

Alphabet Activities

Roll and Race



Directions: Roll a dot cube. Move forward one space if you roll a number that matches the target letter. The first player to the end wins.

Roll and Race Letters

Aa

• A
•• a
••• V
•••• A
••••• a
•••••• o

 address  alligator  alphabet  act

The Printable Princess

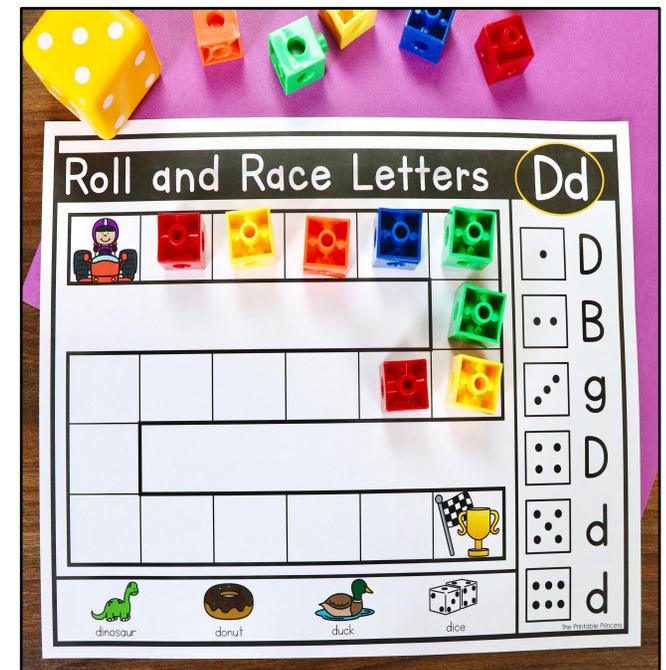
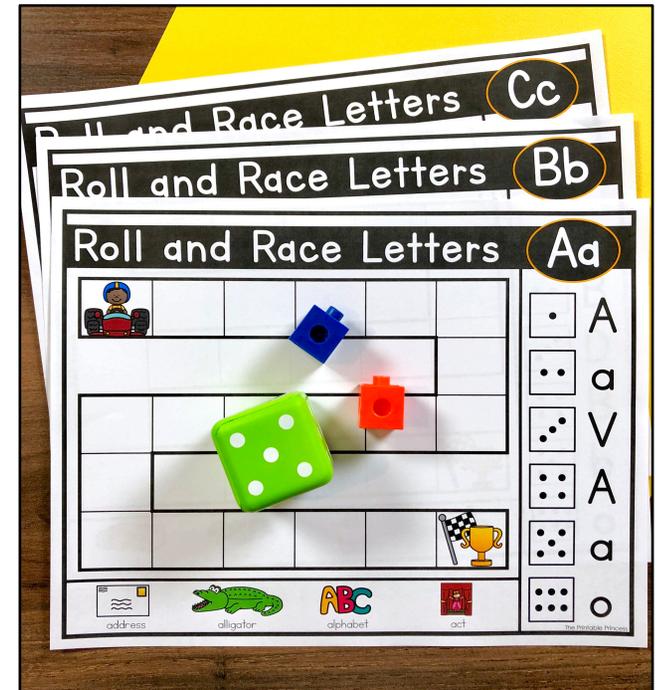
About this resource...

This resource includes 26 game mats to practice letter recognition. Each mat includes four beginning sound pictures at the bottom to help students become familiar with words beginning with the target letter. Please note: The letter Xx includes four words that end with that letter.

To prepare this activity print the game mat and laminate or slide in a page protector. Students will need a dot cube and a game piece or manipulative to mark their space.

Students will play with a partner. Each player will take turns rolling the dot cube. They will identify the number they rolled and refer to the key on the right side of the mat. If they land on a number that matches the target letter, they can move forward one space on their game mat. If they land on a different letter, then they cannot move. The first player to reach the end of the game mat is the winner.

Tip: To help students decide which player goes first, supply students with a dot cube. Have each student roll the dot cube. The player that rolls the bigger number goes first.

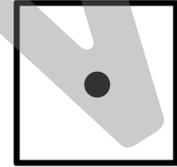


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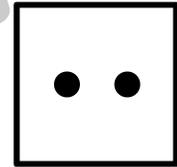
Roll and Race Letters

Aa

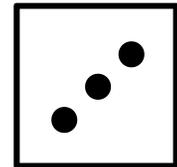
					
					



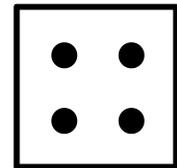
A



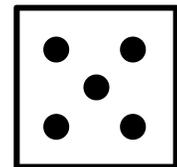
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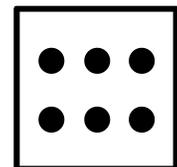
V



A



a



O



address



alligator



alphabet



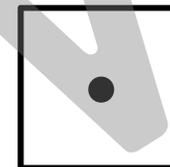
act

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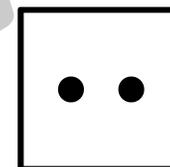
Roll and Race Letters

Bb

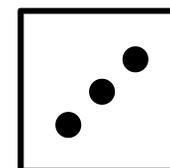
					
					



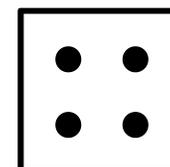
b



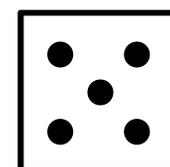
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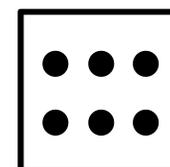
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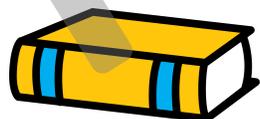
B



b



O



book



bat



bath



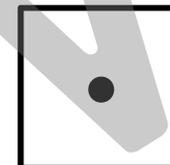
bike

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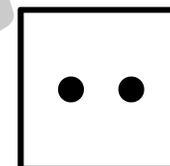
Roll and Race Letters

Cc

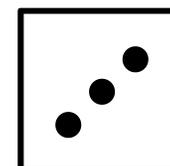
					
					



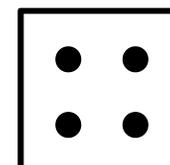
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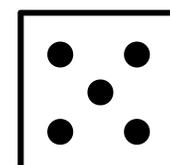
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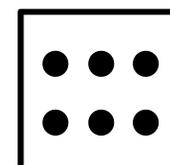
P



C



C



C



camera



comb



crab



corn