

# **ALPHABET FUN (NEW)**

## ACTIVITIES:

### **A. With Match Ups**

1. Spread out the letter and picture cards on a table or floor. Introduce the letters and sounds of the alphabet by talking about the letters and pictures at random.
2. Ask the child to pick out a particular letter/picture card.
3. Now, ask the child to match the pictures with their corresponding letters. Start with a few sets, gradually increase the sets. Take a particular set and ask him/her: Can you think of other things that begin with this letter?
4. Memory Game: Mix all the letter and picture cards well. Lay all the cards face down in rows. The first player turns over 2 cards. If the letter and picture cards match, the player keeps them and continues choosing. If they do not match, then it's the next player's turn. Keep playing until all the cards are matched. The players have the added choice of pairing their cards with the cards that have already been revealed. You can ask your child to play by himself/herself for trying to match the cards as quickly as possible.
5. Sequencing- with Letter Cards only
  - \* Choose a sequence of 5 to 6 letters from the alphabet cards and name them together as you lay them down. Ask your child to close and cover his/her eyes. Remove a card and ask your child to uncover his/her eyes and identify the missing letter. Go on doing this activity with other sets of cards.
  - \* Choose a sequence of 4 to 5 letter cards and lay them on a table. Ask your child to name the letter that precedes or follows the group.

### **B. With Board Game- ALPHABET RACE**

1. Each player selects a pawn of a different colour and places it at "START".
2. Each player throws the dice and moves his/her Pawn around the Race Track according to the number thrown. The player must call out a word from the pictures given on the play board beginning with the letter marked in the square on which he/she has landed. If he/she cannot name a correct word, his/her "pawn" must be returned to its last position.
3. If he/she is able to name another word starting with that letter, other than given on the board, he/she moves 2 extra spaces.
4. Play then continues to the next player.
5. If a player lands on a "Special Space", he/she has to obey its directions. 6. The first player to reach "STAR-TARNISH" is the winner.

### **C. With " ALPHABET KITES" Play Board**

1. Place the Play Board on some flat surface.

2. Ask the child to name each letter\picture word printed on different kites.
3. ft SPY- Start by saying " I want to look for a picture word which begins with "B" like a ball. Can you help me?" Give clues if required. Continue the game with other letters also.
4. Name and Find-a Letter- Point to a picture on the board and ask the child to name it and also find the letter with which it begins with. Repeat it for other letters also.
5. Name a letter /picture word and ask the child to find and name it loudly.