
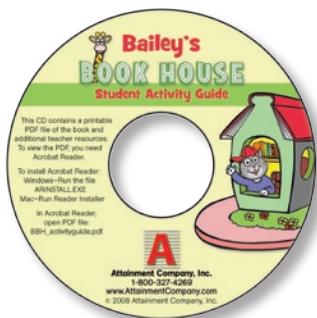


Bailey's BOOK HOUSE



Judi Kinney



Win CD

This CD contains a printable PDF of the entire book.
You can review and print pages from your computer.

The PDF (portable document format) file requires
Acrobat Reader Software.

If you have Acrobat Reader software already on your
computer, open the file BBH_activityguide.pdf from the CD.

To install Acrobat Reader:

Windows: Run ARINSTALL.EXE on the CD.

Mac: Run Reader Installer on the CD.

After installation, run Acrobat Reader and open the file
BBH_activityguide.pdf from the CD.

Author: Judi Kinney

Editor: Tom Kinney

Graphic Design: Heidi Barnhill

Book Production: Marcy Weiland

ISBN 1-57861-637-9

Printed in the United States of America

Bailey's Book House Student Activity Guide is based upon the Bailey's Book House
software program from Houghton Mifflin Company, an affiliate of Riverdeep Interactive.

All rights reserved. No part of this book may be reproduced or utilized in any form, electronic or
mechanical. This copyright notice may be superseded by a license, purchased separately, that
allows duplication of contents.

© 2008 Attainment Company, Inc. and Houghton Mifflin Company, an affiliate of Riverdeep Interactive.

Attainment Company, Inc.

P.O. Box 930160 • Verona, WI 53593-0160 • USA

1-800-327-4269

www.AttainmentCompany.com



HOUGHTON MIFFLIN
LEARNING TECHNOLOGY

222 Berkeley Street • Boston, MA 02116 • USA

1-800-854-8454

www.hmco.com

Table of Contents

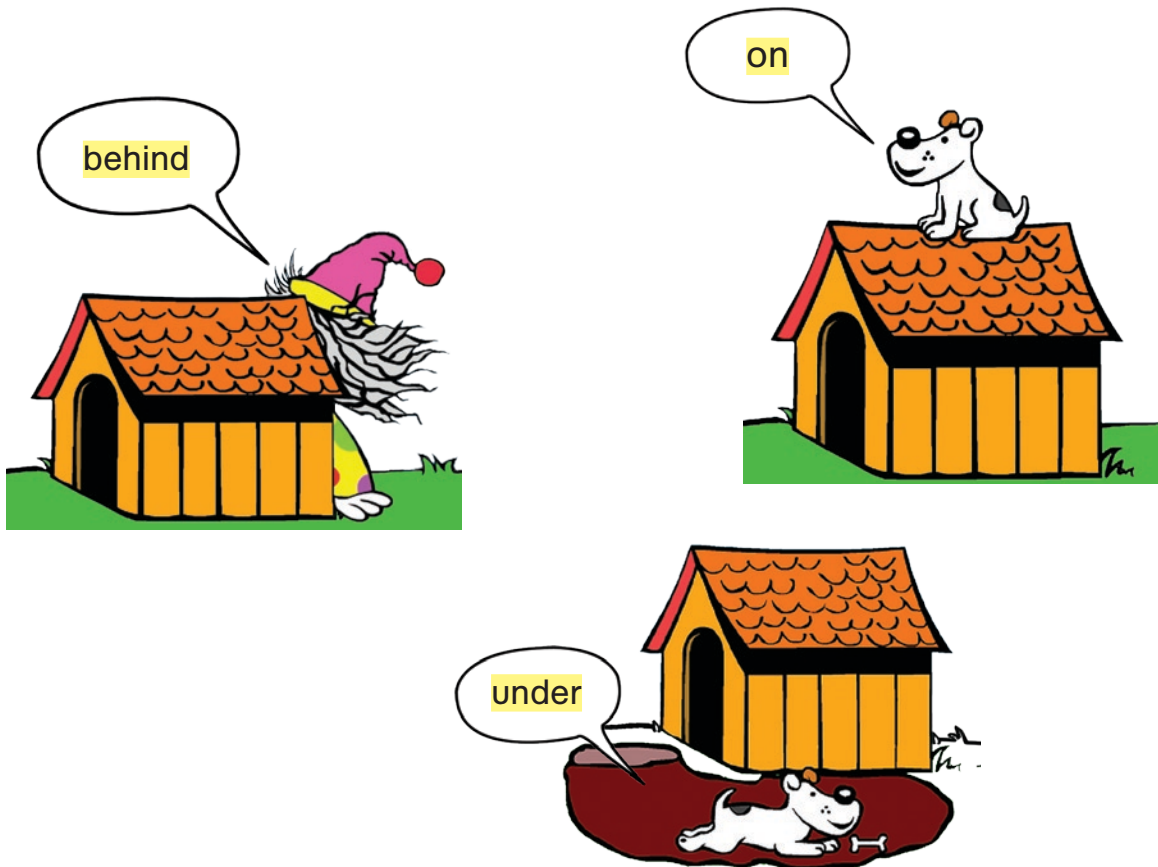
1. Edmo and Houdini	5
<i>Story: A Trip to the Fair</i>	6
Edmo and Houdini	7
Worksheets	8–31
2. Letter Machine	33
<i>Story: Bailey Learns Letters</i>	34
Worksheets	35–56
3. My Friend	57
<i>Story: A Trip to the Farmer’s Market</i>	58
Worksheets	59–71
<i>Story: A Trip to the Zoo</i>	72
Worksheets	73–91
4. Read-A-Rhyme	93
<i>Story: Bailey Reads Rhymes</i>	94
Worksheets	95–121
5. Make-A-Story	123
<i>Story: Bailey’s Story</i>	124
Worksheets	125–140
6. Three-Letter Carnival	141
<i>Story: The Lost Letter</i>	142
Worksheets	143–164
<i>Story: The Rhyming Coaster</i>	165
Worksheets	166–182
7. Compound Hound	183
<i>Story: Bailey’s Friend Compound Hound</i>	184
Worksheets	185–200
8. Sing-Silly-Songs	201
<i>Story: Christy and Millie</i>	202
Worksheets	203–225
9. Kid’s Cards	227
<i>Story: Bailey Makes E-Cards</i>	228
Worksheets	229–235
Teacher’s Notes	236

About the Author



Judi Kinney is a public school special education teacher of 30 plus years experience and a former preceptor (teacher of teachers) at the University of Wisconsin who has taught every category of identified students through every grade. She is a masters' degree special education graduate of the University of Wisconsin, a successful author and curriculum writer. Some of her titles include: High Priority Vocabulary Curriculum; Adapting Math Curriculum; CoTeaching Students with Autism (coauthor); Social Standards at School (coauthor); Ready, Set, Read! (coauthor) and Math Activity Program as well as many others.

She is the mother of two grown daughters and lives with her husband of 40 years on a small farm outside Madison, Wisconsin where her hobbies include tending numerous flower and vegetable gardens, knitting, playing the piano at a high level, reading American history, and a regimen of regular exercise.

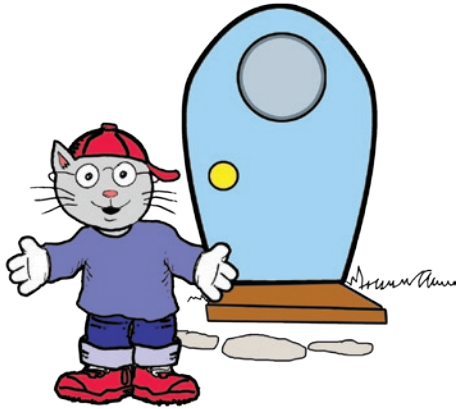


Edmo and Houdini



A Trip to the Fair

1.



Bailey went **out** of the house to meet Edmo. They are going to the fair.

2.



Bailey and Edmo meet **under** the sign to the fair.

3.



Edmo stood **behind** Bailey to buy tickets.

4.



Here is a picture of the two friends getting **off** of a ride.

5.



Next, they flew **over** the crowd **in** a plane.

6.



At the end of the day they sat **on** a bench and ate hot dogs.



Note to teacher: Use this story to introduce the meaning of the highlighted words.

Edmo and Houdini

Directions:  to the sentences as your teacher reads them.

1.



Edmo puts Houdini **out**.

2.



Houdini is **in** the doghouse.

3.



A bird lands **on** the doghouse.

4.



Houdini jumps **over** his dish.

5.



A cat is **behind** the doghouse.

6.



Houdini buries a bone **under** the doghouse.

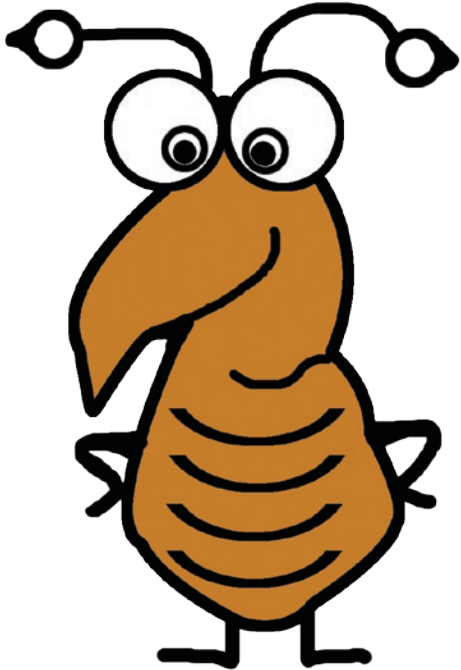


Note to teacher: Review highlighted words. Give scenarios where students can "act out" the words.
e.g., Stand behind a _____ or sit on _____. Print out for students to use as a reference.

Bailey and Some Friends

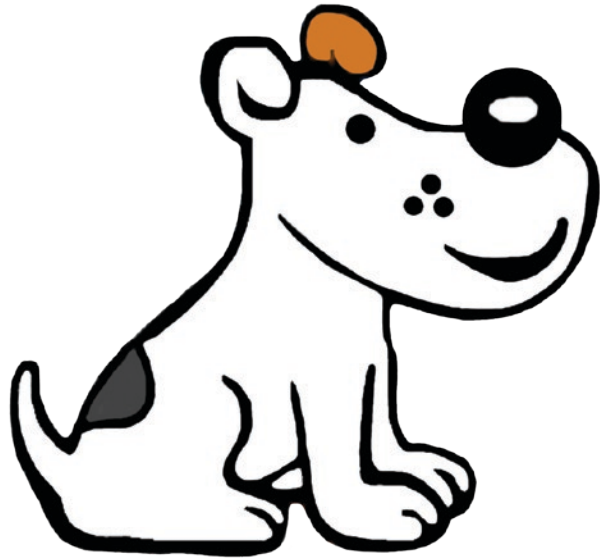
Directions:  to the friend that your teacher names. Tell 1 thing about each friend.

1.



Felix

2.



Houdini

3.



Bailey

4.



Edmo

In



Go **in** the doghouse, Houdini.

in



Directions:  to Houdini **in** the doghouse. Hint: there is more than 1.

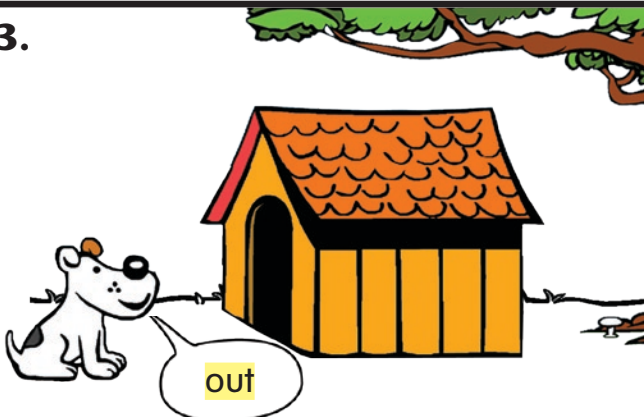
1.



2.



3.



4.



5.



6.



Directions: What is **in** the doghouse?





Finding Houdini

Go **in** the dog bed, Houdini.



Directions: Use what you know. ☐ Houdini **in** something. Hint: there is more than 1.

1.



2.



3.



4.



5.



6.



Bonus: Listen to your teacher read the sentence and ☐ the word **in**.

Houdini went **in** the **big blue** house.






Out

Go **out** of the doghouse, Houdini.



Directions:  to Houdini **out** of the doghouse. Hint: there is more than 1.

1.



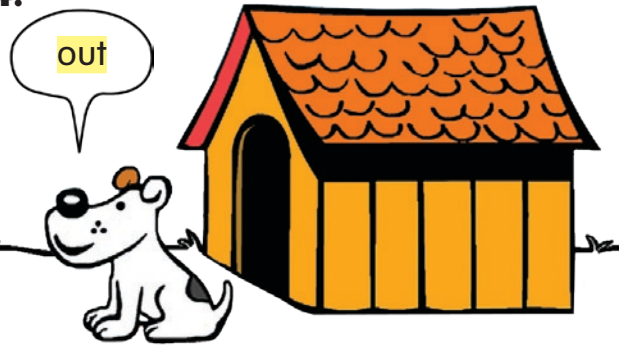
2.



3.



4.



5.



6.



Bonus:  Houdini **in** the doghouse.

Directions: Tell what you would put **in** a shopping cart.



Edmo and Houdini Again

Directions: ○ Edmo **out** of the doghouse.

1.



2.



3.



4.



Directions: ○ Houdini **out** of the doghouse.

1.



2.



3.



4.



Bonus: Where is Houdini?



Following Directions

Directions: Use what you have learned and ☐ Edmo **in** his house.

1.

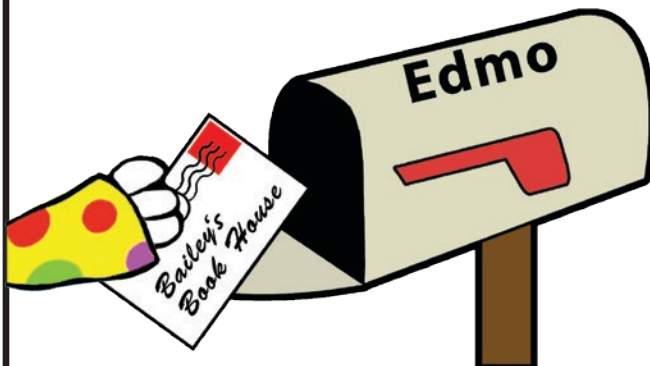


2.



Directions: Use what you have learned and ☐ the letter **out** of the mailbox.

1.



2.



Read these words: a. **in** b. **out**



On

on

Go **on** the doghouse, Houdini.



Directions:  to Houdini **on** the doghouse. Hint: there is more than 1.

1.

on



2.

on



3.

on



4.

behind



5.


on



6.

out



Bonus:  Houdini **out** of the doghouse.

Where Are Edmo's Shoes?



My shoes are **on** the steps.



Directions: ☐ Edmo's shoes **on** the doghouse.

1.



2.



3.

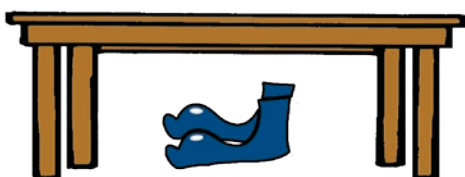


4.

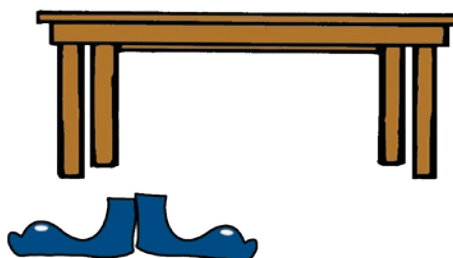


Directions: ☐ Edmo's shoes **on** the bench.

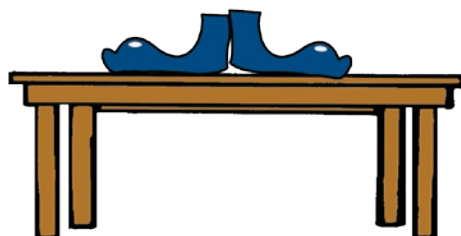
1.



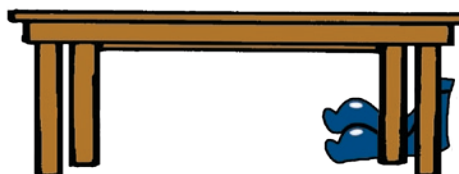
2.



3.



4.



Directions: What is **in** the basket?





Houdini

☐ the word that matches the picture.

1.



in

on

2.



on

out

3.



in

out

4.



on

in

Bonus: ☐ the word **on** in the sentence.

Bailey rode **on** his **big yellow** bike.





Off

Go **off** the doghouse, Houdini.



Directions:  to **off**. Hint: there is more than 1.

1.



2.



3.



4.



5.

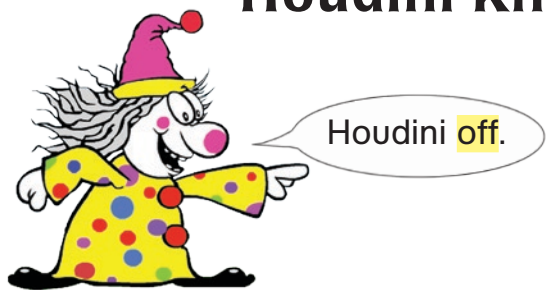


6.



Directions:  Houdini **on** the doghouse.

Houdini Knows Off



Directions: ○ Houdini getting off the doghouse.

1. 	2.
3. 	4.

Directions: ○ Houdini getting off the chair.

1. 	2.
3. 	4.

Bonus: Who is out of the doghouse?



What Direction?

Directions: Where is Edmo? ☐ the word that matches the picture.

1.



on

off

2.



on

off

3.



in

on

4.



on

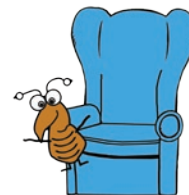
out

Challenge: ☐ the word **off** in the sentences below.

1. Edmo said, "Houdini **off**!"



2. Felix jumps **off** the chair.




Behind



Go **behind** the doghouse, Edmo.



Directions:  to **behind**. Hint: there is more than 1.

1.



2.



3.



4.



5.



6.



Directions:  Edmo **on** the doghouse.