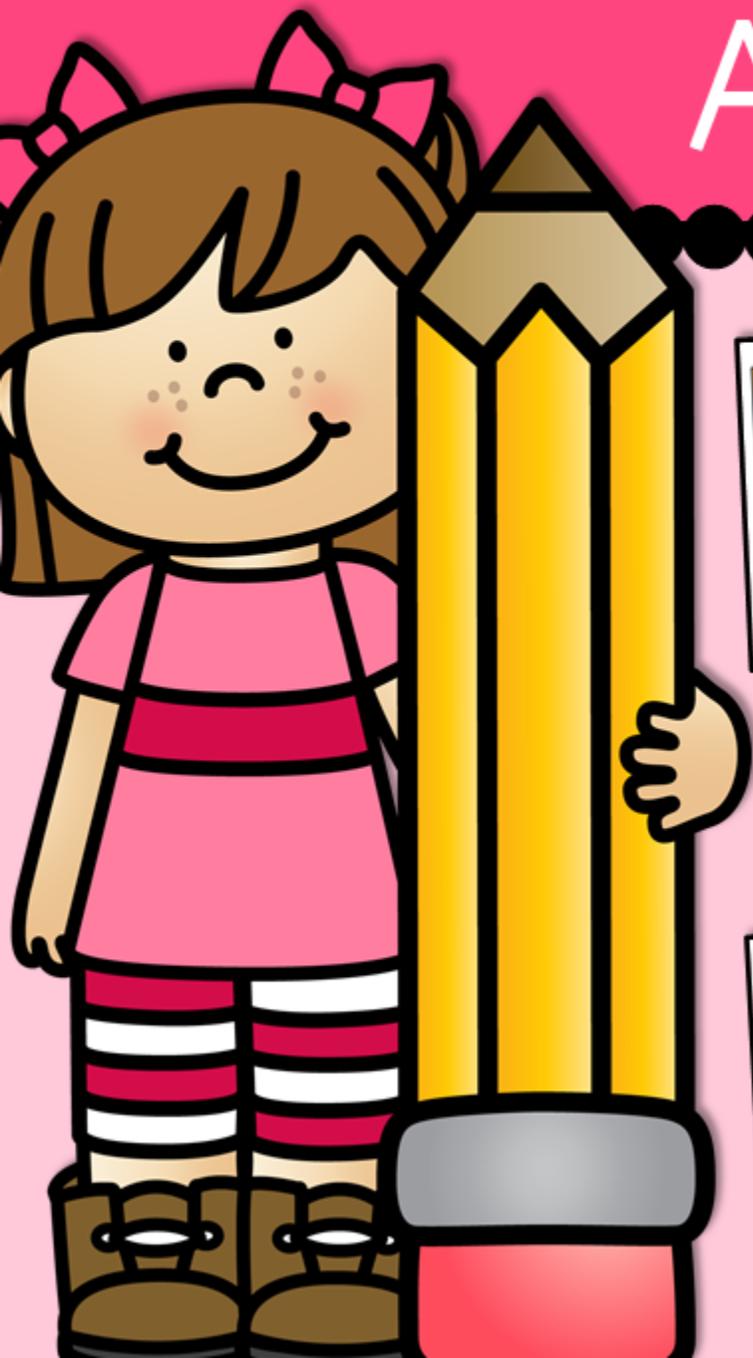


LETTER GAMES

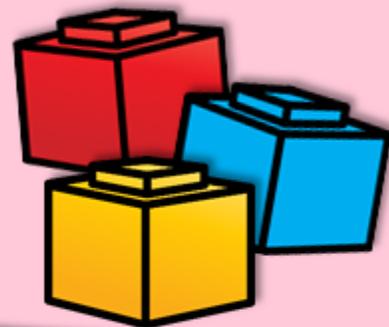
Alphabet Activities



LETTER GAMES ABC

• E • C • G • W • Skip a Turn • Your Choice

c g w e w e w e g c c



LETTER GAMES ABC

• B • T • K • R • Skip a Turn • Your Choice

t k r b t r k b b k t r

LETTER GAMES ABC

• M • A • S • P • Skip a Turn • Your Choice

a p m s a s m s p m a p



Created by The Printable Princess

Letter Games

Letter Games 1: Print, cut apart, and laminate the game mats. Students play with a partner. Each group needs a dot cube. Players will need plastic linking cubes or mini erasers to cover their board. Players can either use the same game mats or different ones.

Players will roll a dot cube and count the dots. Using the code at the top of the game mat, they will identify the corresponding uppercase letter. They will cover the matching lowercase letter.

If all of the corresponding letters have been covered, the player skips their turn. The first player to cover all of the letters on their mat is the winner.



Letter Games 2: Print and laminate the game mats. Students play with a partner. Each group needs a dot cube. Players will need plastic linking cubes or mini erasers to cover their board. Players can either use the same game mats or different ones.

Players will roll a dot cube and count the dots. Using the code at the top of the game mat, they will cover the matching lowercase letter.

If all of the corresponding letters have been covered, the player skips their turn. The first player to cover all of the letters on their mat is the winner.



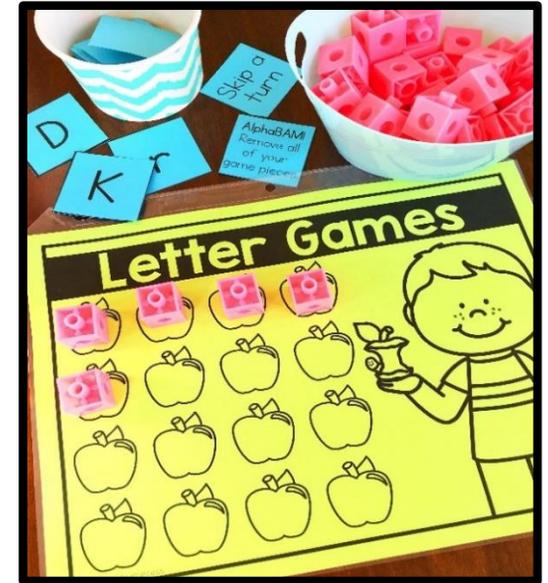
This game can also be played using the rules of BUMPI! For this game students will share the game board with their partner. See page 17 for more details.

Letter Games Cont.

Letter Games 3: This game is great for small group instruction. There are four different game boards included. Each player needs their own game board and plastic cubes or mini erasers.

Print the game boards and slide in a page protector. Print, cut apart, and laminate the letter cards and "special" cards. You can use either uppercase or lowercase cards or a combination of both. Place the cards in a container, face down.

Players will take turns selecting a game card and reading it. If the player reads the letter correctly, they can cover a picture on their game board. If they read the letter incorrectly, the card goes back in the container. If a player draws a "special card", they must follow the directions on the card. The first player to cover all of the pictures on their game board is the winner.



Letter Games 4: This game is also great for small group instruction. It is a modified version of the Letter Games 3. There are four different game boards included. Each player needs their own game board and one plastic cube or mini eraser.

Print the game boards and laminate. Print, cut apart, and laminate the letter cards and "special" cards. Place the cards in a container, face down.

Players will take turns selecting a game card and reading it. If the player reads the letter correctly, they can move forward one picture on their game board. If they read the letter incorrectly, the card goes back in the container and the player doesn't move on the game board. If a player draws a "special card", they must follow the directions on the card.

The first player to reach the end of their game board is the winner.



Letter Games Cont.

Letter Games 5: Print, cut, and laminate the game mats. You can cut them apart or leave them together. Students will need a paperclip and a pencil to make a spinner and manipulatives to cover their answers. Students can play with a partner or individually.

Partner Game Directions 1: Students will take turns spinning the spinner and covering the corresponding lowercase letter. If a player spins a letter and all of the corresponding letters have been covered, the player skips their turn. The first player to cover four in a row is the winner.

Partner Game Directions 2: Supply each student with their own game board. Students spin the spinner on their game board and cover the lowercase letter. The first player to cover all of the letters on their game board is the winner.

Students can also use this activity individually. They will spin the spinner, identify the letter and cover the matching lowercase letter. They will continue to spin and cover the letters until the board is full.

