



- I Spy A Letter skill sheet is a very versatile worksheet.
- You can use it as an independent table top letter practice worksheet for either an upper or lowercase letter, by simply telling you students what letter they are looking for, and having them write it in the blank space provided.
- You can turn this skill sheet into a Speed Game by giving them the letter and then timing the class as a whole group, to find the letter.
- The first one done correctly, determines how much time you give.
- You can offer a sticker to the winner.
- Timed-activities in a fun, game-like atmosphere, prepares students for timed-tests and quizzes in the future, and helps dispel anxiety.
- You can use these as an assessment tools as well.
- When you have completed "Letter of the week" or however you are teaching your students a particular letter, you can have them search for it with this worksheet.
- By having them write the letter on the paper you can also see that they know how to correctly write that letter.
- If you are looking for more information to pass that letter, you can have them write it on the back, or call them up, to work one-on-one with them, after they have completed their paper and jot down anything else you need to know about the letter on the back of their paper.
- You can then date it, sign it, and put it in the pass or fail pile with a re-assess paper attached so you are ready to give the test again at a later time if necessary.



I spy
uppercase
letters.

Trace and then write the letters.

I spy my name:

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



I spy my favorite letter.





I spy
lowercase
letters.

Trace and then write the letters.

I spy my name:

a b c d e f g h i

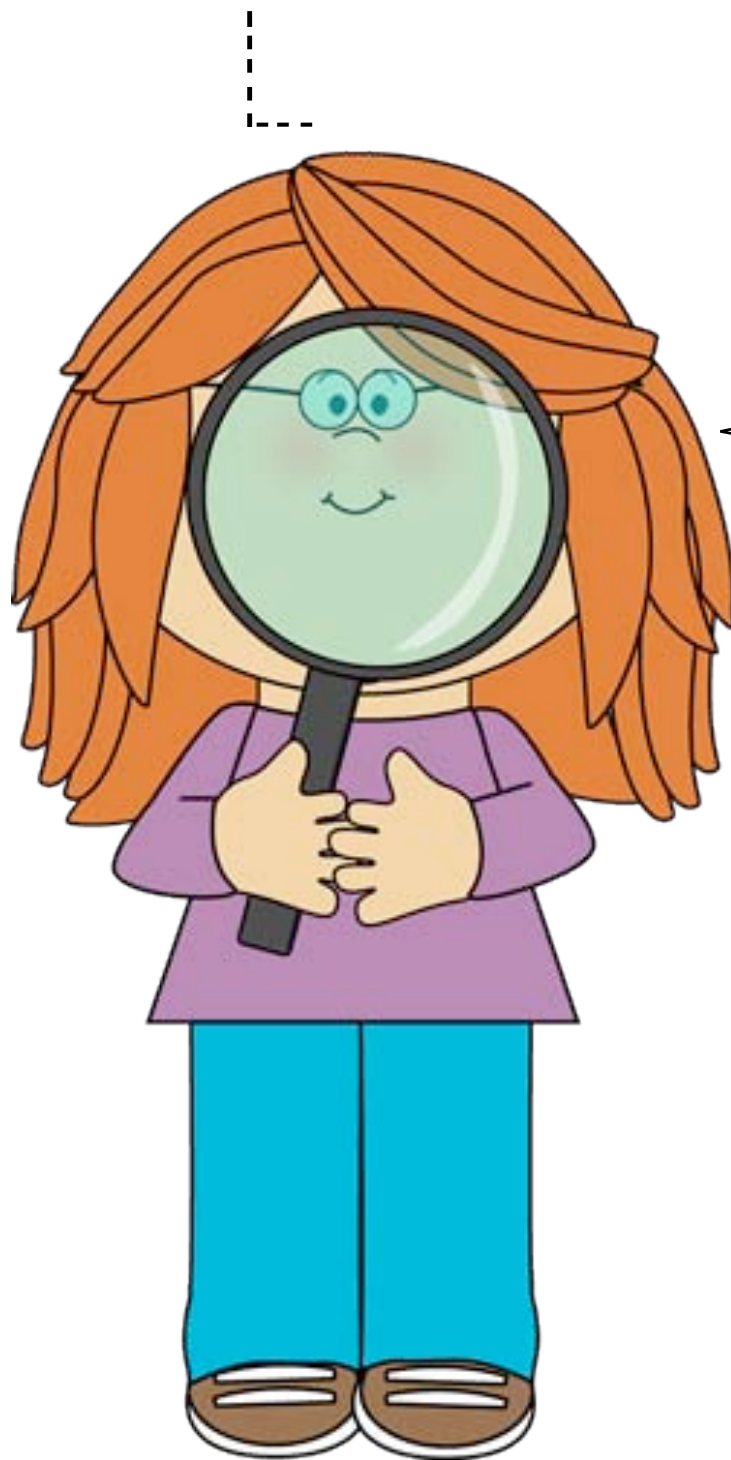
j k l m n o p q r

s t u v w x y z

I spy my favorite letter.



N
X
E
O
Z
R
S
W
F
J
U
T
V
A
H



L
Y
G
M
B
K
Q
I
C
D
P

I SPY Game.
As students call out a
letter you trace it.
When you are done,
raise your hand.



I SPY Game.
As students call out a
letter you trace it.
When you are done,
raise your hand.

n
x
e
o
z
r
s
u
t
v
a
y
b
k
q
g
m
c
d
h
i
p

I Spy A Letter Slider Activity



Cut out the girl.

Cut a slit on the TOP and BOTTOM lines of the box that is on top of the girl's hands. Insert either the upper or lowercase letter slider. Teacher chooses a child to spy a letter. Children manipulate their slider up or down to find the letter. Play continues 'til all of the letters have been found. To make the slider stronger, glue the girl to a square of construction paper or run her off on white construction paper.

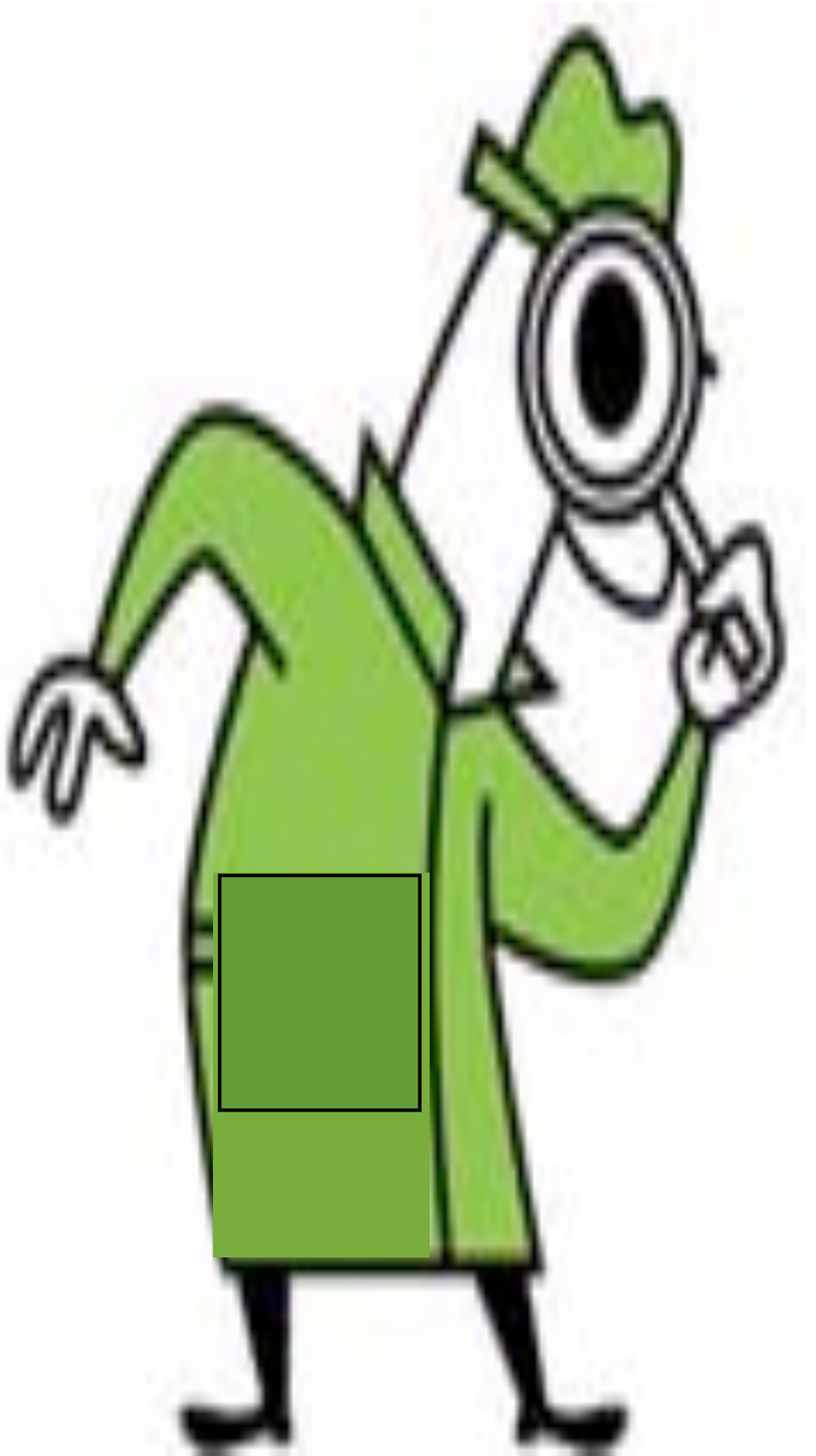
You can also run the sliders off on white construction paper.

TeachWithMe.com

clipart by Laura Strickland

I Spy A Letter Slider Activity

Cut out the spy man.
Cut a slit on the TOP and BOTTOM
lines of the pocket that is on the
man's coat. Insert either the
upper or lowercase letter slider.
Teacher chooses a child to spy a
letter. Children manipulate their
slider up or down to find the
letter. Play continues 'til all
of the letters have been
found. To make the
slider stronger, glue the
man to a rectangle of construction
paper or run him off on white
construction paper.
You can also run the sliders off on
white construction paper too.



Uppercase Letter Slider

Cut out the strips and glue them into one long strip so that the alphabet is in the proper order.

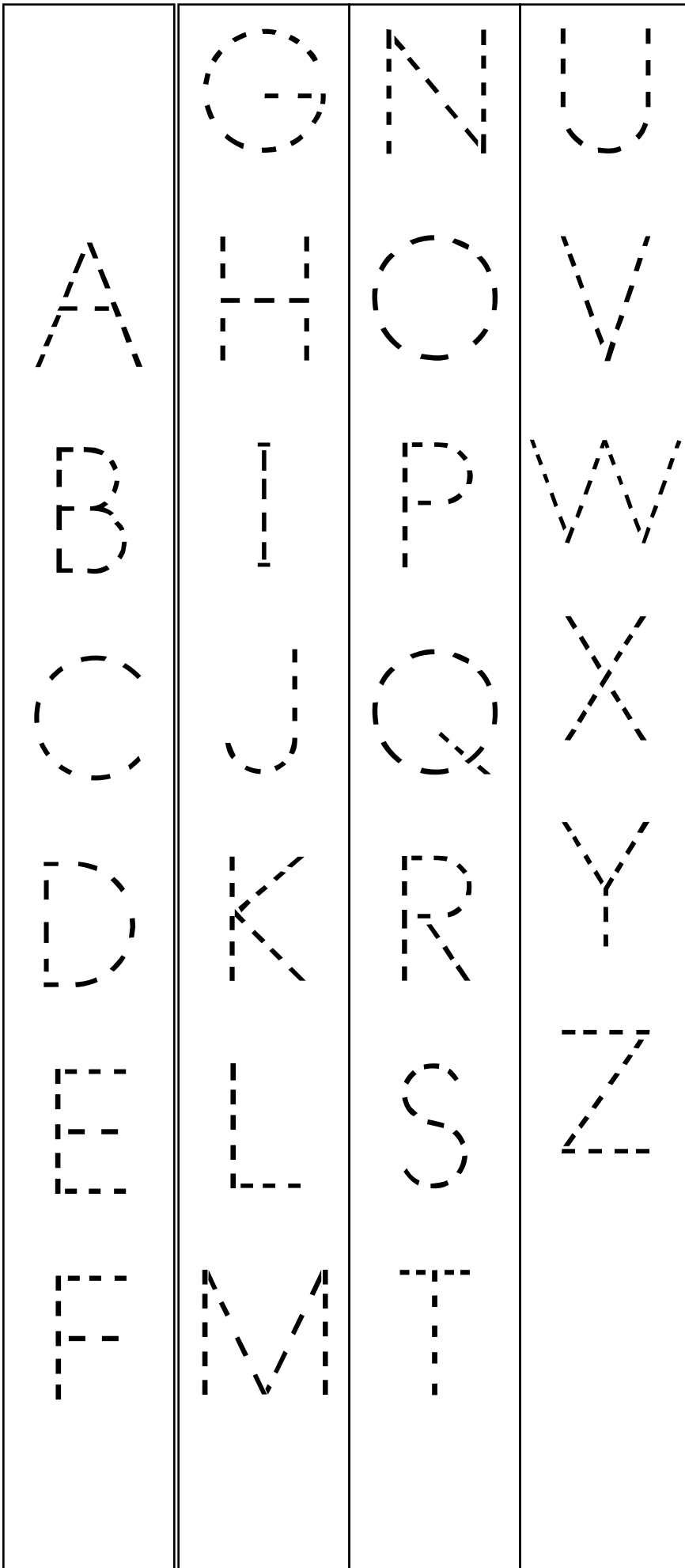
Teacher decides whether students are working on the upper or lowercase letters.

Students insert their ABC slider into their "I spy" girl. Teacher calls on a student to spy a letter and call it out.

Students slide to that letter. When they spy it they hold it up so you can whole-group assess.

The 1st one to do so correctly, gets to choose the next letter.

One turn per student though, so that you make sure that everyone gets a turn.



Lowercase Letter Slider

Cut out the strips and glue them into one long strip so that the alphabet is in the proper order.

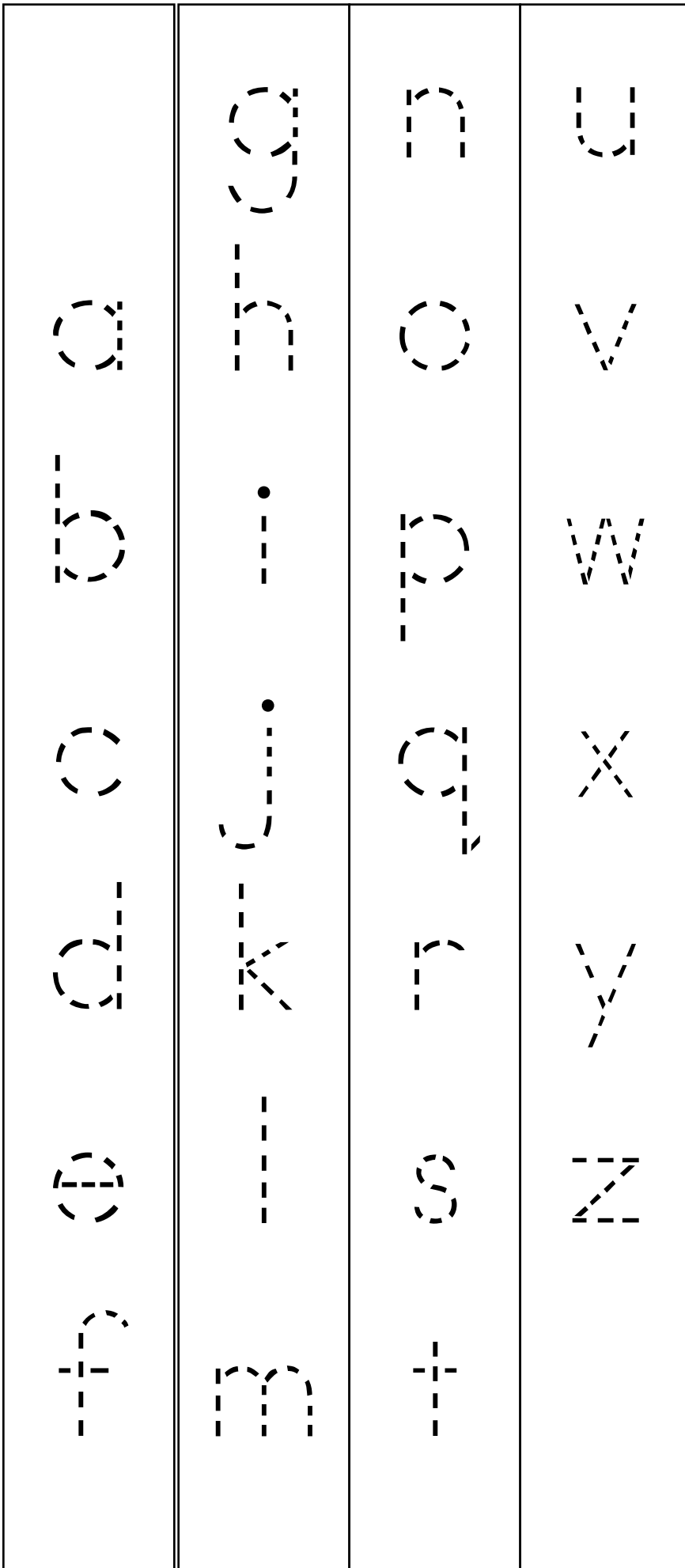
Teacher decides whether students are working on the upper or lowercase letters.

Students insert their ABC slider into their "I spy" girl. Teacher calls on a student to spy a letter and call it out.




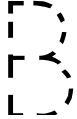





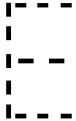

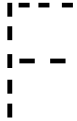

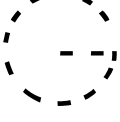

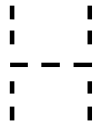




Students slide to that letter. When they spy it they hold it up so you can whole-group assess.

The 1st one to do so correctly, gets to choose the next letter.








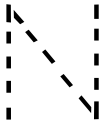

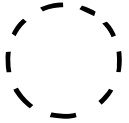

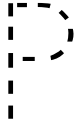








One turn per student though, so that you make sure that everyone gets a turn.



















Challenge word flashcards for alphabet 1a












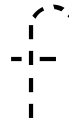








Challenge word flashcards for alphabet 2a











Challenge word flashcards for alphabet 3a

 	 
 	 
 	 
 <p>My Uppercase Booklet</p>	
	











Challenge word flashcards for alphabet 1a

Challenge word flashcards for alphabet 2a

 k	 l
 m	 n
 o	 p
 q	 r
 s	 t

Challenge word flashcards for alphabet 1a

 u	 v
 w	 x
 y	 z
 My Lowercase Booklet	
	

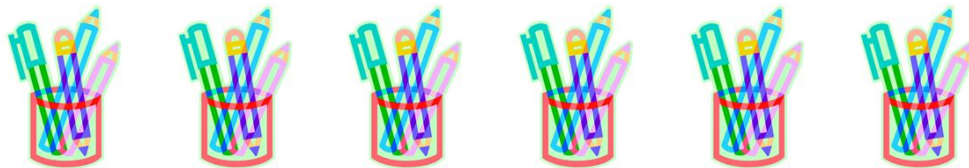


What can you do with the traceable word cards?











- Print and laminate and put on a split ring and use as flashcards for your students.
- Print and laminate and sprinkle them on the floor. Have students collect the cards before the timer rings. Have students organize them by counting or alphabetizing the cards.
- Run off sets on two different colors of paper so that you can make Memory Match games. This will make the game easier to play and expedite time.
- Put a set in a bag, basket or box and have students pull out a card and read it. If they can't, they are out of the game.
- Add "bomb" cards and play "Kaboom". Students take a card out of the container. Teacher calls on a student to start the game, that child reads their word card and calls on another student. If they have a bomb card, everyone yells "Kaboom" and both children are out of the game.
- Run off copies of the cards for your students. They trace the words, cut out the cards, and add a cover to make Itty Bitty booklets so they can share them with their families and reinforce lessons learned at school.
- Play "I Have, Who Has?" Teacher has a list of words and posts them on the board. (S)he says: *"I have ___, who has ___?"* That student continues by showing their card and asking for the next word on the list. You can spice this game up by adding the "Kaboom" cards.
- Have students choose a partner and play "Speed" against them. Each child has a set of cards that is in the same order as their partner's. They place them face down. They say 1-2 flip and then

flip a card over. The first one to read it takes the cards. The student with the most cards wins.

- Make mini posters out of the cards and display them on the wall. Play I'm Thinking of a Number/Letter. The teacher or student gives clues about the words. Students look at the poster and try to figure out which one they are talking about. i.e., *"I'm thinking of a word that has 5 letters in it. It has 2 vowels and 2 consonants and would come after the word _____ if you alphabetized it."*
- Play Mystery Word. Use the cards as mystery cards. Choose one each day to hide behind a question mark poster that you have hanging on the board. Ask students to guess what WOW (word of the day) they think is hiding behind the question mark by giving clues like the above.
- Have students put the cards in alphabetical order.
- If you think of other ways to use the cards, I'd enjoy hearing from you, so I can add them to this list. diane@teachwithme.com



Kaboom Template

Kaboom! 	Kaboom! 
Kaboom! 	Kaboom! 
Kaboom! 	Kaboom! 
Kaboom! 	Kaboom! 
Kaboom! 	Kaboom! 

Congratulations



Is an awesome ABCDe-tective!

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