

## Large Uppercase Letter Posters

## Large ABC Letter Ideas



Use them as anchor chapts.

Use them as Play-doh mats.

Give each child a letter and have them put matching plastic letters and scrabble tiles on it.

Run them off on construction paper; laminate and cut them out to make a bopder.

Aftep peading Chicka Boom give each child a letter to draw things that start with that letter inside the letter. After students shape their letter, collect and collate into a class book.

Give each child theip initial and have them decorate it.

Give each child their initial and have them draw, color, or glue things on the page that tell about themselves, like theip age, birthday, favorite color etc.

Give each child a letter to write words inside that start with that letter. After everyone has shaped their page, collect and collate into a class book.

Make extra copies of the vowels and have students wear vowel pairs to demonstrate when two vowels go walking, the first one does the talking.

Combine the upper and lowercase letter cards and have students make their own name booklet. They can put things inside the letters that they like that begin with that letter. (Use stickers, stamps, clip art, words, dpawings, pictupes cut from a magazine, photogpaphs etc. )

Make a nature alphabet. Give each child a letter and have them find things in nature to decorate theip letter with. If possible these things should start with that letter. For example $G$ might be decorated with grass, garbage, op things that they find that are green. Mope difficult letters like Z could decorate with whatever.

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## Alphabet Capds

## What else can you do with alphabet capds?

- 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 pings. After the timer pings, have students gather on the carpet and sequence the cards. You can put upper and lowercase letters together, or sequence 2 separate lines. To peinforce pecognition, call on childpen to shape a letter that they found.
- Run off sets on two different colops 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 op upper to upper and lower-to-lower.
- Put a set in a bag, basket op box and have students pull out a card and read the letter. If they can't, they are out of the game.
- Tou can also have them start saying the $A B C$ 's from that letter.
- They can pick a card and tell if it is a consonant op 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 capd and give the sound(s) the letter makes.
- Put some Kaboom bomb capds in the container along with a set of upper and lowercase letter capds.
- Children take 2 capds out of the basket. Teacher calls on the student who has the uppercase letter $A$ to stapt the game, that child reads their letter card and asks for the lowepcase matching capd.
- That child with that capd reads it and gives their capd to that child. They then pead theip other card and ask for theip match.
- Play continues 'til all of the cards are gone.
- When the bomb capds ape added, a child must use the bomb Kaboom capd when they ape called on fop a match.
- They show the bomb capd, evepyone yells "Kaboom" and both childpen are out of the game.
- Run off copies of the cards. Students cut out the capds, put them in order, and staple on a construction papep cover, to make an Itty Bitty flip booklet, that they can shape them with theip families to peinforce lessons learned at school.
- Collating theip books is a great way to sequence the letters.
- Play "I Have, Who Has?"
- Make sure you have only enough paips of cards so that things come out equal to the number of students present that day.
- One student stapts and says: "I have "uppercase A" who has lowepcase a?" The child with the lowepcase letter capd gives that child their capd.
- 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 paptnep and play "Speed" against them.
- Each student mixes up their cards. Together they say, "Ready-Set-Go!"
- Each student puts their cards in $A B C$ opder. The $1^{\text {st }}$ 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 pead the card takes the cards. The student with the most cards wins.
- Students mix up theip pack of capds, and peinfopce vowels and consonants.
- Students take turns flipping over cards. The first one to say whether it is a vowel or consonant gets the capd.
- 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 $A B C$ opder. 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 $A B C$ opder.
- U'se them as flashcards.
- Use them as pocket cards.
- Place a card behind a seasonal shape on your white boapd and choose a child to guess what letter the mouse has stolen today.
- Sort vowels and consonants.
- Sopt upper and lowepcase letteps.
- Use them in Daily 5 for "Wopd Work" \& have students make CVC words, word wall words, spelling words, spell theip name etc.
- Pass them out and have students "feed" them to a containep of some sort.
- I've given you a blank template so that you can program it with whatever else you may think of: numbers, shapes, equations etc.
- Label a set of clothespins (You can buy them at The Dollap Store) with upper and lowercase letteps. For great fine motop fun, have students clip the matching letter clothespin to the corpesponding alphabet capd.
- Students can clip uppercase lettep clothespins to uppepcase letter alphabet cards, op have them clip the lowercase clothespins to the uppepcase alphabet capds, and the uppercase clothespins to the lowercase alphabet cards.
- Make a double set of capds. Cut one set in half vertically, and another set in half horizontally. Students put the puzzles together and decide if that letter is symmetrical.
- Use the above capds and have students draw in the missing half.
- If you think of more ideas, I'd enjoy hearing from you: diane@teachwithme.com



