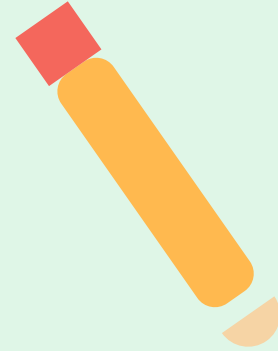


First, Next, Last

Early Literacy

Sequence language



Inside this printable

- 8 focused activity pages
- Clear, age-aware instructions
- A final grown-up guidance page

Play. Learn. Grow.

A BrightPencil Kids printable for ages 4-5 focused on sequence language. Put simple everyday events in first, next and last order.

ACTIVITY 1

First, Next, Last

You put on socks. What usually comes next?

A. put on shoes

B. go to sleep

C. eat dinner

Circle your answer, then explain why you chose it.

ACTIVITY 2

First, Next, Last

First wash your hands. What can come next?

A. dry them

B. put on boots

C. turn off the sun

Circle your answer, then explain why you chose it.

ACTIVITY 3

First, Next, Last

A seed is planted. What can happen next?

A. it grows

B. it becomes a chair

C. it disappears

Circle your answer, then explain why you chose it.

ACTIVITY 4

First, Next, Last

First open a book. What can come next?

A. read a page

B. wash a car

C. go swimming

Circle your answer, then explain why you chose it.

ACTIVITY 5

First, Next, Last

At bedtime, what usually comes last?

A. sleep

B. breakfast

C. school

Circle your answer, then explain why you chose it.

ACTIVITY 6

First, Next, Last

You put on socks. What usually comes next?

A. put on shoes

B. go to sleep

C. eat dinner

Circle your answer, then explain why you chose it.

ACTIVITY 7

First, Next, Last

First wash your hands. What can come next?

A. dry them

B. put on boots

C. turn off the sun

Circle your answer, then explain why you chose it.

ACTIVITY 8

First, Next, Last

A seed is planted. What can happen next?

A. it grows

B. it becomes a chair

C. it disappears

Circle your answer, then explain why you chose it.

GROWN-UP HELP

Keep practice short and positive

- 1 Read the instruction together once.
- 2 Let the learner try before stepping in.
- 3 Ask: How did you work that out?
- 4 Correct one small thing at a time.
- 5 Finish with one success the learner can name.

Answer guidance

Open drawing and writing tasks can have more than one good answer. For number, language and knowledge questions, check the learner can explain the idea rather than only guess. Online Practice gives immediate gentle feedback for the matching digital activity.

BrightPencil rule: progress matters more than perfection.