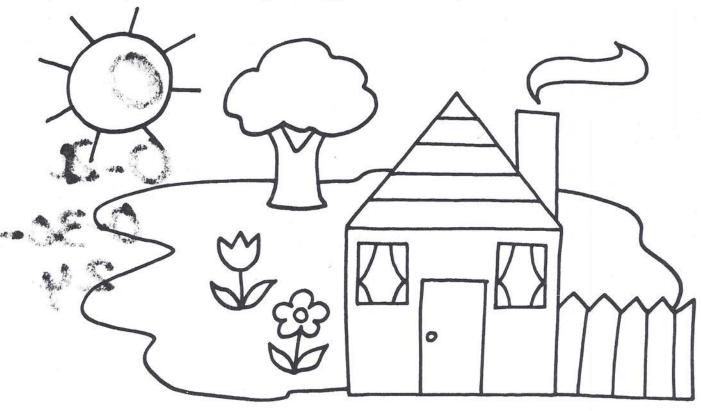
Rhyme-Away Story 1

Directions: Draw the picture below on the chalkboard. Have students fill in the missing rhymes, then erase the corresponding portions of the picture.



Just for fun, erase the <u>sun</u>.

If you can count to three, erase the <u>tree</u>.

If you can count to four, erase the <u>door</u>.

So you don't get stung by a bee, erase the <u>chimney</u>.

If you can do so, erase the window.

If you see a hound, erase the ground.

A dog can say, "Woof," erase the roof.

Climb the tower, erase the <u>flower</u>.

If you have five cents, erase the <u>fence</u>.

If you see a doe, erase another <u>window</u>.

You need power, to erase another <u>flower</u>.

If you see a mouse, erase the house.



