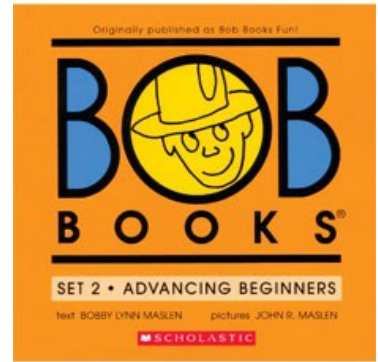


BOB Book Printables

Set 2 Book 1



These were created to use with [BOB Books Set 2](#).

Page 2 — Progress Chart for BOB Books Set 2

When your student masters book 1, color in the mouse with number 1 on it. When your student masters book 2, color in the mouse with number 2 on it. Continue until all the books are read and the entire chart is finished.

Page 3 — Tic-Tac-Toe

Find 5 markers for each player (suggestion: buttons for one player, paperclips for the other). Teach your student how to play regular Tic-Tac-Toe. To play with this gameboard: When it's your turn, you must read the word on the square before you can place your marker in the square. First player with three in a row wins!

Page 4 — Hat Stack

Page 5 — Match the Rhyming Words

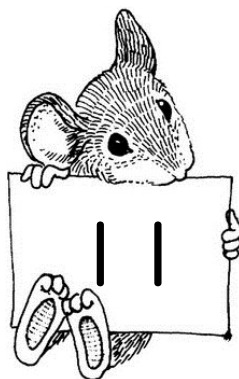
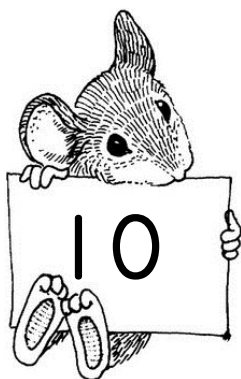
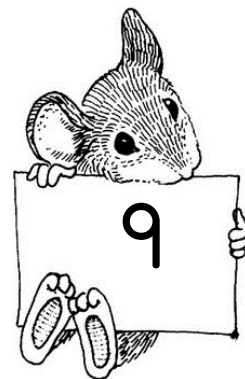
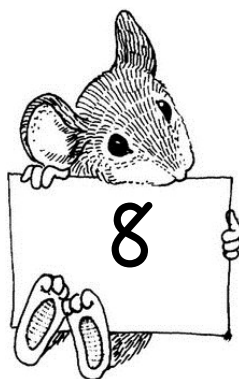
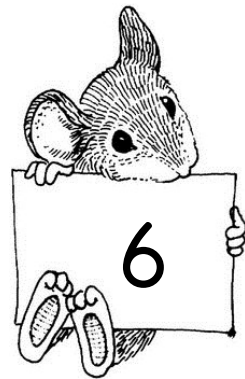
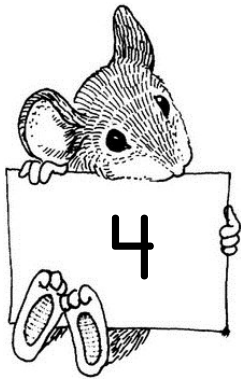
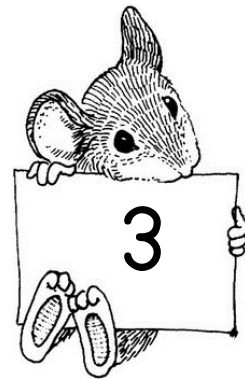
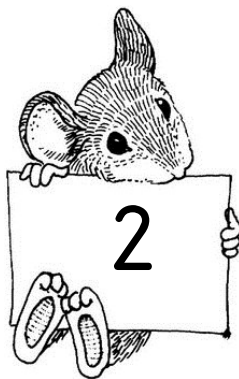
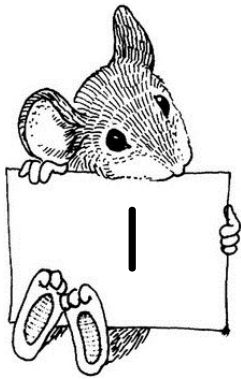
Page 6 — Words to Type

Print the page and let your student type the words right on the computer, using the word processing program of your choice. I know this activity isn't for all students, but my little guy LOVES it. He feels so big! Be sure and teach your child how to use the enter button (hit it after they finish a word). They will probably love typing and printing the word list.

Don't miss the other BOB Book printables at www.walkingbytheway.com

Files may not be sold, hosted on other sites, or shared.

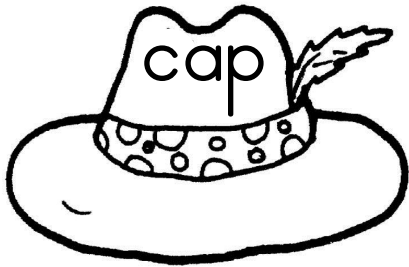
Progress Chart Set 2



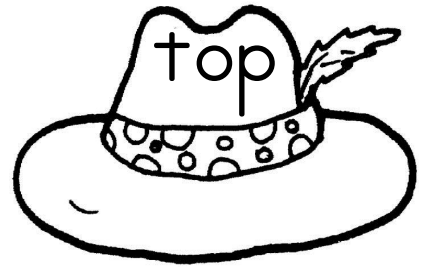
Tic Tac Toe

Set 2

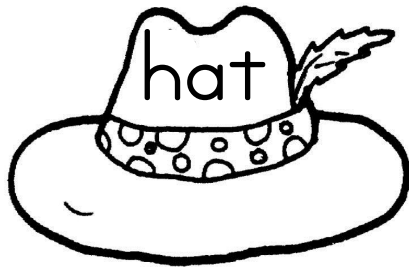
Book 1



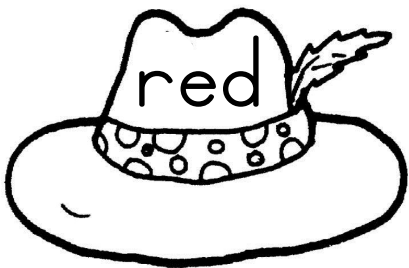
wig



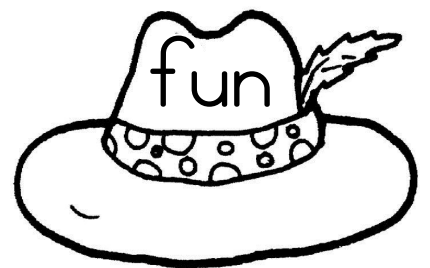
big



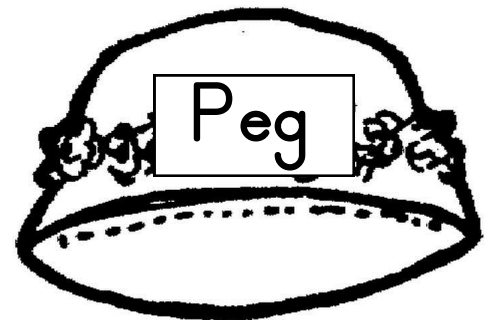
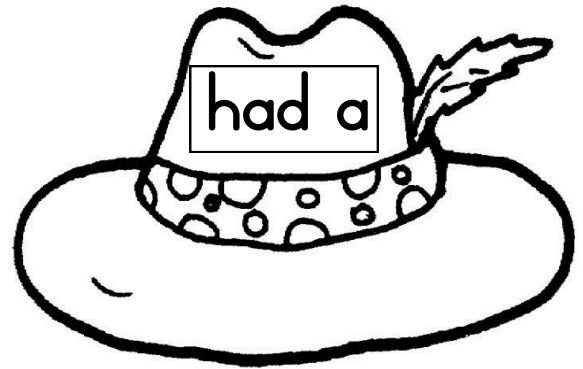
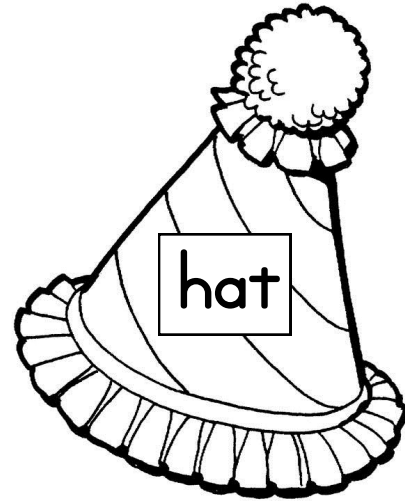
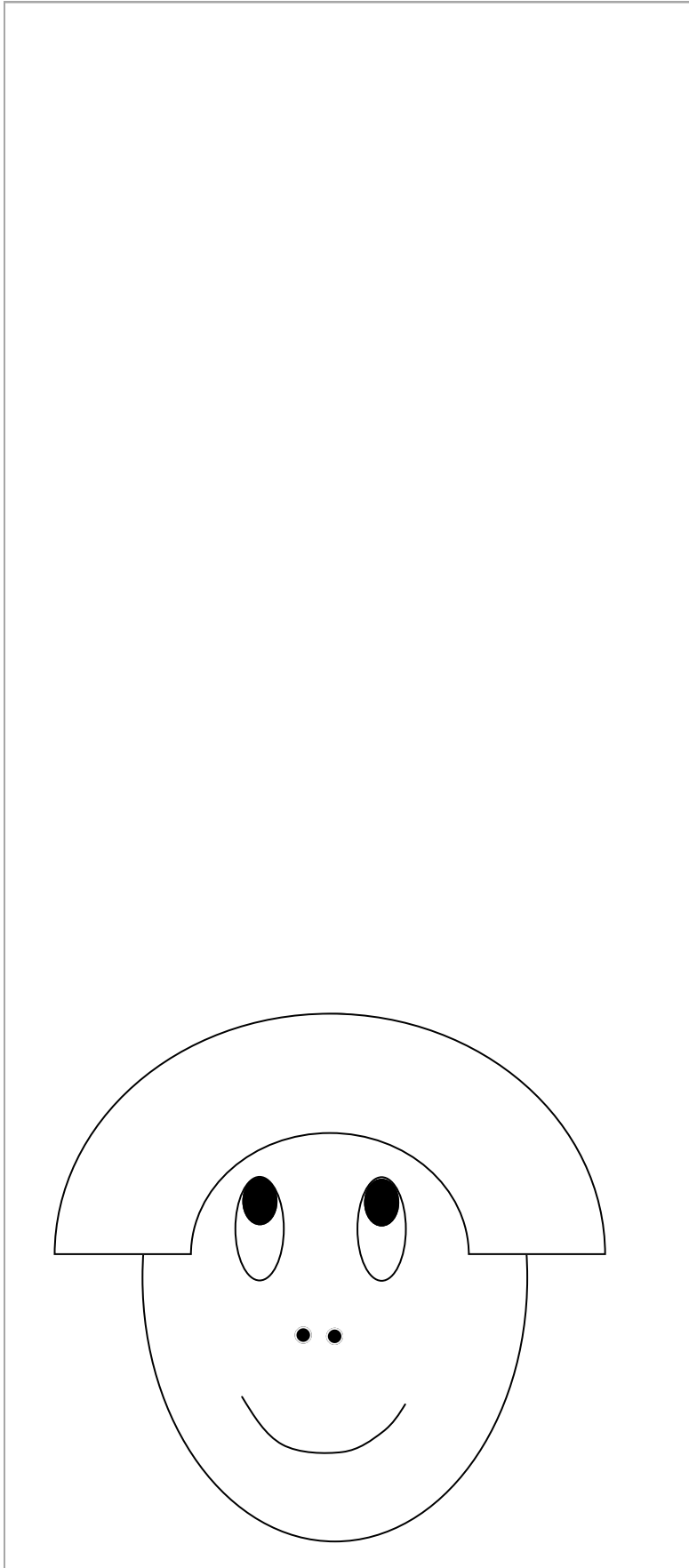
had



got



Hat Stack Cut out the hats. Paste them on Peg's head. Read the words.



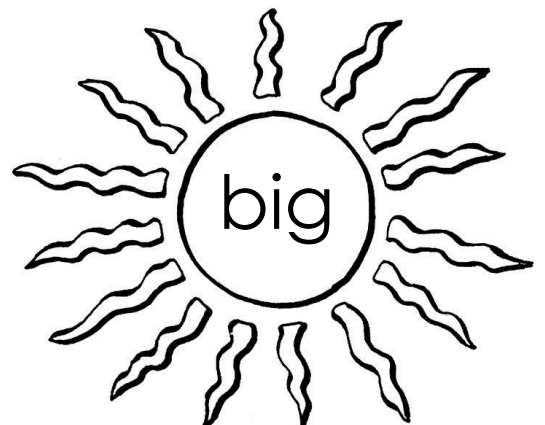
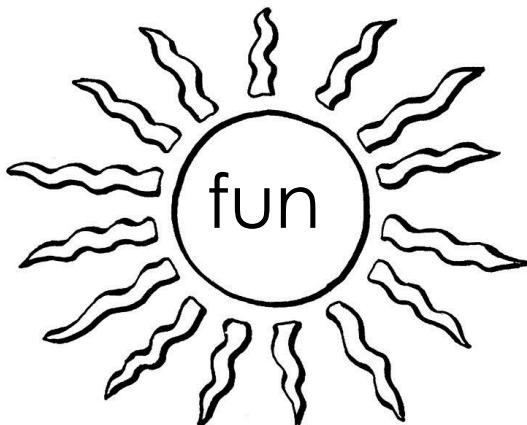
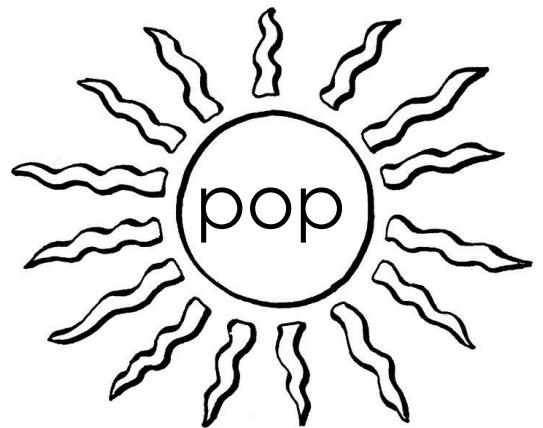
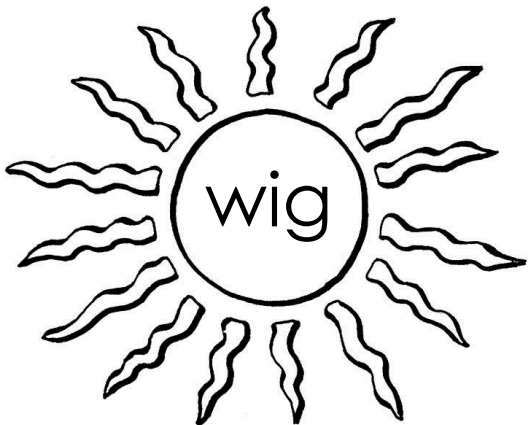
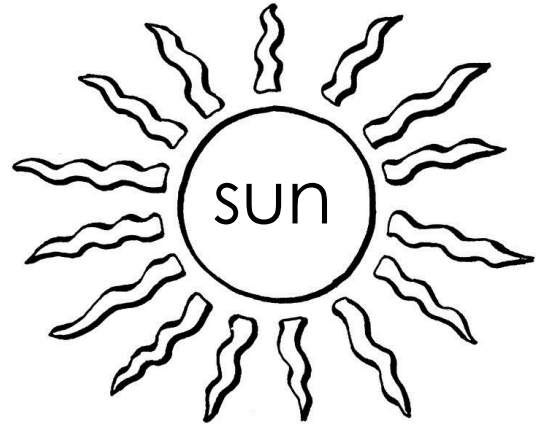
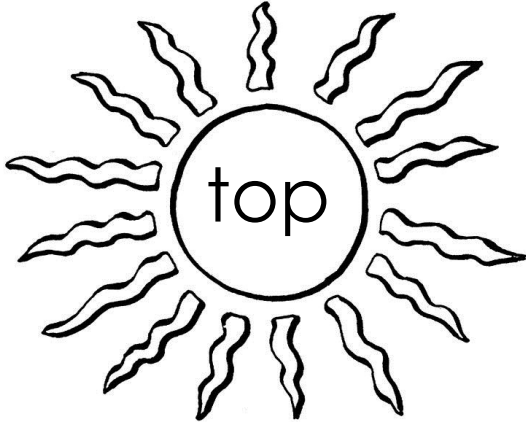
Set 2
Book 1

Match the Rhyming Words

Set 2

Book 1

Color the suns that rhyme the same color.



words to type

sun

was

pop

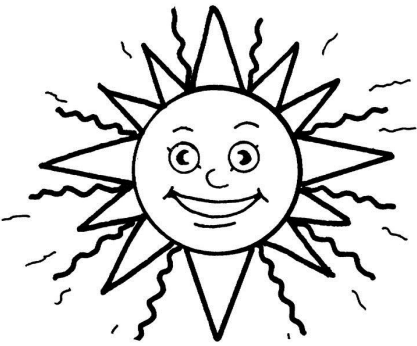
red

big

cap

and

got



Set 2

Book 1