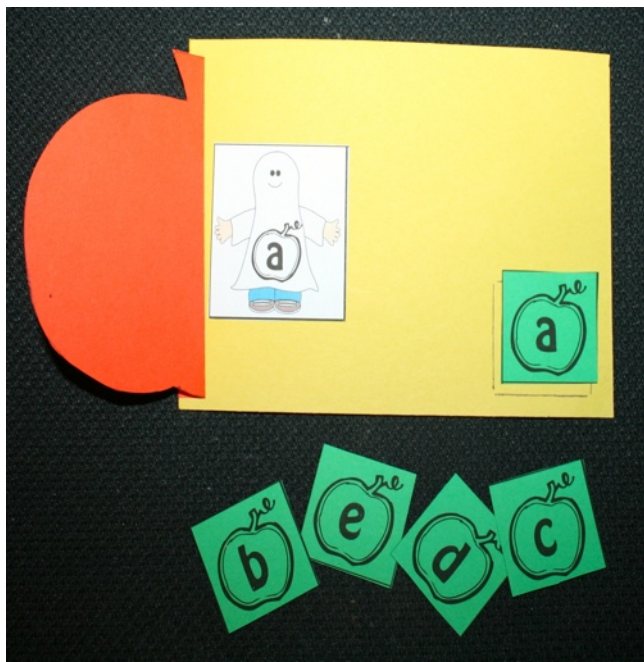Front. Child guesses the hidden peek-a-boo lowercase letter.

Flip open to reveal the ghostly answer.

Back. Child flips over the card and guesses the hidden peek-a-boo uppercase letter.

Flip open to reveal the answer.
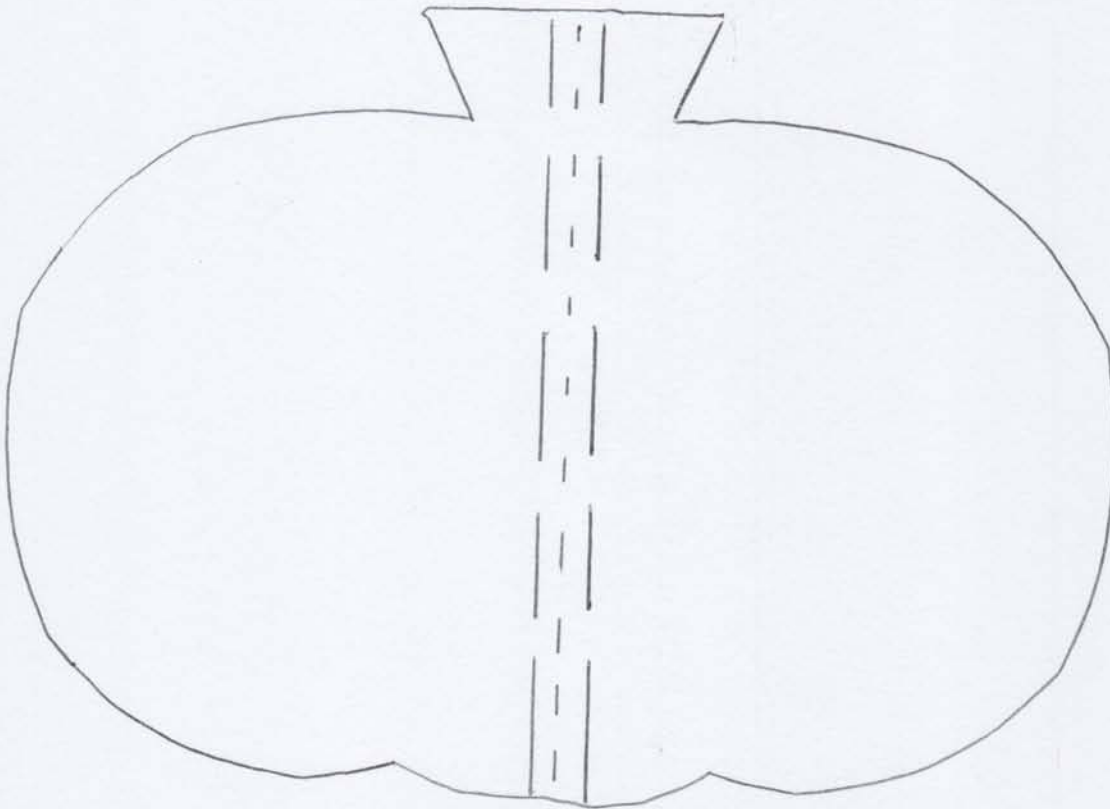
Peek-a-Boo Pumpkin pattern.

Print, trim, trace onto an old file folder and cut out to make a template.
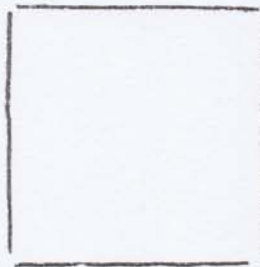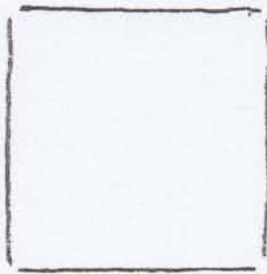Put your template onto a stack of orange construction paper. Trace once and cut 3-5 at a time.

Fold a sheet of yellow construction paper into 1/4ths. Cut out 26 rectangular cards. If you want them to have the square tile on them, run the master off on yellow construction paper and trim.

Follow the dashed lines on the pumpkin pattern and fold your orange construction paper pumpkins. Glue them to the left edge of your yellow cards, so that the pumpkin flips open to reveal the matching lowercase ghost letter. When you flip the cards over, the other side of the pumpkin can be flipped to reveal the uppercase ghost letter.

You can either program your own pumpkins, or run off an extra set of pumpkin tiles, trim and glue to the front of each of your pumpkins. Glue the lowercase ghost tile, under the matching uppercase pumpkin, and then do the reverse for the back side of the cards.
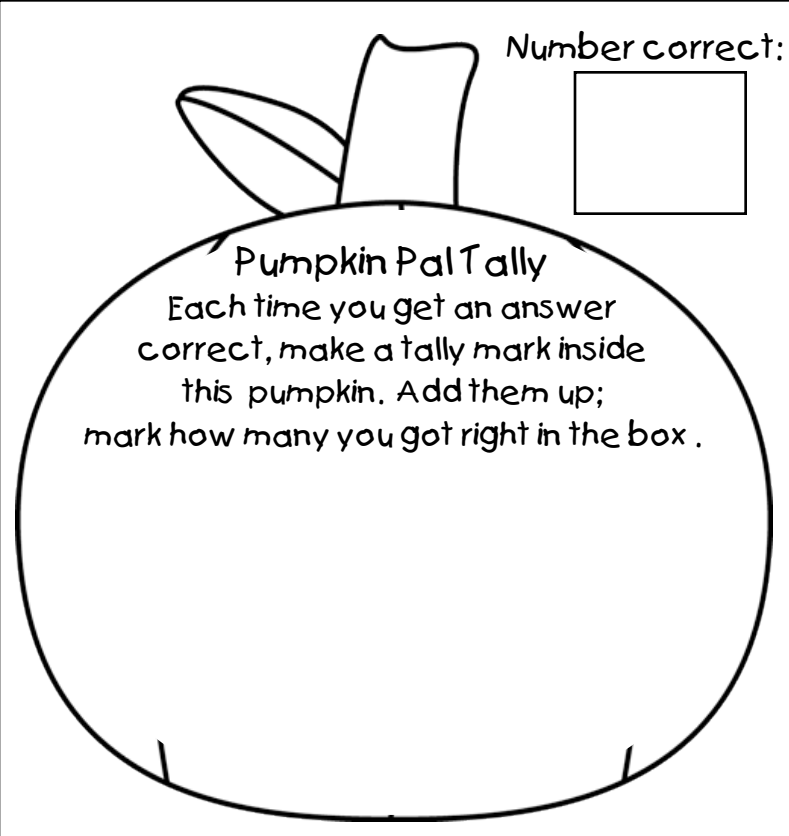
Card template.
If you want the square to show up for students to place the letter card they are guessing on, run off this master on yellow construction paper, or simply fold a sheet of yellow construction paper into 1/4ths and cut out 26 cards. Fold and glue your orange pumpkins to the left side of the cards.
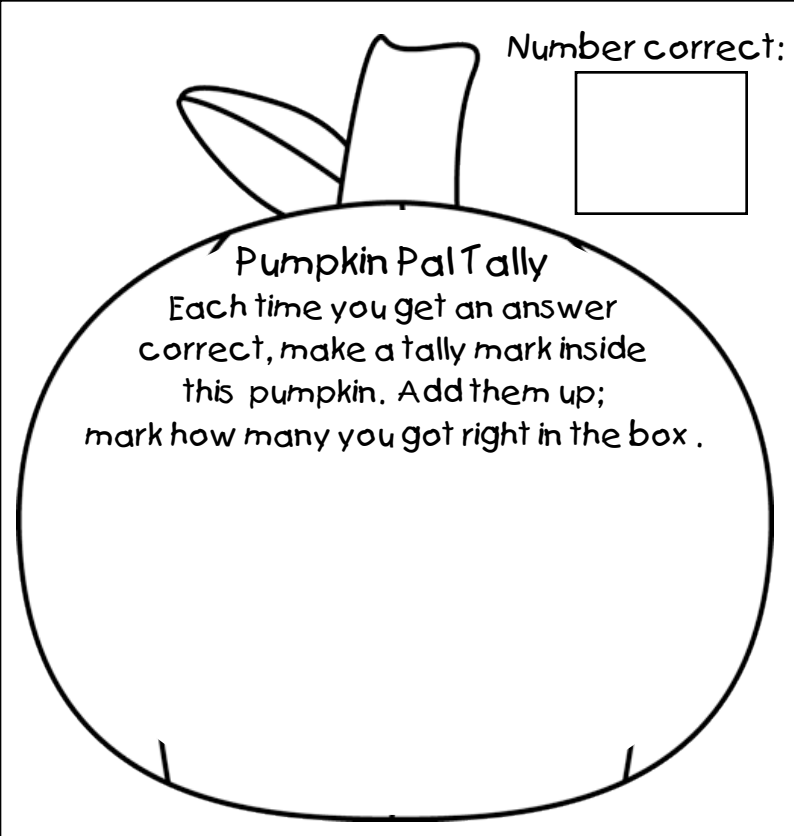
Pumpkin Pal Tally
Each time you get an answer
correct, make a tally mark inside
this pumpkin. Add them up;
mark how many you got right in the box.

Pumpkin Pal Tally
Each time you get an answer
correct, make a tally mark inside
this pumpkin. Add them up;
mark how many you got right in the box.

Pumpkin Pal Tally
Each time you get an answer
correct, make a tally mark inside
this pumpkin. Add them up;
mark how many you got right in the box.

Pumpkin Pal Tally
Each time you get an answer
correct, make a tally mark inside
this pumpkin. Add them up;
mark how many you got right in the box.

Kelli

Number correct:

21

Pumpkin Pal Tally
Each time you get an answer
correct, make a tally mark inside
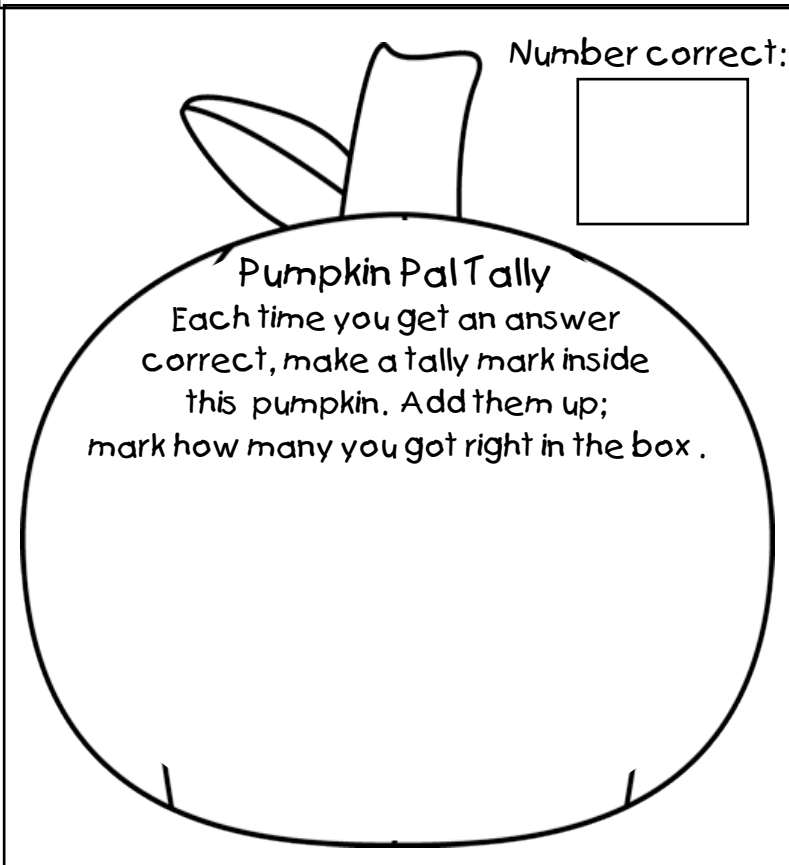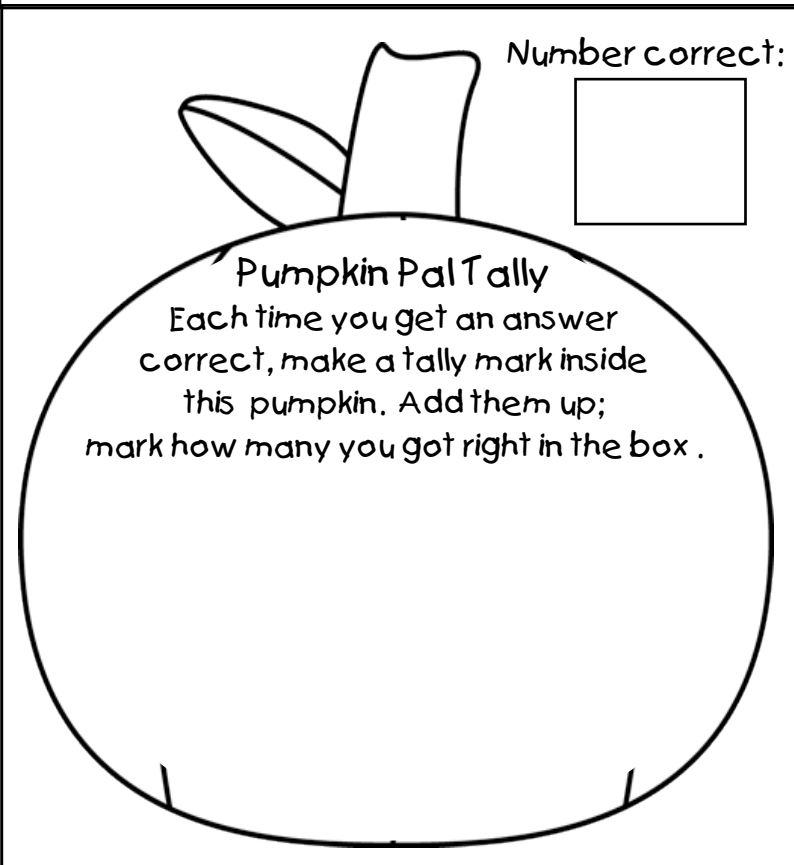this pumpkin. Add them up;
mark how many you got right in the box.

|||| |||| ||||

|||| |

Print, cut and glue under the "peek-a-boo" lowercase pumpkin. You can also use these for games and other activities.
TeachWithMe.com
Clip art by Laura Strickland

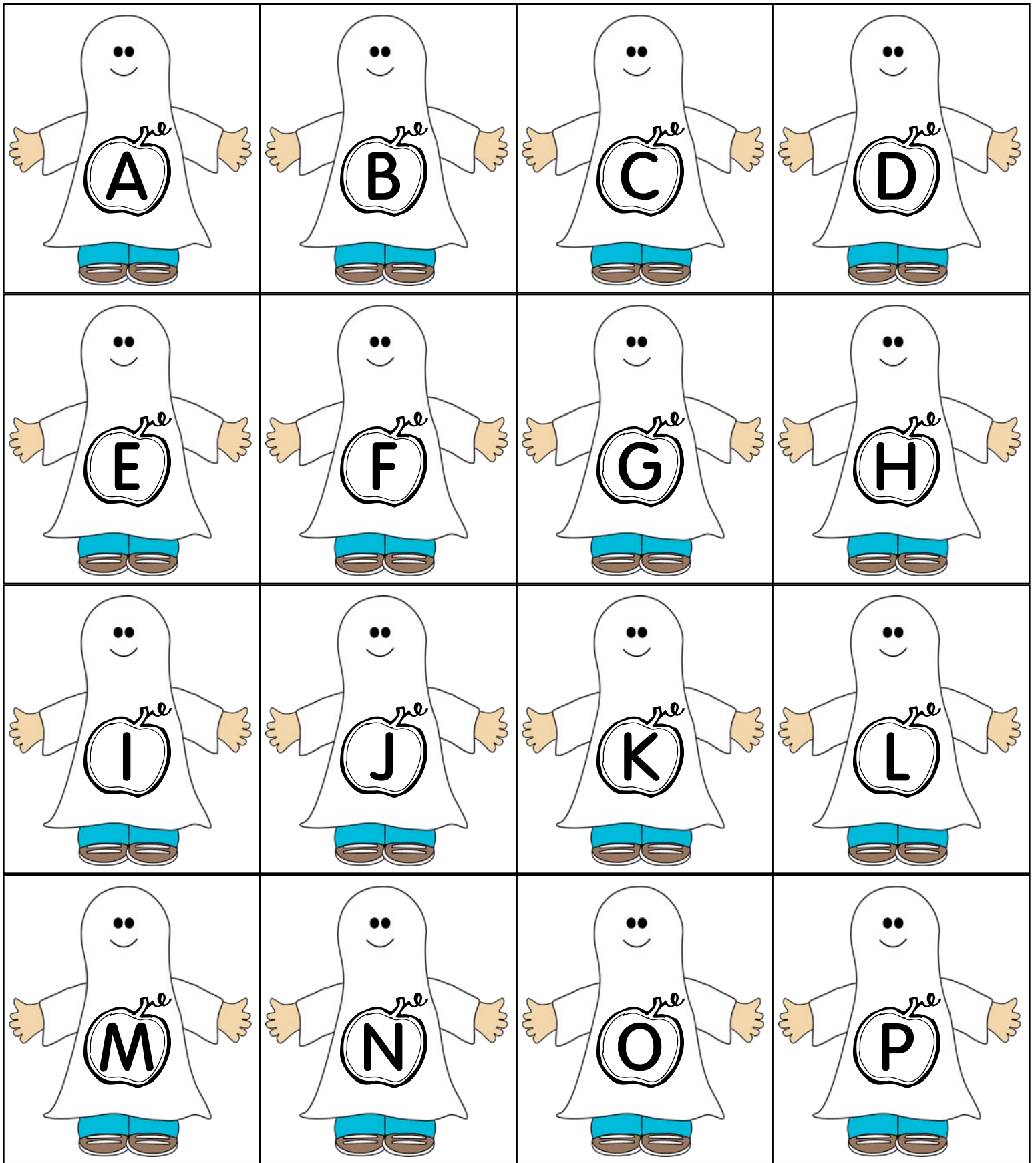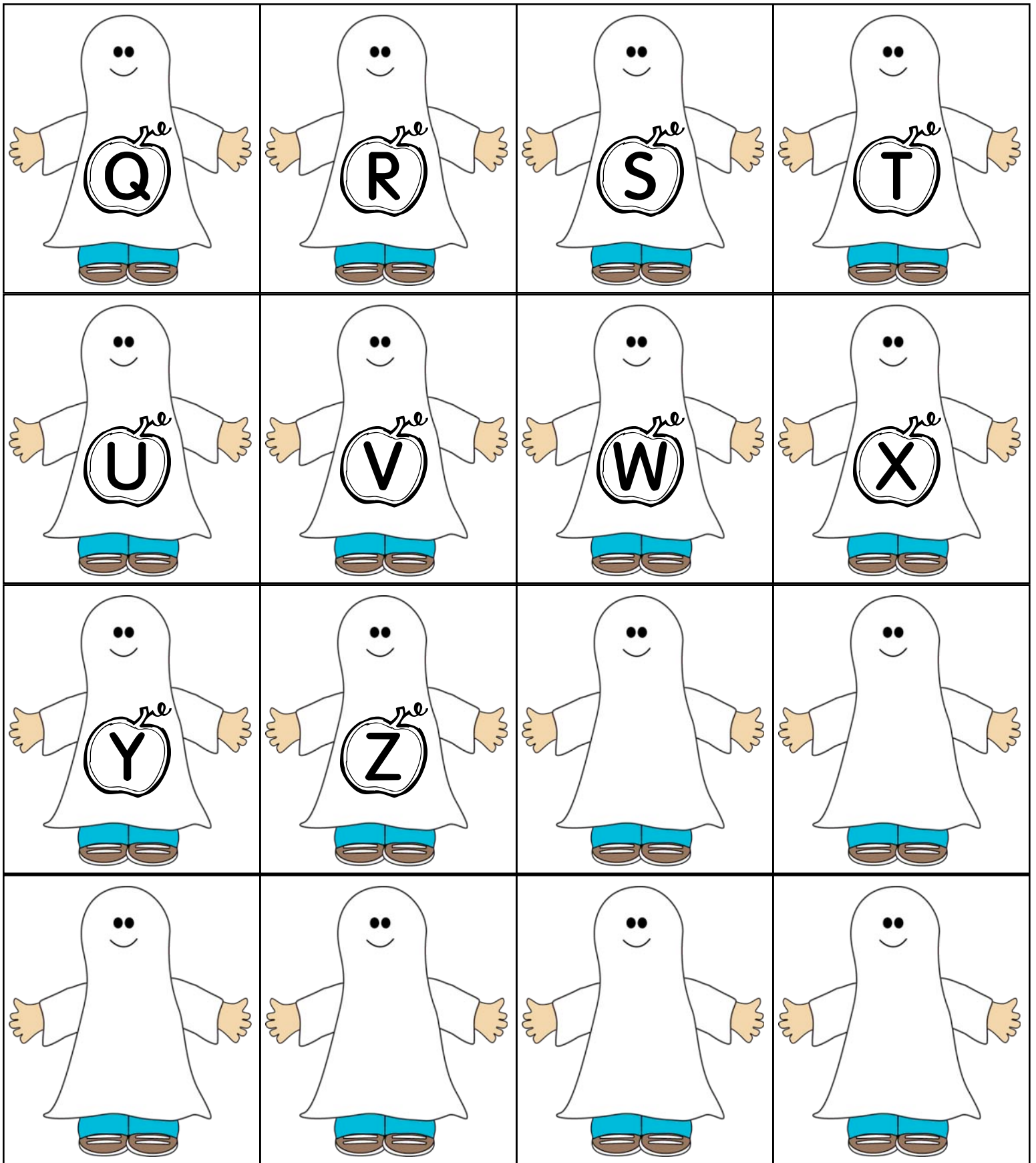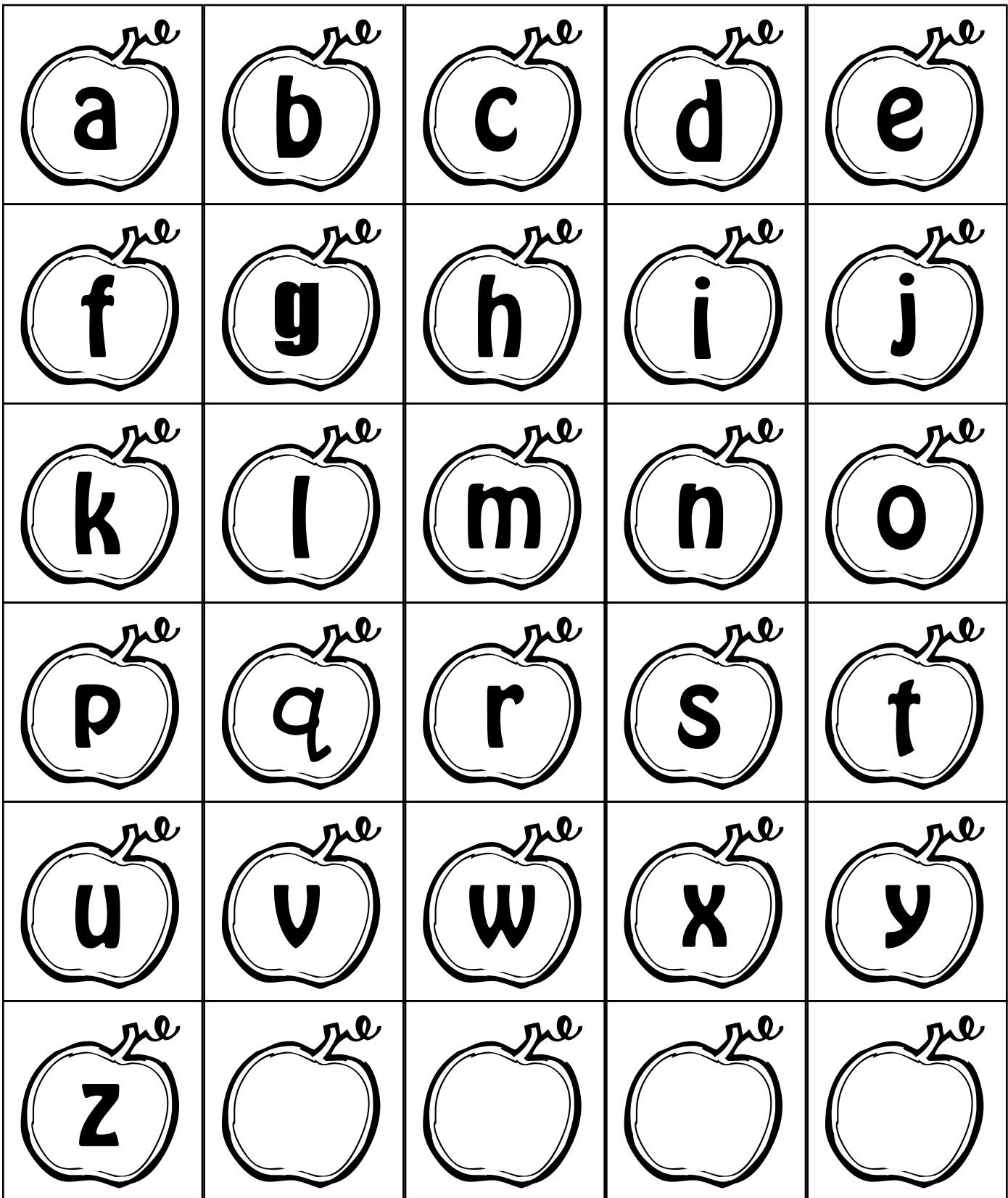|			
Q	R	S	T
U	V	W	X
Y	Z		

Print, cut and glue under the "peek-a-boo" lowercase pumpkin. You can also use these for games and other activities.
TeachWithMe.com
Clip art by Laura Strickland

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				

Print on white construction paper. To add a bit more pizzazz, color the pumpkins. You can also print off on orange construction paper. Laminate the pages and then trim into squares. Students place the lower case pumpkin letter tile on the square of the uppercase Peek-a-boo pumpkin card. They flip the pumpkin open, to see if they have the correct answer. You can also use these to glue on the front of your peek pumpkins, if you don't want to letter them by hand. As a math extension, children can keep track, on their pumpkin pal worksheet, and make a tally mark for each time they get a correct answer.
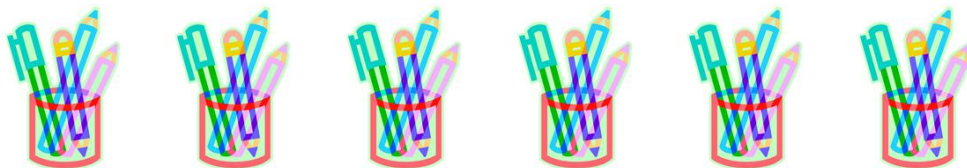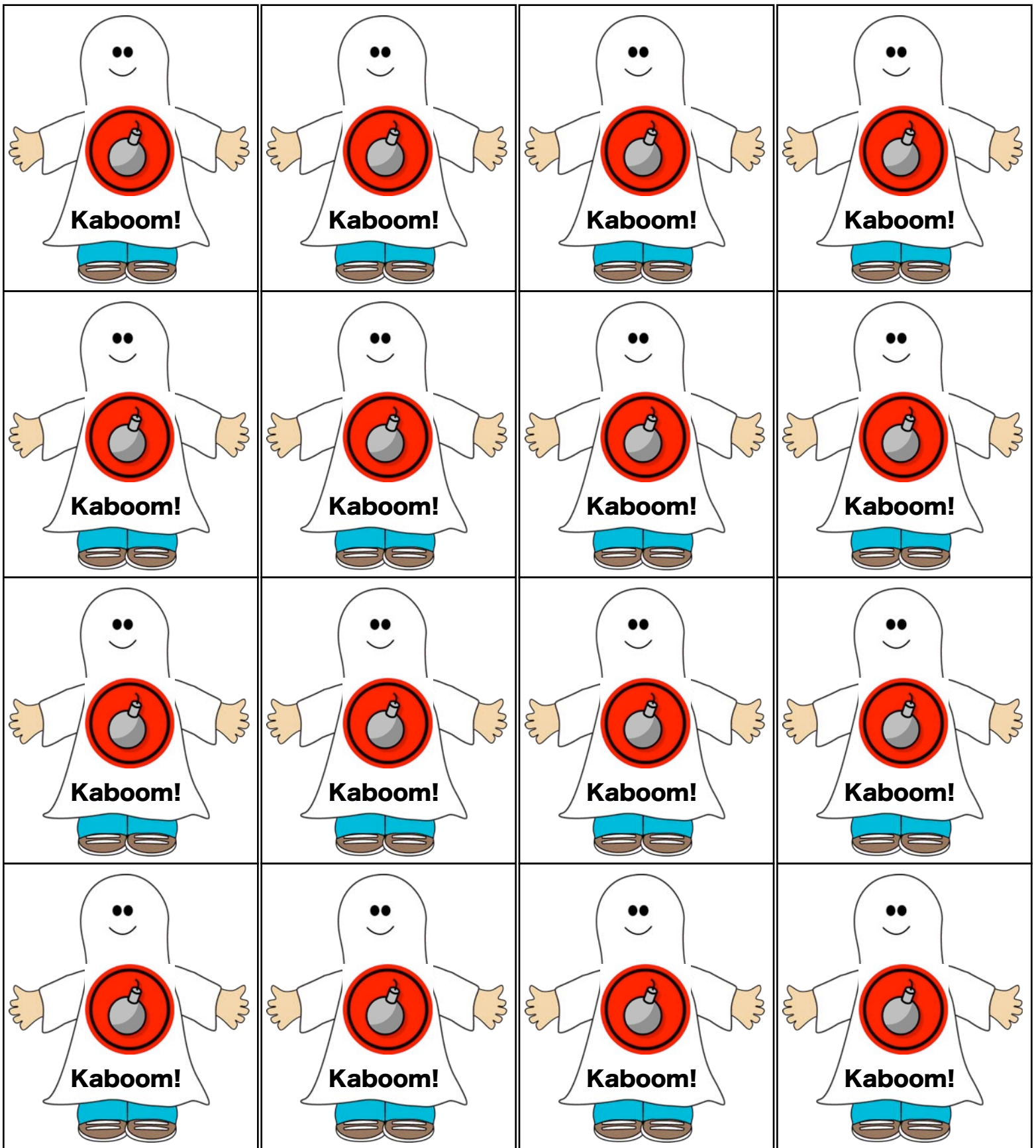
Alphabet Cards

What else can you do with alphabet cards?

- You can use both the ghost cards as well as the pumpkin letter tiles.
- Cut them up and use them as puzzles.
- 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. After the timer rings, have students gather on the carpet and sequence the cards. You can put upper and lowercase letters together, or sequence 2 separate lines. To reinforce recognition, call on children to share a letter that they found.
- 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.
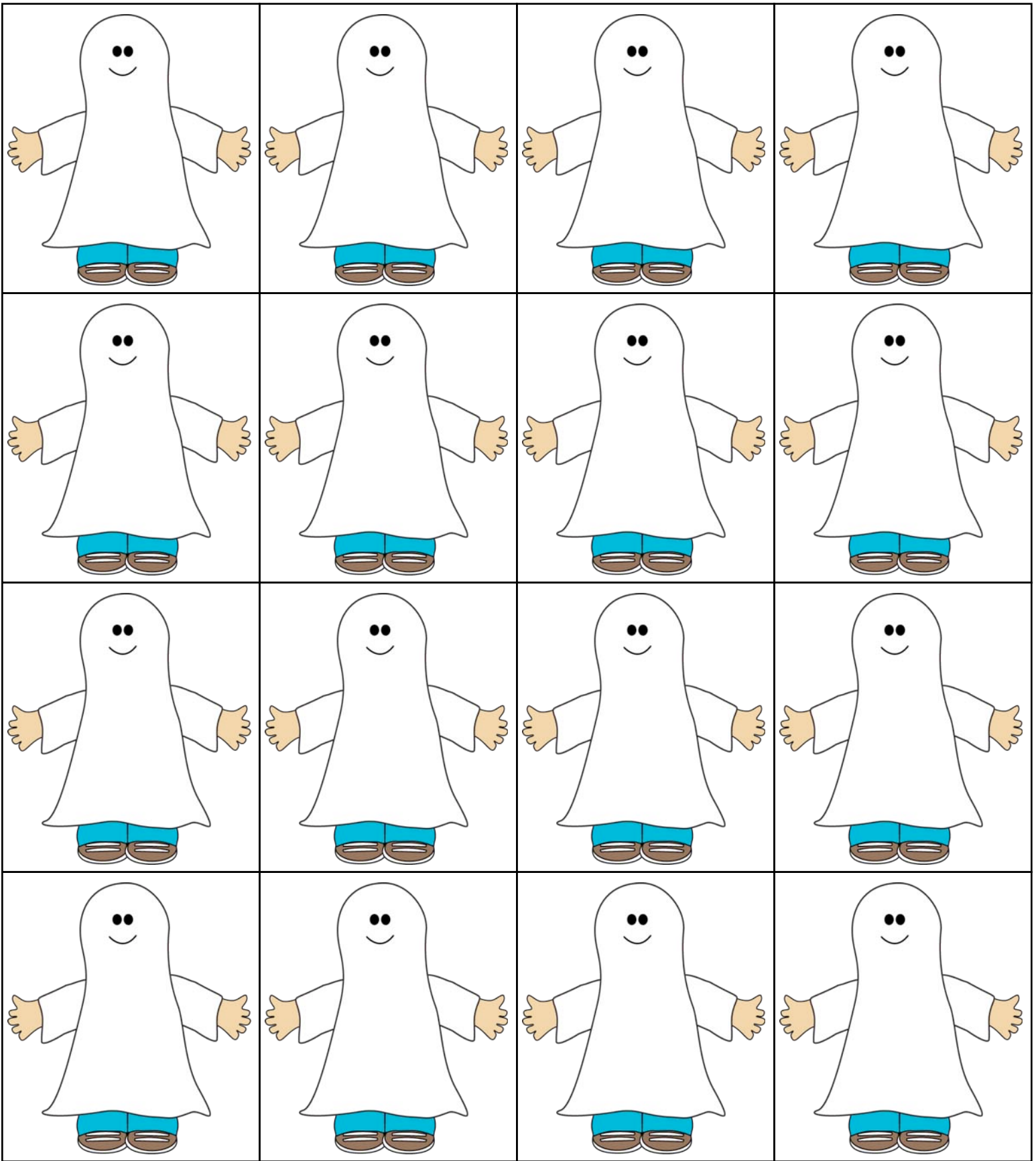
- Children take 2 cards out of the basket. Teacher calls on the student who has the uppercase letter A to start the game, that child reads their letter card and asks for the lowercase matching card.
- That child with that card reads it and gives their card to that child. They then read their other card 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 staple on a construction paper cover, to make an Itty Bitty flip booklet, that they can share them with their families to 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.
- 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.
- Sort upper and lowercase letters.
- 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.
- If you think of more ideas, I'd enjoy hearing from you: diane@teachwithme.com
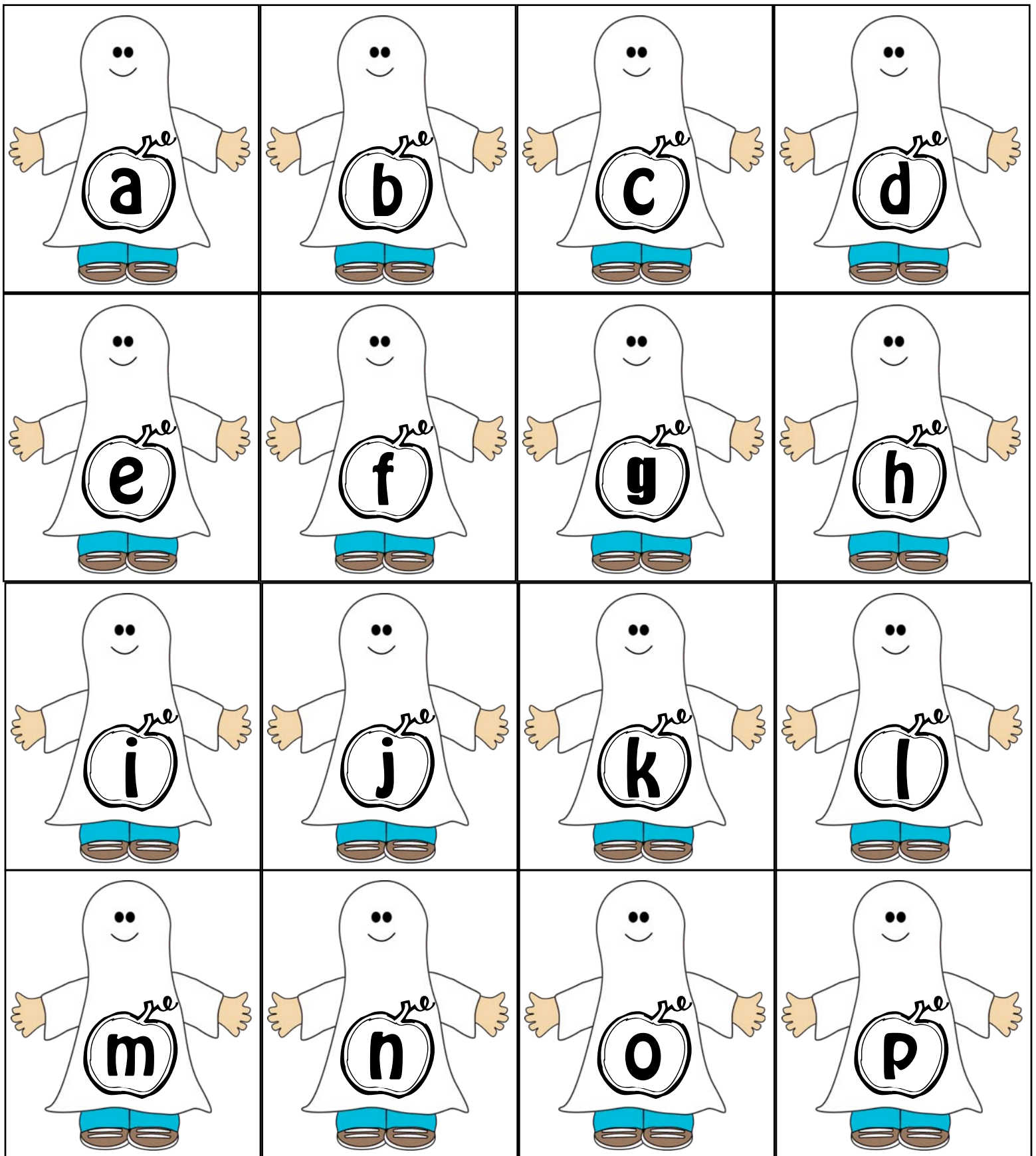
Print, laminate and trim. Use to play the alphabet games listed in "What else to do with the cards."
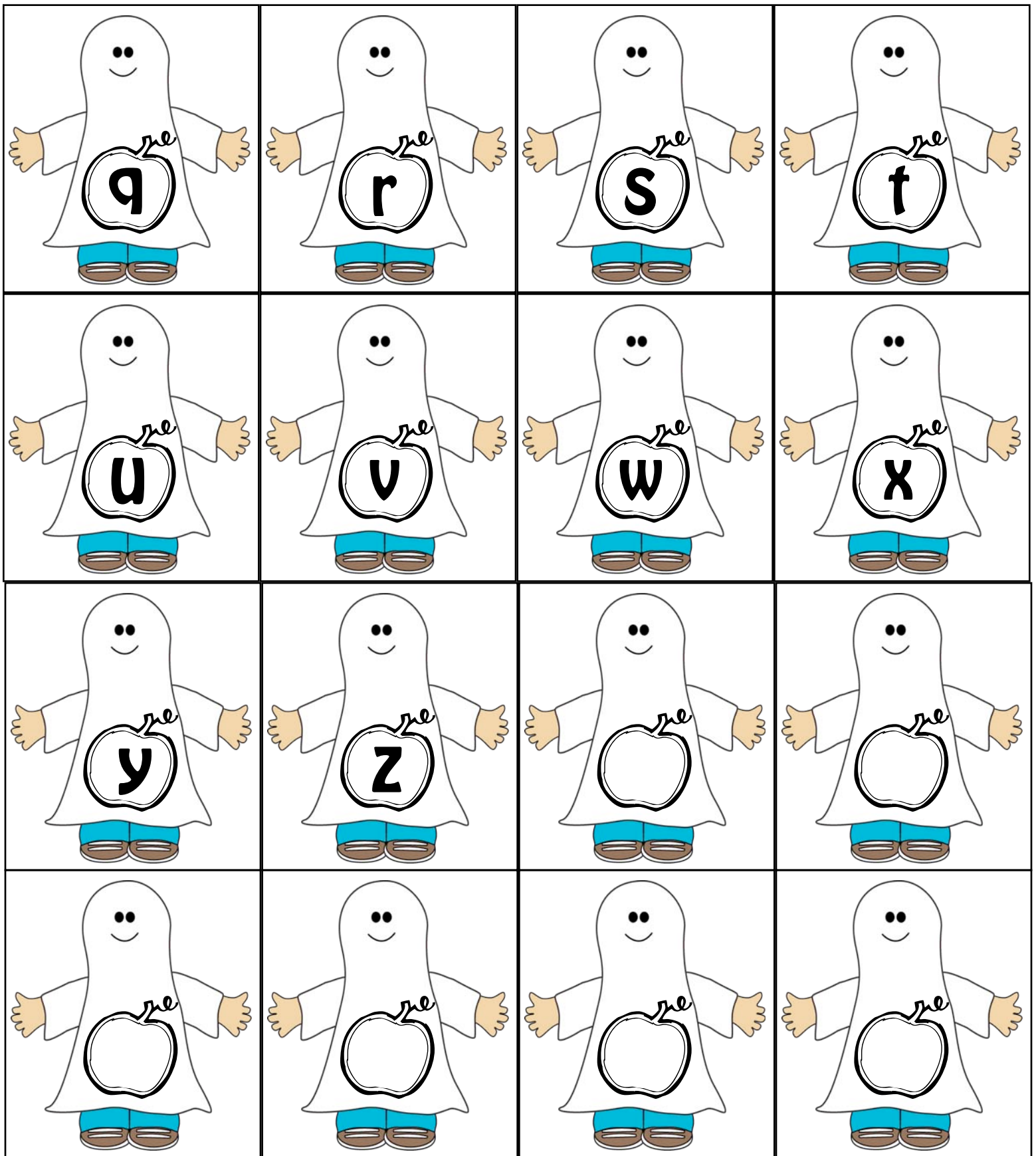
Print these off and program them with whatever.
TeachWithMe.com
Clip art by Laura Strickland

Print these off, trim and glue under the matching uppercase "Peek pumpkin." You can also use these cards for games and other activities.
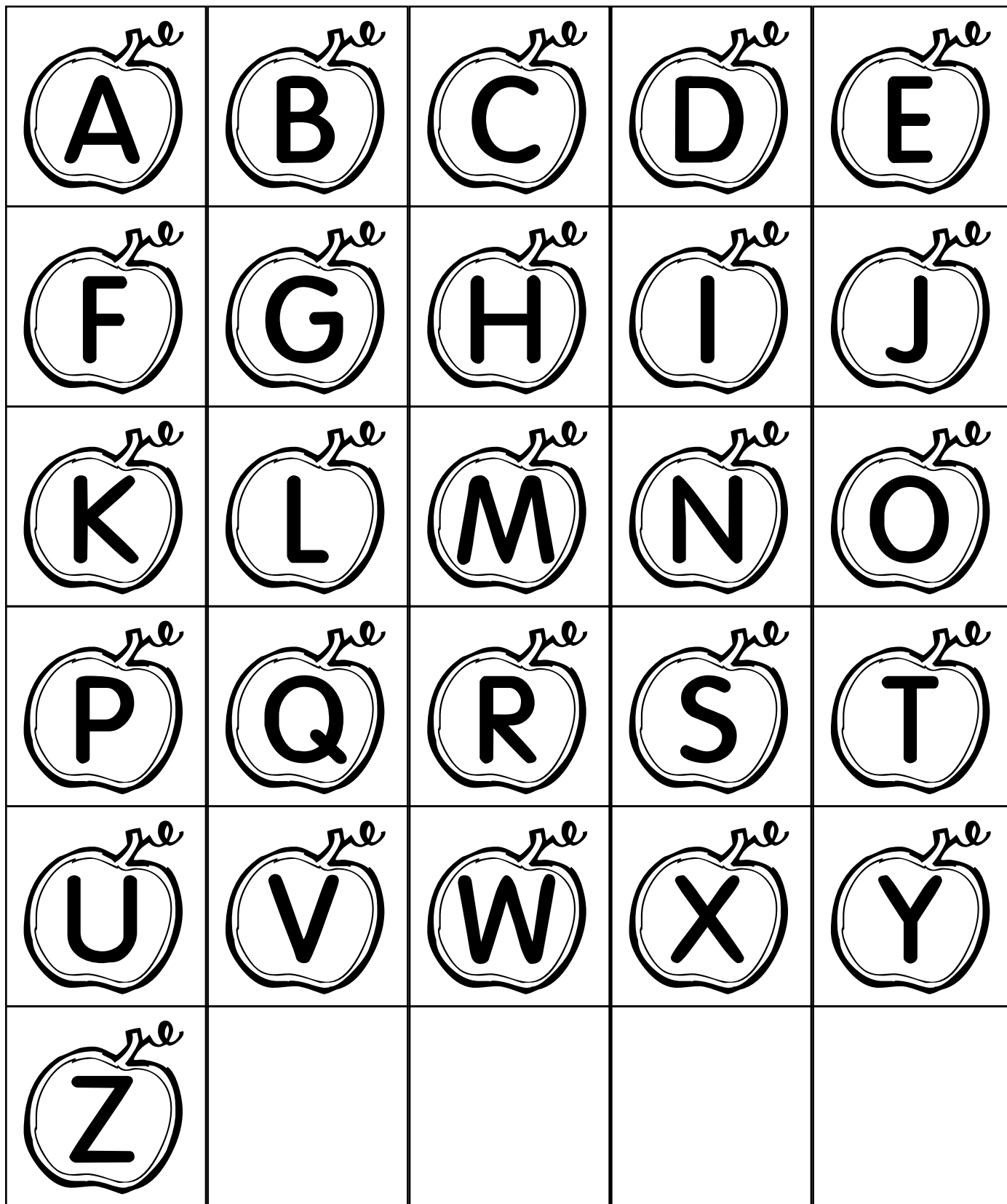TeachWithMe.com
Clip art by Laura Strickland

Print these off, trim and glue under the matching uppercase "Peek pumpkin." You can also use these cards for games and other activities.
TeachWithMe.com
Clip art by Laura Strickland

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				

Print on white construction paper. To add a bit more pizzazz, color the pumpkins. You can also print off on orange construction paper. Laminate the pages and then trim into squares. Students place the upper case pumpkin letter tile on the square of the lowercase Peek-a-boo pumpkin card. They flip the pumpkin open, to see if they have the correct answer. You can also use these to glue on the front of your peek pumpkins, if you don't want to letter them by hand. As a math extension, children can keep track, on their pumpkin pal worksheet, and make a tally mark for each time they get a correct answer.