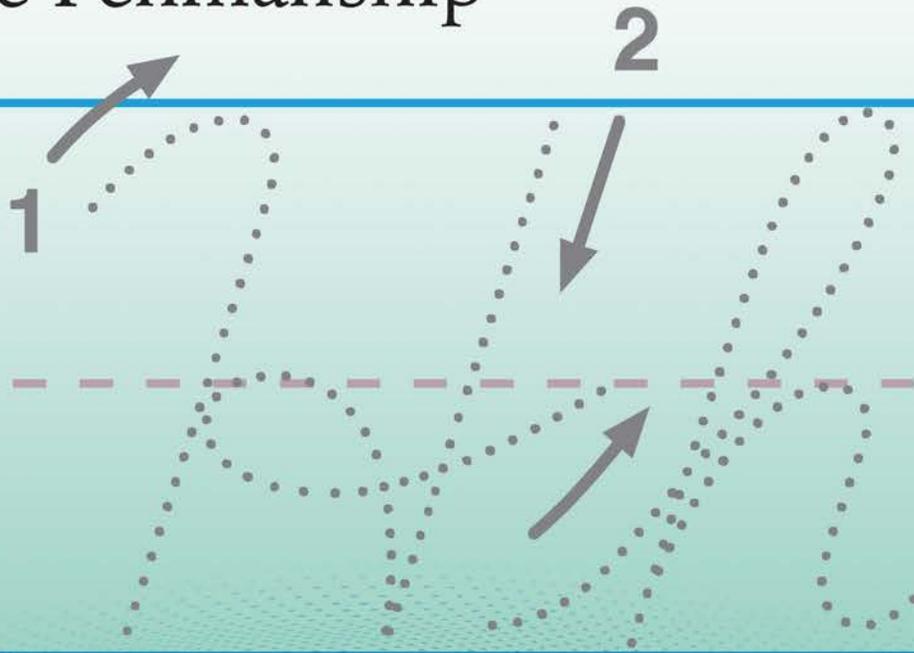


catch on to *Cursive*

A Whole Child Approach to
Cursive Penmanship



MASTERBOOKS[®]
— CURRICULUM —



MASTER BOOKS CURRICULUM

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Note from the author: I like Charlotte Mason’s philosophies, but I do not aspire to be her. I am an overall eclectic homeschool mom who happens to prefer a blend of several methodologies. I love learning that is developmentally based and that follows good instruction and modeling. This course is based on some of Charlotte Mason’s ideas for teaching handwriting, as well as what I have personally learned in my training and teaching experience. Miss Mason would teach a slanted line and have her students practice it prior to having them write a letter A. This helped them learn the strokes needed before ever asking them to form a letter. I believe this method is effective in helping students learn penmanship. I also believe, as Miss Mason did, that subjects should not be separate, but rather intertwined. In this course, I have included exercises to help the students in developing their muscles to be successful with penmanship, Bible lessons, and a little science by using fishing as a subject. As someone who prefers to factor in a student’s development, I did not want to cover children up with tons of practice or copying of letters without them having a good understanding of the strokes for the letters, as well the strength and stamina needed for penmanship. This course will help your students master the strokes needed for cursive penmanship while providing a fun theme with positive reinforcement. There is an alternate schedule with additional activities for older students or even for those who want to continue in practicing more.

Please note that you can download the answer key to the puzzles included in this book at masterbooks.com/classroom-aids.

Hello, teacher.

The Bible version used in this course is the ESV unless otherwise noted. Sometimes, I ask them to read from their Bibles or have used a version that was easier for them to read on their own or for copy work. Please choose the version your family prefers. It is very easy to adapt this course using your own version. Each week will have a prep page called “Tackle Box” with a corresponding number for each lesson which is for you and your student to prepare for the lesson.

I’d love to see your students’ fishing derby showcases and artwork or activities they create. If you would, please share in the Master Books App using #ClubSkeeter.

In this course, the lessons have three main sections.



Gear Up!

You can’t fish if you don’t have the right gear and aren’t prepared. Casting that pole and reeling in the big one takes strength. These exercises will build strength and warm up muscles for writing.



This section provides a how-to guide for making each letter, letter placement, spacing, and instruction and practice for students as they go through the course.

Every letter will be covered for three days. On the third day, there is a weigh-in section, and every few weeks, students will participate in a fishing derby where they review letters or Gear Up activities they have learned up to that point. This gives a fun way for built-in review and builds up their confidence. Watch for Weigh-In challenges throughout the course so they can complete the challenges.

Fishermen have contests, called fishing derbies, where they see who can catch the largest fish. Whoever catches the largest fish wins a prize. This is a time for students to review the letters and words they have learned and showcase their best work. They’ll use the section in the back of the book labeled “Fishing Derby: Showcasing My Best Catch.”



Evaluations for the Fishing Derby use colored weights to designate proficiency for students.

- **Green equals Proficient:** The student shows competency of the skills or movements and can apply them.
- **Yellow equals Basic:** The student has partial mastery and application of the skills and movements.
- **Red equals Below Basic:** The student has not mastered the skills needed and needs further practice and coaching.



They will have three guides throughout the course.



Skeeter helps with stories and encourages you, is your official guide to learning about fishing, but most importantly, guides you deeper in your walk with Christ.



Susie, Skeeter's sister, will help you know what supplies you need each week from the Gather Your Gear list as well as which day it is needed.



Susie's daughter, **Anna**, will be helping with reviewing and applying what you are learning through the weigh-in challenges.

The most important thing we can learn is God's Word. We'll be talking about:

-  **Fishers of Men** — We'll talk about persevering, being patient, and applying effort like the disciples.
-  **God's Creation** — When in nature, we can see the examples of God's handiwork. Students will see God's design in different fish.
-  **Beatitudes/Sermon on the Mount** — Join me as we break down the Beatitudes into simpler terms and learn to apply them in our lives.
-  **Parables** — Jesus told stories to help people understand spiritual things. We will look at His stories, or parables, so we can grow spiritually.

I hope you and your students have fun as you *Catch on to Cursive*.



Blessings,

Carrie

Carrie Bailey

Please read this note from your fishing guide, Skeeter, to your student(s).

Hello!

My name is Skeeter. I'm here to guide you in a nature adventure club called Club Skeeter. Writing in print or cursive neatly is called penmanship. This book is a guide to writing in cursive, or cursive penmanship. This book isn't only about cursive, but also about fishing, getting stronger, and learning more about God and His Word. You'll learn why writing in cursive is good for you, but for now, just know that this is a club full of adventure and fun. It's not all about pencil and paper, so get ready for the fun to begin.

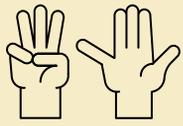
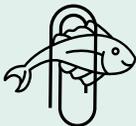
In Club Skeeter, you'll earn badges as you complete weigh-in challenges from my niece, Anna. You can cut out the badges you earn and put them on an achievement board, if you like! Maybe on some poster board! I can't wait to see what badges you earn in Club Skeeter. Let's get this adventure going!

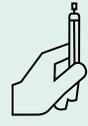
Your Guide,
Skeeter





You will find Gear Up Activities throughout this cursive writing course. These activities go beyond the typical focus on hand-eye coordination when one is learning how to write. They are meant specifically for younger students taking the course as a fun way to help them with their overall growth, including balance, proper grip, focus, and more. You can mark off here as a student completes each activity. Note that the Bait & Tackle days are marked after each activity listed.

	Gear Up Activity	Focus Area
<input type="checkbox"/> 	<p>Making Waves: Hold the pencil in one hand and make huge waves with your arm. Switch hands and do it with the other hand. Be sure to go back and forth, fast and slow, about 10 times each hand. (1.2, 5.5, 10.2, 14.1, 18.2, 23.2)</p>	<p>Crossing the mid-line; strengthening arm and back muscles for posture</p>
<input type="checkbox"/> 	<p>Worm Squeezes: Picking up worms is fun! Do worm squeezes by picking up the yarn worms with a pair of tweezers. (1.4, 6.2, 10.4, 14.3, 19.4, 29.2)</p>	<p>Strengthening fine motor skills</p>
<input type="checkbox"/> 	<p>Anchor Up: Stand with your feet about shoulder width apart. Bend over and pretend to pull up a heavy anchor. Give the anchor 10 good pulls all the way up. (2.3, 6.4, 14.4, 20.1, 24.2, 26.3, 29.3)</p>	<p>Core strength</p>
<input type="checkbox"/> 	<p>Live Well Reaches: Sit in a chair or side of a bathtub with your feet flat on the ground. Keep your feet spread apart. Bend over and touch the top of the ground between your feet as if you were touching the top of the live well in your boat. Do this 12 times. (2.5, 7.1, 11.1, 15.1, 25.2)</p>	<p>Core strength</p>
<input type="checkbox"/> 	<p>Lighthouse Taps: Lighthouses flash their lights, so we are going to tap for lighthouse flashes. Bring your pinky and thumb together to tap and open, tap and open, like a lighthouse flashes. Do this 12 times with both hands. (3.2, 7.3, 11.3, 15.3, 18.4, 26.5, 30.2, 34.3)</p>	<p>Strengthening fine motor skills</p>
<input type="checkbox"/> 	<p>Paddle the Boat: Sit in a chair or on the side of a bathtub with your feet flat on the ground. Pretend to paddle the boat. Make sure you swap sides so your boat doesn't get off course! Give a good 15 total strokes of the paddle for each side. (3.4, 7.5, 11.5, 15.5, 20.5, 23.5, 34.5)</p>	<p>Core strength; crossing the mid-line; upper arm strength</p>
<input type="checkbox"/> 	<p>Don't Hit the Bridge: The ships in the river need to get through. Place your hands flat on the ground with tips of toes on the ground and body lifted to be the bridge. Hold this for 10-15 seconds. (4.1, 8.2, 12.2, 16.2, 21.4, 27.4)</p>	<p>Core strength</p>
<input type="checkbox"/> 	<p>Hook the Fish: Also called Hook the Crawdads, Hook the Boot, and Hook the Fly. At the bottom of the page is a row of fish. Open paper clips and secure a paper clip to each fish. (4.2, 8.3, 12.3, 16.3, 21.1, 27.5, 31.2)</p>	<p>Strengthening fine motor skills</p>

<input type="checkbox"/> 	<p>Hoist the Sails: These are called side planks and are like a side pushup that holds your body up. Lay on your side, lift your body up with the arm closest to the ground. Your foot should be on its side on the ground. Your body makes a triangle shape like a sail. Hold the position for 8 seconds, relax, and repeat two times. Do both sides of your body. (4.3, 12.4, 18.3, 23.3, 28.1, 35.4)</p>	Core strength
<input type="checkbox"/> 	<p>Aim and Cast: Place a piece of paper or sticky note on a door or wall about eye level. You can make a target on it if you'd like. Take about 10 steps back and try to AIM and CAST the ball to hit the target. If you miss three times, you can step forward one step. Try to hit the paper/target in the middle at least three times in a row. (4.5, 8.4, 13.1, 16.4, 21.2, 24.5, 31.3, 36.2)</p>	Eye-hand control, gross & fine motor control; arm strength
<input type="checkbox"/> 	<p>Lures in Mud: Push the small objects into dough. Be sure to use your fingers to get them started and your thumb to get them all the way in. Push objects in with each hand at least 5 times. (5.1, 8.5, 13.2, 23.4, 35.5)</p>	Strengthening fine motor skills (thumb opposition)
<input type="checkbox"/> 	<p>Walk the Plank: Use painter's tape, a rope, or sidewalk chalk to make a long line, about 6 feet long. Walk the Plank by balancing on the line with one foot in front of the other. Do this three times. Don't fall in! There might be gators in that water! (5.2, 9.1, 13.3, 17.1, 22.2, 28.5, 36.1)</p>	Core strength; crossing the midline; gross motor control
<input type="checkbox"/> 	<p>Don't Tip the Boat: Balance on a bicycle, scooter, or skateboard for 15 seconds. (5.4, 9.3, 13.5, 17.3)</p>	Core strength
<input type="checkbox"/> 	<p>The Eye of the Hook: If you can, use a pushpin in the tip of an eraser or just a pencil with an eraser. Hold the pencil straight up and down in front of your nose. Bring it in slowly as you keep your eyes on the pin or eraser. Keep your focus. See how close you can bring it in before you see two of it. Hold this for 10 seconds, release, then do it two more times. (8.1, 16.1, 19.3, 24.1, 30.5)</p>	Visual tracking
<input type="checkbox"/> 	<p>Marble in the Whirlpool: Using a plastic lid with a lip or a round cake pan; place a marble inside. Have someone move the lid/pan so the marble rolls in the inside edge back and forth and eventually all the way around in a circle. Follow the marble with your eyes, but do not move your head. Move only your eyes as you follow the marble back and forth. Do this for one minute. (9.5, 17.5, 22.3, 26.1, 32.4)</p>	Visual tracking
<input type="checkbox"/> 	<p>Crawdad Crawl. You will use a tennis ball or a ball that size. You have two "pinchers" like the crawdad, which are your thumb and pointing finger. Start with the ball beside your foot, using only your two pinchers (thumb and pointer finger), roll the ball up the side of your leg to your hip, across your tummy, and back down the side of the other leg. This may be difficult at first, but it will get easier with practice. Do this three times. (20.3, 22.4, 27.1, 28.2, 32.2, 34.4, 36.5)</p>	Fine motor control

Student Schedule

	Day	Assignment		Due Date	✓	Grade
		Younger Student Schedule	Older Student Schedule			
First Semester–First Quarter						
Week 1	Day 1	Tackle Box 1 • Bait & Tackle 1.1 • pages 19–22	Tackle Box 1 • Bait & Tackle 1.1–2.2 pages 19–36			
	Day 2	Bait & Tackle 1.2 pages 23–24	Bait & Tackle 2.3–2.4 pages 37–40			
	Day 3	Bait & Tackle 1.3 pages 25–26	Bait & Tackle 2.5 • pages 41–42 Activity 1 • page 451			
	Day 4	Bait & Tackle 1.4 pages 27–28	Tackle Box 3 • Bait & Tackle 3.1–3.2 pages 43–48			
	Day 5	Bait & Tackle 1.5 pages 29–30	Bait & Tackle 3.3–3.4 pages 49–52			
Week 2	Day 6	Tackle Box 2 • Bait & Tackle 2.1 • pages 31–34	Bait & Tackle 3.5 • pages 53–54 Activity 2 • page 451			
	Day 7	Bait & Tackle 2.2 pages 35–36	Tackle Box 4 • Bait & Tackle 4.1–4.2 pages 55–60			
	Day 8	Bait & Tackle 2.3 pages 37–38	Bait & Tackle 4.3–4.4 pages 61–64			
	Day 9	Bait & Tackle 2.4 pages 39–40	Bait & Tackle 4.5 • pages 65–66 Activity 3 • page 451			
	Day 10	Bait & Tackle 2.5 pages 41–42	Tackle Box 5 • Bait & Tackle 5.1–5.2 pages 67–72			
Week 3	Day 11	Tackle Box 3 • Bait & Tackle 3.1 • pages 43–46	Bait & Tackle 5.3–5.4 pages 73–76			
	Day 12	Bait & Tackle 3.2 pages 47–48	Bait & Tackle 5.5 • pages 77–78 Activity 4 • page 451			
	Day 13	Bait & Tackle 3.3 pages 49–50	Tackle Box 6 • Bait & Tackle 6.1–6.2 pages 79–84			
	Day 14	Bait & Tackle 3.4 pages 51–52	Bait & Tackle 6.3–6.4 pages 85–88			
	Day 15	Bait & Tackle 3.5 pages 53–54	Bait & Tackle 6.5 • pages 89–90 Activity 5 • page 451			
Week 4	Day 16	Tackle Box 4 • Bait & Tackle 4.1 • pages 55–58	Tackle Box 7 • Bait & Tackle 7.1–7.2 pages 91–96			
	Day 17	Bait & Tackle 4.2 pages 59–60	Bait & Tackle 7.3–7.4 pages 97–100			
	Day 18	Bait & Tackle 4.3 pages 61–62	Bait & Tackle 7.5 • pages 101–102 Activity 6 • page 451			
	Day 19	Bait & Tackle 4.4 pages 63–64	Tackle Box 8 • Bait & Tackle 8.1–8.2 pages 103–108			
	Day 20	Bait & Tackle 4.5 pages 65–66	Bait & Tackle 8.3–8.4 pages 109–112			