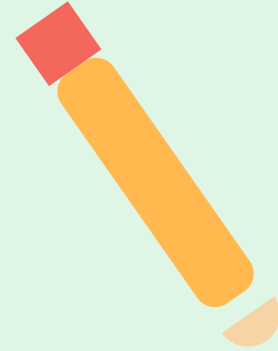


Tall, Short, Long and Short

Early Maths

Measurement 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 measurement language. Use simple size and length words to compare objects.

ACTIVITY 1

Tall, Short, Long and Short

Which word means not big and not tiny?

A. medium

B. fast

C. round

Circle your answer, then explain why you chose it.

ACTIVITY 2

Tall, Short, Long and Short

Put sizes in order from smallest.

A. small, medium, large

B. large, small, medium

C. medium, large, small

Circle your answer, then explain why you chose it.

ACTIVITY 3

Tall, Short, Long and Short

Which is largest?

A. large

B. medium

C. small

Circle your answer, then explain why you chose it.

ACTIVITY 4

Tall, Short, Long and Short

Which is smallest?

A. small

B. large

C. medium

Circle your answer, then explain why you chose it.

ACTIVITY 5

Tall, Short, Long and Short

What comes between small and large?

A. medium

B. tiny

C. wide

Circle your answer, then explain why you chose it.

ACTIVITY 6

Tall, Short, Long and Short

Which word means not big and not tiny?

A. medium

B. fast

C. round

Circle your answer, then explain why you chose it.

ACTIVITY 7

Tall, Short, Long and Short

Put sizes in order from smallest.

A. small, medium, large

B. large, small, medium

C. medium, large, small

Circle your answer, then explain why you chose it.

ACTIVITY 8

Tall, Short, Long and Short

Which is largest?

A. large

B. medium

C. small

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.