



## Alphabet Cards

### What else can you do with the 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 match the uppercase letter to the lowercase letter.
- 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.
- Put some Kaboom bomb cards in the container along with a set of ABC cards.
- Children take 2 cards out of the basket. Teacher calls on a student to start the game, that child reads their ABC card and asks for the matching card.
- The 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 color in the letters, cut out the cards, 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 a 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.
- Students mix up their cards. Together they say, "Ready-Set-Go!"
- Students put their cards in alphabetical order. The 1<sup>st</sup> 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 vowel and consonants. Their cards are in mixed up order. Each one takes a turn flipping a card. The first one to yell vowel or consonant, gets the card.
- You can also have them yell out a word associated with the letter. i.e. children flip over an a card and yell: apple.
- Display either the upper or lowercase cards on the wall in a jumbled mess. Each day take a "mystery" letter away. Choose a different child each day to guess which one is missing.
- Use them as flashcards.
- Cut them up and use them as puzzles.
- Use them as pocket cards.
- Put one under a handprint with a heart on it that you keep on your white board so that it flips up. Call on a student to guess which one is hiding.



A



i



B



J



C



K



D



L



F



M



H



N



G



O



H



P





Q



y



R



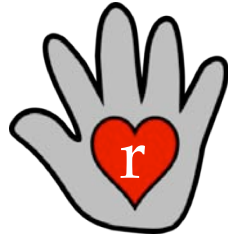
z



S



T



U



V

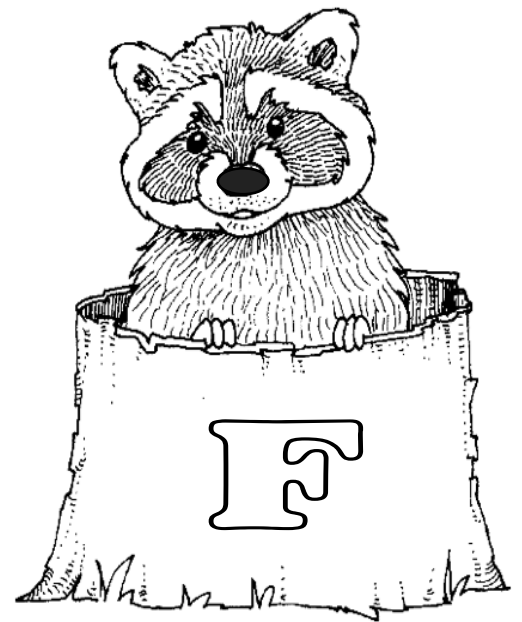
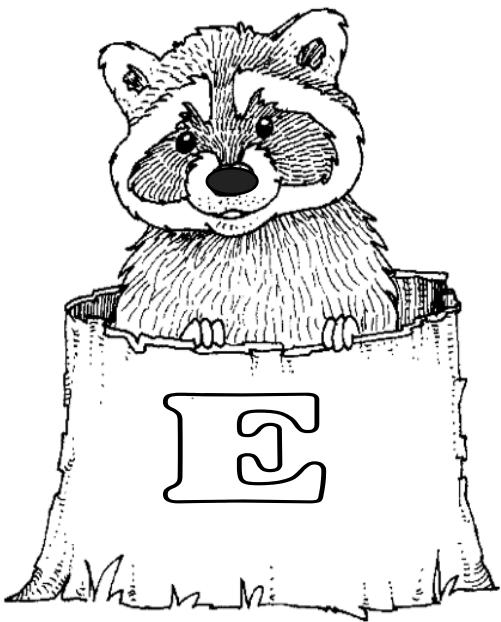
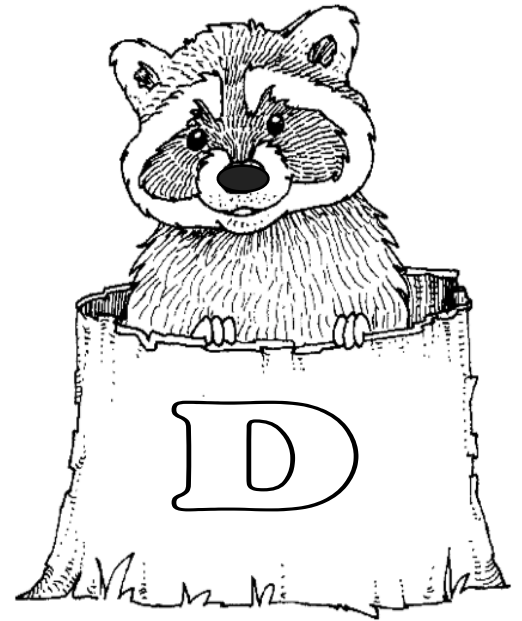
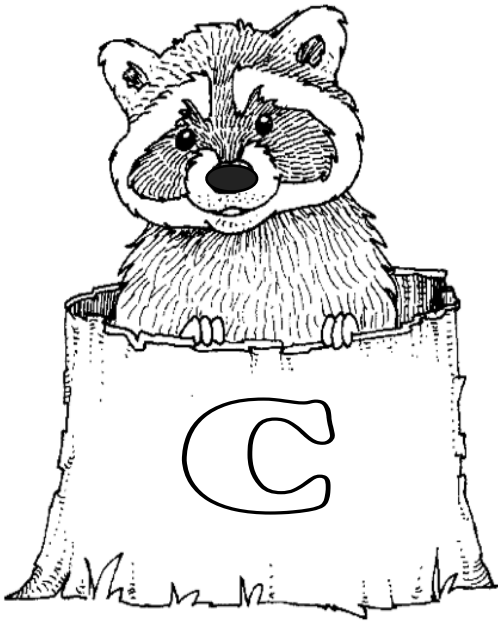
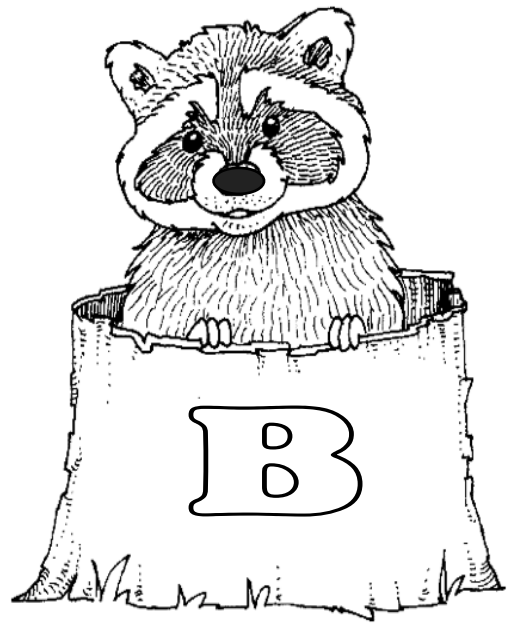
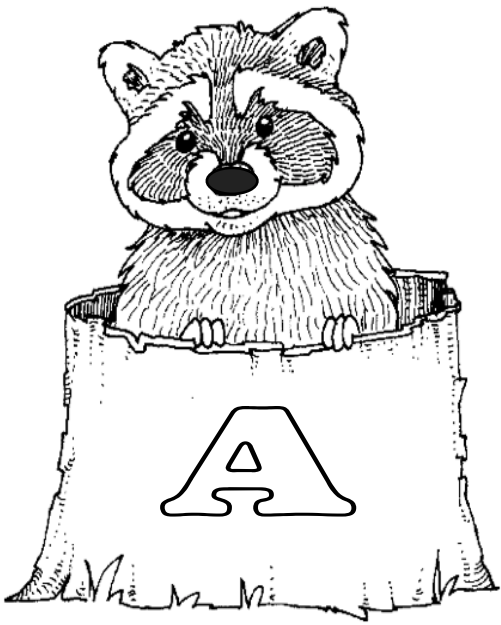


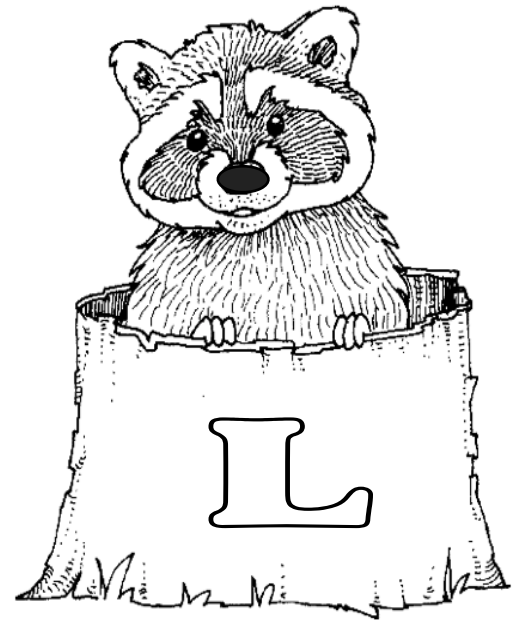
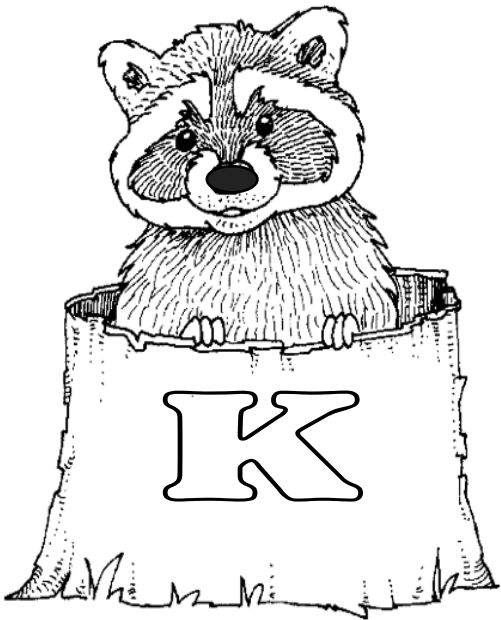
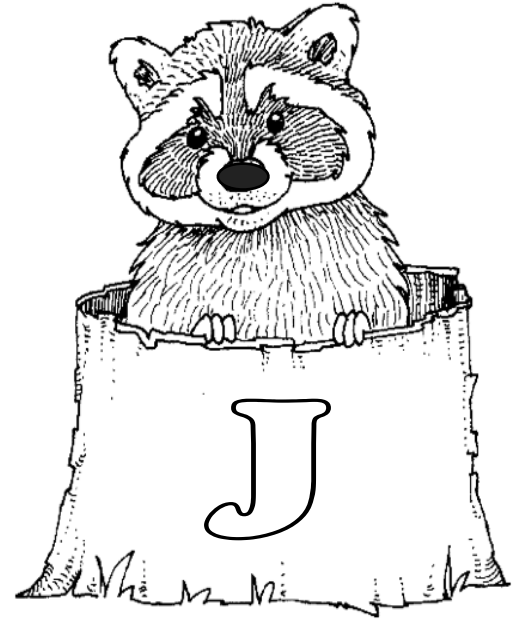
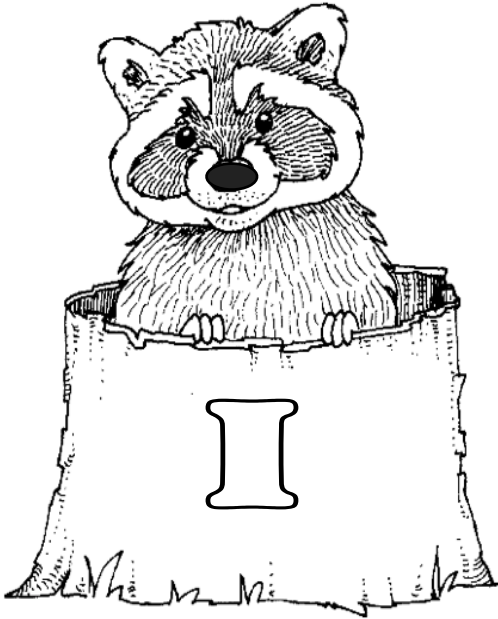
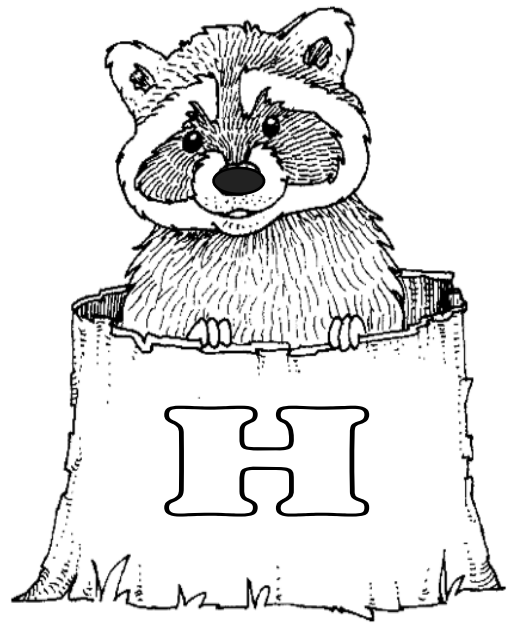
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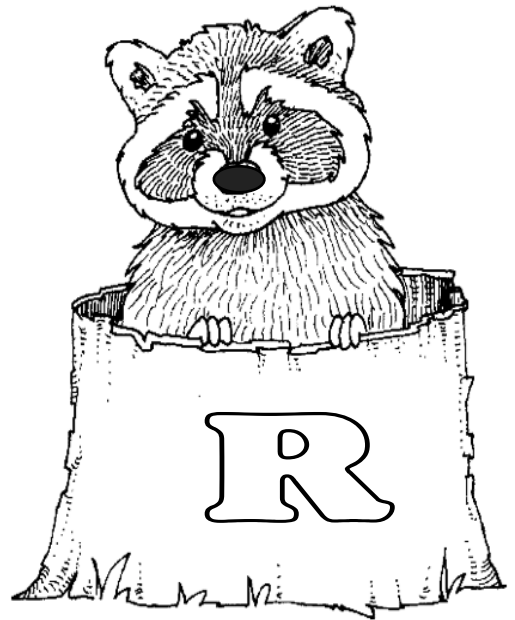
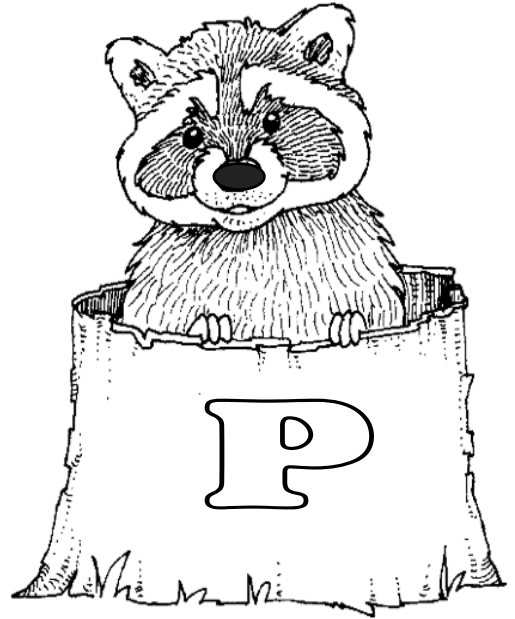
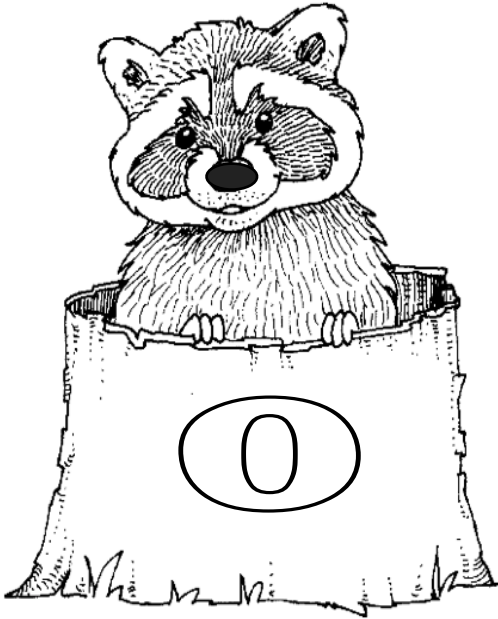
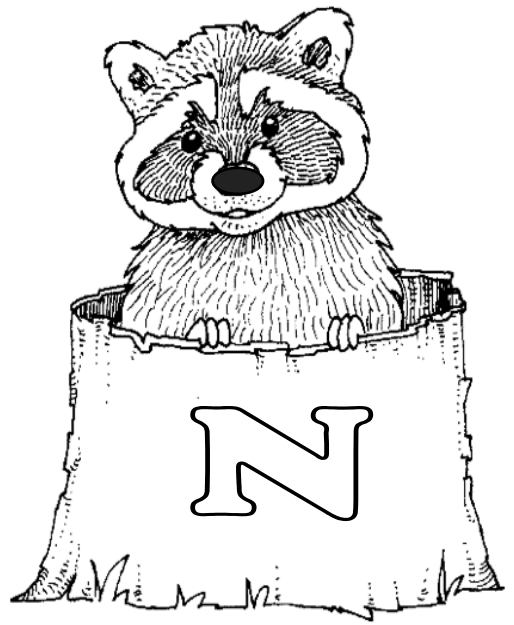
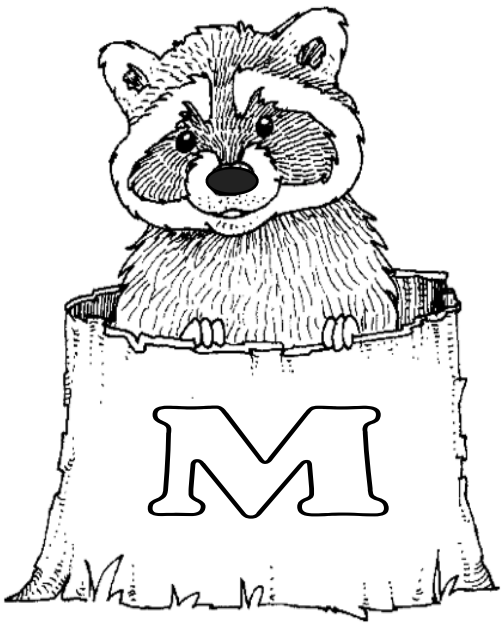


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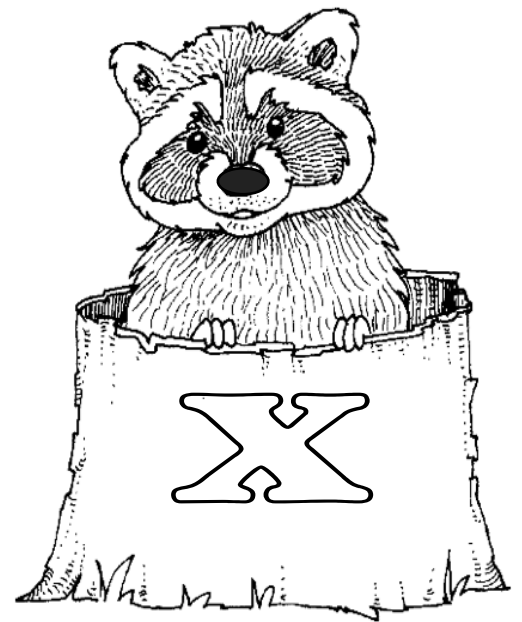
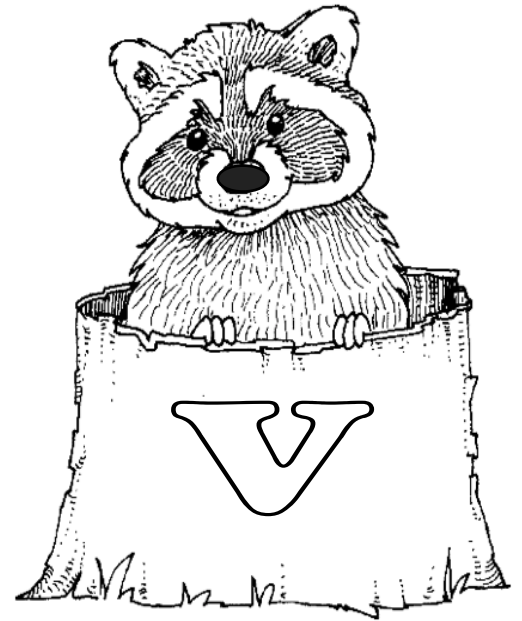
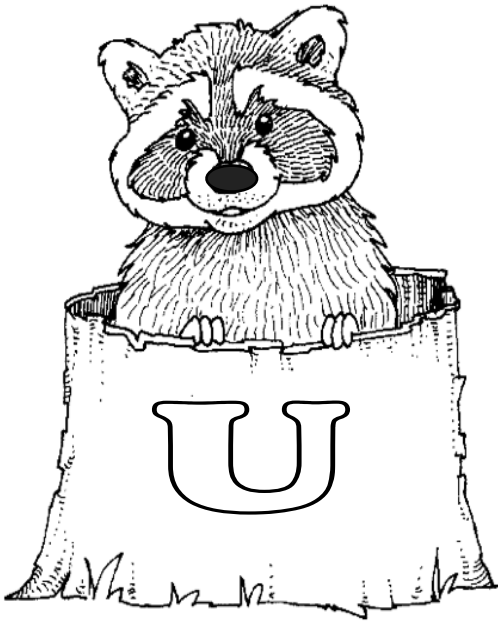
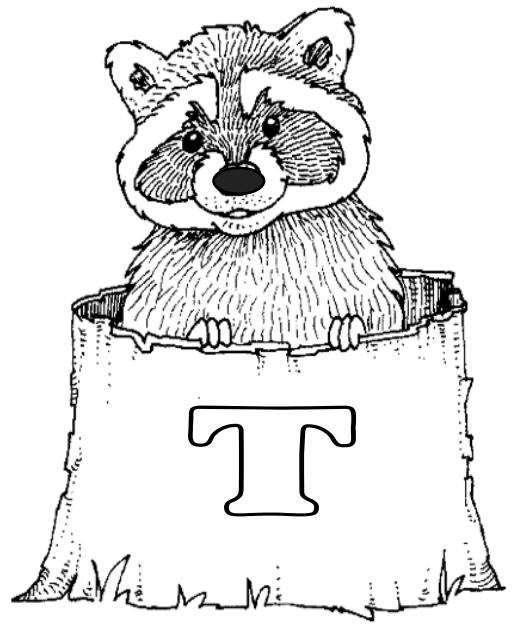
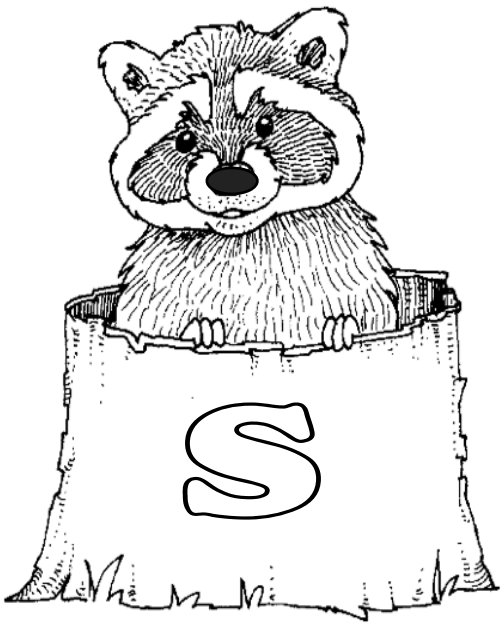


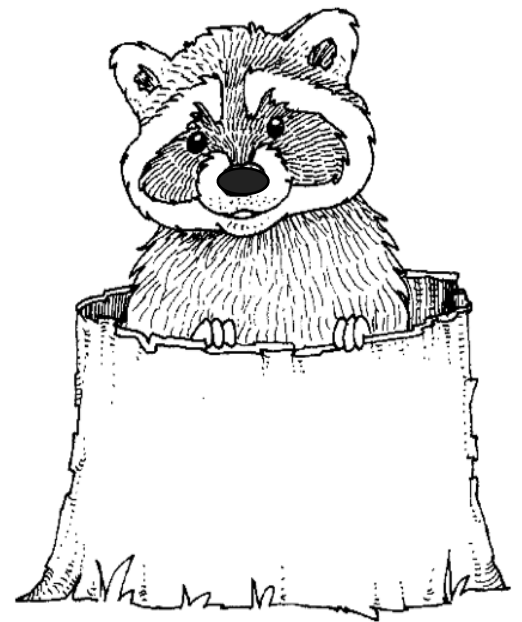
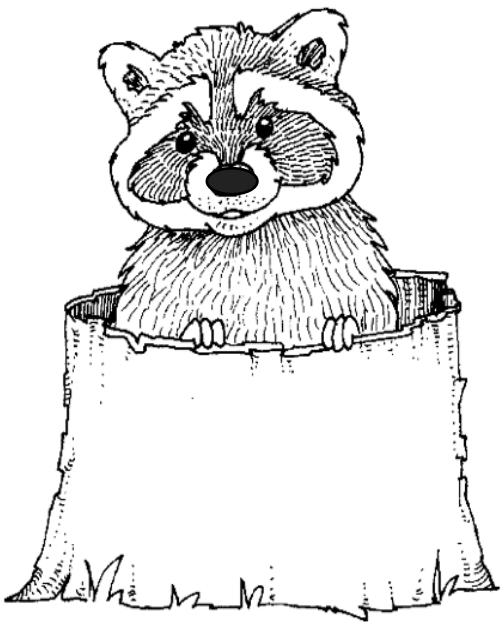
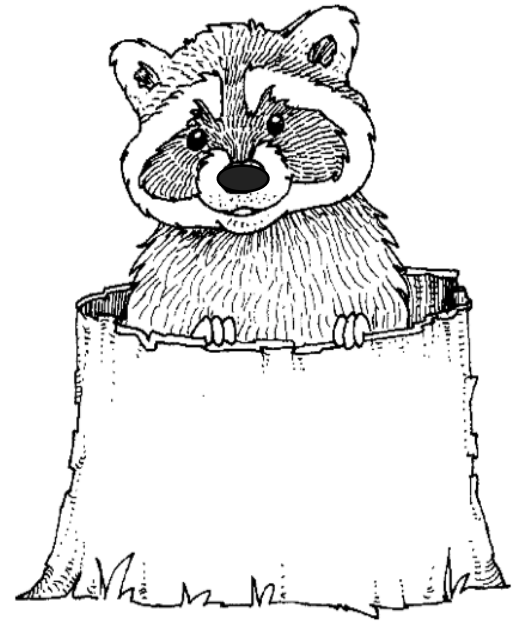
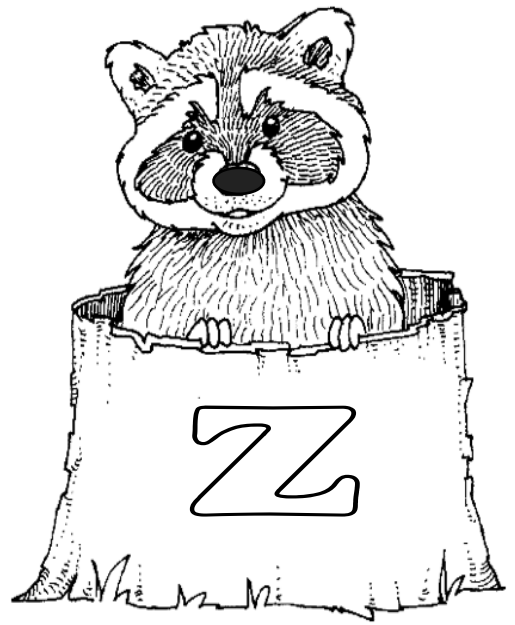
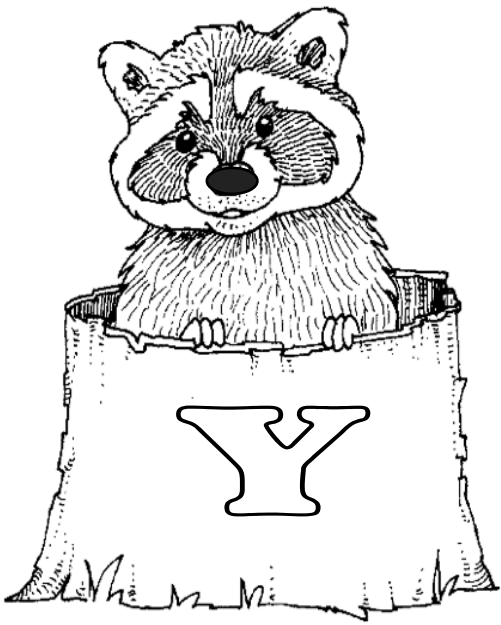














a



b



c



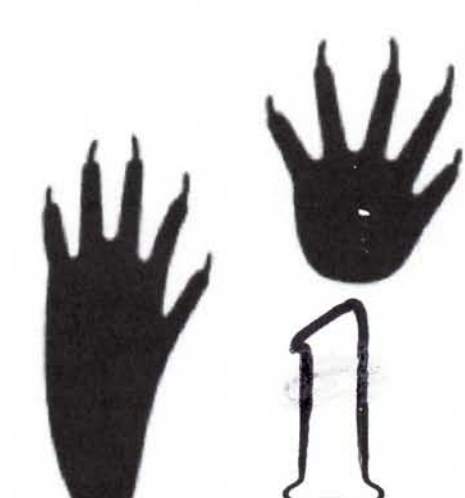
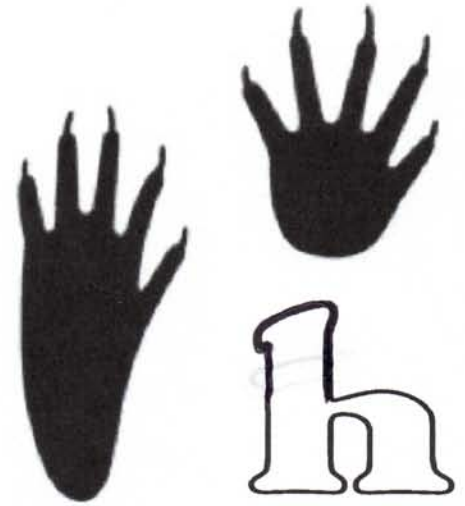
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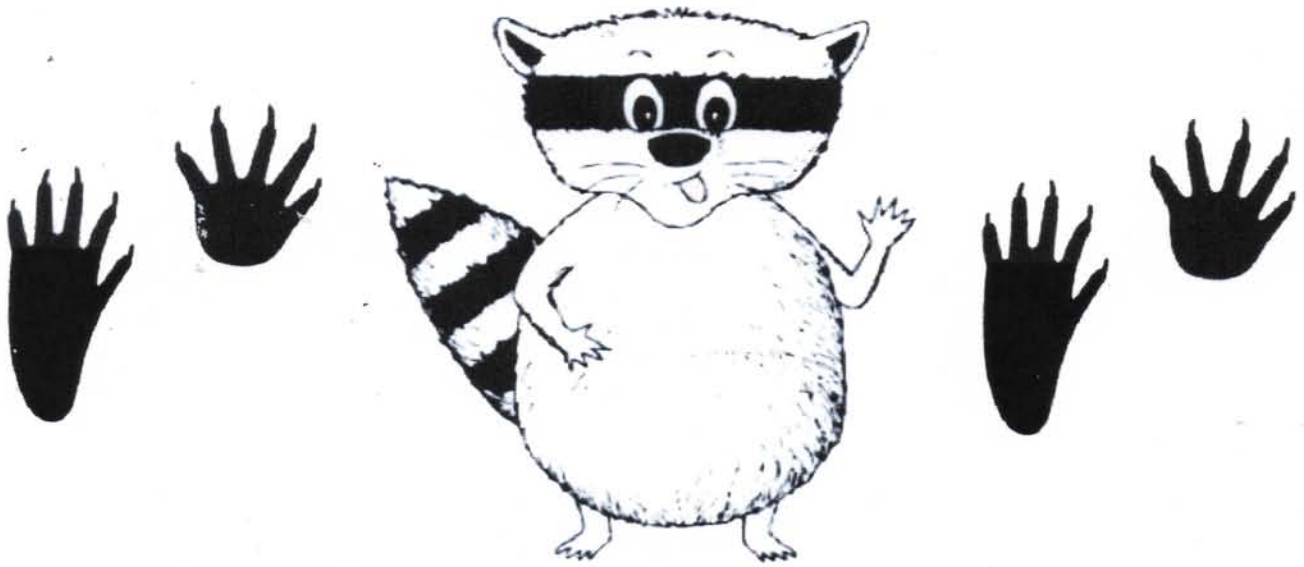
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Lowercase  
Letters



CONGRATULATIONS



\_\_\_\_\_ did awesome ABC work!

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