

Alphabet Games (Black & White Version)

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Learning the alphabet is the first step for a child to learn to read. Make sure you spend time (or a child that know his/her alphabet) with the child that is learning these letters. Practice how each letter sounds (and the various ways for the vowels).

Flash Cards Make one copy of the cards from pages 4 through 6 and pages 14 through 16. Cut the letters out. (Laminate.) Place the cards into two sealable plastic bags (label either “A-Z Cards” or “a-z Cards”).

Shuffle one set of cards. Hold a card up. Have the child say the letter out loud. (You can also have him/her say an object that begins with that letter. For example, “A as in apple”, etc.) Repeat.

GAMES Use the *Flash Cards for Alphabet Order, Alphabet Match, or Go Fish.*

Alphabet Order Game Shuffle one set of cards (either the upper or lower case letters). Place them face up. Place the cards in the correct order from a to z.

Alphabet Match Game (Concentration) Lay out both sets (uppercase and lowercase letters) face down. Turn two cards over and try to find a match (an uppercase A with a lowercase a, etc.). If the cards match, have the child say the letter and place the matching card on top of the other matching card. If the child does not make a match, turn the cards back over. Repeat the process until all of the cards have matching pairs.

Go Fish Play this with two or more players. Use both uppercase and lowercase letters. Deal five cards (face down) to each player. Place the rest of the cards in a draw pile (face down). Have the players remove of the matching cards and place them face up so everyone can see them. Have one person start the game. Have that person choose a letter that he/she has in his hands and ask another person, “Do you have an A (a B, etc.)? If the person that was asked has the card, he/she hands it to the person that asked for that letter. If the person that was asked did not have that letter, say, “Go Fish!” and take a card from the draw pile. If he/she had the letter that was asked, that person will get another turn. If he/she does not have that letter, the next player goes next. If anyone runs out of cards, he/she can take a card from the draw pile. Repeat the game until all the letters have been found. The player with the most matching sets wins the game.

Alphabet Game Make two copies of pages 4-6 and 14-16. Make one copy of page 7 and 17. Make one copy from pages 8-13 and pages 18-23. Cut the cards out. (Laminate the cards and game boards.) Place the cards into two sealable plastic bags (label either “A-Z Cards” or “a-z Cards”). Place the game cards and boards into a large sealable plastic bag. Label the large bag, “Alphabet Game”.

Choose a game board. Place the game cards (either the upper or lower case letters) in a pile letters facing down. Choose a card, if the card matches a letter on your game board, place it on the board. Say the letter if you make a match. (You can also have him/her say an object that begins with that letter. For example, “A as in apple”, etc.) If you do not make a match, place it on the bottom of the pile of game cards. Repeat until you have all the cards on your game board.

A

B

C

D

E

F

G

H

I

J

K

L

M

N

O

P

Q

R

S

T

U

V

W

X

Y

Z

A

B

D

G

I

A

E

B

H

C

F

M

O

K

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