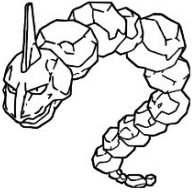




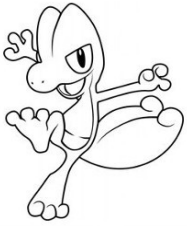

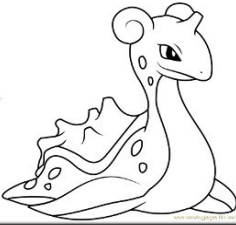

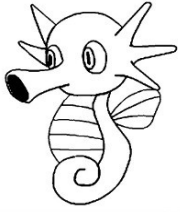

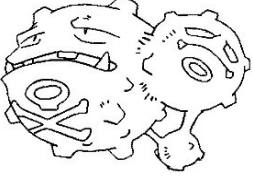





Roll a Die and Color

Roll a die and choose a pokemon from that row. Color the circle that has the right **beginning** sound for the picture!

	<input type="radio"/> a <input type="radio"/> o		<input type="radio"/> j <input type="radio"/> d		<input type="radio"/> o <input type="radio"/> c
	<input type="radio"/> v <input type="radio"/> f		<input type="radio"/> k <input type="radio"/> s		<input type="radio"/> t <input type="radio"/> f
	<input type="radio"/> b <input type="radio"/> d		<input type="radio"/> r <input type="radio"/> l		<input type="radio"/> d <input type="radio"/> p
	<input type="radio"/> s <input type="radio"/> h		<input type="radio"/> c <input type="radio"/> a		<input type="radio"/> j <input type="radio"/> w
	<input type="radio"/> l <input type="radio"/> t		<input type="radio"/> p <input type="radio"/> i		<input type="radio"/> c <input type="radio"/> t
<input type="checkbox"/> 1 or <input type="checkbox"/> 2	<input type="checkbox"/> 3 or <input type="checkbox"/> 4	<input type="checkbox"/> 5 or <input type="checkbox"/> 6			