

From:
Your Teacher

Y



y

From:
Your Teacher

Z



Z

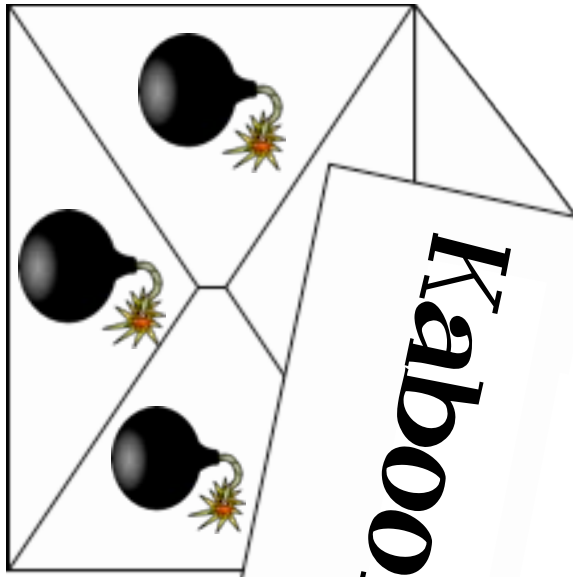
From:
Your Teacher

My Alphabet
Letters



From:
Your Teacher





From:
Your Teacher

Kaboom!



From:
Your Teacher



Kaboom!



From:
Your Teacher

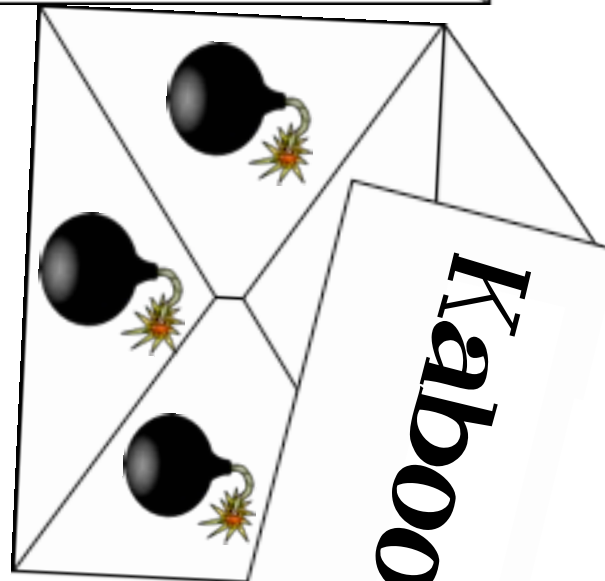


Kaboom!



From:
Your Teacher

Kaboom!



From:
Your Teacher



Kaboom!



From:
Your Teacher



From:
Your Teacher



From:
Your Teacher



From:
Your Teacher





Alphabet Cards

What else can you do with alphabet cards?

- Cut them up and use them as puzzles.
- **These letter cards are perfect to make an upper and lowercase matching puzzle. Simply run them off; laminate and then cut the top uppercase letter away from the bottom lowercase envelope.**
- 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 the 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 also keep the cards whole and then ask: *"I have letter A who has letter B?"* Following the sequence of the alphabet. B child then asks for letter C and so on.**
- 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.
- **Cut the cards apart so that you have upper and lowercase letters. Students partner up and deal out 6 cards and then put the rest face down in a stack. Play “Go Letters” like Go Fish.**
- 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.
- 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.
- Sort vowels and consonants.
- Use them in Daily 5 for “Word Work” & have students make CVC words, word wall words, spelling words, spell their name etc.
- I’ve given you a blank template so that you can program it with whatever else you may think of: numbers, shapes, equations etc.
- **To make this a bit of a keepsake, give each child a set, and have the stamp on the envelope be their school picture.**
- If you think of more ideas, I’d enjoy hearing from you:
diane@teachwithme.com

