

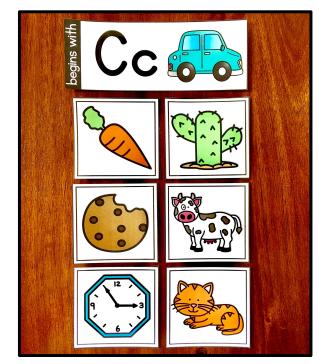
About this packet...

This packet includes alphabet headers for letters A-Z. Also included are six beginning sound picture cards that correspond with each header. Please note that the letter Xx has two options: beginning with Xx (2 pictures) and ending with Xx (6 pictures). Also included is a picture name cheat sheet for all pictures.

To prepare the activity print, cut, and laminate the letter headers and picture cards.

This activity can be used as a whole group or small group activity. You can use this to sort pictures that belong and do not belong with the target letter. Or use a few headers and have students match the picture cards to the corresponding headers. You can also use this activity without the headers. Students will use their phonemic awareness skills to match the pictures with the same beginning sound.

This activity can also be used as a word work center. Students can use a pocket chart to sort the pictures or on the floor. It is a good idea to familiarize students with picture names before placing this activity in an independent center.





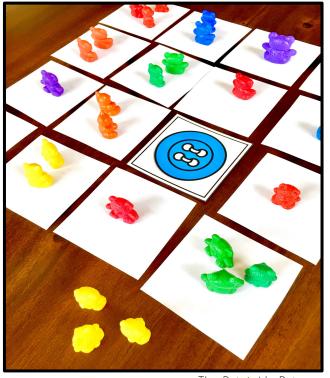
These picture cards can also be used in a variety of ways.

Partner Cards: Select enough picture cards for each student in the class. Use two of each sound for partners or three or more for small groups. Pass out a picture card to each student. Students who have the same beginning sound are instantly paired together.

Memory Game: Select two picture cards from several letters. Students will lay the cards face down and take turns selecting two cards and turning them over to see if they made a beginning sound match. If they made a match, they get to keep the cards. If they did not make a match, they place the cards facedown and it is the next player's turn. Once all of the cards have been matched, the player who made the most matches wins.

Small Group Game: Select a few picture cards and lay them face down. Put 1-3 classroom manipulatives (plastic cubes or bears) on each picture. Students will take turns selecting a card. They will turn it over and identify the beginning sound. If they are right, they get to keep the manipulatives. If not, they place the card back down with the manipulatives on top. At the end of the game, the player with the most manipulatives is the winner.





The Printable Princess

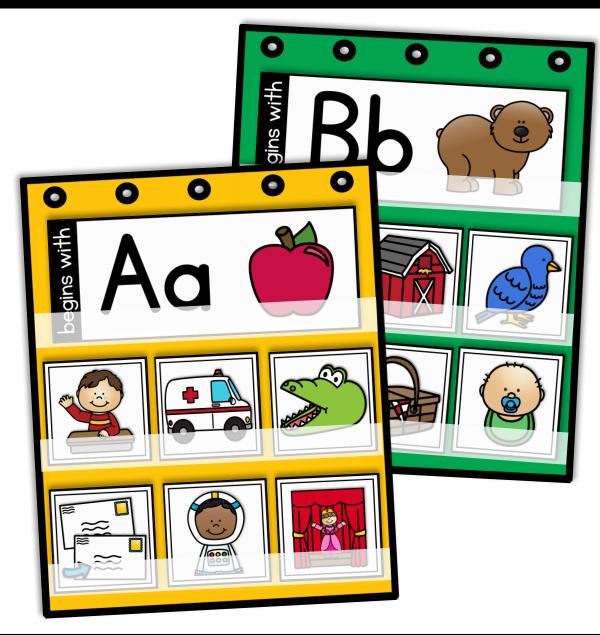
	Picture Names (Note: Names are listed by header card first followed by picture cards.)
Α	apple – astronaut, alligator, ask, ambulance, address, act
В	bear – barn, ball, basket, button, baby, bird
С	car – cactus, carrot clock, cat, cookie, cow
D	door – donut, domino, duck, dog, dinosaur, dart
E	elephant – egg, elbow, eggplant, envelope, elevator, exercise
F	frog – fan, feet, fish, farm, fire, flamingo
G	grapes – glue, game, gas, grill, goat, gift
Н	house - honey, hand, heart, hamburger, hammer, hippo
I	igloo – iguana, insects, instruments, ill, invitation, intersection
J	jacket – juice, jar, jellyfish, juggle, jelly, jug
K	king – ketchup, karate, kangaroo, kite, key, kettle
L	lock – lion, lemonade, log, ladybug, leaf, lamp
М	monkey – magnet, mailbox, milk, moon, mouse, mermaid

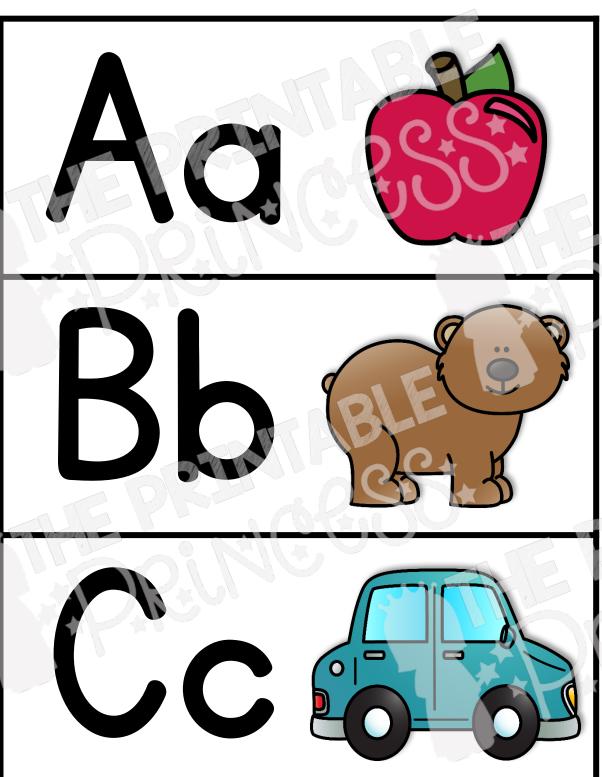
	Picture Names (Note: Names are listed by header card first followed by picture cards.)
N	nose – nine, net, nurse, necklace, needle, nest
0	octopus – octagon, office, ostrich, off, olive, omelet
Р	pumpkin – pig, popcorn, pear, plant, pizza, penguin
Q	quack - quilt, quiet, quiz, queen, question, quarter
R	ring - robot, robe, rose, racket, rain, rhino
S	seal – snowman, star, soccer, sock, sandwich, saw
T	turtle – tiger, teacher, tree, tooth, telescope, turkey
U	umbrella – up, upside down, umpire, upset, upstairs, under
V	vest – vet, vine, valentine, volcano, vegetables, vacuum
W	watermelon – watch, window, wagon, walrus, water, wallet
Ends with	fox - box, mix, tux, wax, fix, fox / X alt. x-ray fish - xylophone, x-ray
Y	yo-yo yolk, yarn, yawn, yell, yogurt, yellow
Z	zipper – zebra, zero, zoo, zig-zag, zap, zucchini

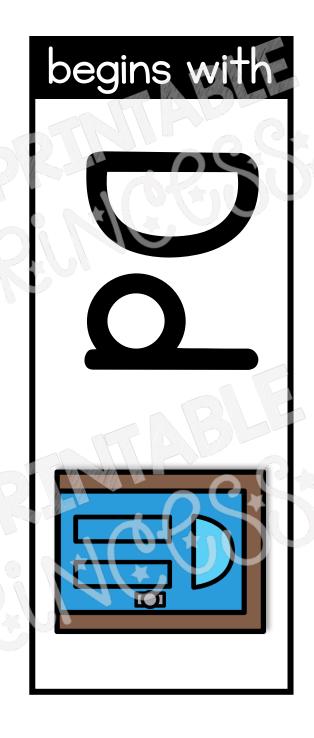
Pocket Charts

Place the headers in a pocket chart. Students will identify the beginning sound of each picture and match it with the corresponding header.

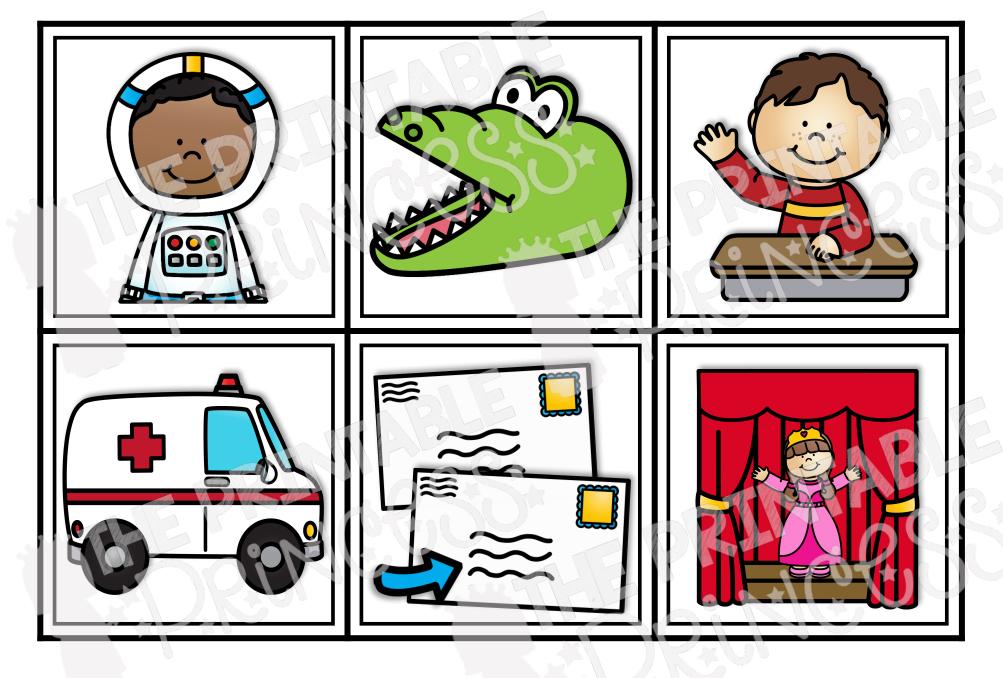
You could also have students play a phonemic awareness matching game with the picture cards.





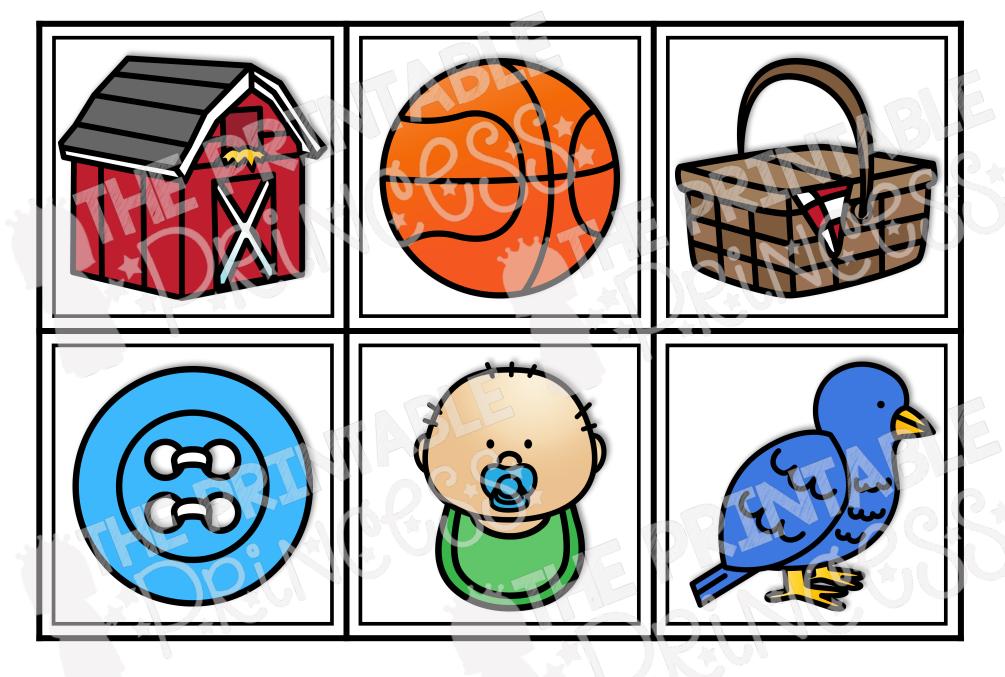


The Printable Princess





astronaut, alligator, ask, ambulance, address, actor/act



barn, ball, basket, button, baby, bird

