



Snug as a Bug

a reading and spelling review book


ALL ABOUT *Reading*


ALL ABOUT *Spelling*

All Levels

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Editor:	Samantha Johnson
Cover Design:	Donna Goeddaeus, Emily F. Johnson
Page Layout:	Shanna Behrens, Emily F. Johnson
Illustrator:	Donna Goeddaeus
Activity Colorization:	Emily F. Johnson
Contributors:	Craig Behrens, Shanna Behrens, Donna Goeddaeus, Emily F. Johnson, Samantha Johnson, Marie Rippel

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All About® Reading and *All About® Spelling* programs.

For more information, go to www.AllAboutLearningPress.com.



About This Book

Hello!

Welcome to *Snug as a Bug!* You're about to embark on a buzzing adventure filled with beautiful bumblebees, majestic Monarch butterflies, flickering fireflies, and more! Within these pages, you'll find sixteen full-color activities designed to help your student review reading and spelling concepts in fun and engaging ways. Along with each activity, you'll also find fun facts, trivia tidbits, and additional games to help spark your student's interest in entomology.

A few things to remember as you get started:

- The activities can be used with either *All About Reading* or *All About Spelling*. Simply choose a selection of review words and then follow the instructions included with each activity.
- When teaching reading and spelling, don't expect mastery all at once! Mastery takes time and practice, and that's where these fun activities come in handy! When your student is stuck on a concept, just pull out "Beetle Sudoku," "Moths at Night," or any activity that catches your student's eye, and have some educational fun while reviewing important concepts.
- Remember that short, frequent repetition is beneficial and incorporating review through play is a wonderful way to make concepts stick!
- Most of all, enjoy! This is a special time in your student's educational journey!

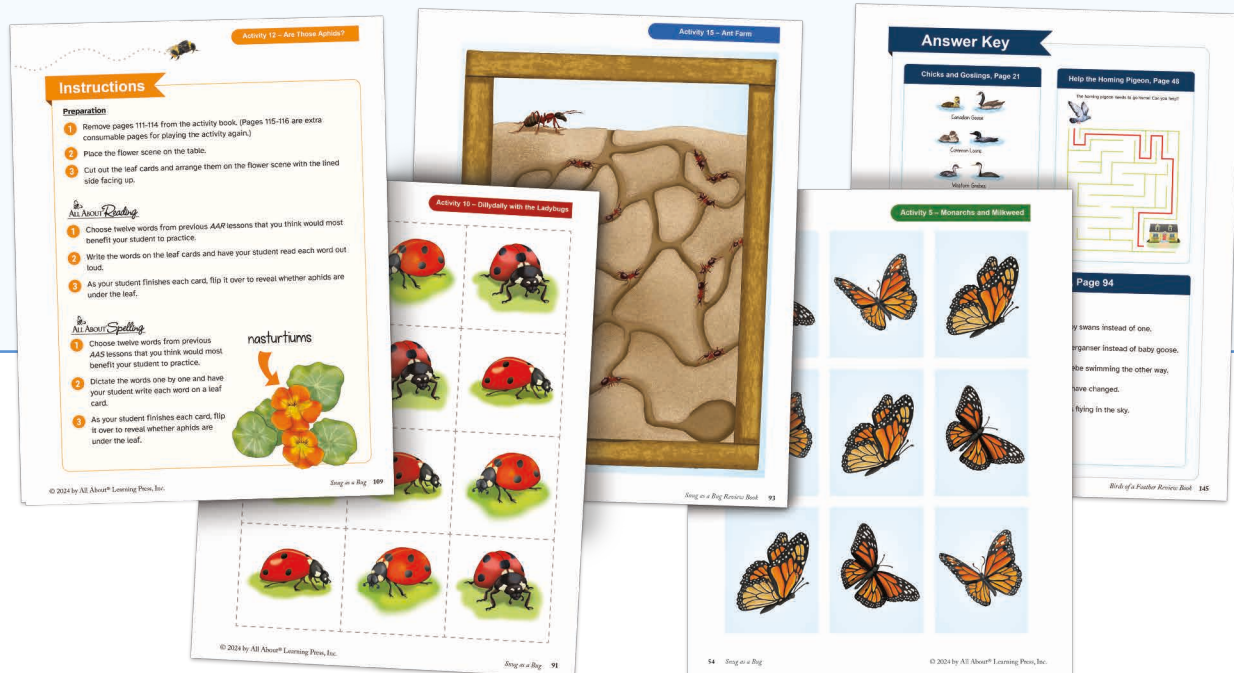




A Look Inside *Snug as a Bug*

What will you find in *Snug as a Bug*? A vibrant array of fascinating creatures that inhabit the world around us, from centipedes to grasshoppers! Here's a sneak peek at what you'll find in the coming pages ...

- **Sixteen activities** for reading or spelling review
- **Extra consumable pages** so students can play each activity more than once
- **Instructions page** so you'll know just what to do for each activity
- **Did You Know? pages** filled with fun facts and trivia tidbits
- **Spot the Differences, Can You Guess?**, and other games that relate to an activity's theme and provide additional fun. (These games aren't intended for reading and spelling review; they're designed to add delight to each review session.)
- **An Answer Key** for convenience!





Tips for Using the Activities

- You'll see the abbreviations *AAR* and *AAS* throughout the book. *AAR* stands for *All About Reading* and *AAS* stands for *All About Spelling*.
- Each activity can be used for reading or spelling.
- The activities can be used in any order you wish—you don't have to use them in sequential order.
- Each activity includes two sheets of consumable pieces so you can play once today and still have one for another day.
- If you have a laminating machine, this is the perfect use for it! Some people like to laminate the cards so students can write on them with dry-erase markers. Laminating makes it easy to use the activities over and over again.
- Each activity includes fun facts. These facts and tidbits are excellent for increasing vocabulary and background knowledge, so be sure to read them aloud to your student. (Additionally, knowledge of these background facts will make the activities even more interesting for your student!)
- Some students may wish to research the various insects even further, which turns this into an excellent lesson extension. Feel free to use the activities as a springboard to dive deeper into these topics—you never know what area of interest your student might discover!



Instructions

Preparation

- 1 Remove pages 97-104 from the activity book. (Pages 105-108 are extra consumable pages for playing the activity again.)
- 2 Place the two scenes side by side to form a game board. If preferred, you can cut off the white borders and tape the two sheets together.
- 3 Cut out a grasshopper token and place it on the Start circle. If a second player is present, cut out and place both tokens on the Start circle. Cut out the playing cards and shuffle them. Place them in a pile on the table with the green side facing down.

ALL ABOUT *Reading*

- 1 Choose 34 words from previous *AAR* lessons that you think would most benefit your student to practice.
- 2 Write one word on each card and return the pile to the table. Have your student read each word out loud.
- 3 As your student finishes each card, flip it over. Move the token the number of spaces shown on the card.
- 4 Repeat until the grasshopper finds his way from the backyard to the woods.

ALL ABOUT *Spelling*

- 1 Choose 34 words from previous *AAS* lessons that you think would most benefit your student to practice.
- 2 Dictate the words one by one and have your student write each word on a card.
- 3 As your student finishes each card, flip it over. Move the token the number of spaces shown on the card.
- 4 Repeat until the grasshopper finds his way from the backyard to the woods.



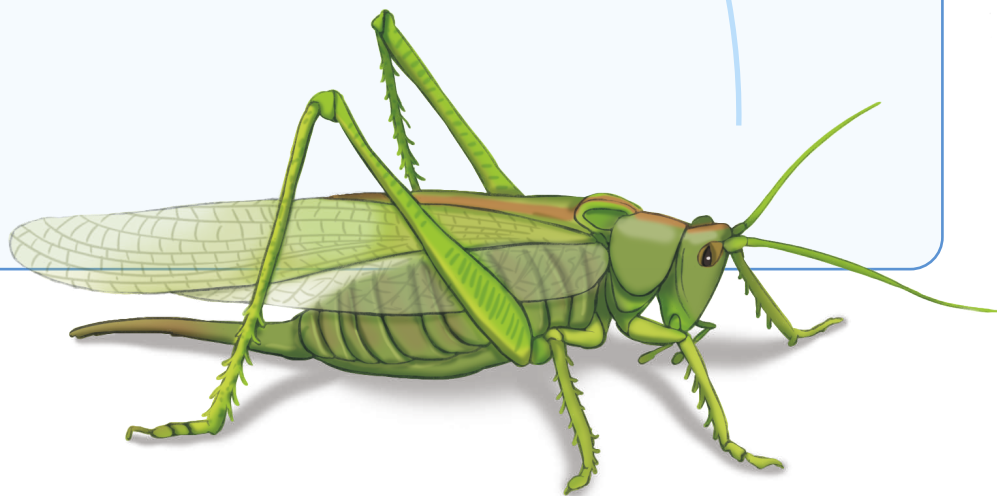


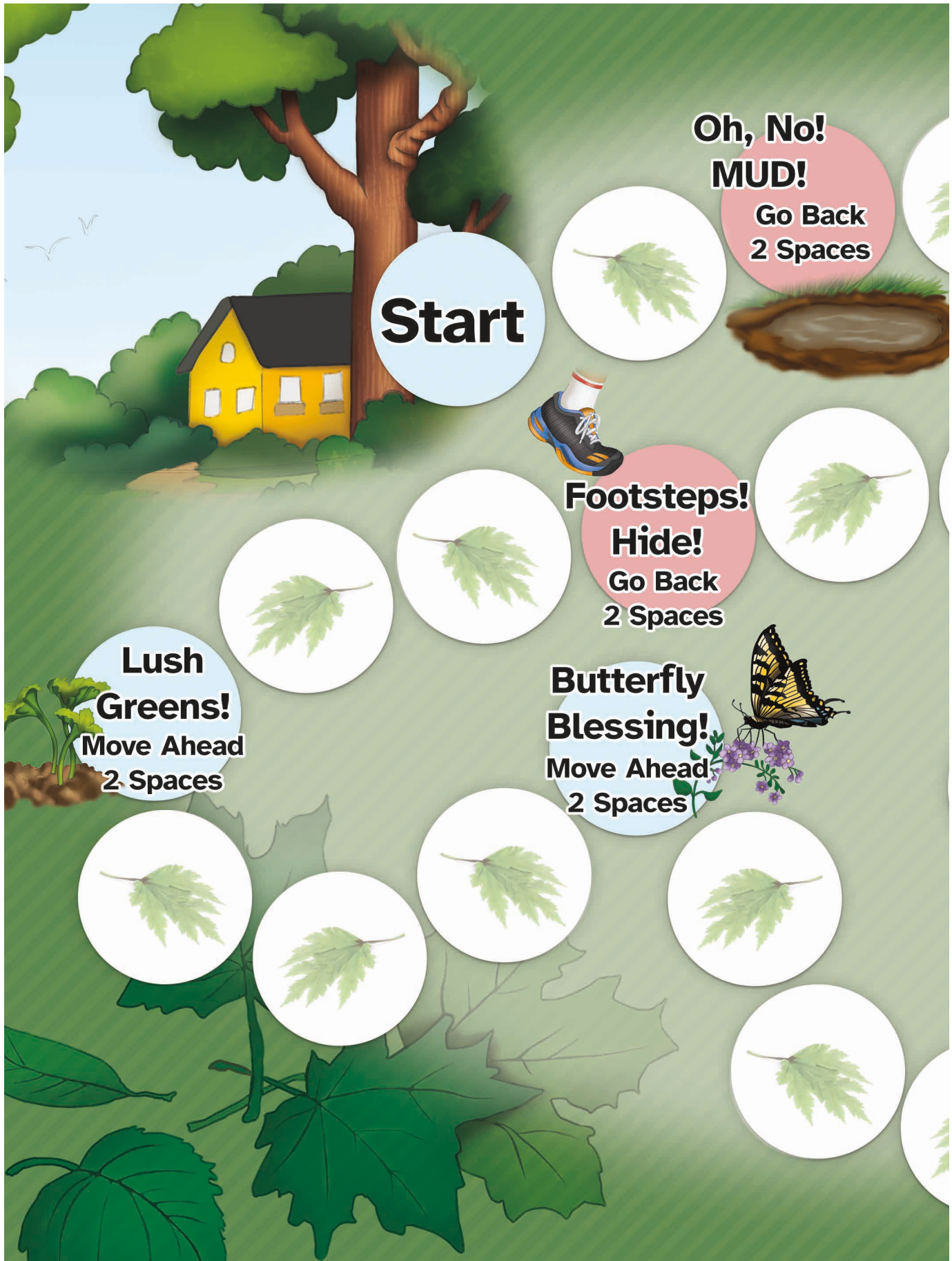
Did You Know?

A grasshopper can escape predators by jumping and using its wings—at speeds up to eight miles per hour!

For a human, that would be like racing as fast as an Olympic sprinter!

Zoom! I'm the grasshopper,
the Olympic sprinter of the
insect world!









Hop 1 Space

Hop 1 Space

Hop 1 Space

Hop 2 Spaces

Hop 3 Spaces

Hop 1 Space

Hop 2 Spaces

Hop 3 Spaces

Hop 2 Spaces

Hop 1 Space

Hop 1 Space

Hop 1 Space

Hop 2 Spaces

Hop 3 Spaces

Hop 1 Space

Hop 1 Space

Hop 1 Space

Hop 1 Space

Hop 2 Spaces

Hop 3 Spaces

Hop 2 Spaces

Hop 1 Space

Hop 1 Space

Hop 1 Space

Hop 2 Spaces

Hop 3 Spaces

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Hop 3 Spaces

Hop 1 Space

Hop 1 Space

Hop 1 Space

Hop 1 Space

Hop 2 Spaces

Hop 3 Spaces



Instructions

Preparation

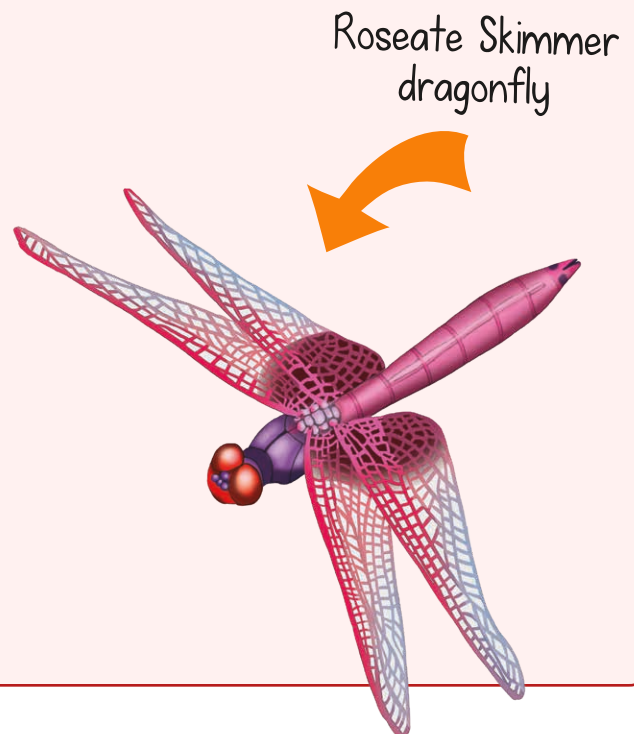
- 1 Remove pages 127-130 from the activity book. (Pages 131-132 are extra consumable pages for playing the activity again.)
- 2 Place the pond scene on the table.
- 3 Cut out the dragonfly cards and place them in a pile with the illustrations facing down.

ALL ABOUT *Reading*

- 1 Choose twelve words from previous AAR lessons that you think would most benefit your student to practice.
- 2 Write the words on the back of the dragonfly cards and have your student read each word out loud.
- 3 As your student finishes each card, flip it over to reveal a dragonfly and add it to the pond scene.

ALL ABOUT *Spelling*

- 1 Choose twelve words from previous AAS lessons that you think would most benefit your student to practice.
- 2 Dictate the words one by one and have your student write each word on the back of a dragonfly card.
- 3 As your student finishes each card, flip it over to reveal a dragonfly and add it to the pond scene.





Spot the Differences

Can you spot 6 differences between these two pictures?

(Turn to page 148 for the answer!)

