



The Grinch Is Hungry!

Let's Feed Him:

Letters

Colors

Contractions

Numbers

0-120

Number words

GR words

and

Shapes!

Aa	Bb	Cc	Dd	Ee
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A	B	C	D	E
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a	b	c	d	e
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red	orange	yellow
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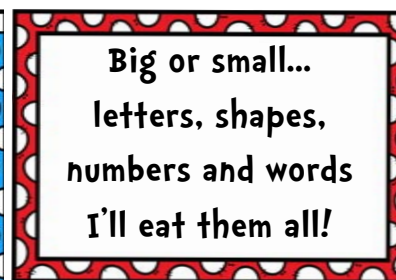
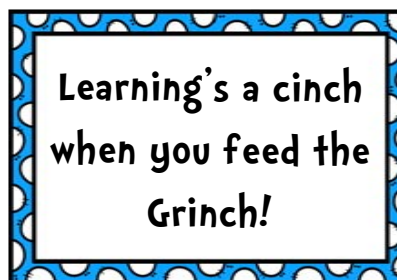
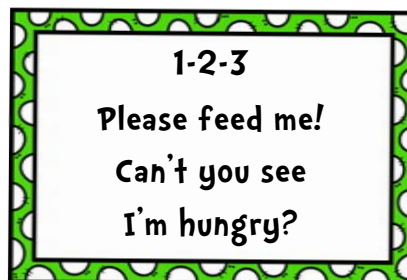
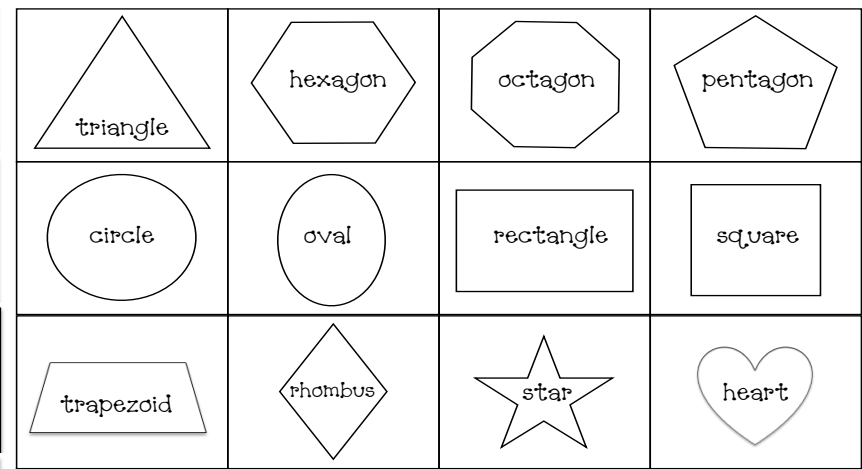
aren't	can't	didn't	don't	hasn't
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0	1	2	3	4
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zero	one	two	three	four
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grade	grand	graph	gravel
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+	-	=	<	>	Make extra tiles for other games.
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I printed off the Grinch on green construction paper then cut around the edges.

I printed another Grinch on yellow construction paper and then cut out just the eyes and glued them on the green Grinch's face.

I bought a green bucket at The Dollar Store to use as my container.

So that the Grinch's face easily fit over the top of the bucket, I cut a small portion off the bottom of a sturdy paper plate.

This leaves more than half at the top, so that the top of the Grinch's head can be glued on the plate.

Fold his "mouth" on the dotted line so that children can flip it up and drop the Grinch "food" cards inside the bucket to "feed" him.

Add a green feather for extra pizzazz and that finishing touch.

Place the plate on top of your bucket. You can hold it down with some glue dots.

Use the labels to decorate your container. These can be glued on with a glue stick.

To keep them in place and protect them, I covered them with a piece of clear Contact paper.

Store each set of "food" tiles in their own Ziploc Baggie and keep them in your container.

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Another fun container you can use are the ones with a flip top, where only the front section lifts up, making the perfect “mouth” for “feeding”.

This one is from a 10-pack of Mr. Clean erasers that I bought at Sam’s Club.

There are also 2 dishwashing detergent containers on the market that have green flip up lids.

The detergent comes packaged in little pillows that you pop in your dishwasher soap holder.

Cascade is one of the brands.

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1-2-3

**Please feed me!
Can't you see
I'm hungry?**

**Please
feed the
Grinch!**

**Big or small...
letters, shapes,
numbers and words
I'll eat them all!**

**Learning's a cinch
when you feed the
Grinch!**

Use these labels to decorate your Grinch container.



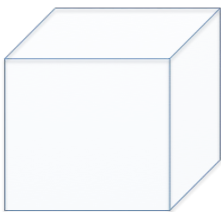

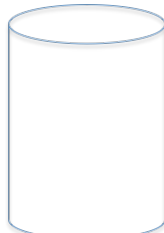
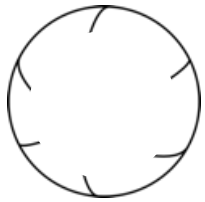
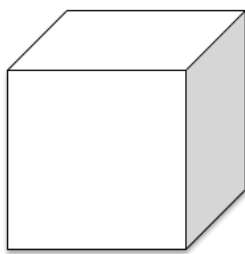
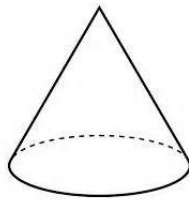
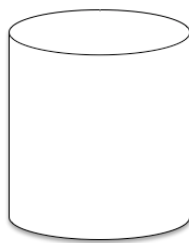




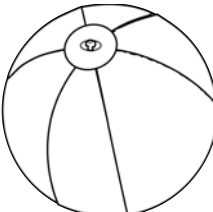
Frame graphic by Krista Wallden Creative Clips
<https://www.teacherspayteachers.com/Store/Krista-Wallden>

Aa	Bb	Cc	Dd	Ee
Ff	Gg	Hh	Ii	Jj
Kk	Ll	Mm	Nn	Oo
Pp	Qq	Rr	Ss	Tt
Uu	Vv	Ww	Xx	Yy
Zz	<p>Print, laminate and trim. Pass the cards out to students then call out a letter or a Seuss-themed word that starts with that letter. Whoever has that letter card “feeds” it to the Grinch.</p> <p>TeachWithMe.com</p>			

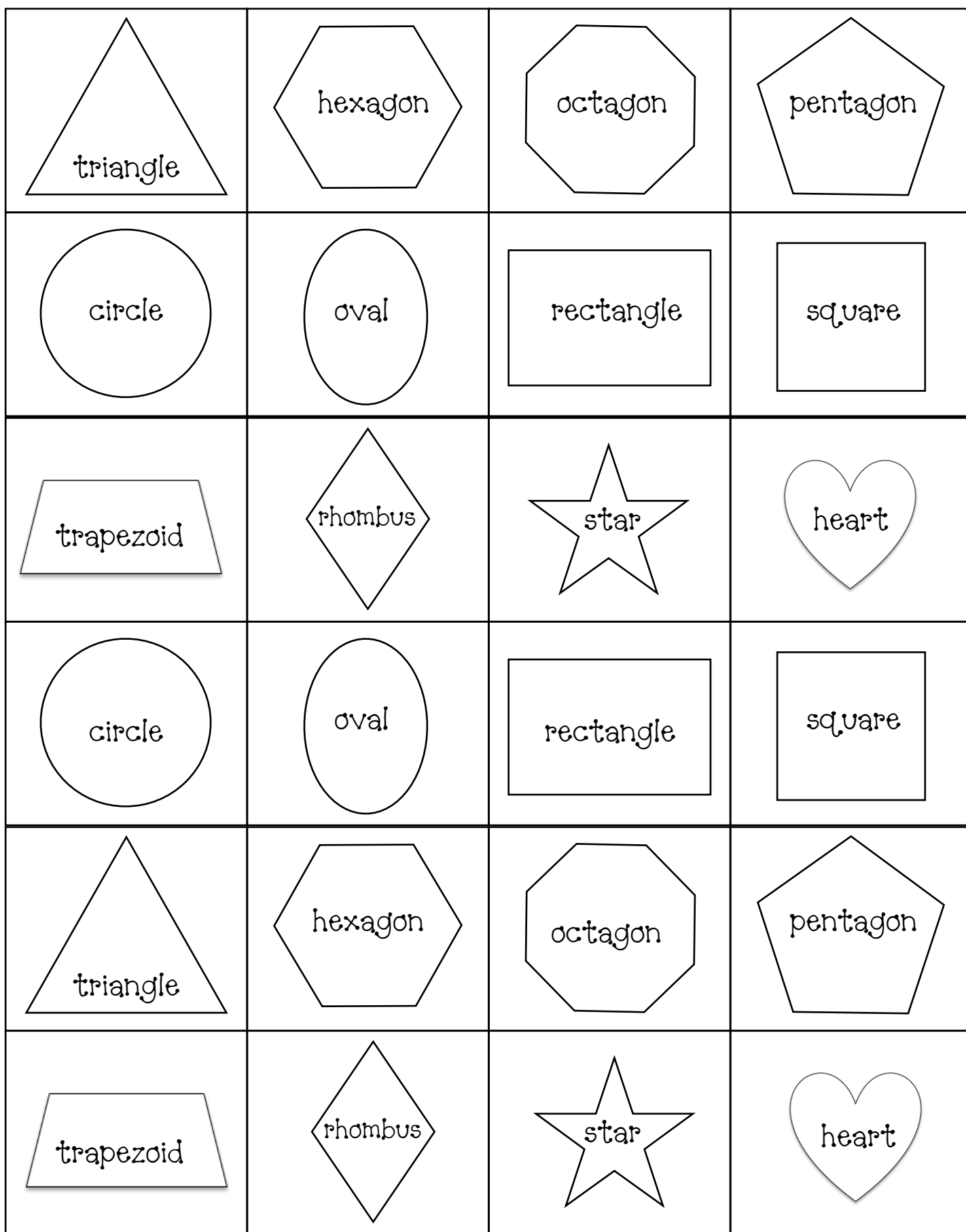
A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y
Z	<p>Print, laminate and trim. Pass the cards out to students then call out a letter or a Seuss-themed word that starts with that letter. Whoever has that letter card “feeds” it to the Grinch. Make extra sets to play Memory Match & “I Have; Who Has?” games.</p> <p>TeachWithMe.com</p>			

a	b	c	d	e
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p	q	r	s	t
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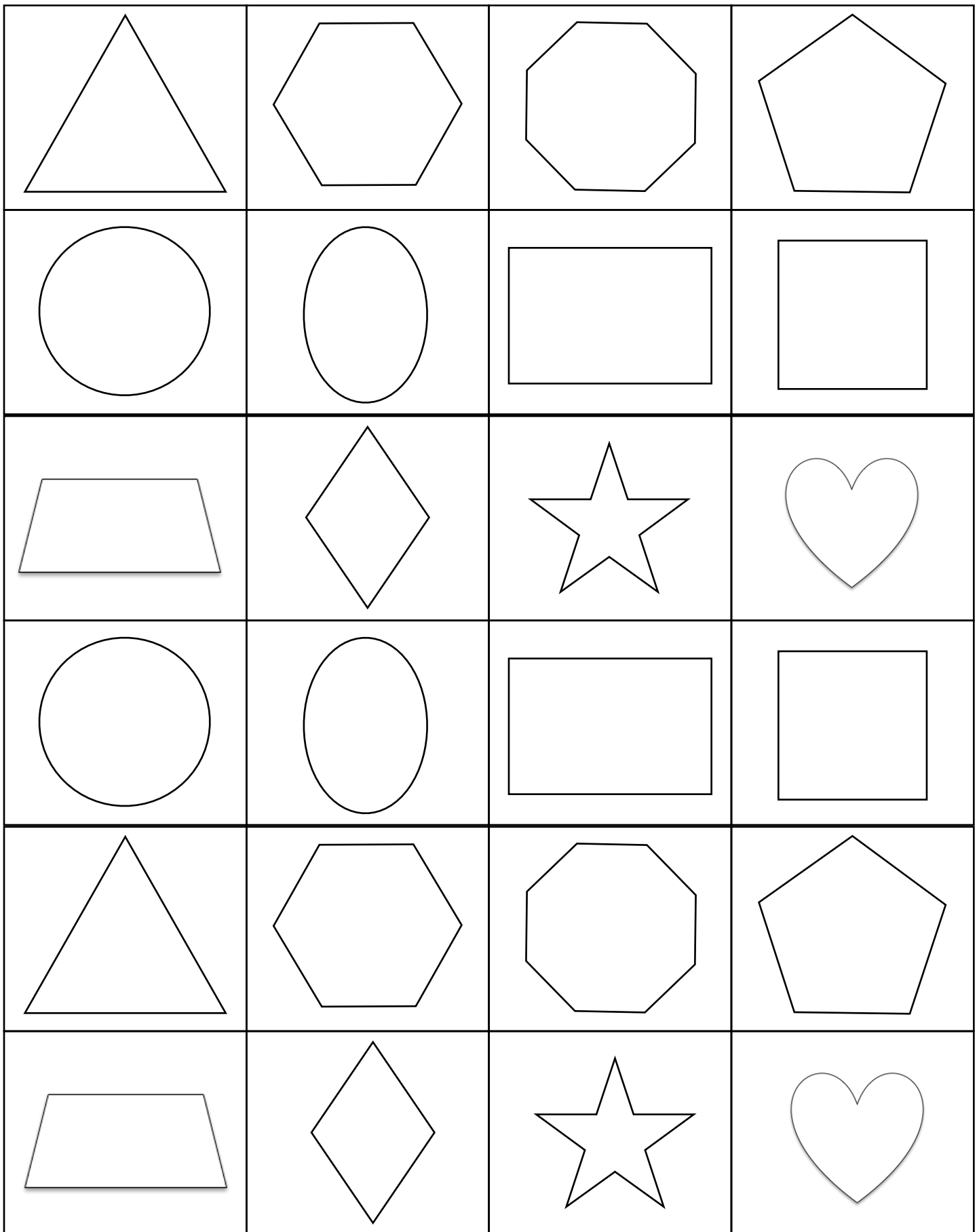
Run off on card stock or construction paper; color, laminate & trim. Pass them out to students. Call out a shape. The child holding that shape card "feeds" it to the Grinch.

sphere	cube	cone	cylinder
sphere	cube	cone	cylinder
			
			
			

Run off on card stock or construction paper; color, laminate & trim. Pass them out to students. Call out a shape. The child holding that shape card "feeds" it to the Grinch. You can also use these to play Memory Match or "I Have; Who Has?" games.



Run off on card stock or construction paper; color, laminate & trim. Pass them out to students. Call out a shape. The child holding that shape card "feeds" it to the Grinch.



aren't	can't	didn't	don't	hasn't
he'd	he'll	he's	how's	I'd
I'll	I'm	It's	I've	isn't
let's	she'd	she'll	she's	that's
they're	wasn't	we'd	we're	what's
where's	who's	who'll	won't	you're
you've	haven't	shouldn't	should've	couldn't

grab	graft	grandparents	grate
grace	graham	granite	grateful
graceful	grain	grant	grater
gracious	gram	grapes	gratitude
grad	grammar	grapefruit	grave
grade	grand	graph	gravel
gradual	grandchild	grasp	graveyard
graduate	grandma	grass	gravity
graffiti	grandpa	grasshopper	gravy

Students choose X number of cards and write them in alphabetical order, define them, or use them in X number of sentences. Great for Daily 5 word work. [cTeachWithMe.com](https://www.teachwithme.com)

gray	grew	grime	groceries
graze	greyhound	grin	groggy
grease	grid	grip	groin
greasy	griddle	gripe	groom
great	gridiron	gristle	groove
greed	grief	grit	groovy
greedy	grill	grits	grope
green	grim	grizzly	gross
greet	grimace	groan	grotesque

Students choose X number of cards and write them in alphabetical order, define them, or use them in X number of sentences. Great for Daily 5 word work. [cTeachWithMe.com](https://www.teachwithme.com)

grotto	grow	grump	
grouch	growl	grumpy	
grouchy	grown	grunt	
ground	grownup		
groundhog	grub		
group	grudge		
grouse	gruesome		
grout	gruff		
grove	grumble		

Students choose X number of cards and write them in alphabetical order, define them, or use them in X number of sentences. Great for Daily 5 word work. [cTeachWithMe.com](https://www.teachwithme.com)

red	orange	yellow
green	blue	purple
pink	black	white
brown	gray	

Print, laminate & trim. Pass out the cards to your students, then call out a color. The child holding that color word card “feeds” it to the Grinch.

Use the blank card as a template to cut rectangles out of construction paper to match the color word cards. You can also laminate these to be fed to Mr. Grinch. Make extra sets to play Memory Match & “I Have; Who Has?” games too.

zero	one	two	three	four
five	six	seven	eight	nine
ten				
zero	one	two	three	four
five	six	seven	eight	nine
ten				

0	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24
25	26	27	28	29
30	31	32	33	34

35	36	37	38	39
40	41	42	43	44
45	46	47	48	49
50	51	52	53	54
55	56	57	58	59
60	61	62	63	64
65	66	67	68	69

70	71	72	73	74
75	76	77	78	79
80	81	82	83	84
85	86	87	88	89
90	91	92	93	94
95	96	97	98	99
100	101	102	103	104

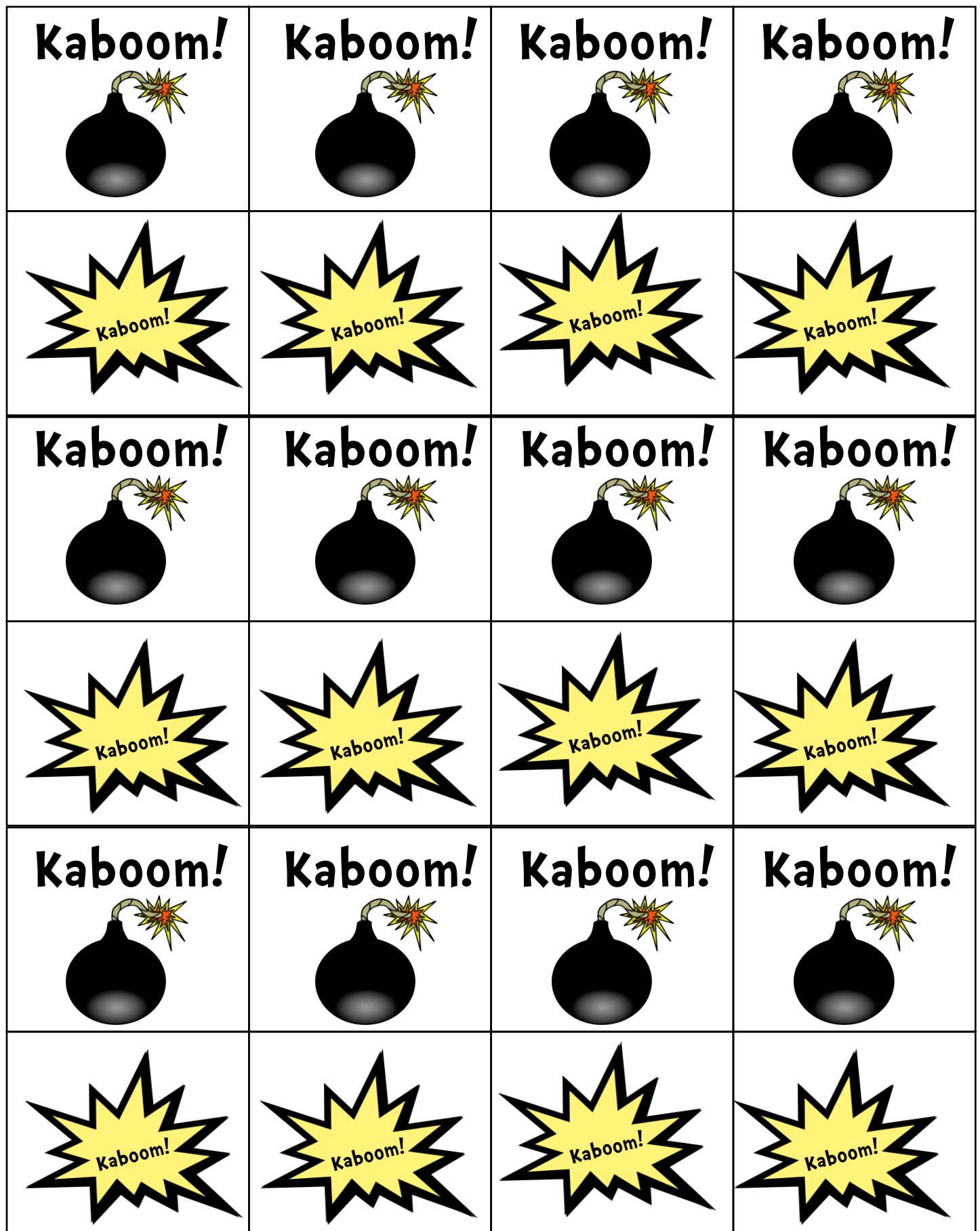
Print, laminate and trim. Pass the cards out to students then call out a number. Whoever has that card "feeds" it to the Grinch. TeachWithMe.com

105	106	107	108	109
110	111	112	113	114
115	116	117	118	119
120				

Print, laminate and trim. Pass the cards out to students then call out a number. Whoever has that card "feeds" it to the Grinch. TeachWithMe.com

+	-	=	>	<
+	-	=	>	<
+	-	=	>	<
+	-	=	>	<
+	-	=	>	<
+	-	=	>	<
+	-	=	>	<

Run off on card stock or construction paper; laminate & trim. Toss them in a container with the other cards. Add these to your games to make them more fun. Read the tip sheets for how to use them.





Alphabet Cards

What else can you do with alphabet cards?

- Cut them up and use them as puzzles.
- Print and laminate and put on a split ring and use as flashcards for your students.
- Print and laminate and sprinkle them on the floor. Have students collect the cards before the timer rings. After the timer rings, have students gather on the carpet and sequence the cards. You can put upper and lowercase letters together, or sequence 2 separate lines. To reinforce recognition, call on children to share a letter that they found.
- Run off sets on two different colors of paper so that you can make **Memory Match** games. This will make the game easier to play and expedite time.
- Students can either match lowercase letters to uppercase letters or upper to upper and lower-to-lower.
- Put a set in a bag, basket or box and have students pull out a card and read the letter. If they can't, they are out of the game.
- You can also have them start saying the ABC's from that letter.
- They can pick a card and tell if it is a consonant or vowel.
- They can pick a card and give a word that starts with that letter.
- They can pick a card and give a student's name that starts with that letter. If there are none, they say zero.

- They can pick a card and give the sound(s) the letter makes.
- Put some Kaboom bomb cards in the container along with a set of upper and lowercase letter cards.
- Children take 2 cards out of the basket. Teacher calls on the student who has the uppercase letter A to start the game, that child reads their letter card and asks for the lowercase matching card.
- That child with that card reads it and gives their card to that child. They then read their other card and ask for their match.
- Play continues 'til all of the cards are gone.
- When the bomb cards are added, a child must use the bomb Kaboom card when they are called on for a match.
- They show the bomb card, everyone yells "Kaboom" and both children are out of the game.
- Run off copies of the cards. Students cut out the cards, put them in order, and staple on a construction paper cover, to make an Itty Bitty flip booklet, that they can share them with their families to reinforce lessons learned at school.
- Collating their books is a great way to sequence the letters.
- Play *"I Have, Who Has?"*
- Make sure you have only enough pairs of cards so that things come out equal to the number of students present that day.
- One student starts and says: *"I have "uppercase A" who has lowercase a?"* The child with the lowercase letter card gives that child their card.
- Play continues 'til all of the cards are gone.

- You can spice this game up by adding the "Kaboom" cards to this game as well.
- Have students choose a partner and play "Speed" against them.
- Each student mixes up their cards. Together they say, *"Ready-Set-Go!"*
- Each student puts their cards in ABC order. The 1st one to do so is the winner.
- Another version of "Speed" is the following: Each child has a set of cards that is in the same order as their partner's. They place them face down. They say 1-2 flip and then flip a card over. The first one to read the card takes the cards. The student with the most cards wins.
- Students mix up their pack of cards, and reinforce vowels and consonants.
- Students take turns flipping over cards. The first one to say whether it is a vowel or consonant gets the card.
- You could also play that they have to give a word that begins with that letter. i.e. A student flips over the B card, one of the children exclaims: "Boy!" they get the card.
- Display the cards on the wall in ABC order. Each day take a "mystery" letter away. Choose a different child each day to guess which letter is missing.
- As students become familiar with the letters, jumble them up instead of keeping them in ABC order.
- Use them as flashcards.
- Use them as pocket cards.
- Place a card behind a seasonal shape on your white board and choose a child to guess what letter the mouse has stolen today.
- Sort vowels and consonants.

- Sort upper and lowercase letters.
- Use them in **Daily 5** for "Word Work" & have students make CVC words, word wall words, spelling words, spell their name etc.
- Pass them out and have students "feed" them to a container of some sort.
- I've given you a blank template so that you can program it with whatever else you may think of: numbers, shapes, equations etc.
- Label a set of clothespins (You can buy them at The Dollar Store) with upper and lowercase letters. For great fine motor fun, have students clip the matching letter clothespin to the corresponding alphabet card.
- Students can clip uppercase letter clothespins to uppercase letter alphabet cards, or have them clip the lowercase clothespins to the uppercase alphabet cards, and the uppercase clothespins to the lowercase alphabet cards.
- Make a double set of cards. Cut one set in half vertically, and another set in half horizontally. Students put the puzzles together and decide if that letter is symmetrical.
- Use the above cards and have students draw in the missing half.
- If you think of more ideas, I'd enjoy hearing from you: diane@teachwithme.com





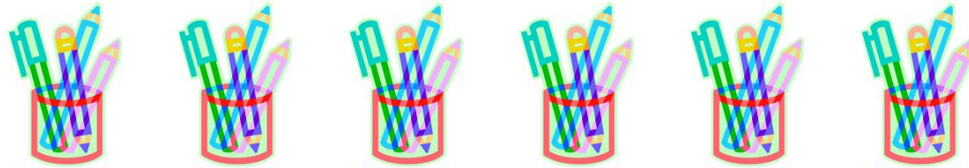
Word Cards

What else can you do with the word cards?

- Print and laminate and cut into puzzles.
- Print and laminate and put on a split ring and use as flashcards for your students.
- When you flash a word, ask them to say real or made up.
- Print and laminate and sprinkle them on the floor. Have students collect the cards before the timer rings.
- Run off sets on two different colors of paper so that you can make **Memory Match** games. This will make the game easier to play and expedite time.
- Put a set in a bag, basket or box and have students pull out a card and read the word. If they can't, they are out of the game. You can also ask them if it is real or made up.
- Put some Kaboom bomb cards in the container along with a set of cards.
- Children take 2 cards out of the basket. Teacher calls on a student to start the game, that child reads their word and asks for another.
- That child with that card reads it and gives their card to that child. They then read their other card and ask for their match.
- Play continues 'til all of the cards are gone.
- When the bomb cards are added a child must use the bomb Kaboom card when they are called on for a match.
- They show the bomb card; everyone yells "Kaboom" and both children are out of the game.

- Run off copies of the cards. Students cut out the cards, and add a cover to make Itty Bitty booklets so they can share them with their families and reinforce lessons learned at school.
- Use them for your Word Wall.
- Have students choose a certain number of cards as time permits and have them alphabetize them.
- Have them sort by vowel sound, real or nonsense words, nouns or verbs, words that are spelled the same backwards and forwards etc.
- Play *“I Have, Who Has?”*
- Make sure you have only enough pairs of cards so that things come out equal to the number of students present that day.
- Have students choose a partner and play “Speed” against them.
- Each student mixes up their cards. Together they say, “Ready-Set-Go!”
- Each student puts their cards in alphabetical order. The 1st one to do so is the winner.
- Another version of “Speed” is the following: Each child has a set of cards that is in the same order as their partner’s. They place them face down. They say 1-2 flip and then flip a card over. The first one to read the card takes the cards. The student with the most cards wins., or the first one to read the card and say the flip flop backwards matching word, gets the cards.
- Display the cards on the wall in a jumbled mess. Each day take a “mystery” card away. Choose a different child each day to guess which card is missing.
- Put a word card under a question mark poster. Give clues about the mystery word of the day and have students guess what the word is.
- Play “I Spy” with the words. Put them up on your word wall and give clues about the word. i.e. I spy a word that has the vowel ____ in it. It starts or ends with the letter _____, it means, it’s a color etc.
- Use them as flashcards.

- Cut them up and use them as puzzles.
- Use them as pocket cards.
- Play Go Fish
- If you use the cards in another way, please drop me an e-mail diane@teachwithme.com so that I can keep adding to this list. Thanks in advance.





Number Cards

What else can you do with the number cards?

- Print and laminate and put on a split ring and use as flashcards for your students.
- Print and laminate and sprinkle them on the floor. Have students collect the cards before the timer rings.
- Run off sets on two different colors of paper so that you can make **Memory Match** games. This will make the game easier to play and expedite time.
- Put a set in a bag, basket or box and have students pull out a card and read the number. If they can't, they are out of the game.
- You can also have them start counting from that number to 10 or however high you want them to go.
- They could also count backwards from that number to 1.
- Put some Kaboom bomb cards in the container along with a double set of number cards. (Make sure you only use as many numbers as you have children that day.)
- Because there are so many numbers, I paperclip sets of 10 so that I can find them easily.
- Children take 2 cards out of the basket. Teacher calls on a student to start the game, that child reads their number and asks for the number card that follows.
- That child with that card reads it and then asks for the next card.
- Play continues 'til all of the cards are gone.
- When the bomb cards are added a child must use the bomb Kaboom card when they are called on.
- They show the bomb card, everyone yells "Kaboom" and both children are out of the game.

- Run off copies of the cards. Students cut out the cards, and add a cover to make Itty Bitty booklets so they can share them with their families and reinforce lessons learned at school.
- If you are working on the “teens” have students only use those numbers for that book.
- They can later make a 20’s, 30’s, 40’s etc. booklet
- Collating their books is a great way to sequence the numbers.
- Play ***“I Have, Who Has?”***
- Make sure you have only enough pairs of cards so that things come out equal to the number of students present that day.
- One student starts and says: ***“I have 1 who has 2*** The child with the number 1 card gives that child their card.
- Play continues ‘til all of the cards are gone because you have counted up to the highest number.
- You can spice this game up by adding the “Kaboom” cards to this game as well.
- Have students choose a partner and play “Speed” against them.
- Students mix up their cards. Together they say, “Ready-Set-Go!”
- Each student puts their cards in numerical order. The 1st one to do so is the winner.
- Students choose a number card and tell what is +1 more, 1 less, +10 more, and 10 less.
- Doing all 100 numbers is a great 100-day activity. Because there are so many, students could work with a partner to see which group gets theirs sequenced first. Can they do it in less than 100 seconds?
- Another version of “Speed” is the following: Each child has a set of cards that is in the same order as their partner’s. They place them face down. They say 1-2 flip and then flip a card over. The first one to read the card takes the cards. The student with the most cards wins.
- Students mix up their pack of cards, and reinforce greater and less than. Decide which person will take the card, the one that has the greater number or the one that has the lesser number, when they flip over their number card.
- Display the number cards on the wall in a jumbled mess. Each day take a “mystery” number away. Choose a different child each day to guess which number is missing.

- Use them as flashcards.
 - Cut them up and use them as puzzles.
 - Use them as pocket cards.
 - Use them as a border as you count up to 100 Day.
 - Have students sort odd and even numbers on the number mat.
 - Have students show equations by choosing numbers and number symbols.
 - Have students show greater and less than by using the number cards and the greater or less than symbol cards or the alligator greater or less than jaw cards.
 - Play Go Fish
 - Play Crazy Eights
 - Play War
 - Use them to count by 2's, 3's, 5's, and 10's. Students find those number cards and put them in order.
 - Call out a number and have students count and sequence from that number.
 - Have students choose a number and then ask them what is one more, one less, 10 more, 10 less, the number that comes before, the number that comes after, if it's odd or even etc.
 - Pass them out to children and then count and sequence them as they "feed" a container of some sort.
 - If you use the cards in another way, please drop me an e-mail diane@teachwithme.com so that I can keep adding to this list.
- Thanks in advance.

