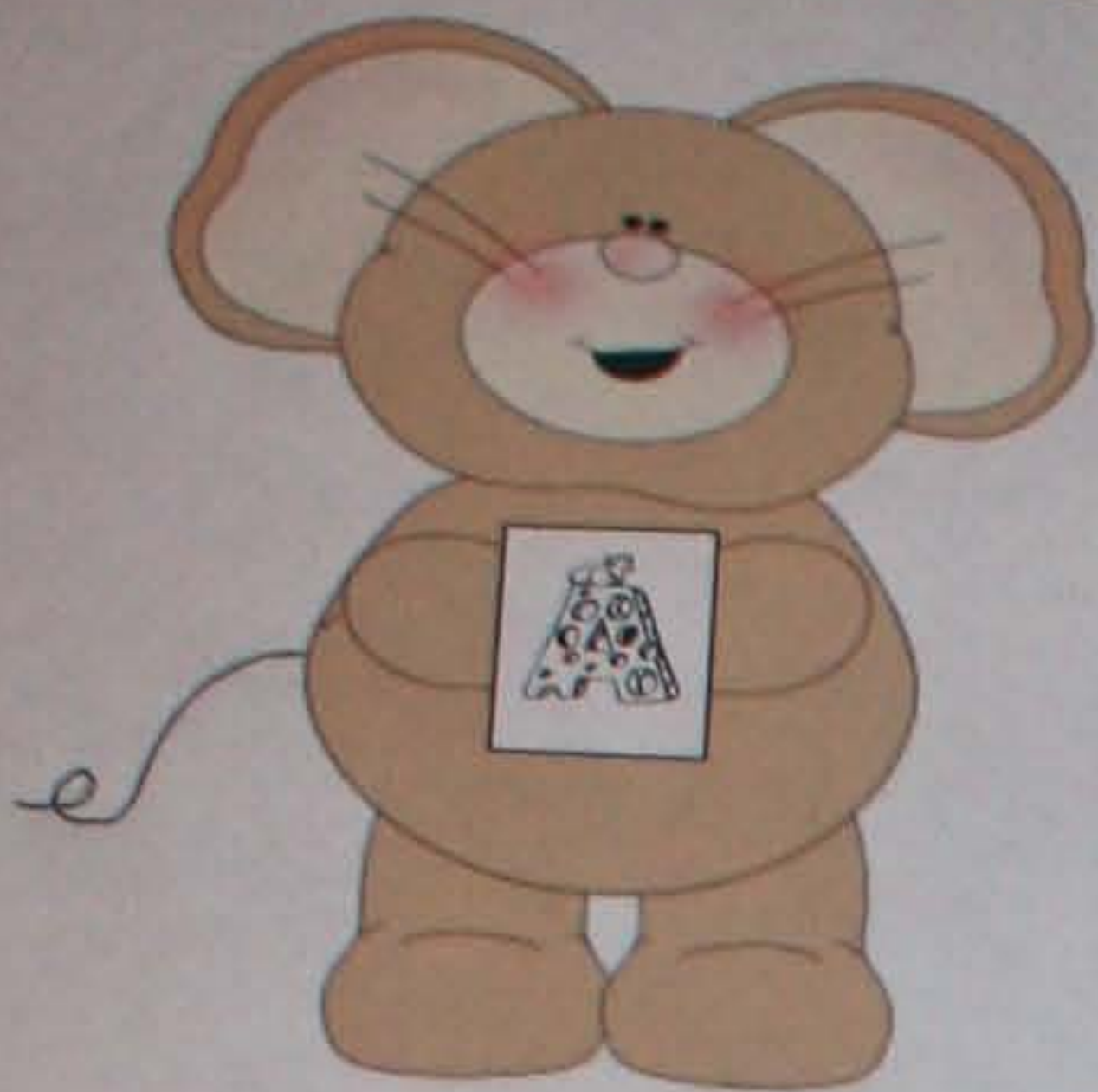


If You Give A Mouse
A Letter He'll Want
The Whole Alphabet
By _____



TeachWithMe.com



If you give a mouse an A he will want a Bb.

AAAA

aaaa



If you give a mouse an B he will want a Cc.

BBBB

bbbb



If you give a mouse a C he will want a Dd.

CCCC

cccc



If you give a mouse a D he will want an Ee.

DDDD

dddd



Match the uppercase letter to the lowercase letter. Use a different color crayon for each one.

A	g	U	I	S	w
B	i	K	j	T	y
C	f	L	o	U	v
D	h	N	k	V	t
E	c	P	q	W	z
F	e	R	m	X	x
G	b	S	r	Y	s
H	d	T	n	Z	u
I	a	U	p		

TeachWithMe.com



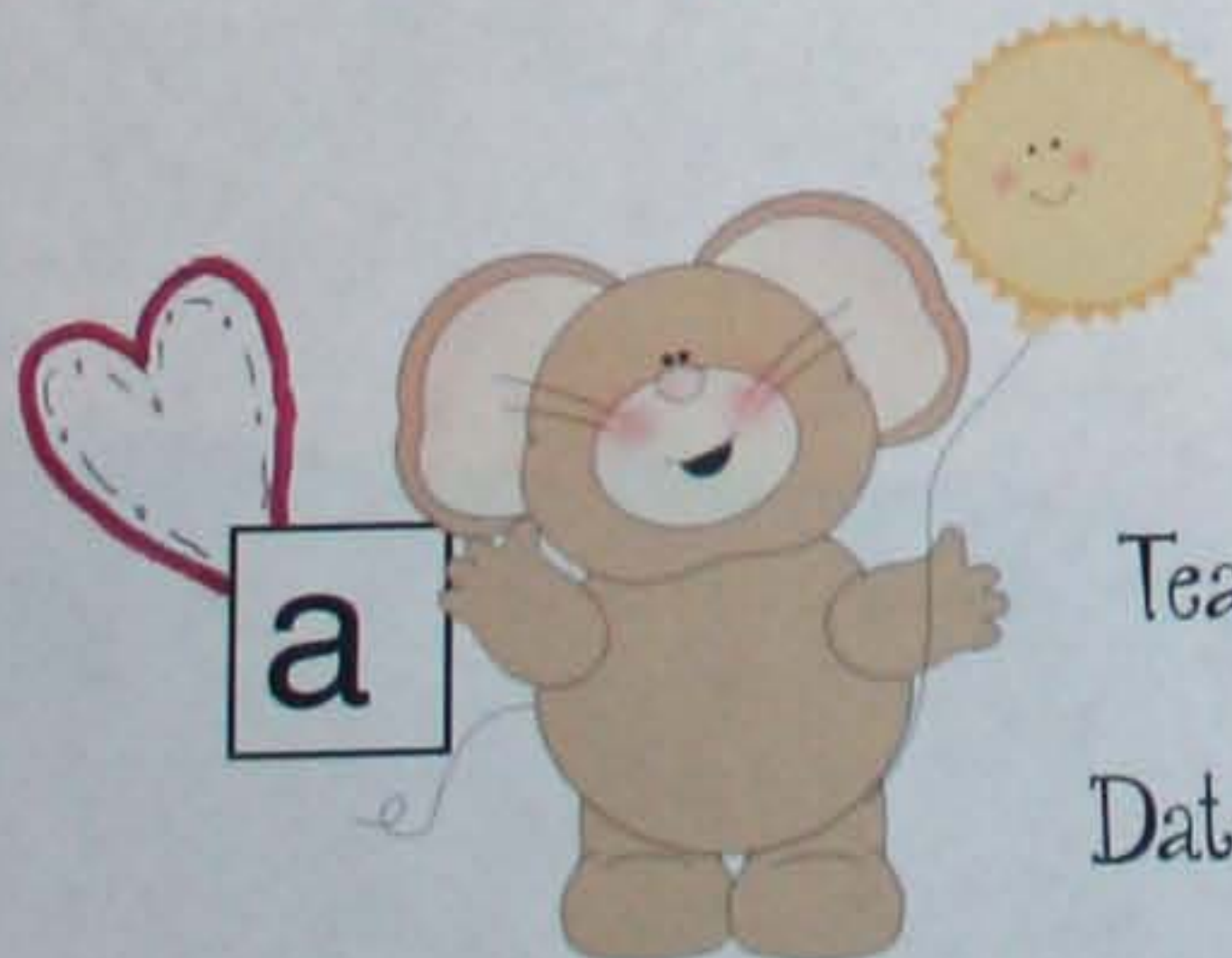
The mouse has collected all of the uppercase letters.
Please trace and then write them.

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



TeachWithMe.com

CONGRATULATIONS



Teacher: _____

Date: _____

knows their lowercase letters!

CONGRATULATIONS



Teacher: _____

Date: _____

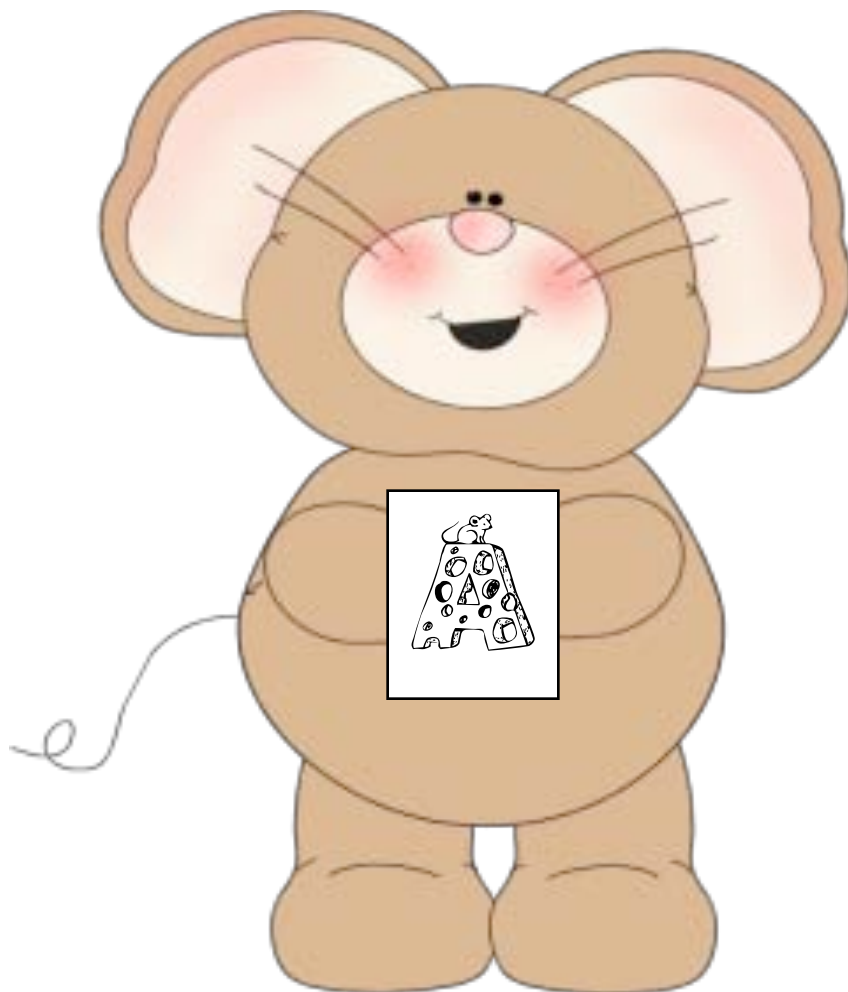
_____ knows their uppercase letters!

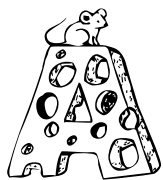
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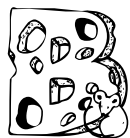




If you give a mouse an A he will want a Bb.

A A A A

a a a a



If you give a mouse an B he will want a Cc.

B B B B

b b b b



If you give a mouse a C he will want a Dd.

C C C C

c c c c



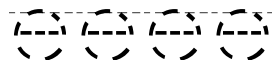
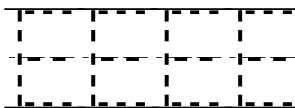
If you give a mouse a D he will want an Ee.

D D D D

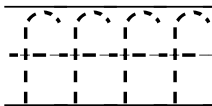
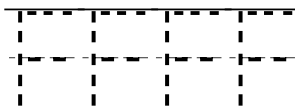
d d d d



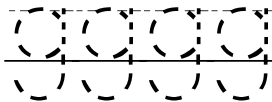
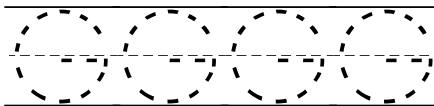
If you give a mouse an E he will want an Ff.



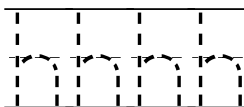
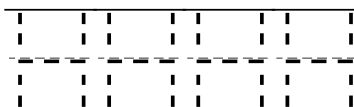
If you give a mouse an F he will want a Gg.



If you give a mouse a G he will want an Hh.



If you give a mouse an H he will want an Ii.





If you give a mouse an I he will want a Jj.

I I I I

i i i i



If you give a mouse a J he will want a Kk.

J J J J

j j j j



If you give a mouse a K he will want an L l.

K K K K

k k k k



If you give a mouse an L he will want an Mm

L L L L

I I I I



If you give a mouse an M he will want an Nn.

M M M M M

m m m m m



If you give a mouse an N he will want an Oo.

N N N N N

n n n n n



If you give a mouse an O he will want a Pp.

O O O O O

o o o o o



If you give a mouse a P he will want a Qq.

P P P P P

p p p p p



If you give a mouse a Q he will want an Rr.

Q Q Q Q

q q q q



If you give a mouse an R he will want an Ss.

R R R R

r r r r



If you give a mouse an S he will want a Tt.

S S S S

s s s s



If you give a mouse a T he will want a Uu.

T T T

t t t t



If you give a mouse a U he will want a Vv.

U U U U U

U U U U U



If you give a mouse a V he will want a Ww.

V V V V

V V V V



If you give a mouse a W he will want an Xx.

W W W

W W W



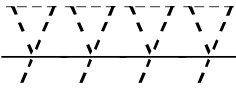
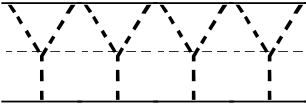
If you give a mouse an X he will want a Yy.

X X X

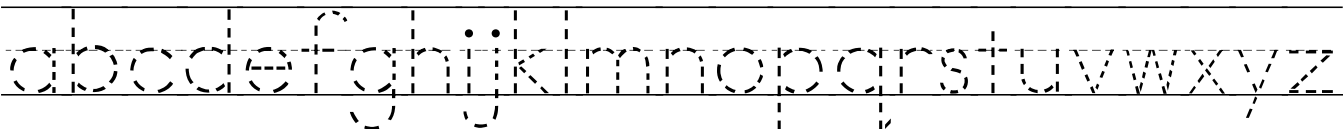
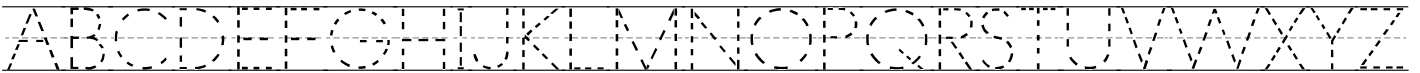
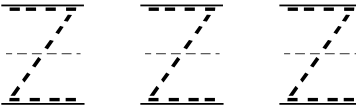
X X X



If you give a mouse a Y he will want a Zz.



If you give a mouse a Z he will want the whole alphabet.





The mouse has collected all of the uppercase letters!
Please trace and then write them.

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





The mouse has collected all of the lowercase letters!
Please trace and then write them.

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





Some uppercase letters are missing!
Trace the letters and fill in the missing ones to complete the alphabet.

A

C

E

G

H

J

L

N

P

R

T

V

X

Z





Some uppercase letters are missing!
Trace the letters and fill in the missing ones to complete the alphabet.





Some letters are missing!
Trace the letters and fill in the missing ones to complete the alphabet.

_____	_____	_____	_____	_____	_____	_____
a		c		e		g
_____	_____	_____	_____	_____	_____	_____
	i		k		m	
_____	_____	_____	_____	_____	_____	_____
o		q		s		u
_____	_____	_____	_____	_____	_____	_____
_____	w	_____	y	_____	_____	_____





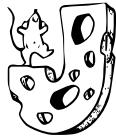
Some lowercase letters are missing!
Trace the letters and fill in the missing ones to complete the alphabet.



Match the uppercase letter to the lowercase letter. Use a different color crayon for each one.



g



l



w



i



j



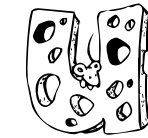
y



f



o



v



h



k



t



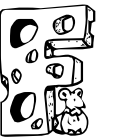
c



q



z



e



m



x



b



r



s



d



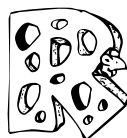
n



u



a



p

Assessment for uppercase letters. If the letter is circled, they do NOT know it.
If they have guessed something different, it is written next to the letter.

Name: _____

Date: _____

Number Wrong: _____



Assessment for lowercase letters. If the letter is circled, they do NOT know it.
If they have guessed something different, it is written next to the letter.



Name: _____

Date: _____

Number Wrong: _____

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





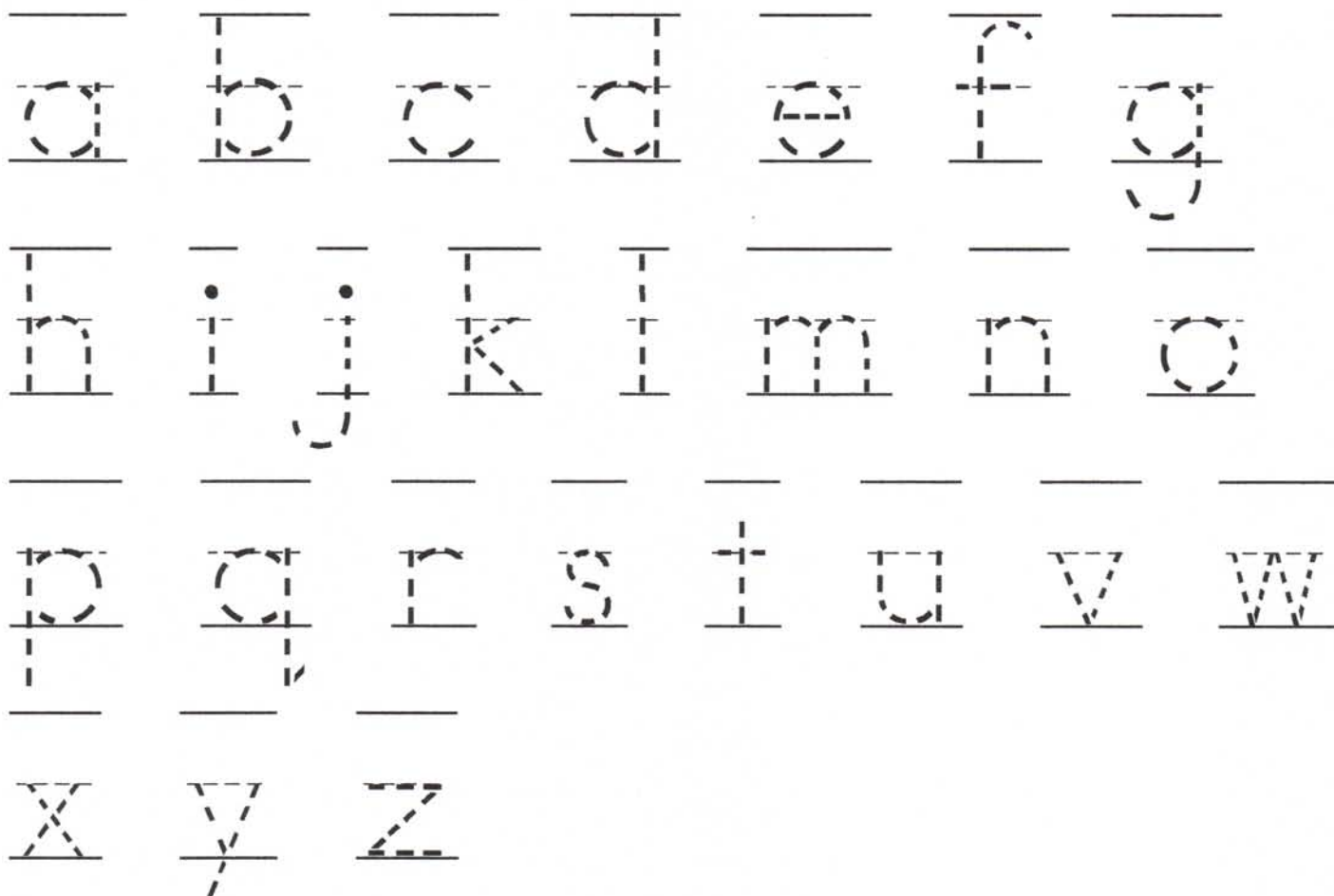
The mouse has collected all of the lowercase letters!

Please trace them.

Circle all of the letters in your name.

Change your first initial to a capital letter by writing it above or below the lowercase letter.

Write your name on the bottom of the paper.



CONGRATULATIONS



is marvelous at matching upper and lowercase letters!

CONGRATULATIONS



is marvelous at matching upper and lowercase letters!

CONGRATULATIONS



Teacher: _____

Date: _____

_____ knows their uppercase letters!

CONGRATULATIONS

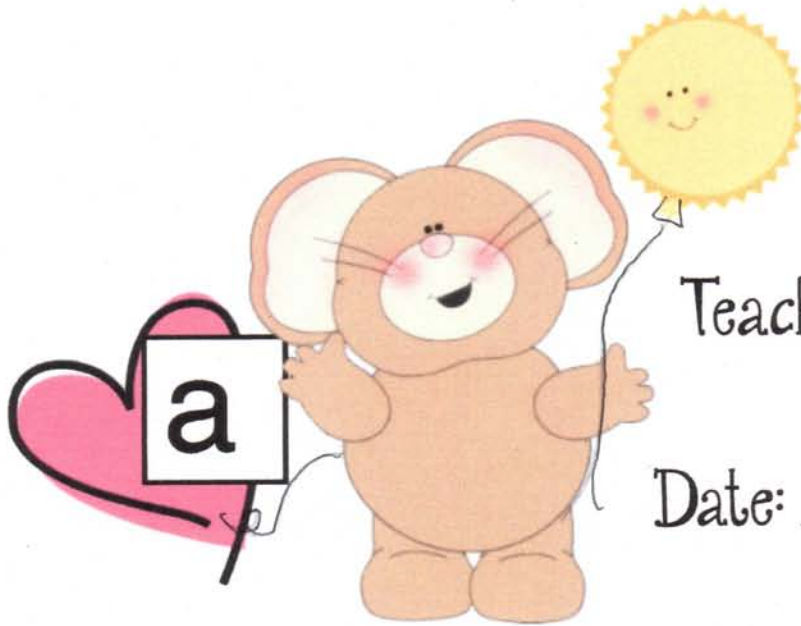


Teacher: _____

Date: _____

_____ knows their uppercase letters!

CONGRATULATIONS

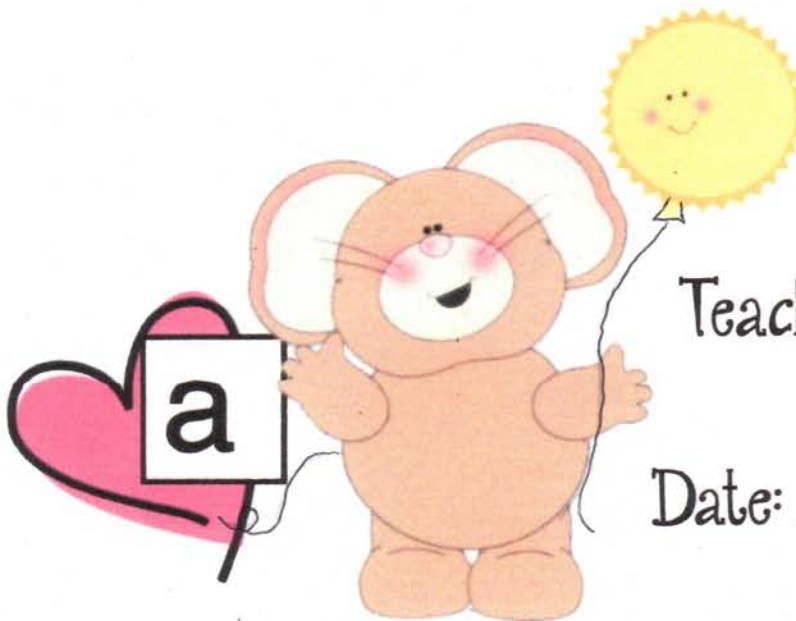


Teacher: _____

Date: _____

_____ knows their lowercase letters!

CONGRATULATIONS



Teacher: _____

Date: _____

_____ knows their lowercase letters!



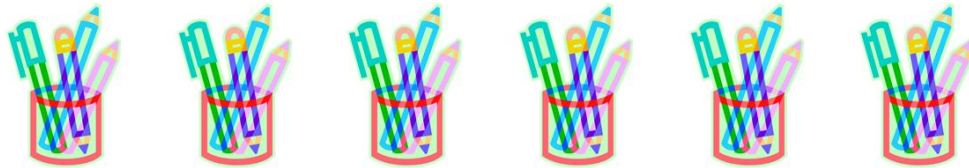
Alphabet Cards

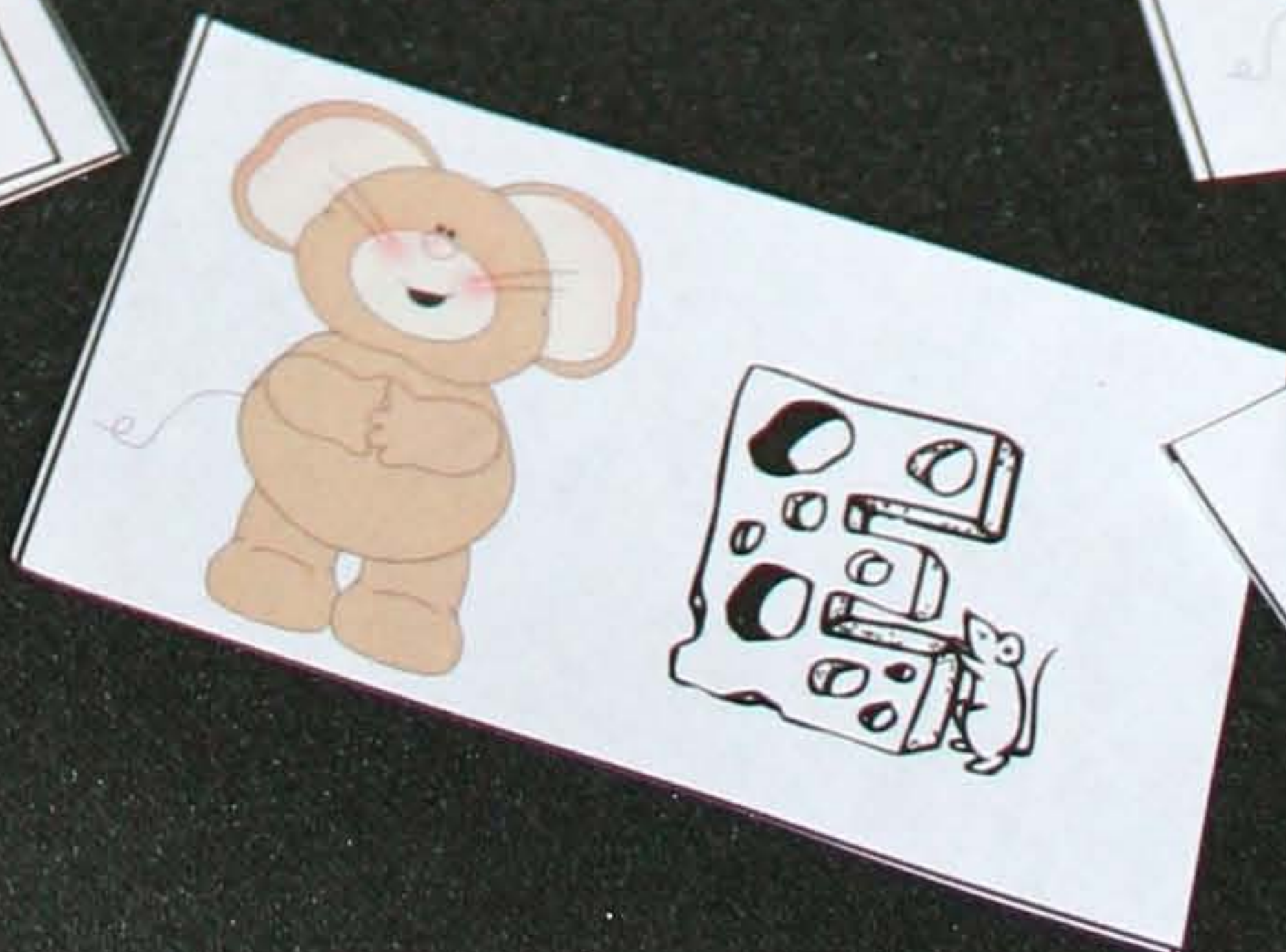
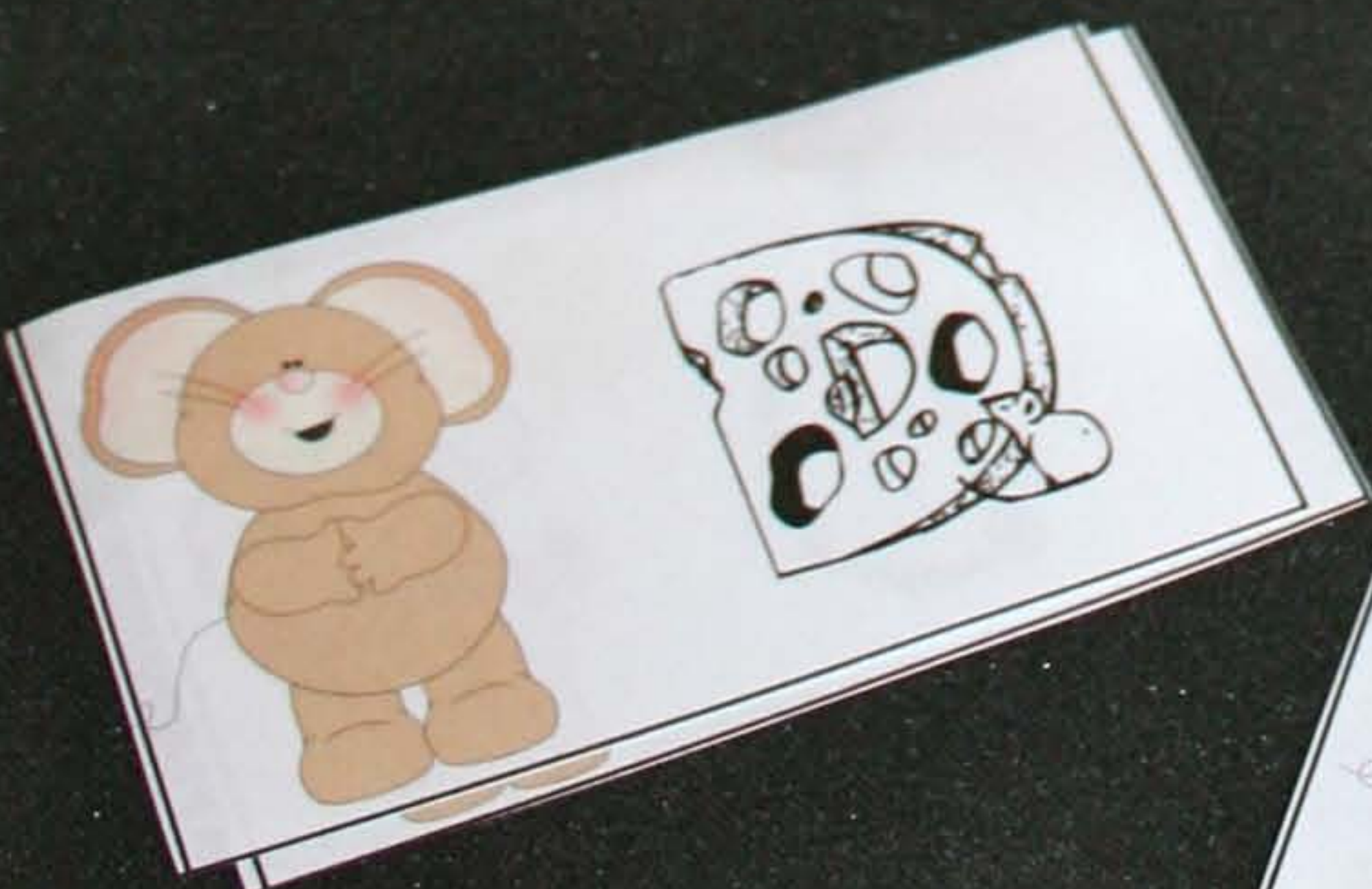
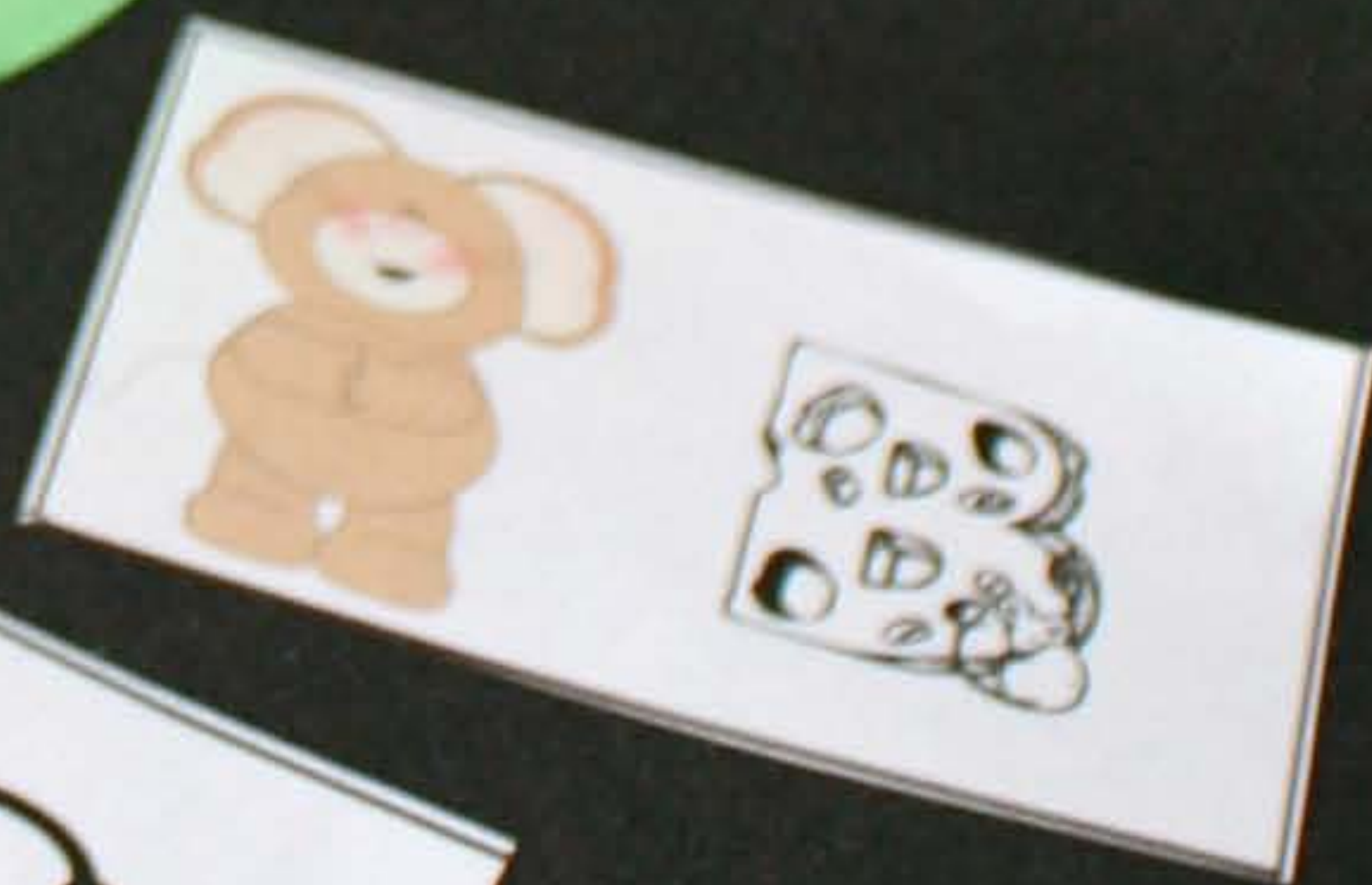
What else can you do with alphabet cards?

- 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.
- 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.
- Students can either match lowercase letters to uppercase letters or upper to upper and lower to lower.
- Put a set in a bag, basket or box and have students pull out a card and read the letter. If they can't, they are out of the game.
- You can also have them start saying the ABC's from that letter.
- They can pick a card and tell if it is a consonant or vowel.
- They can pick a card and give a word that starts with that letter.
- They can pick a card and give a student's name that starts with that letter. If there are none, they say zero.
- They can pick a card and give the sound(s) the letter makes.
- Put some Kaboom bomb cards in the container along with a set of upper and lowercase letter cards.
- Children take 2 cards out of the basket. Teacher calls on the student who has the uppercase letter A to start the game, that child reads their letter card and asks for the lowercase matching card.
- That child with that card reads it and gives their card to that child. They then read their other card and ask for their match.
- Play continues 'til all of the cards are gone.

- When the bomb cards are added a child must use the bomb Kaboom card when they are called on for a match.
- They show the bomb card, everyone yells “Kaboom” and both children are out of the game.
- Run off copies of the cards. Students cut out the cards, put them in order, and add a cover to make Itty Bitty booklets so they can share them with their families and reinforce lessons learned at school.
- Collating their books is a great way to sequence the letters.
- Play ***“I Have, Who Has?”***
- Make sure you have only enough pairs of cards so that things come out equal to the number of students present that day.
- One student starts and says: ***“I have “uppercase A” who has lowercase a?”*** The child with the lowercase letter card gives that child their card.
- Play continues ‘til all of the cards are gone.
- You can spice this game up by adding the “Kaboom” cards to this game as well.
- Have students choose a partner and play “Speed” against them.
- Each student mixes up their cards. Together they say, “Ready-Set-Go!”
- Each student puts their cards in ABC order. The 1st one to do so is the winner.
- Another version of “Speed” is the following: 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 the card takes the cards. The student with the most cards wins.
- Students mix up their pack of cards, and reinforce vowels and consonants.
- Students take turns flipping over cards. The first one to say whether it is a vowel or consonant gets the card.
- You could also play that they have to give a word that begins with that letter. i.e. A student flips over the B card, one of the children exclaims: :”Boy!” they get the card.
- Display the cards on the wall in ABC order. Each day take a “mystery” letter away. Choose a different child each day to guess which letter is missing.

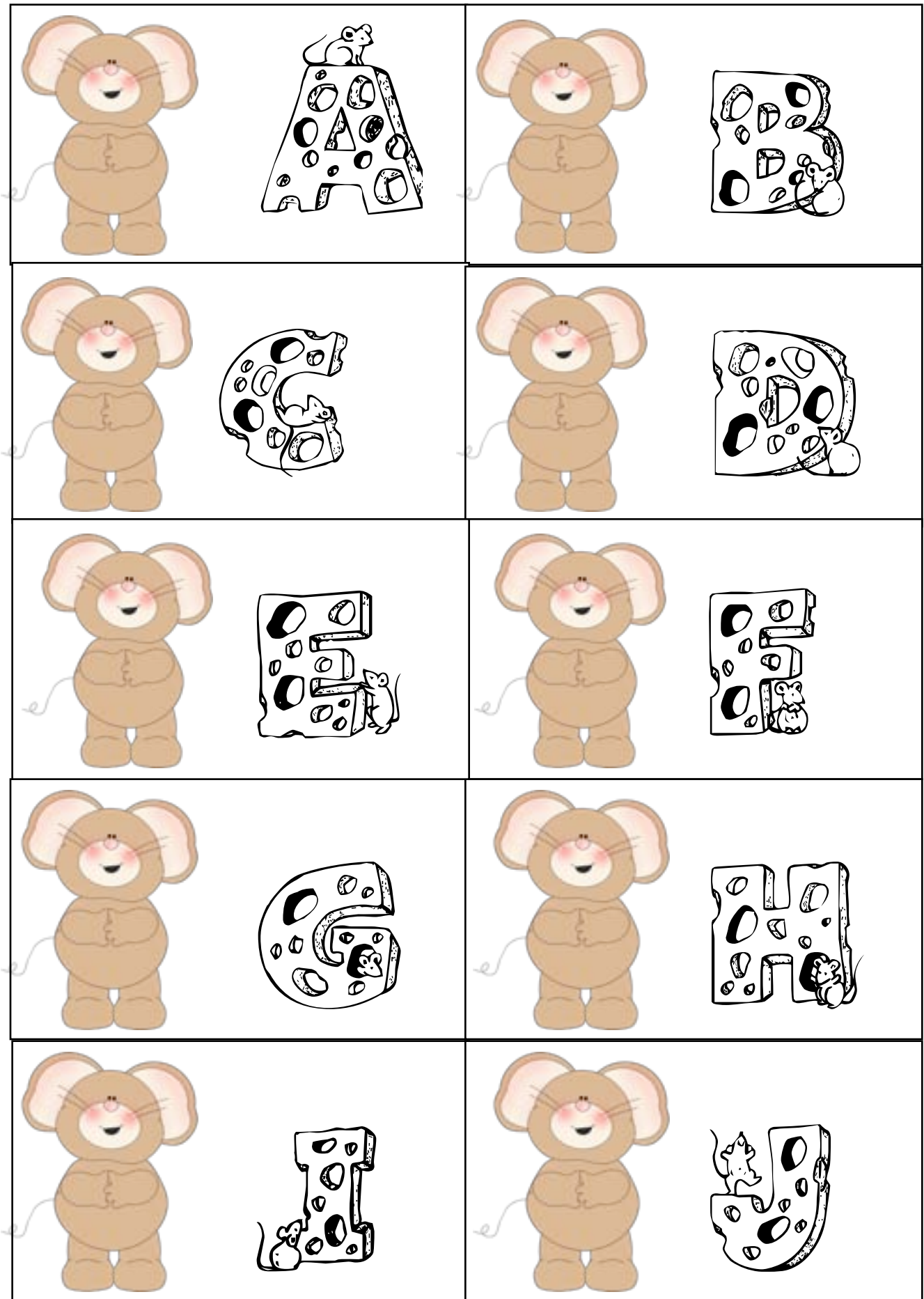
- As students become familiar with the letters, jumble them up instead of keeping them in ABC order.
- Use them as flashcards.
- Cut them up and use them as puzzles.
- Use them as pocket cards.
- Place a card behind a seasonal shape on your white board and choose a child to guess what letter the mouse has stolen today.

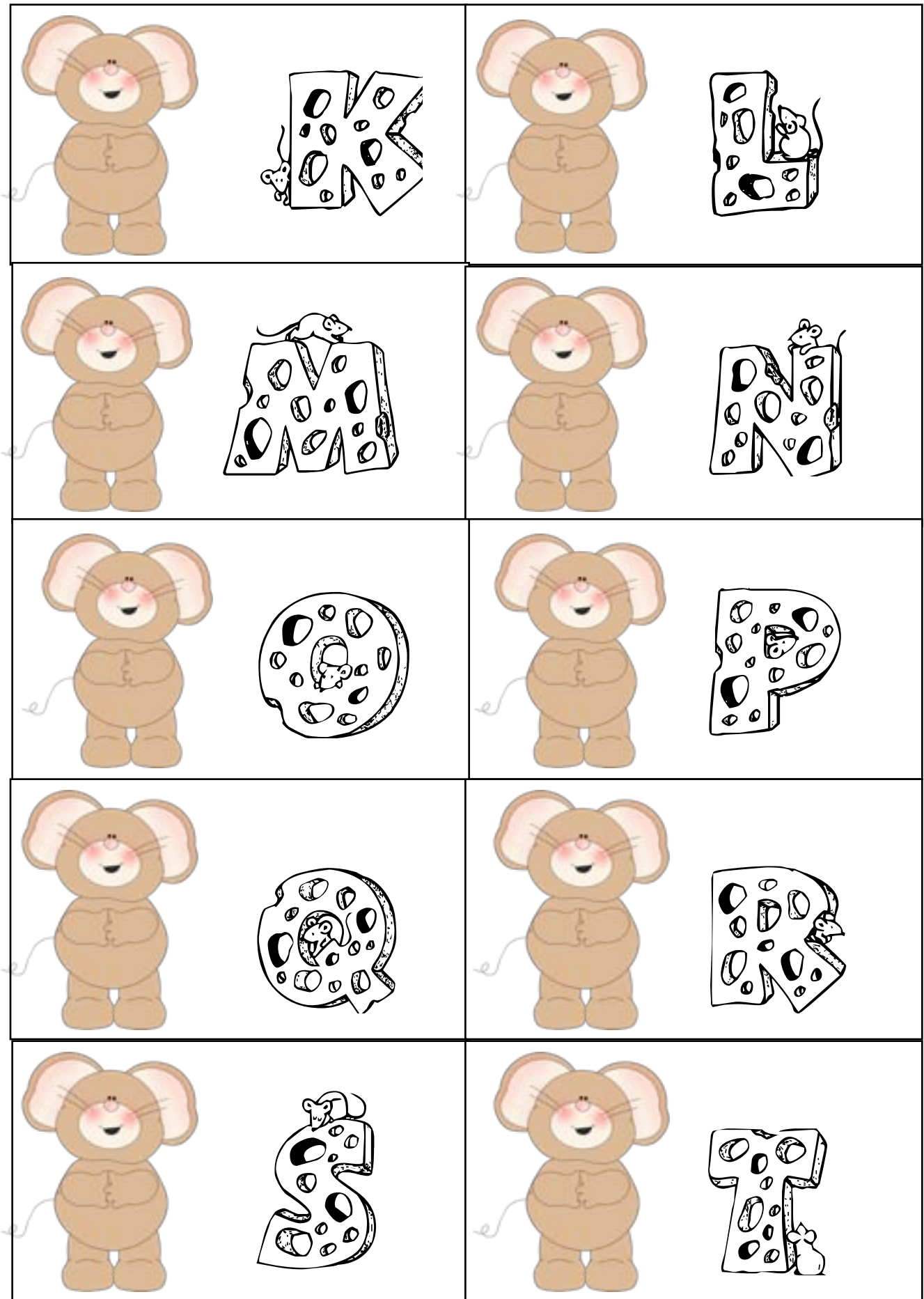


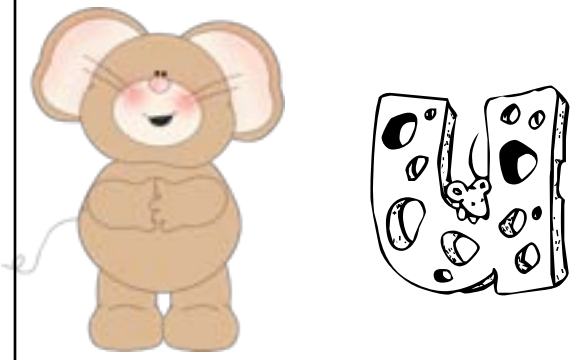
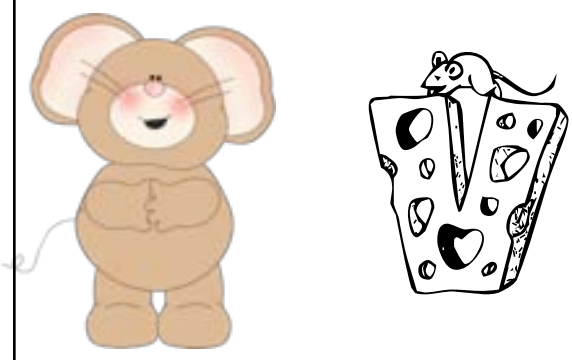
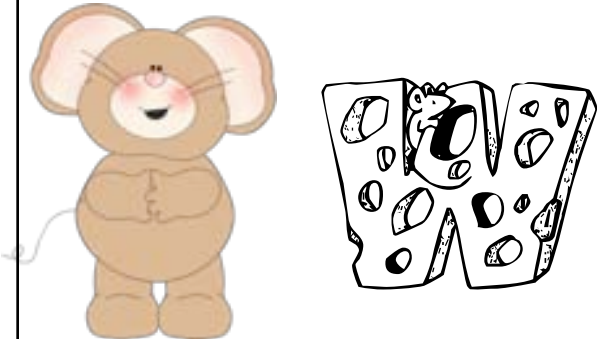
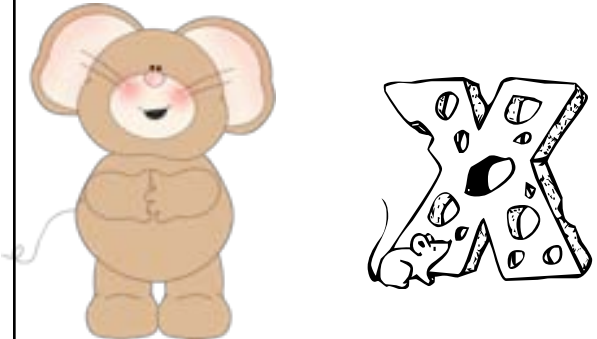
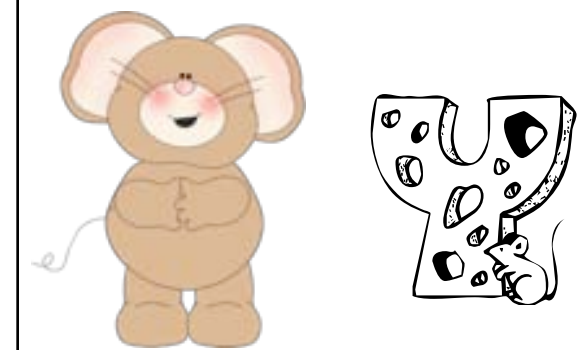
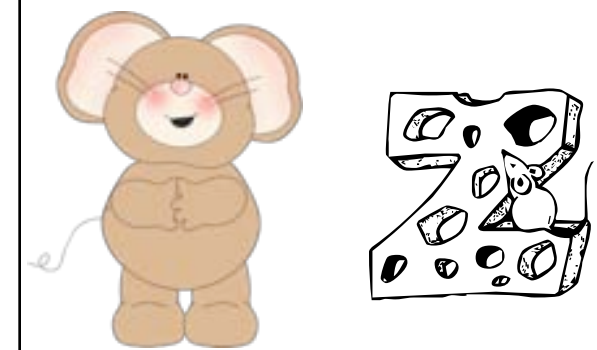
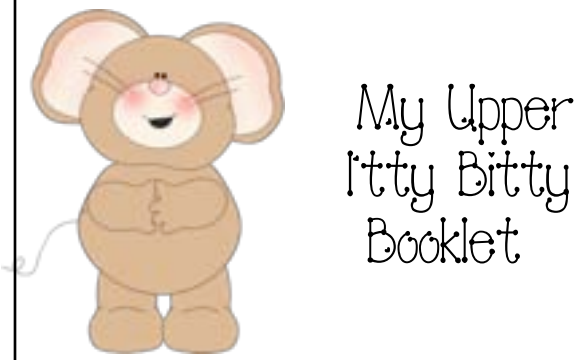














LETTERS





 a	 b
 c	 d
 e	 f
 g	 h
 i	 j

