

Colors  
Shapes  
Patterns

### Talk about it!

What colors do you see?

What objects do you see in the book?

Do you see those same objects in your space?

### Find More Online

Scan this QR code for a Read Aloud of this book and more free resources.



[qrco.de/SockShoe](http://qrco.de/SockShoe)

# Create!

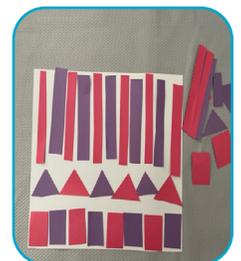
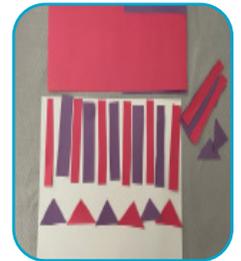
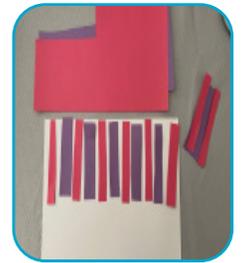
## Fun with Patterns

We will be creating our own unique patterns with 2 different colors and 3 different shapes. Just like in *Sock and Shoe*, we will explore how easily we can discover new shapes and create easy patterns.

### Materials needed:

- Glue
- Scissors
- Construction paper

1. You will need a blank white piece of paper and then 2 different colored pieces of construction paper. Ask the children what their 2 favorite colors are and those can be the colors you select.
2. You will then have the children select 3 different shapes. Using the construction paper, cut out each of the shapes for each color and place on the white paper.
3. Repeat this process for each of the 3 shapes.
4. The pattern unit for each shape should be purple, pink, purple and so on.
5. Feel free to select different colors or shapes and recreate this activity.



### Play: Movement and Patterns

*We noticed the patterns using black and white in the book- now we will try to create our own pattern!*

1. Select 3 movements (ex: jump, clap, slide)
2. Determine what movement you will do first, second, and third
3. Try to repeat those movements multiple times (ex: jump, clap, slide, jump, clap, slide, jump, clap, slide, etc.)

