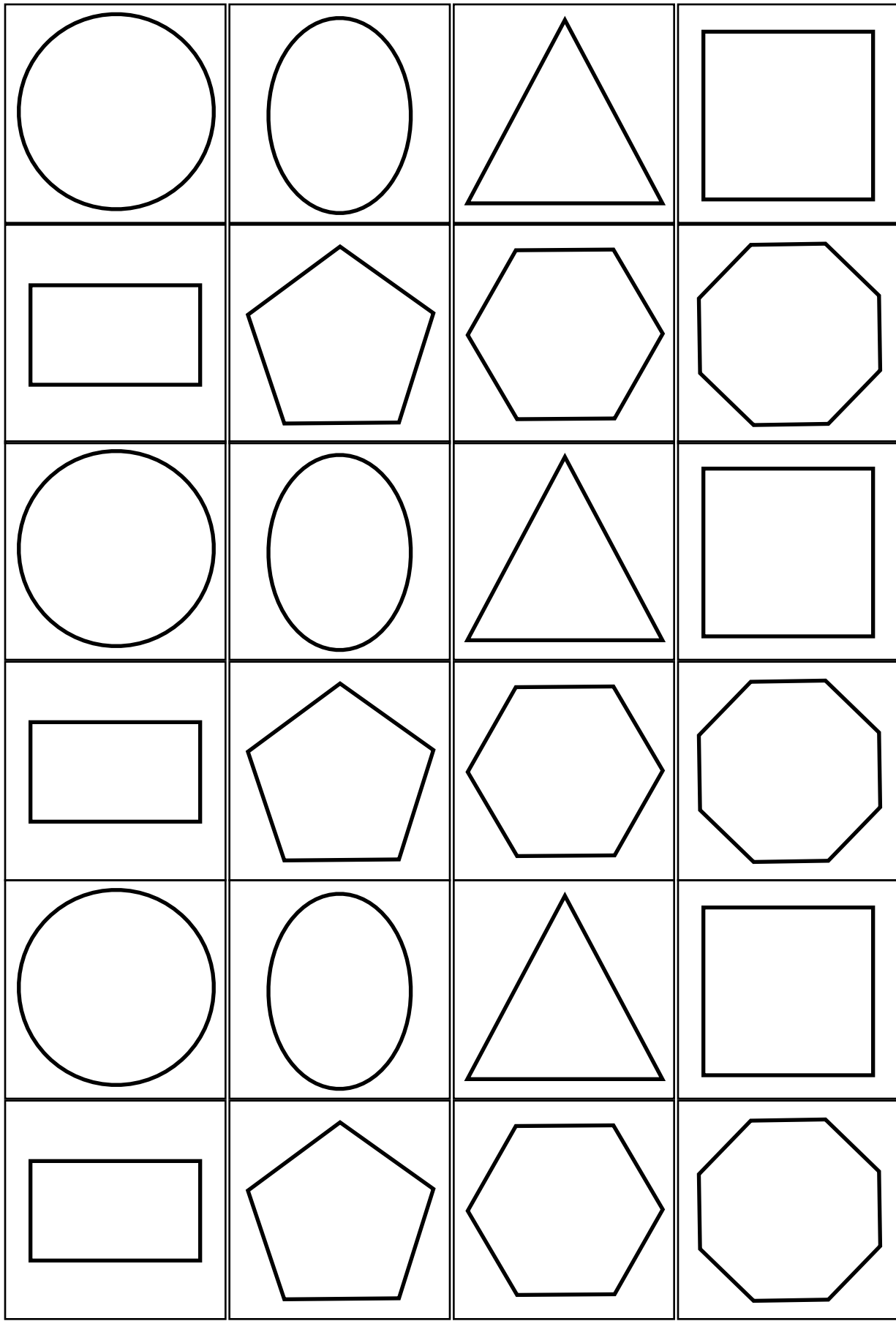


1-to-1 correspondence. Print, laminate and trim. Students match the shape tile to the matching apple. Make extra sets to play a Memory Match game, or "I Have; Who Has?"

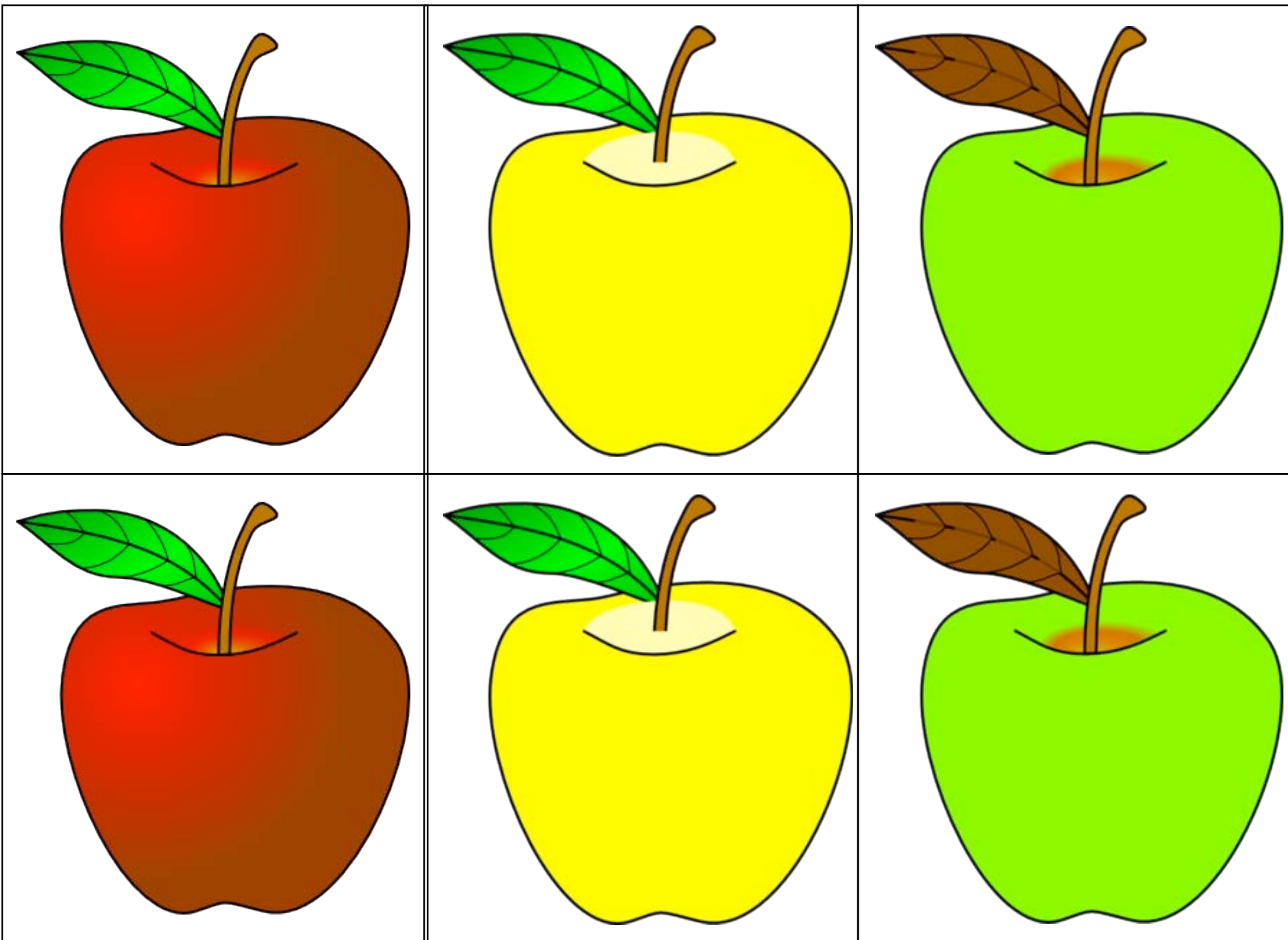
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It's A Match! One-to-one correspondence game.

Print, laminate and trim. Students match the shape tile to the apple with the matching shape.

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A blank template for you to program
with whatever.