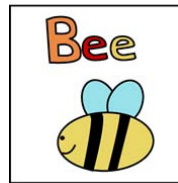
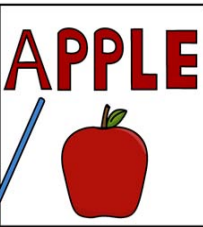


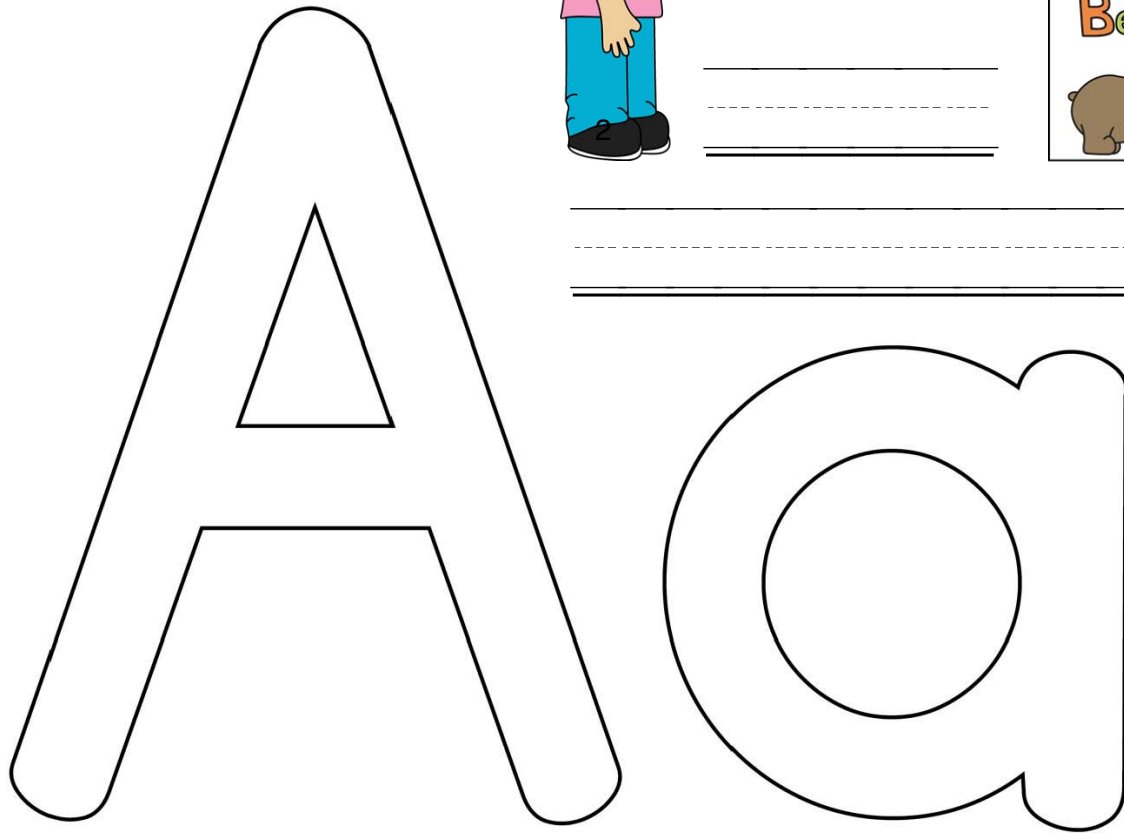
2 Covers to
make the
posters into a
class book.

An Alphabet Book

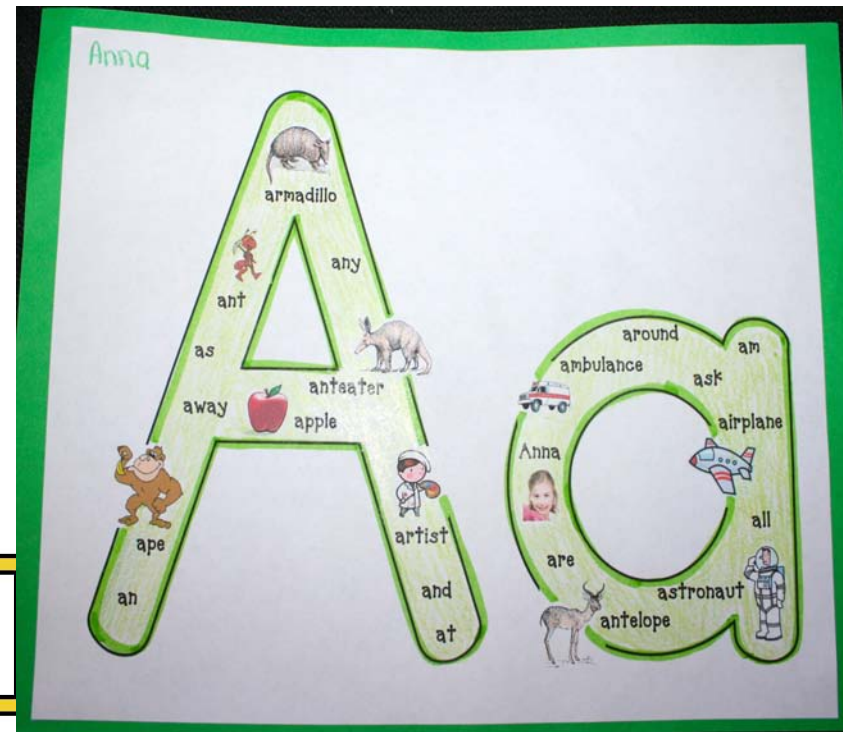
By



Sample of a
completed page.



Large Letter Posters
Both Upper & Lowercase Together





Large ABC Letter Ideas



Use them as anchor charts.

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 border.

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

Give each child their initial and have them decorate it.

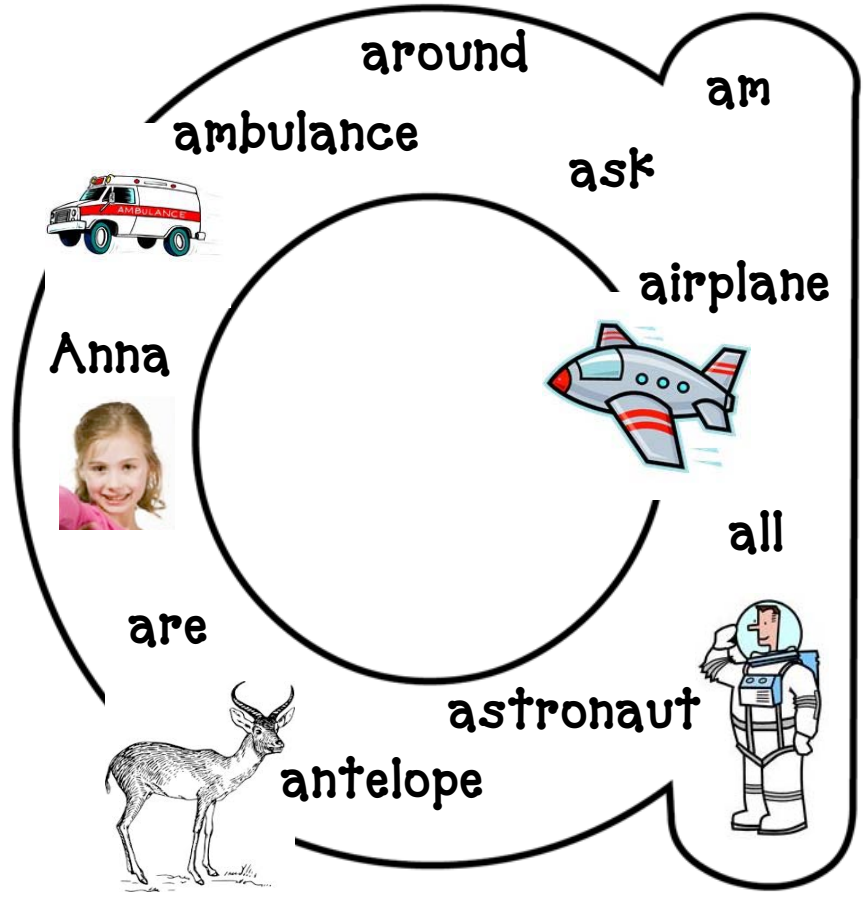
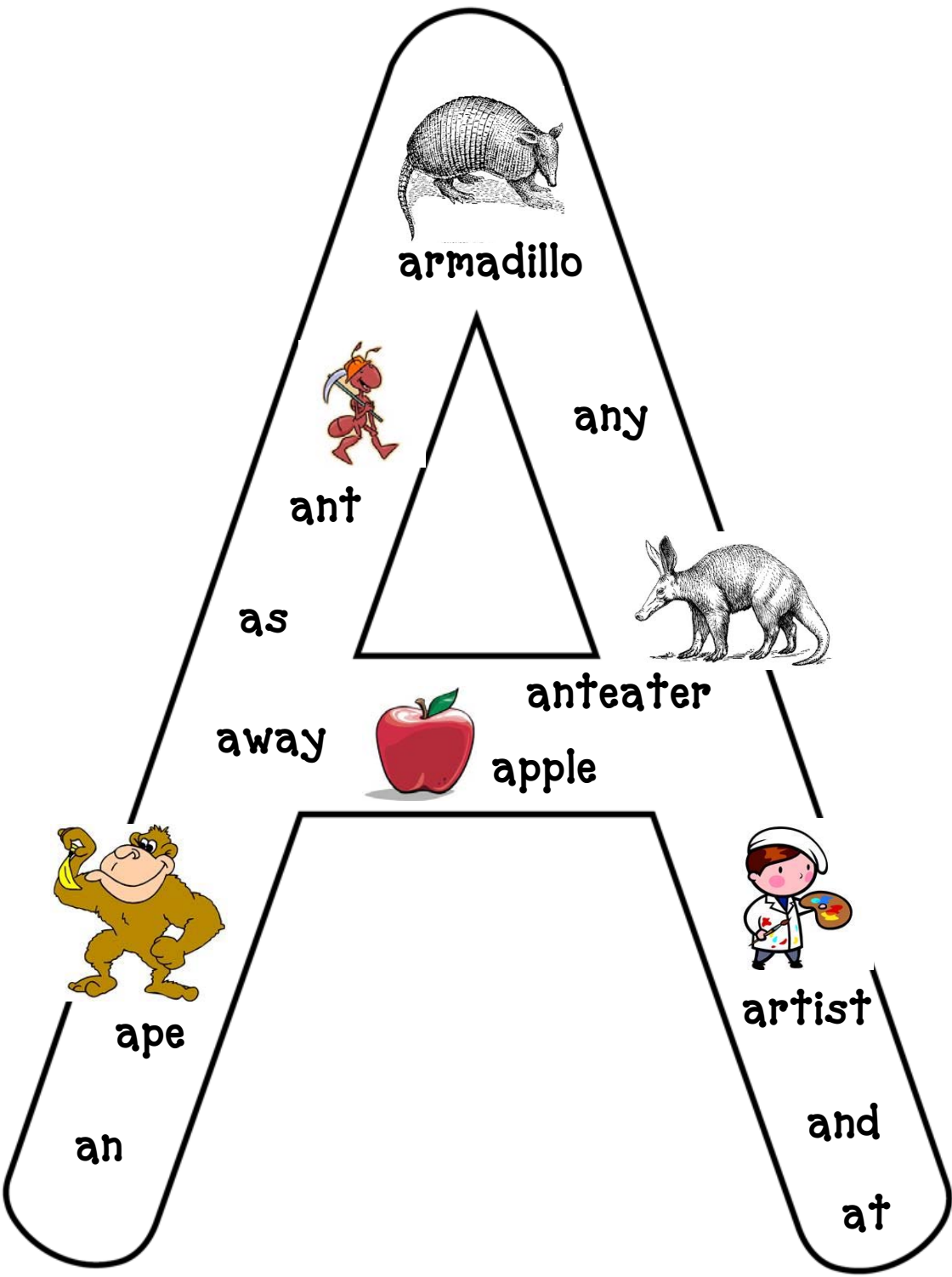
Give each child their initial and have them draw, color, or glue things on the page that tell about themselves, like their age, birthday, favorite color etc.

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

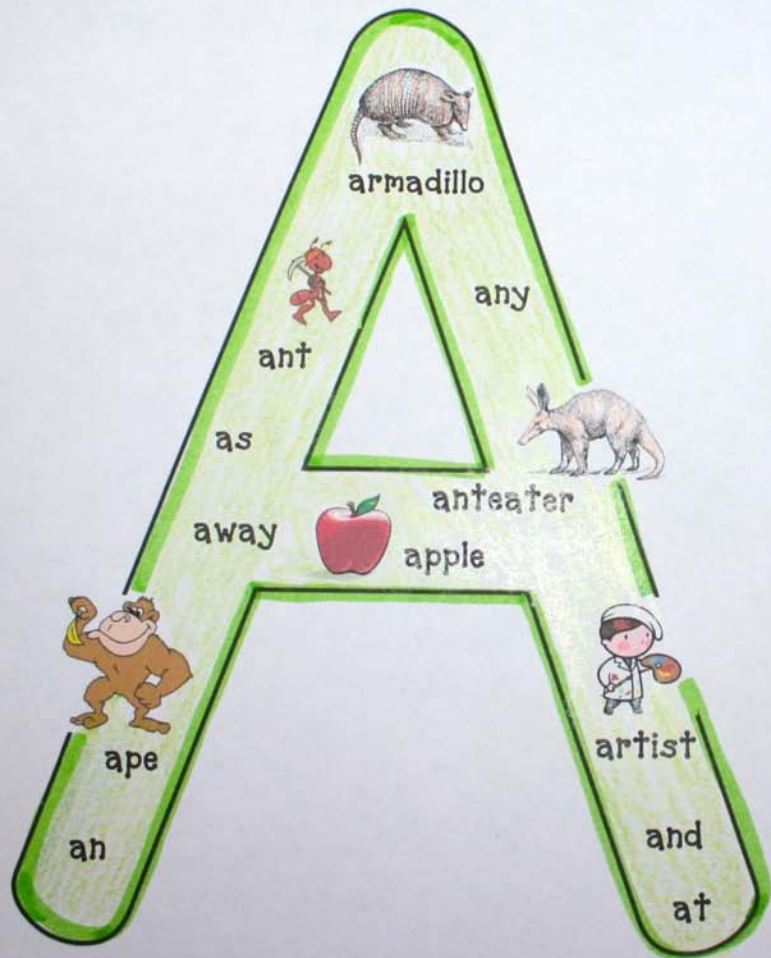
Make extra copies of the vowels and have students wear vowel pairs to demonstrate when two vowels go walking, the first one does the talking.

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, drawings, pictures cut from a magazine, photographs etc.)

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



Anna



An

Alphabet

Book

By

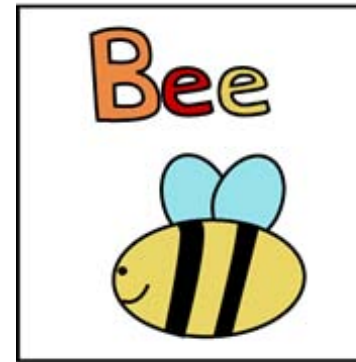
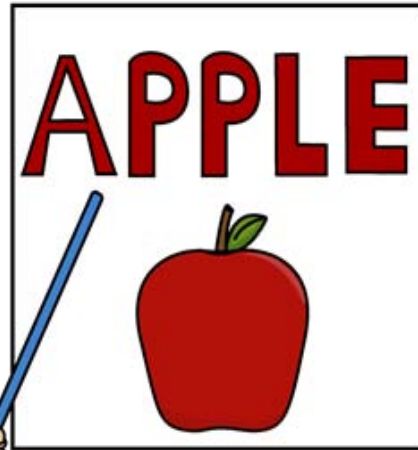
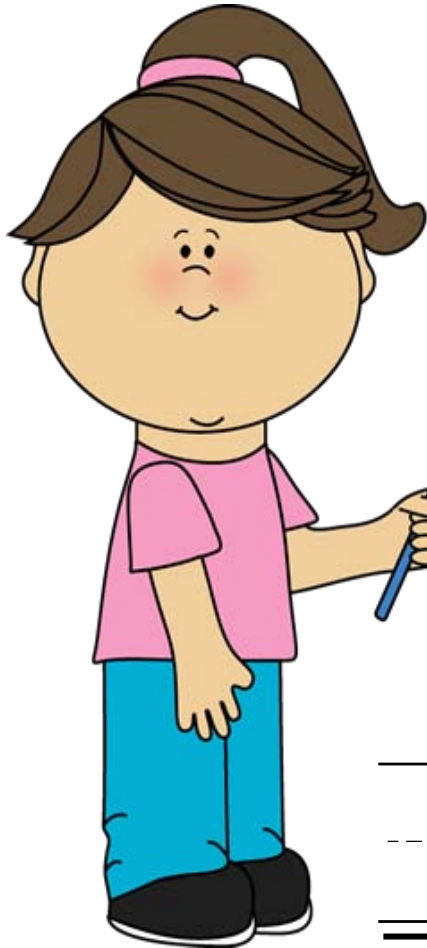


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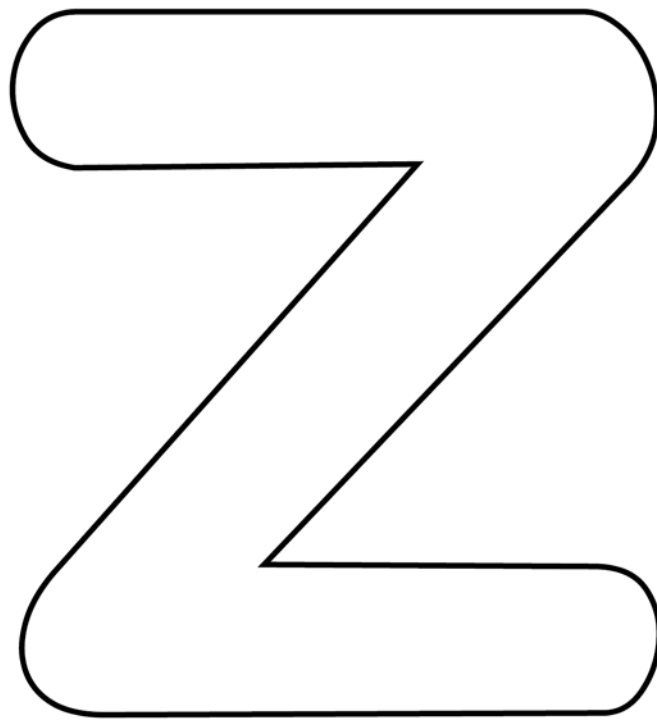
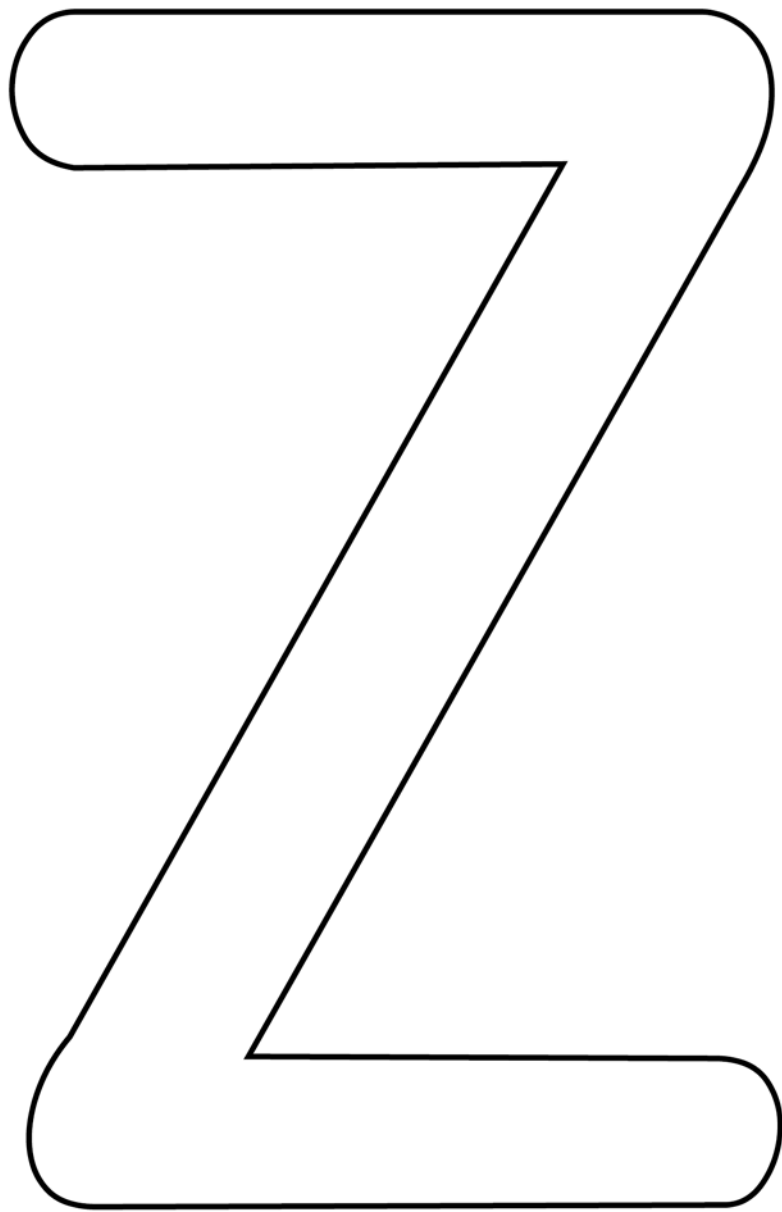
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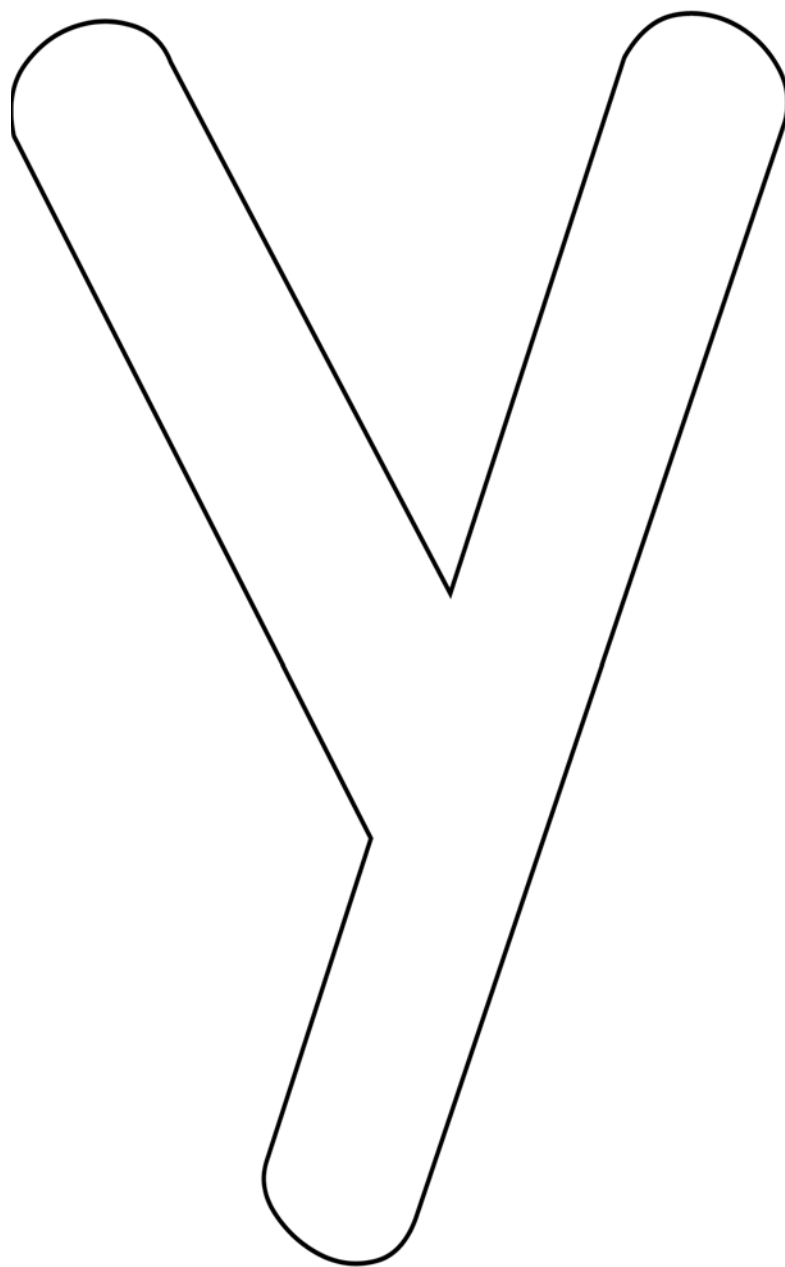
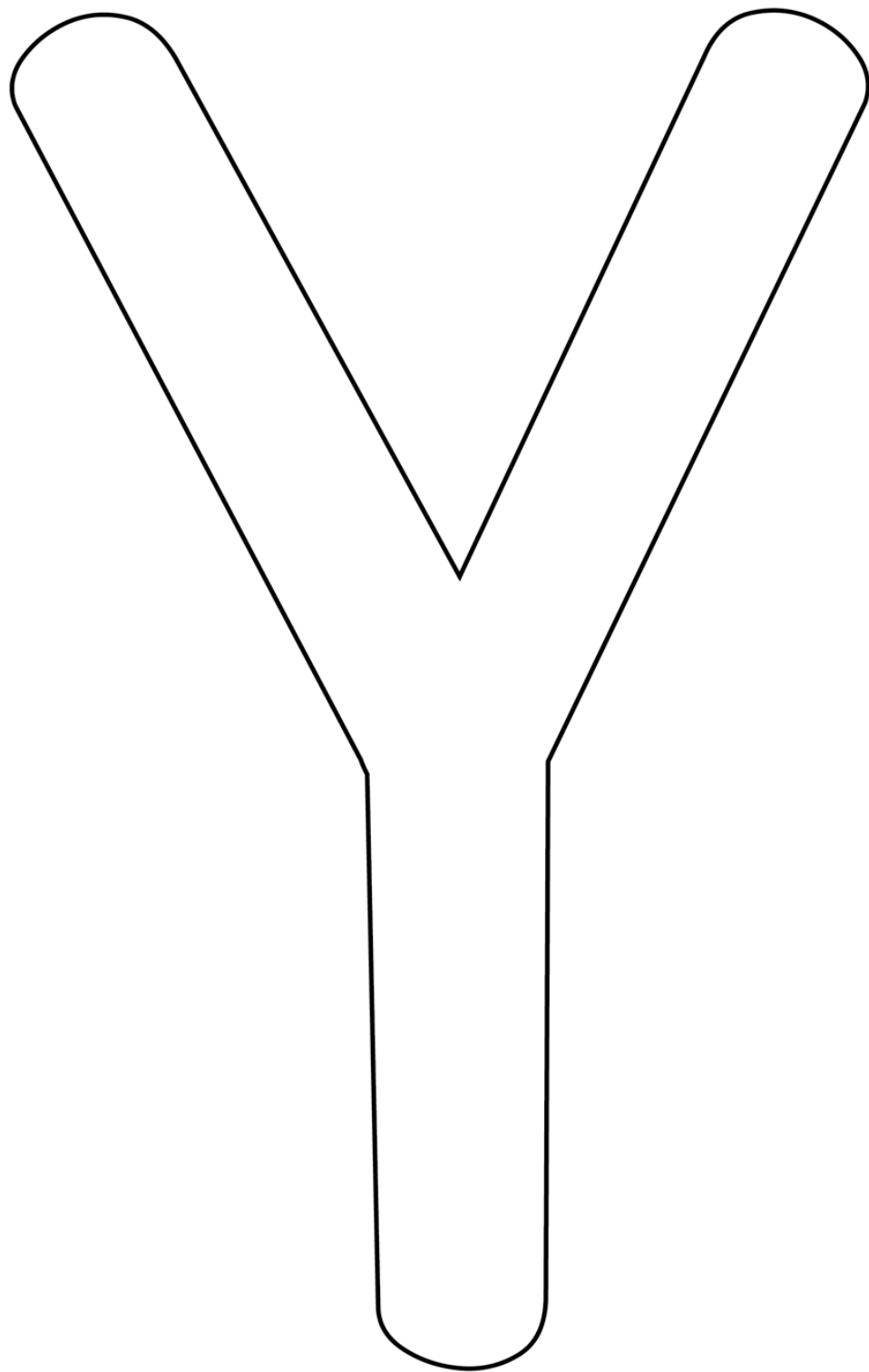
Book

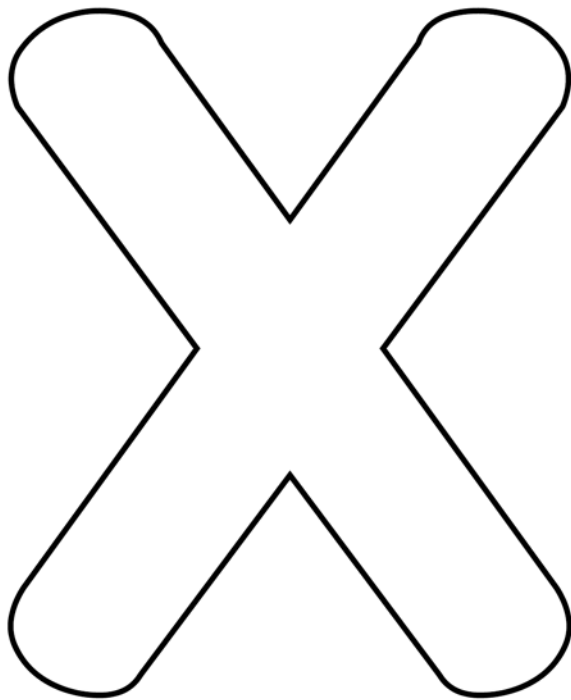
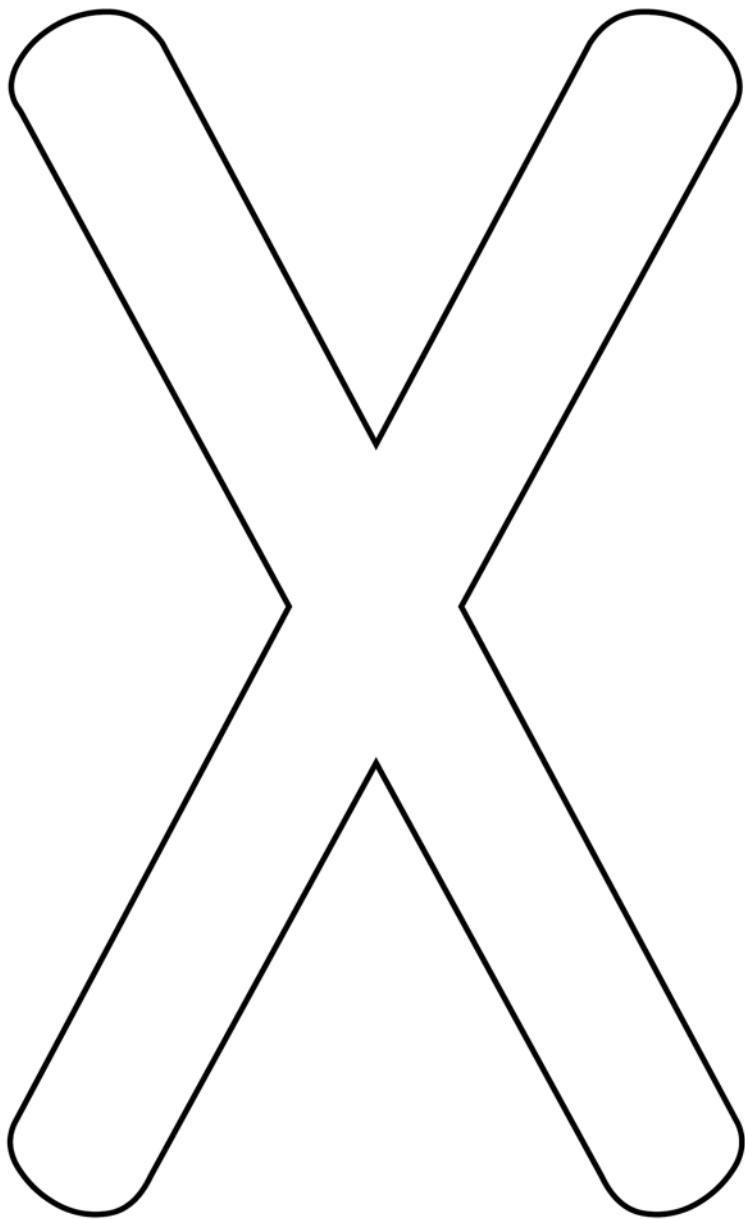
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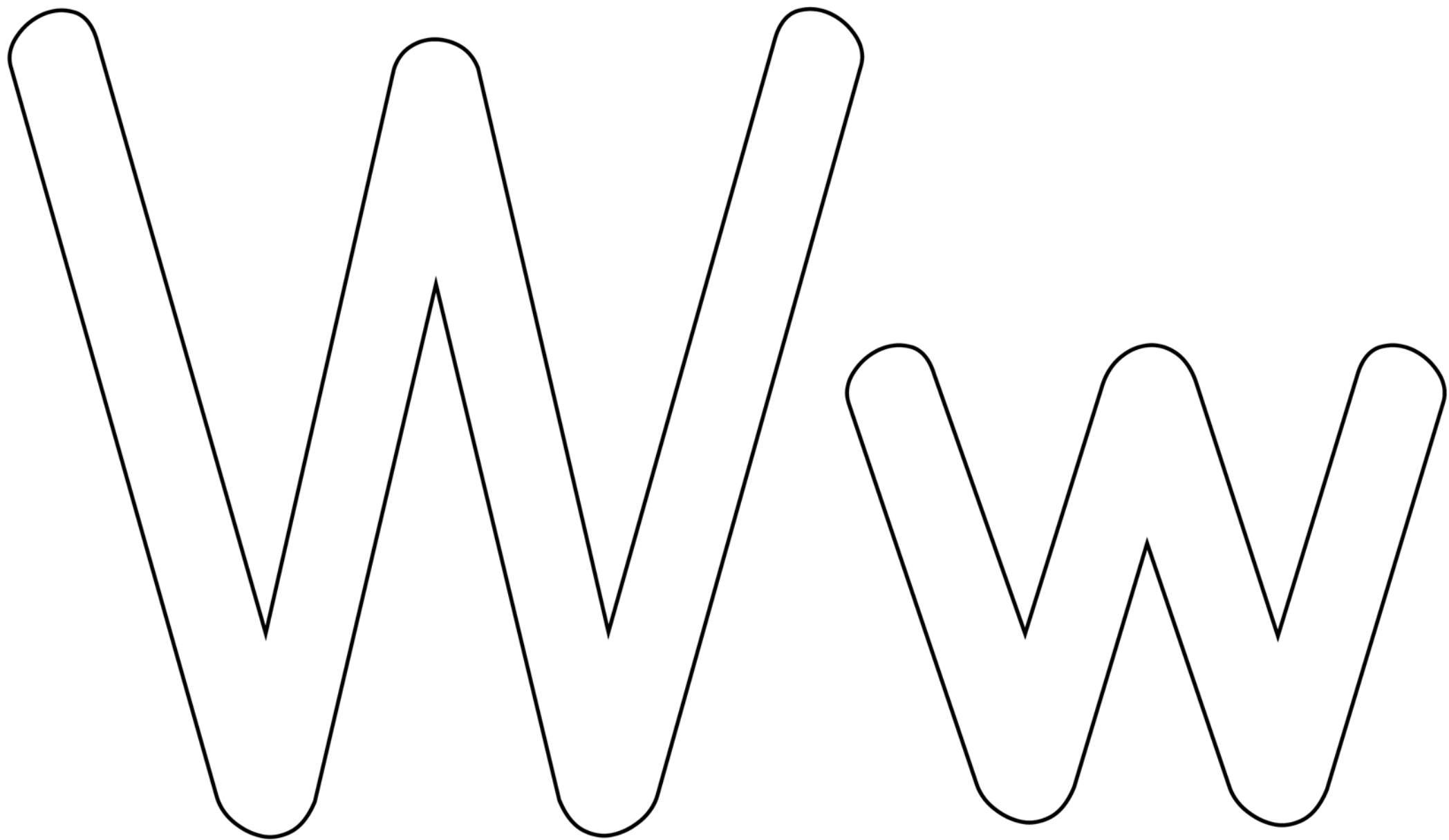


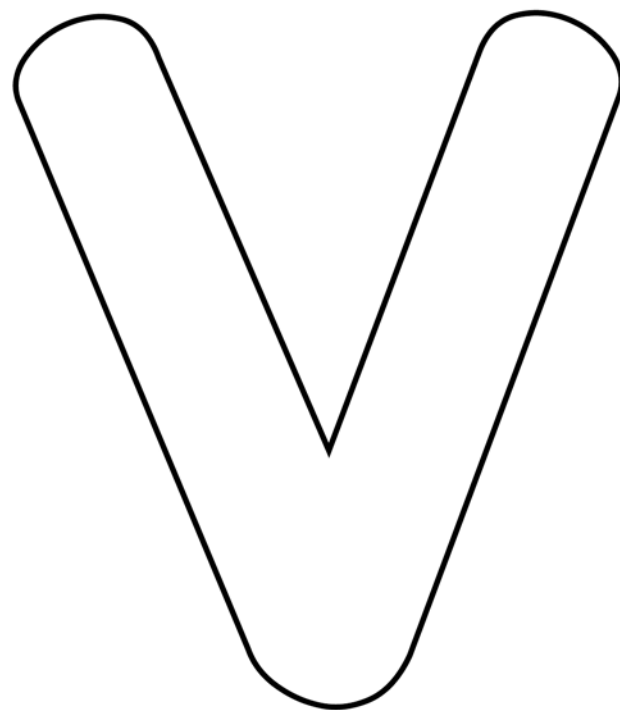
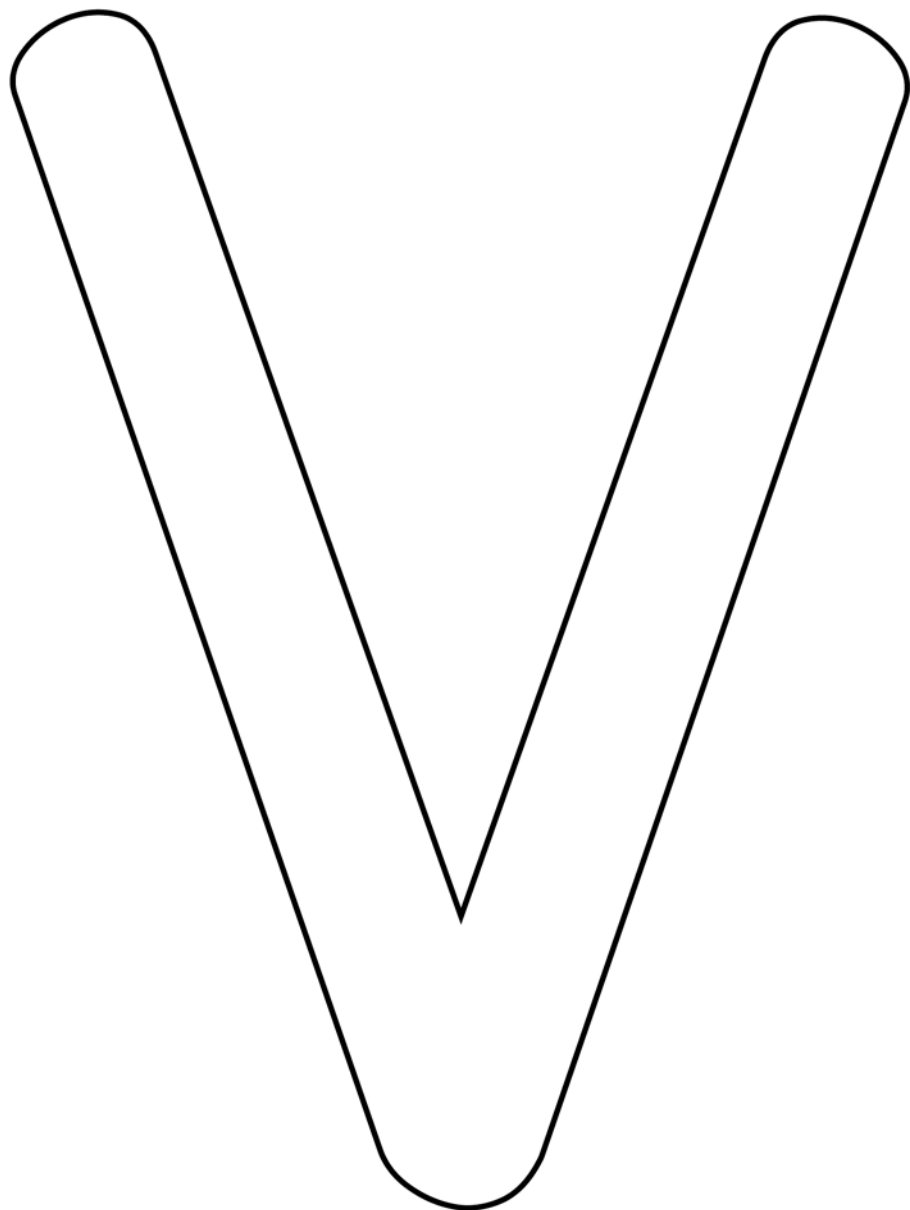
Handwriting practice lines consisting of three horizontal lines (top, middle dashed, and bottom) for writing practice.

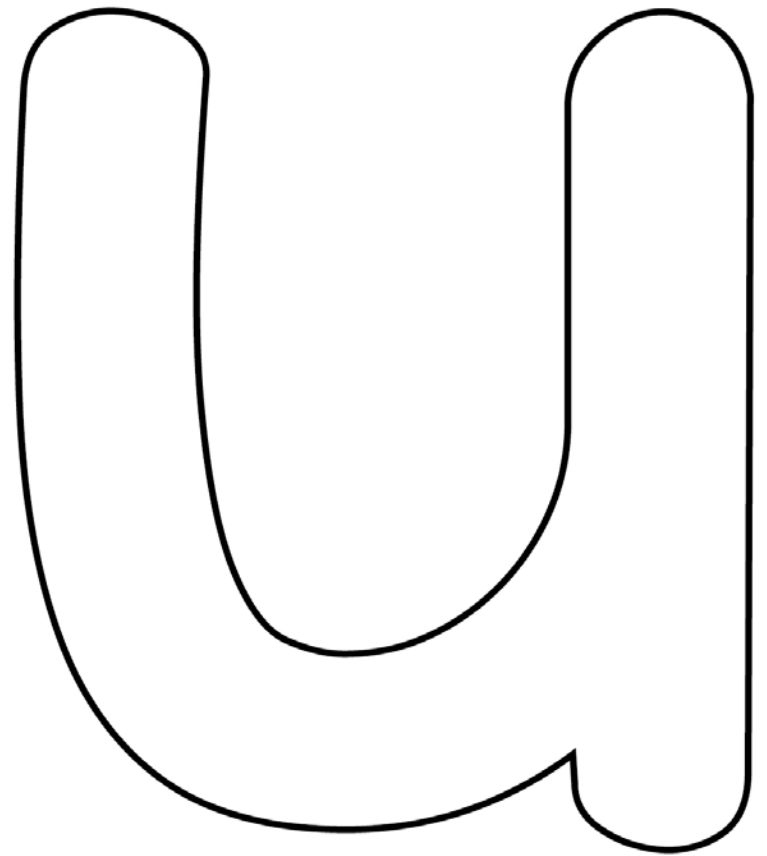
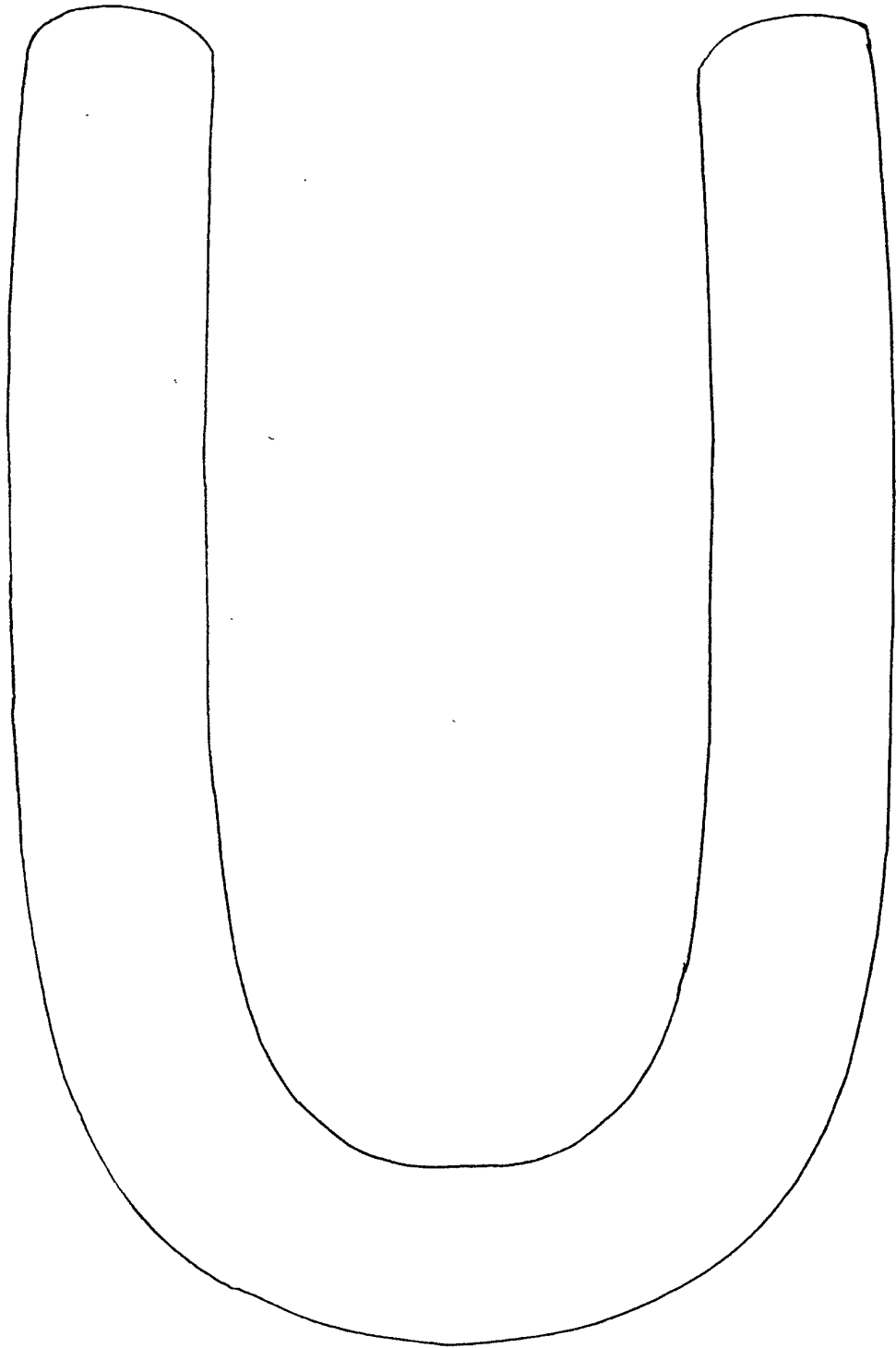


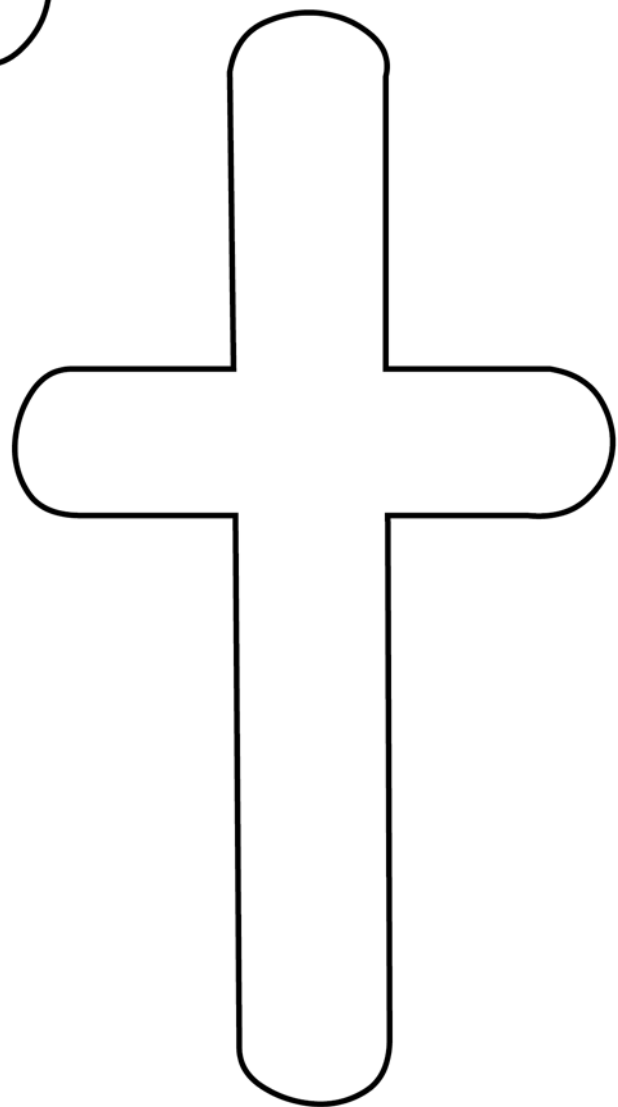
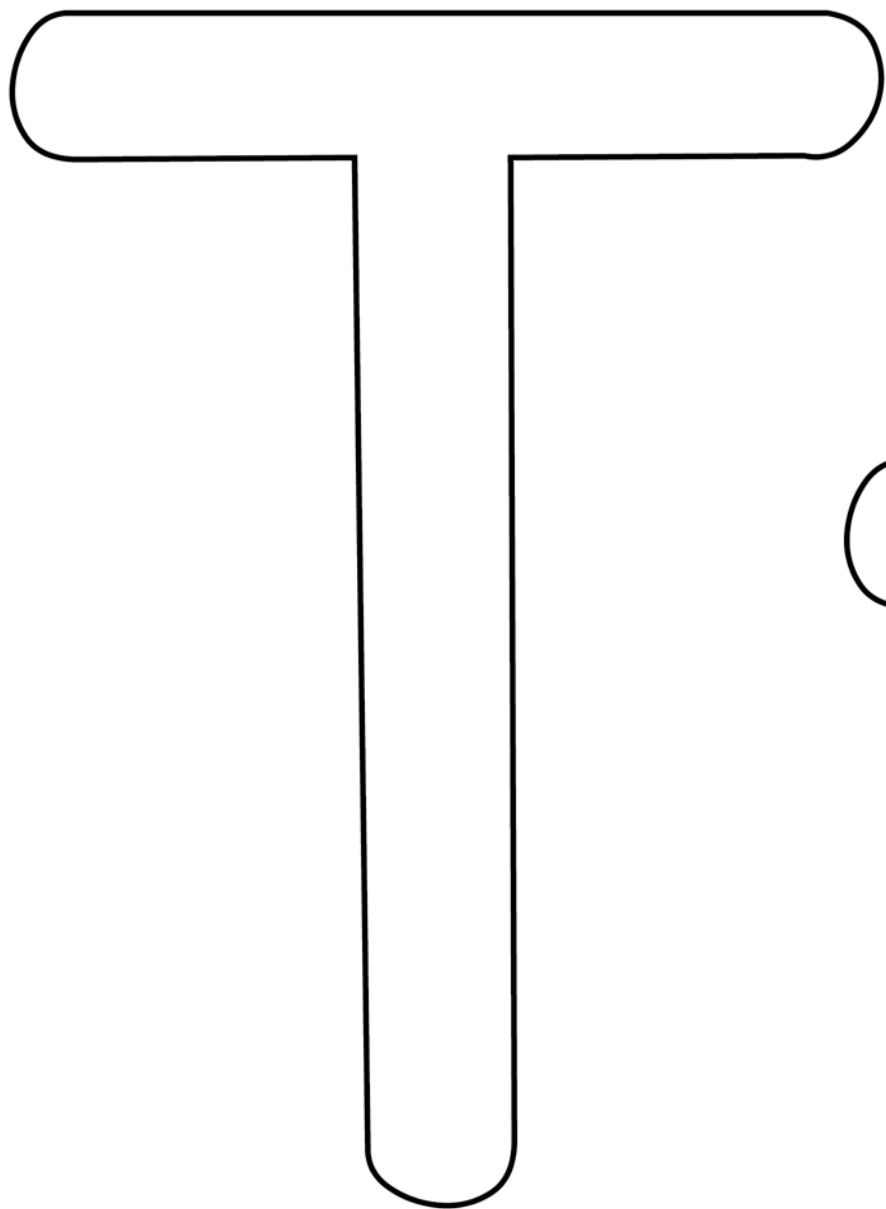










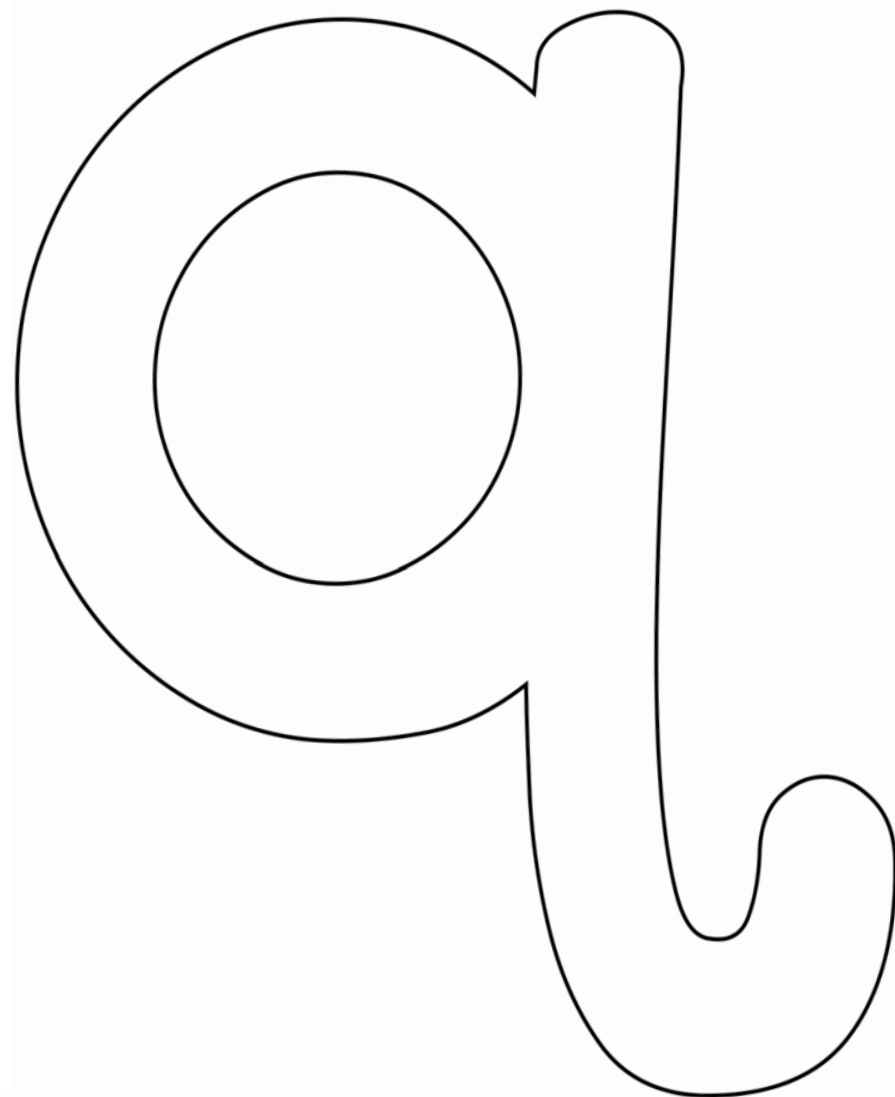
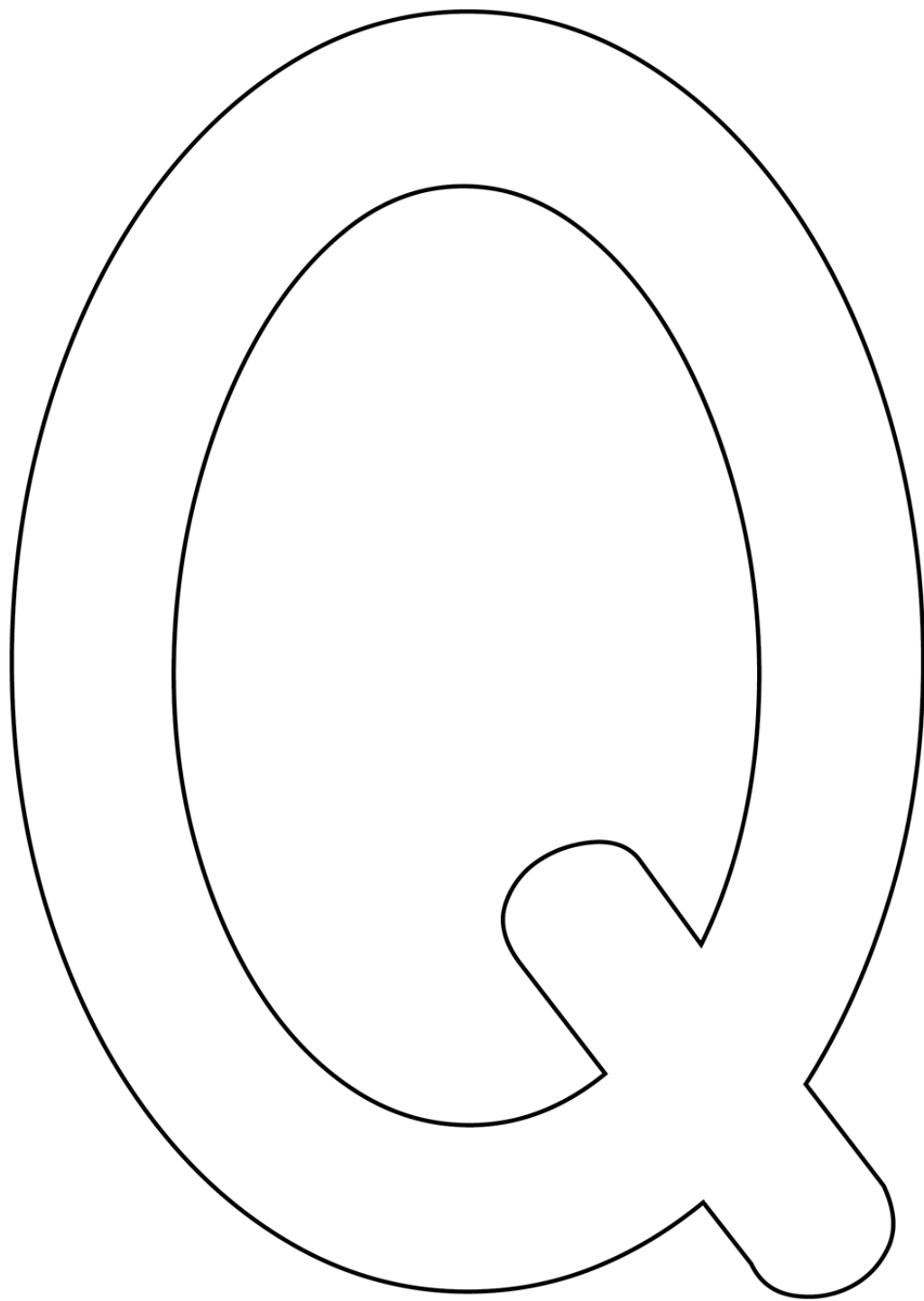


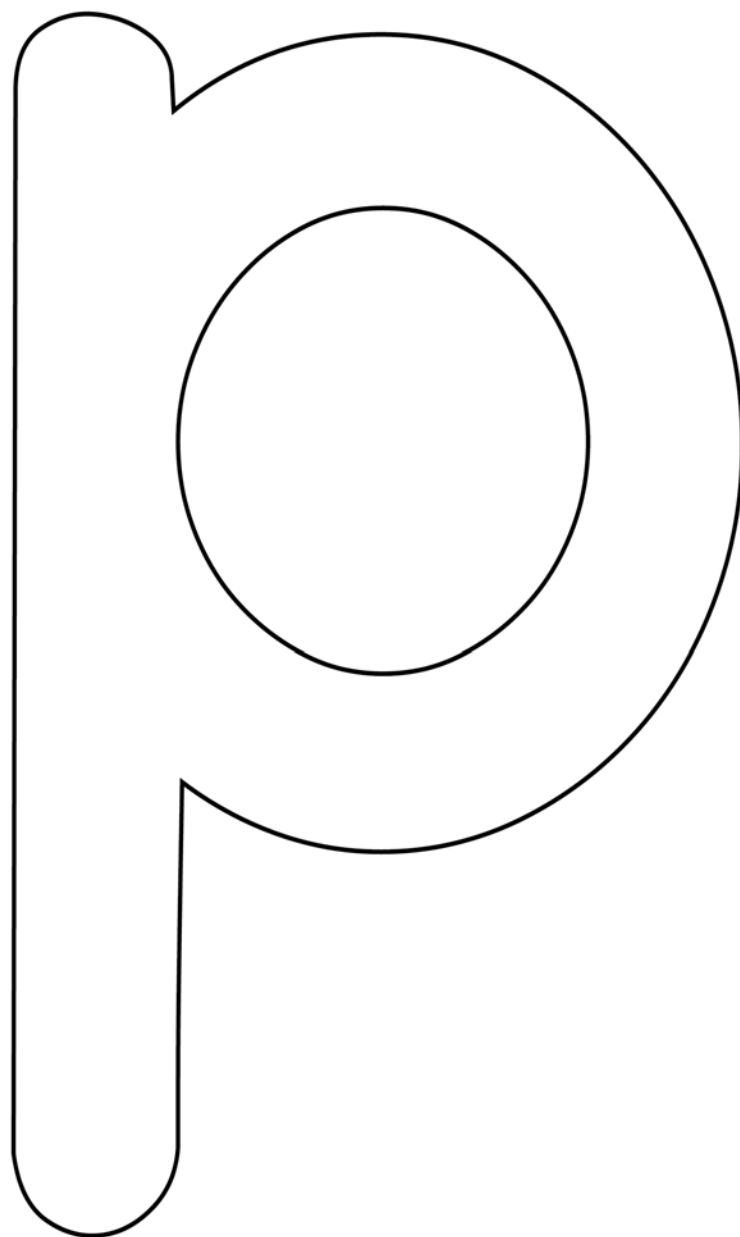
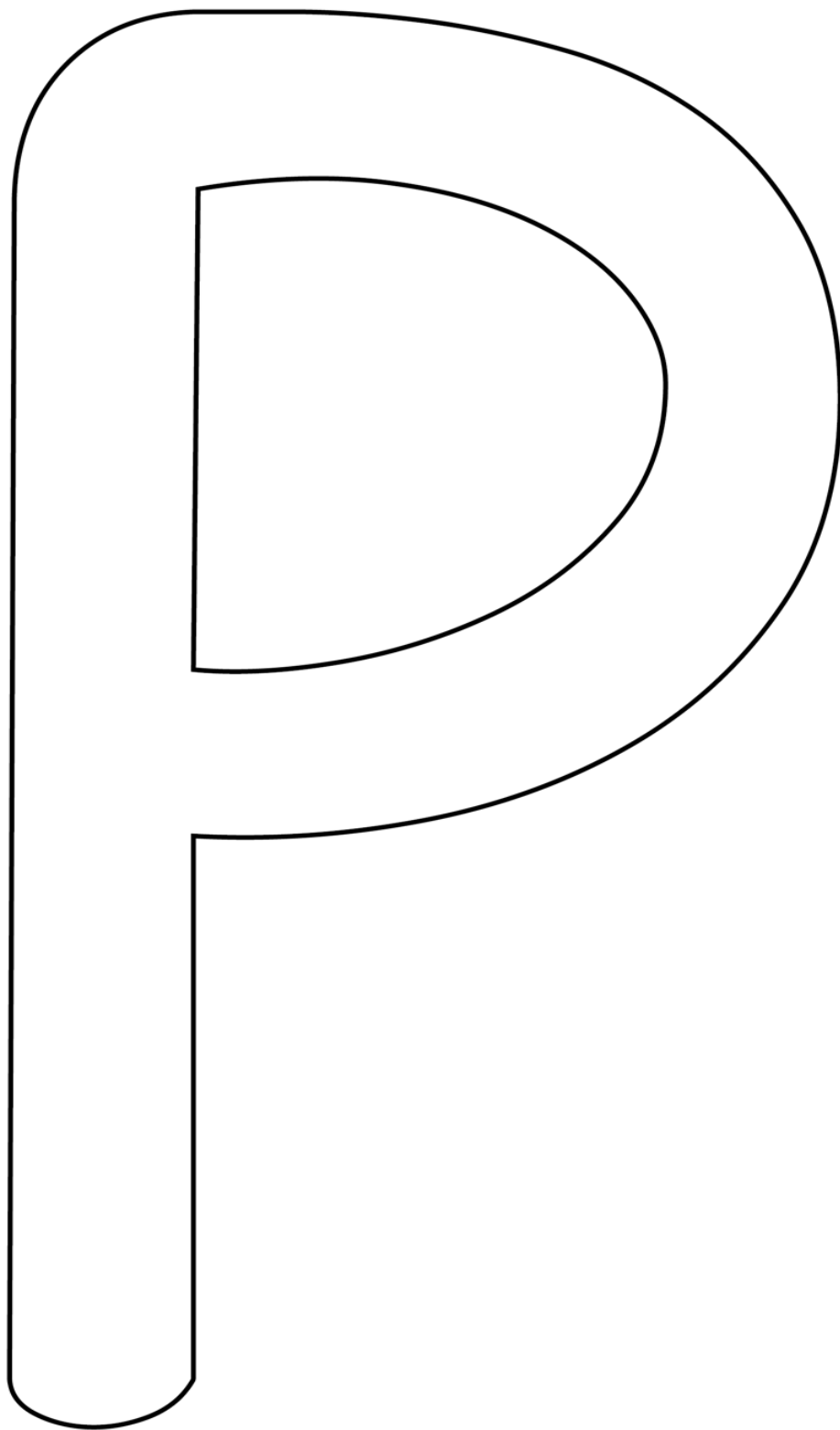
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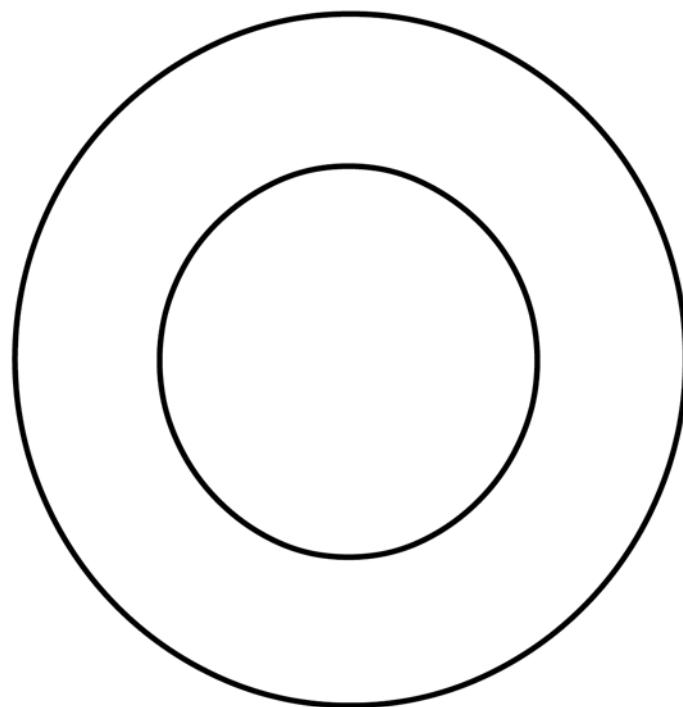
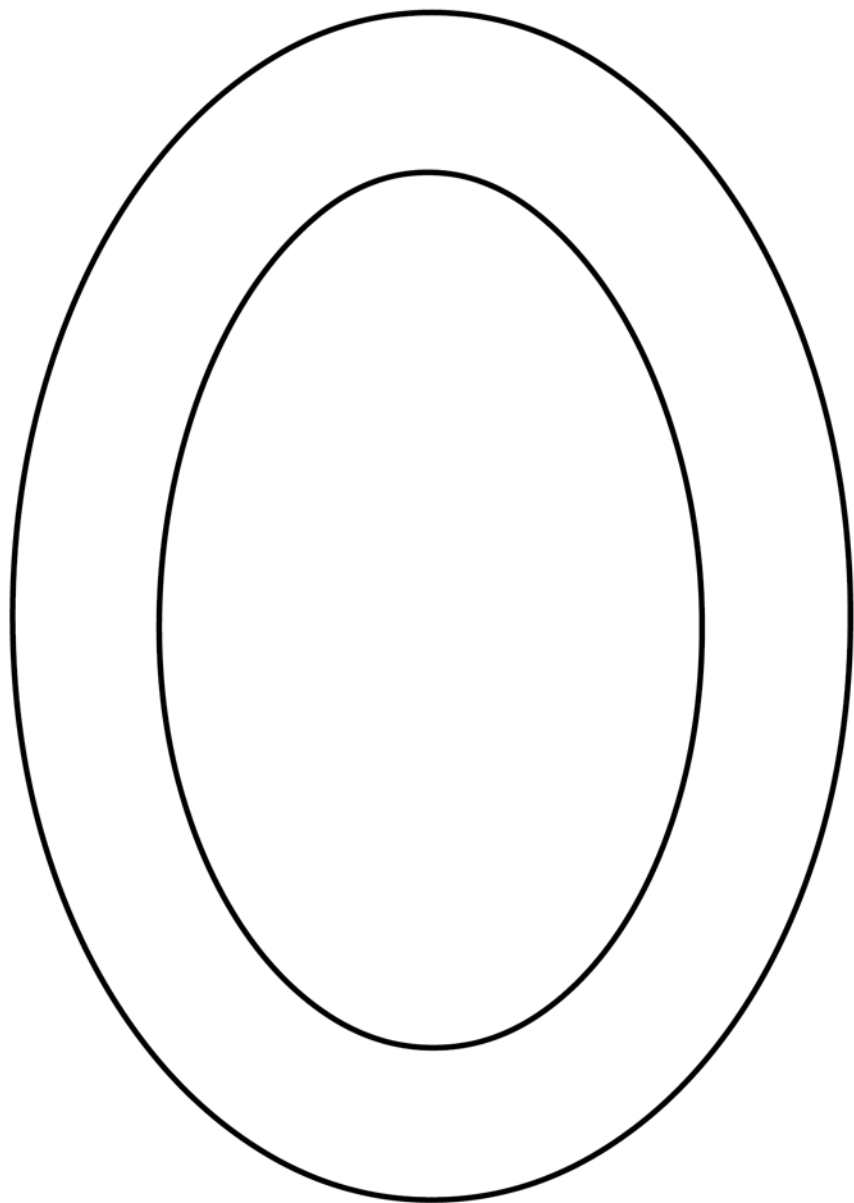
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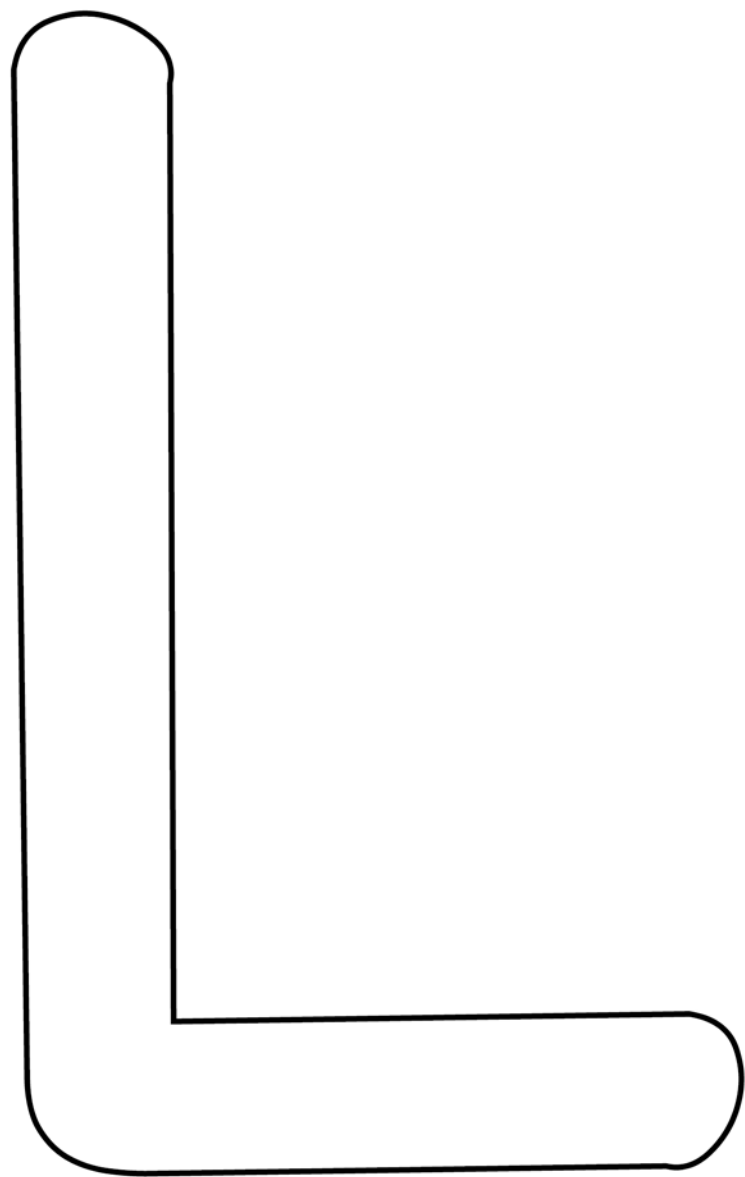


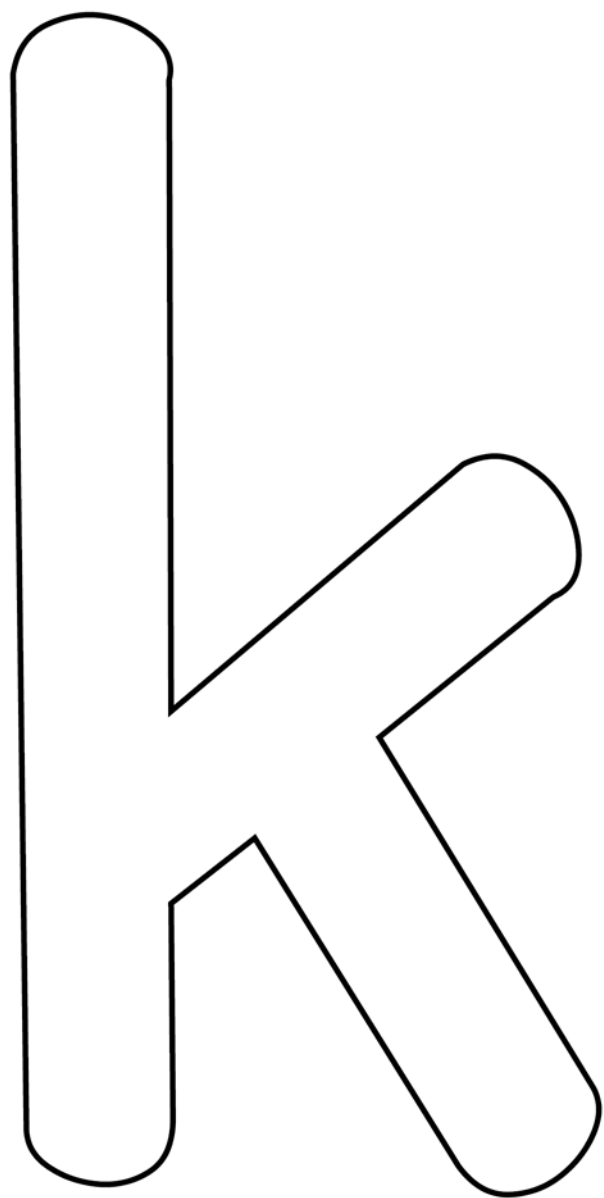
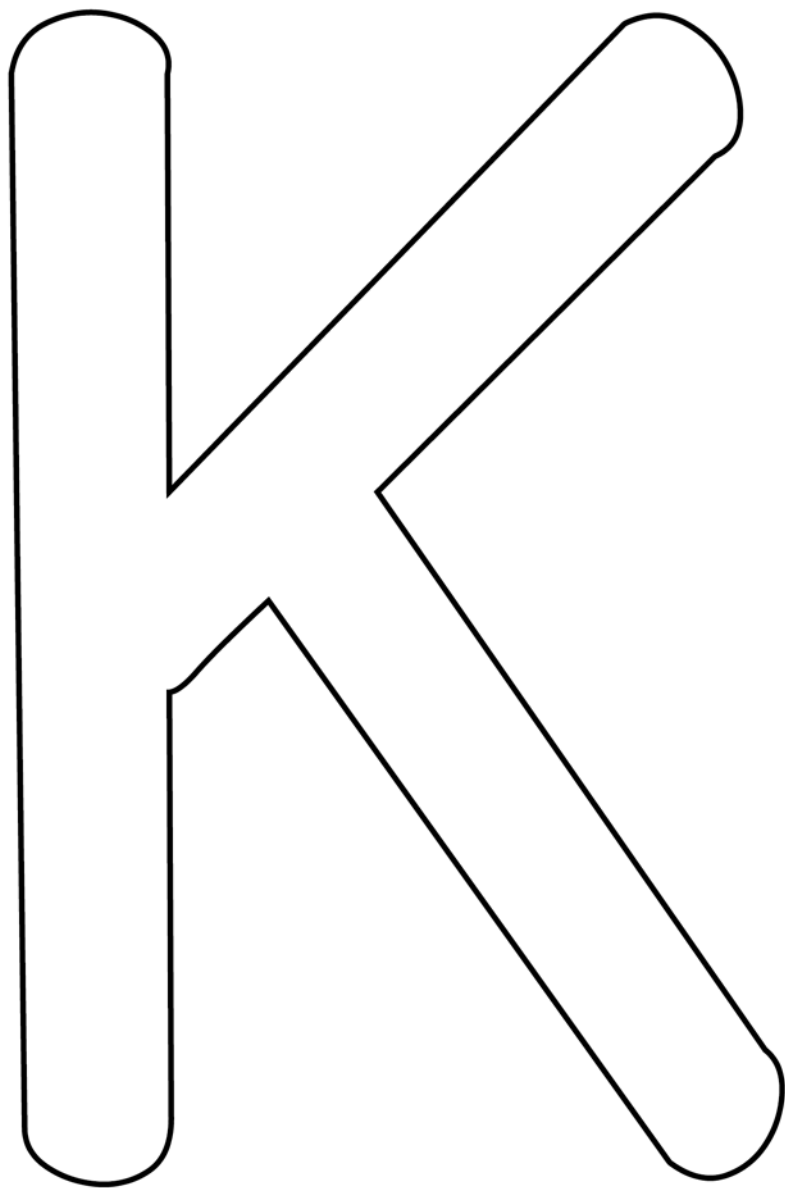


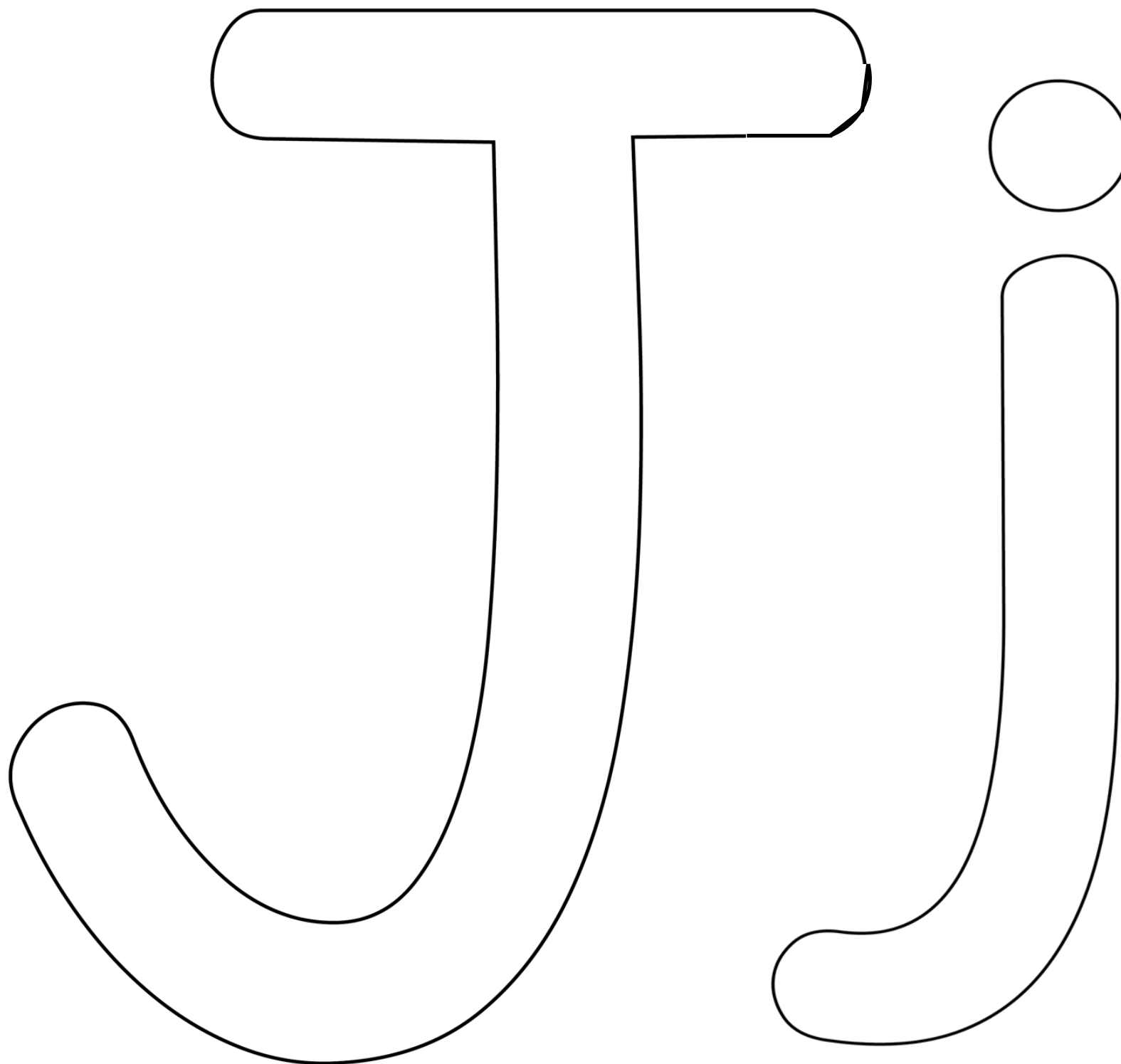
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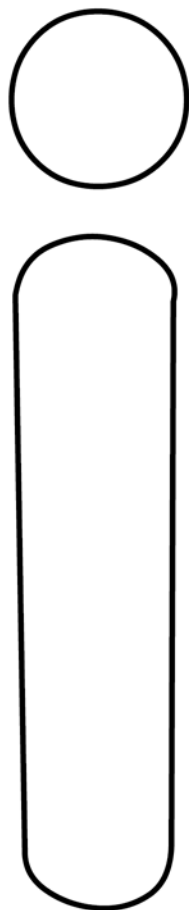
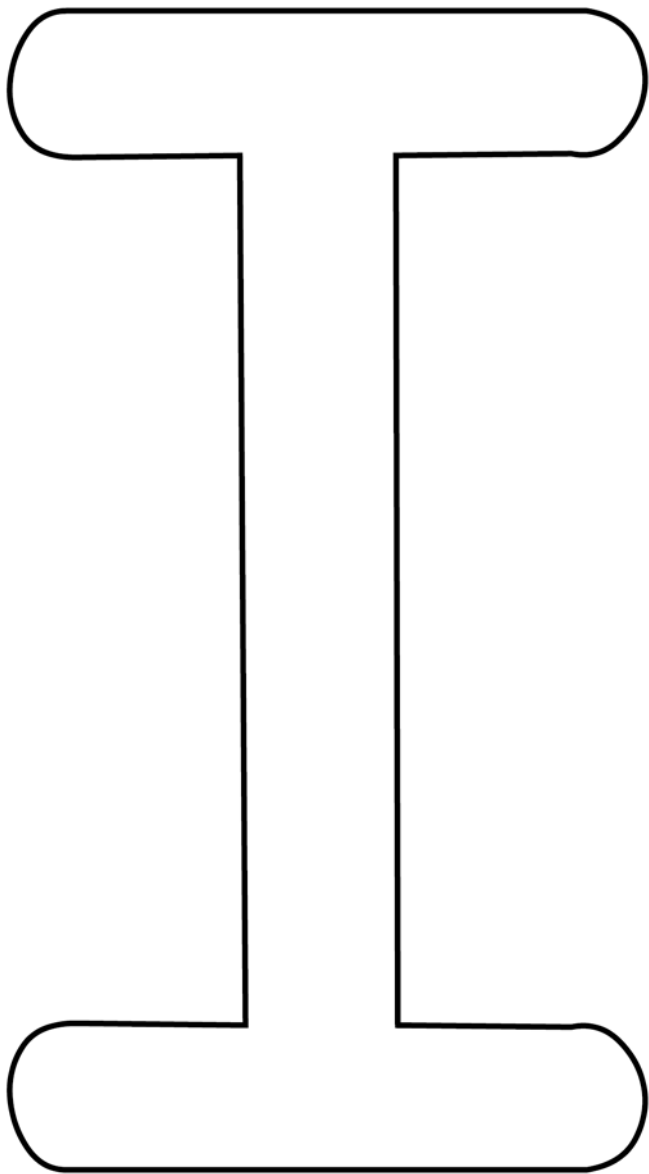
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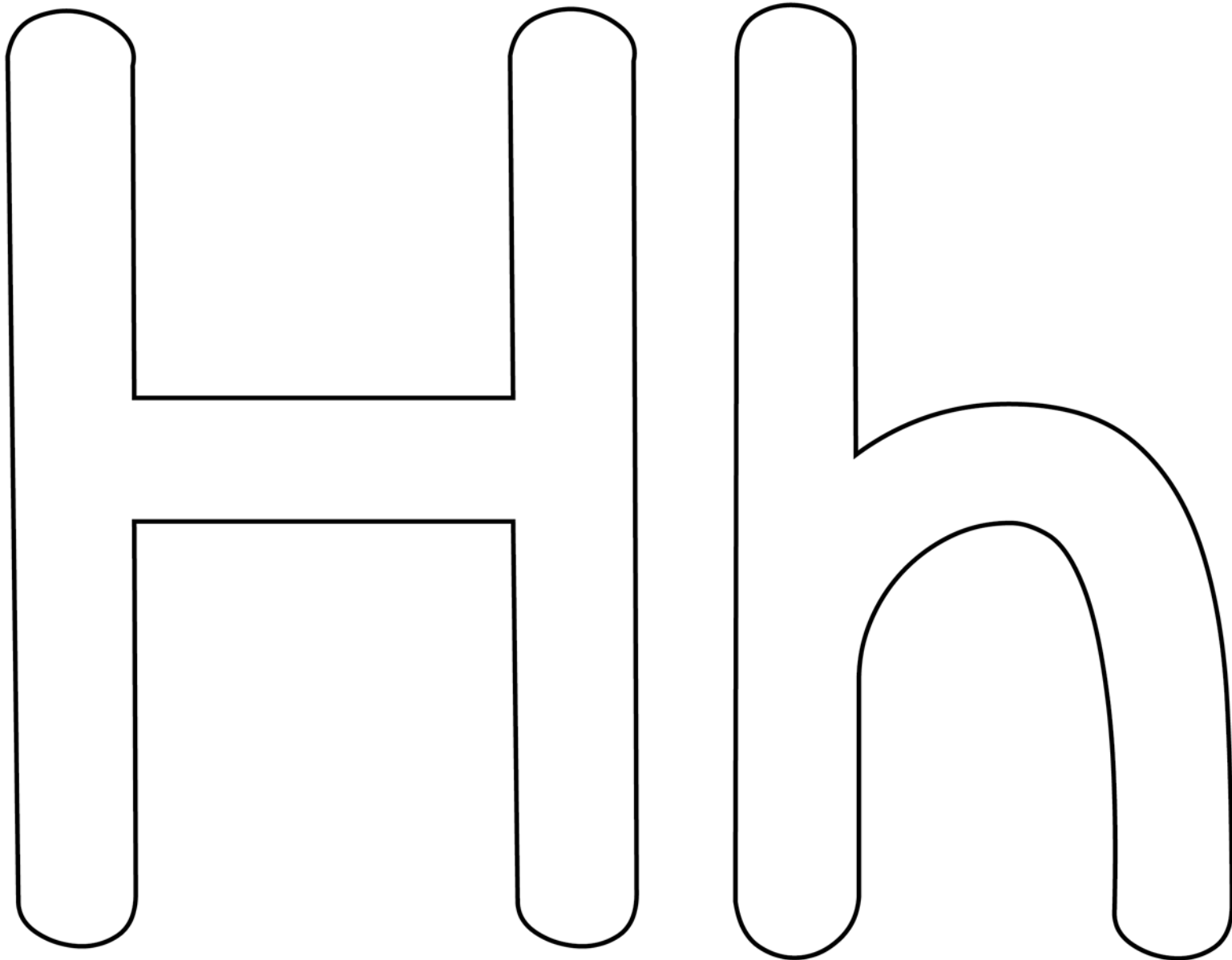
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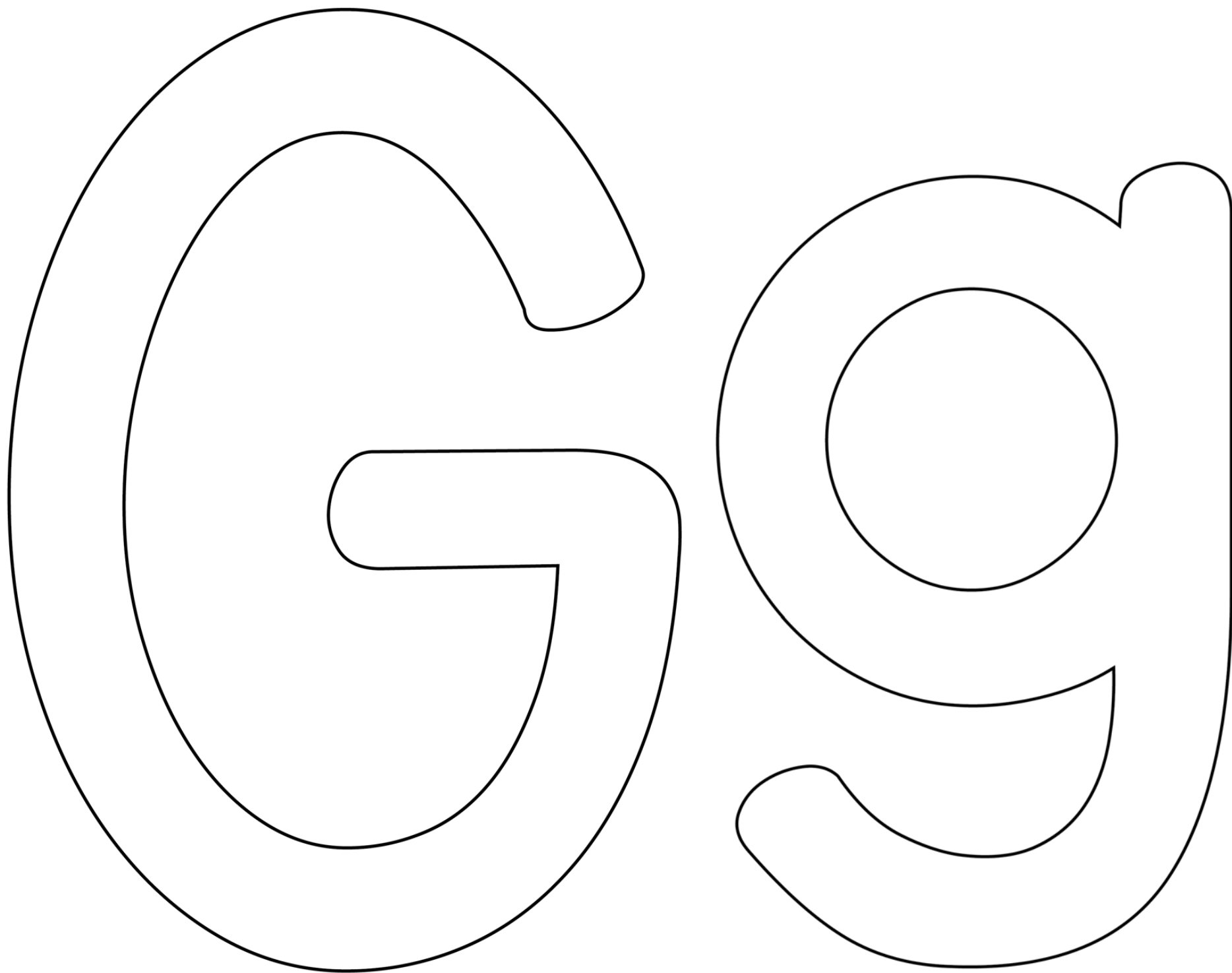


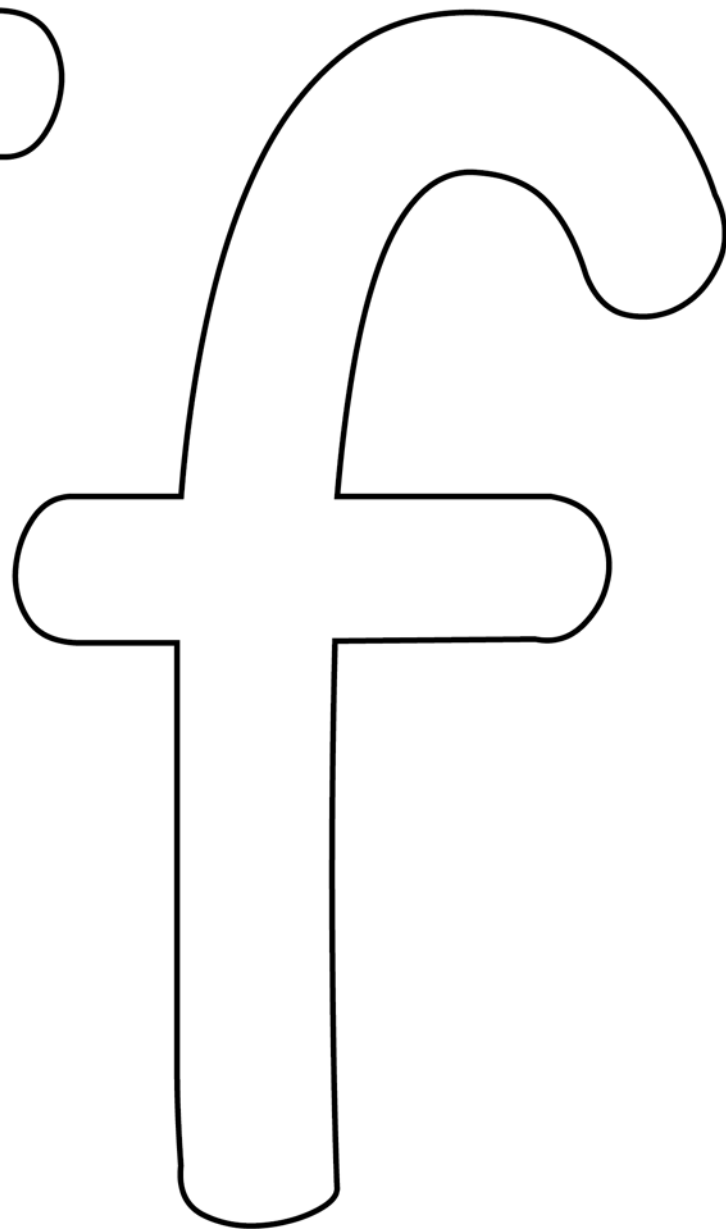
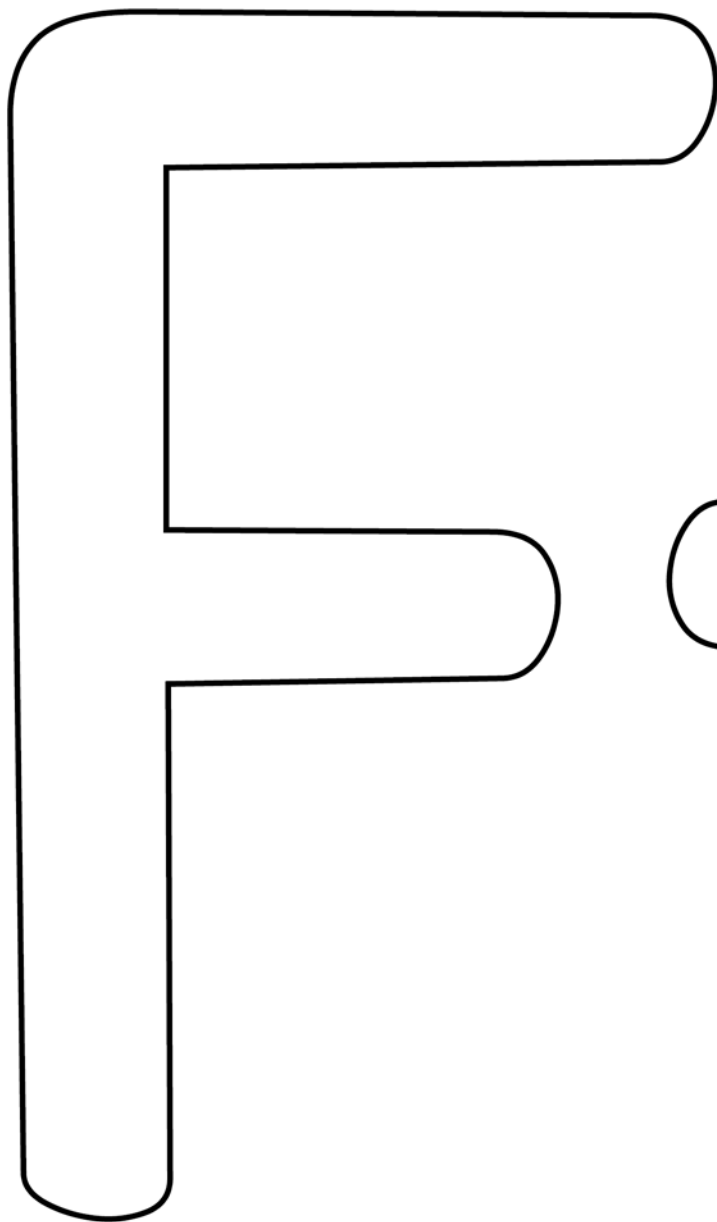






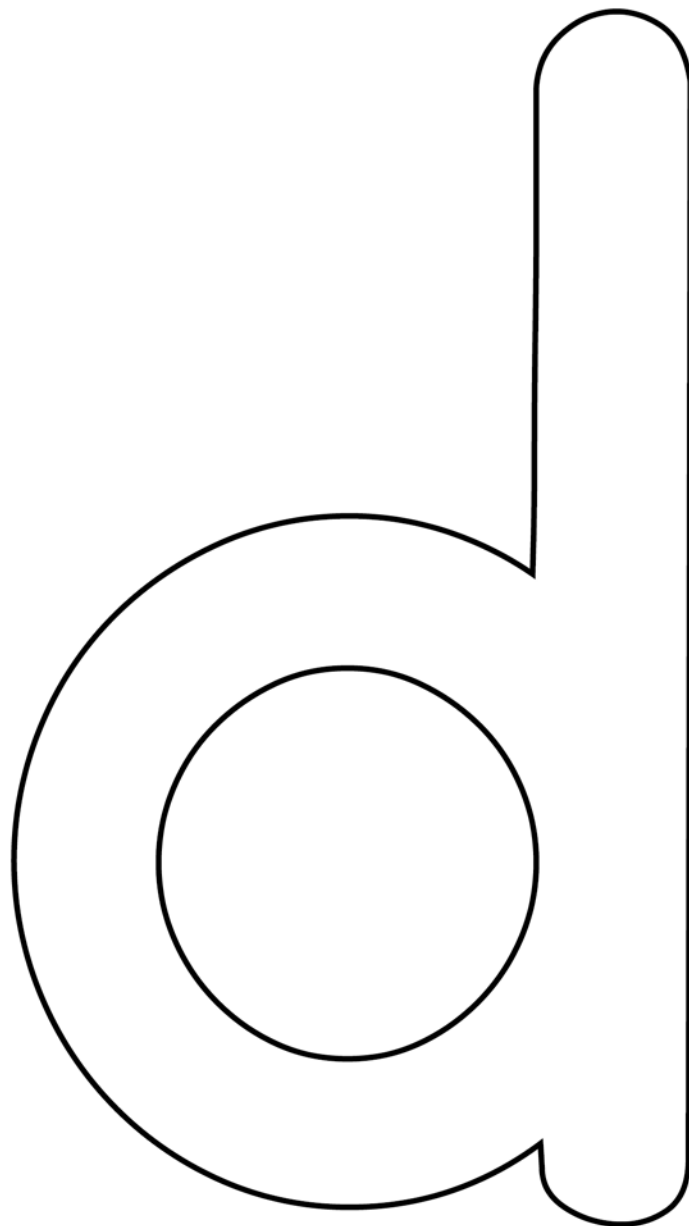
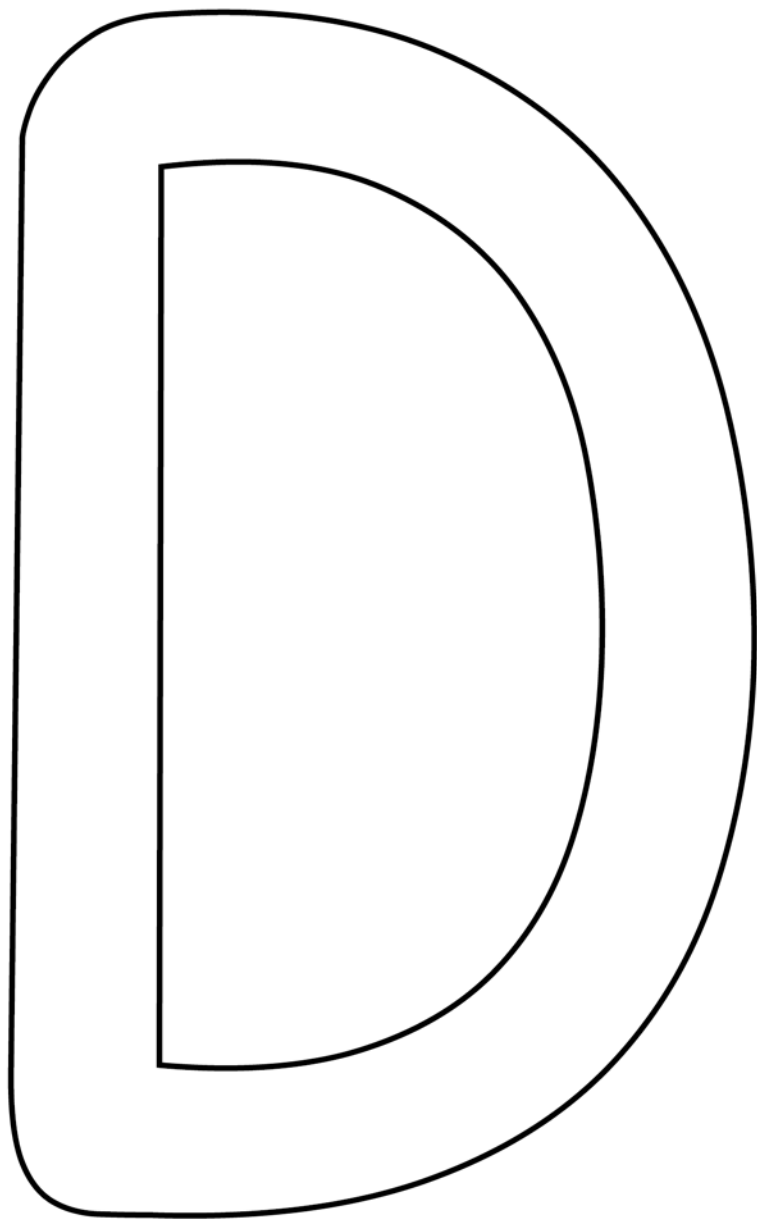


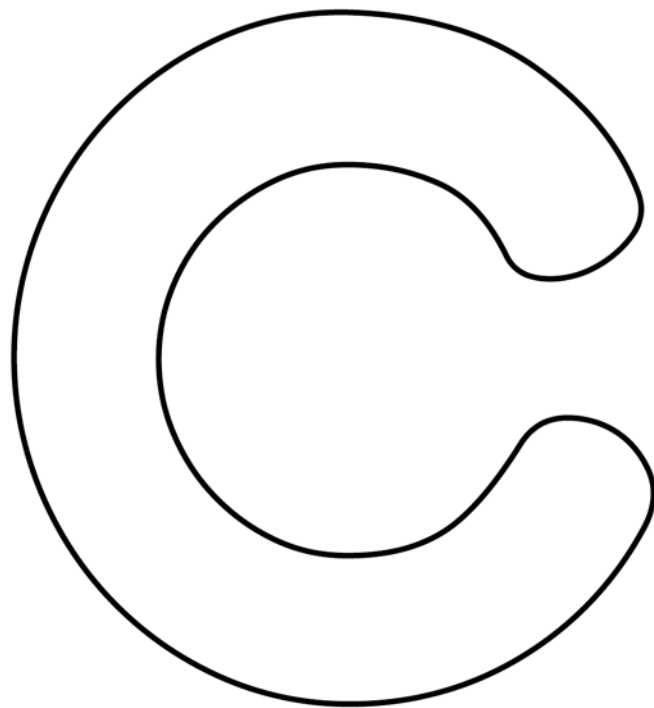
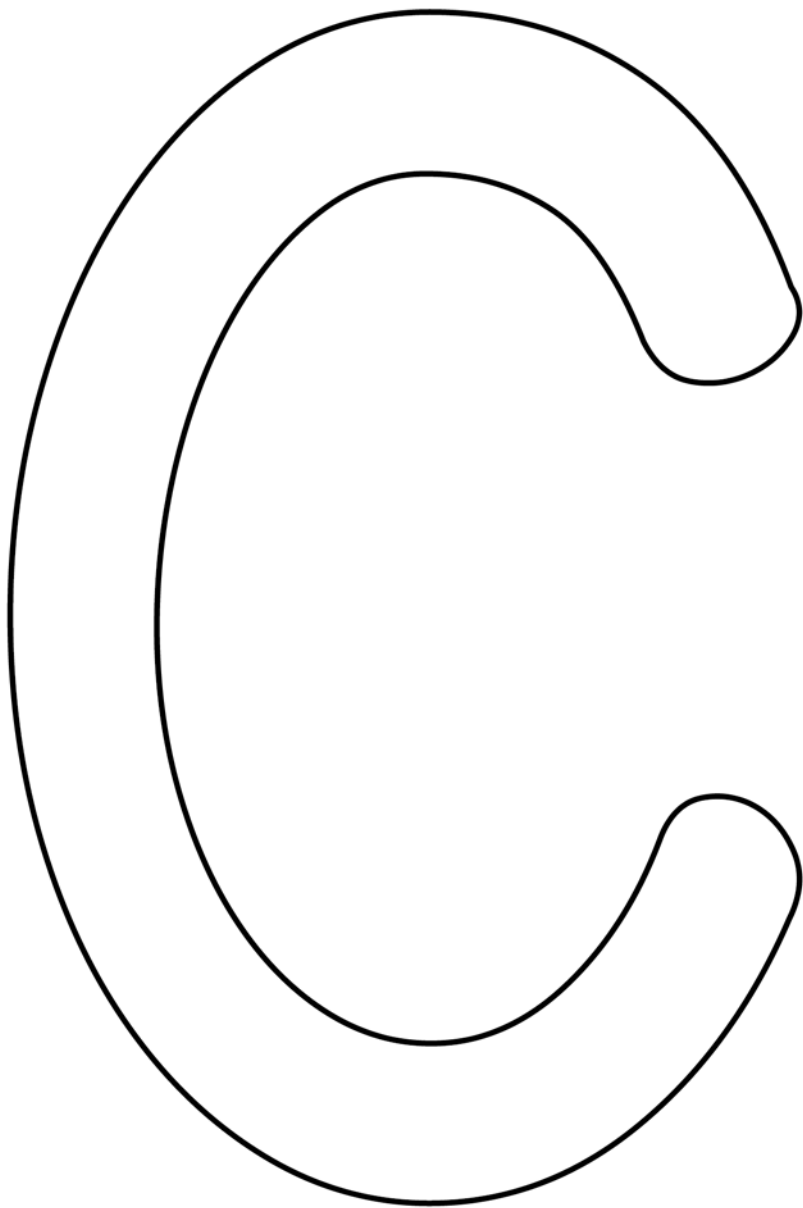


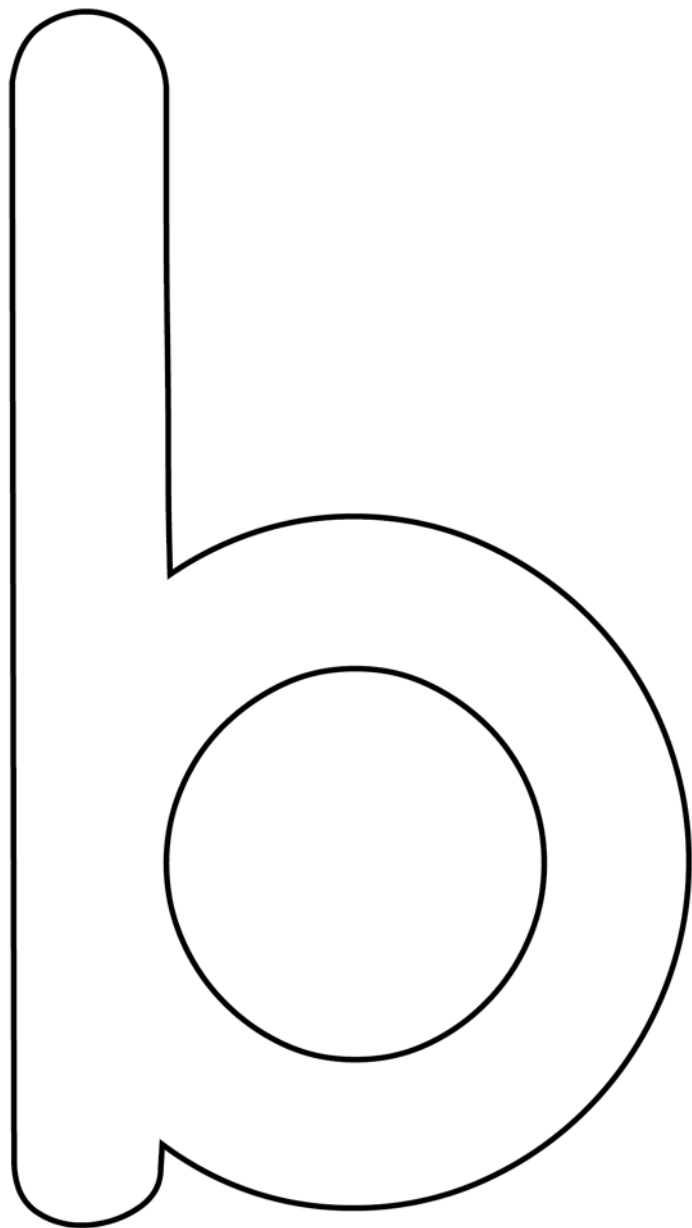
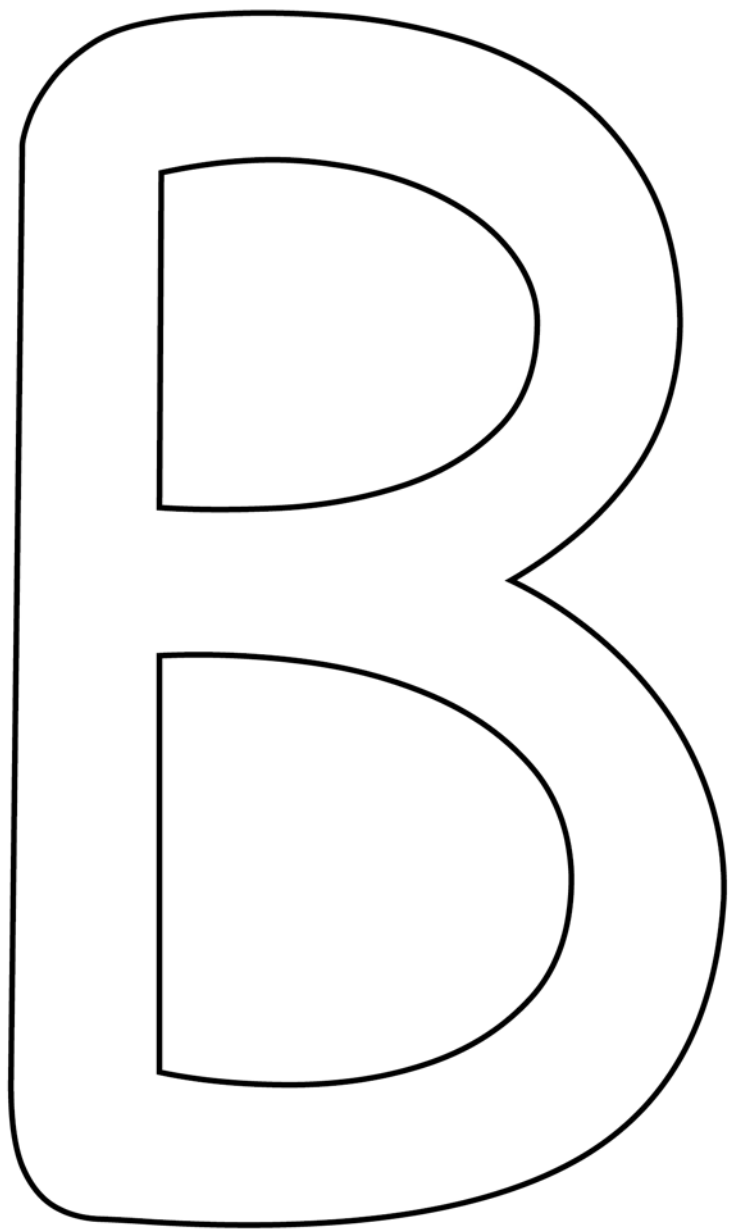


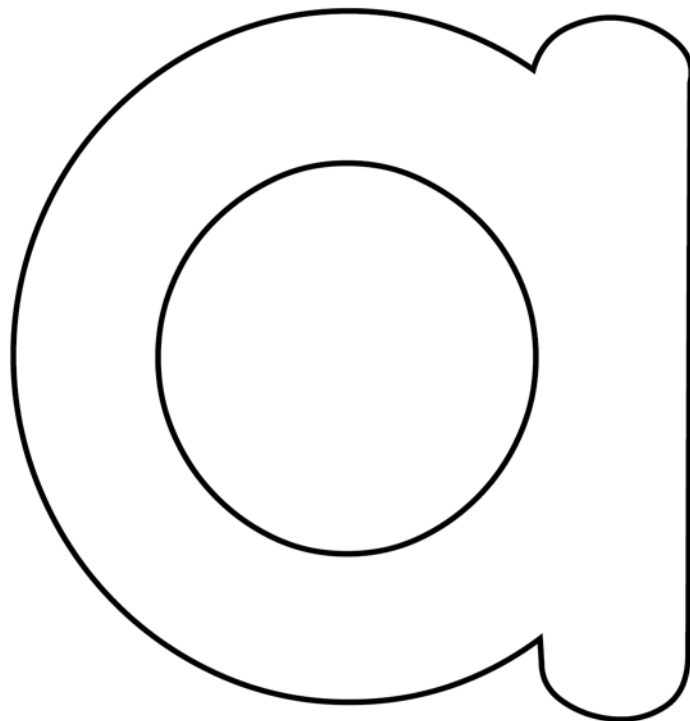
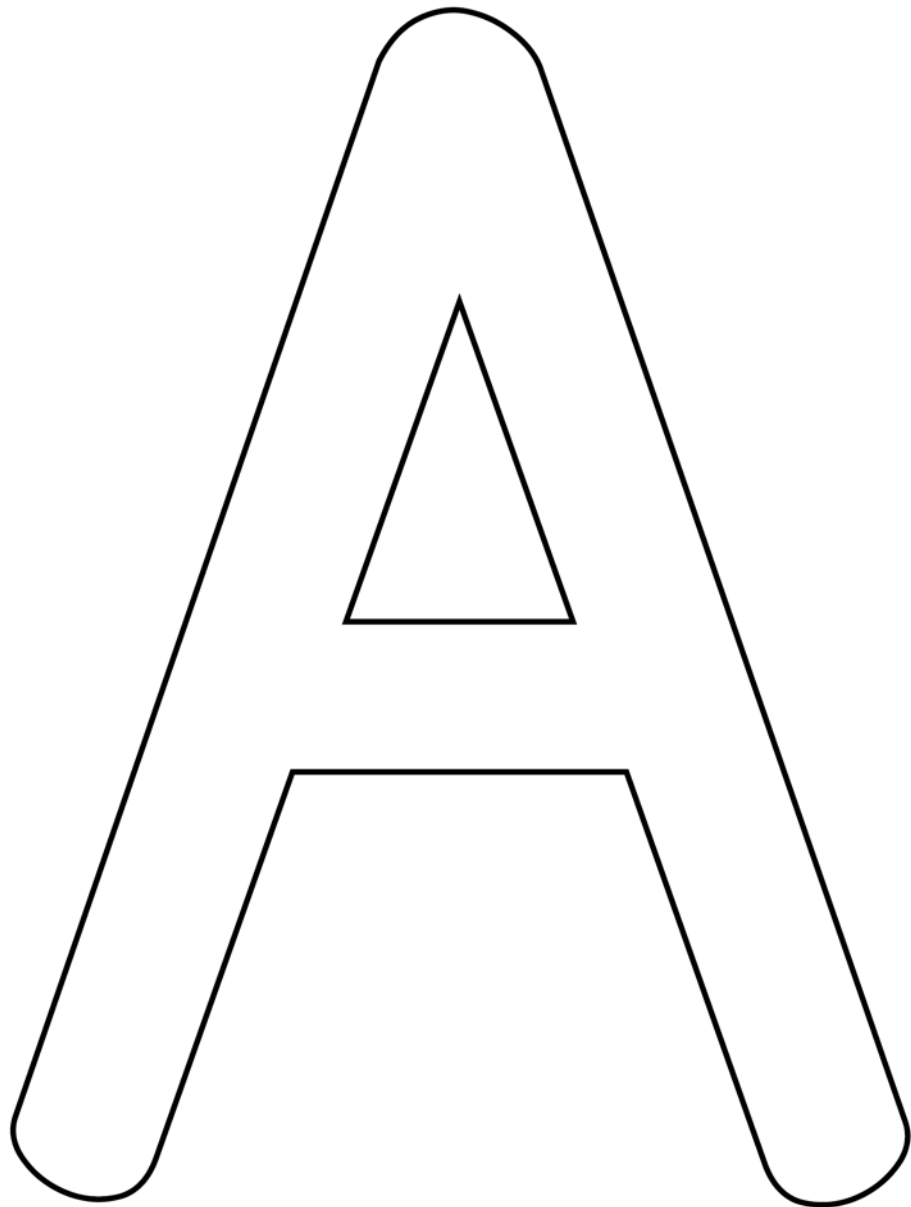
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Alphabet Cards

What else can you do with alphabet cards?

- 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.
- Pass them out and have students "feed" them to a container 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 Dollar Store) with upper and lowercase letters. For great fine motor fun, have students clip the matching letter clothespin to the corresponding alphabet card.
- Students can clip uppercase letter clothespins to uppercase letter alphabet cards, or have them clip the lowercase clothespins to the uppercase alphabet cards, and the uppercase clothespins to the lowercase alphabet cards.
- Make a double set of cards. 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 cards and have students draw in the missing half.
- If you think of more ideas, I'd enjoy hearing from you: diane@teachwithme.com



Kaboom!



Kaboom!