

FLASHCARD FUN

😊 Lowercase Letters

😊 Capital Letters

😊 Picture Cards

Notes: You may want to cut out the flashcards and mount them on heavier paper for durability and ease of use. Rather than drilling through the cards (*boring...*), try to add a bit of fun and you'll find that your child may be more successful at learning letters and sounds. Here are some ideas to try at home to increase the fun in using flashcards. Keep sessions short and playful. Start working with letters in his/her name first and build on a few more each session. Practice makes ~~perfect~~ **permanent!**

FLIP IT (Letter Naming)

Set-Up: Paper and pencil for keeping track of points, a spatula or fork, a full set of flashcards (upper or lowercase). Lay the flashcards face down on the floor. This game is for 2-4 players.

Game: One player will go first. Another player chooses an alphabet letter for the first player to find (the hot letter). The first player puts the fork or spatula under a card and flips it over to see what it is. If it is not the hot letter, he/she turns over another card. He/she keeps on flipping cards over with the fork or spatula until the hot letter is found. When it is found, count up all of the cards that are showing a letter (the ones flipped over). This is how many "points" the first player gets. Mix up the cards and have the first player choose the next hot letter for the second player to find.

Remember to say each letter as it is turned over. Whoever has the most points after everyone has had a turn is the winner.

PARK IT (Letter Naming, Matching Upper to Lowercase)

Set-up: Divide the flashcards into uppercase and lowercase. Lay the uppercase letters on the floor facing up. Keep the lowercase letters in a stack face down. You will need 26 matchbox cars (or other small toy vehicles) for this activity.

Game: Turn over the first card in the pile of lowercase letters. Say what the letter is. Drive a car to the matching uppercase letter and "Park it" on top of that letter. Continue to find all the parking spaces for the cards in the same manner. For example, turn over the letter j card. Choose a card and drive it over to the uppercase J that is lying on the floor face up. Set the car on top of the J and then pick another lowercase letter for the next car. Congratulate your child when they have successfully parked all 26 cars.

ELIMINATION (Matching Upper to Lowercase)

Set-up: Divide the cards into uppercase and lowercase. Pass out all of the uppercase cards to the players (2-4 people can play). Lay the lowercase cards face down in a pile.

Game: The goal is to get rid of all of your uppercase letters by matching them to the lowercase letter in the discard pile. Whoever is going first turns over a lowercase letter in a new discard pile. Whichever player has the match to it must say the letter and sound and put their uppercase card on top of the lowercase match. That player then turns over the next lowercase letter on top of the discard pile. Whoever has the match, lays it down on top again. Play continues until a player has eliminated (matched and discarded) all of their uppercase letters.

TREAT ON TOP (Letter Naming and Letter Sounds)

Set-Up: Place 10-20 flashcards face down on a table or on the floor. Place a piece of candy or cereal on top of each flashcard.

Game: The child chooses a card to turn over. If they can say the letter and sound, they get to keep the treat. If they do not know, tell them the letter and sound and place the card on the other side of the table with the treat back on top (the cards on this side of the table are in the "Second Chance" group). When all of the original cards and treats are earned or moved to the other side of the table, allow your child to try the "Second Chance" group. Praise them for any that they remember. Review the cards missed. Count how many treats the child earned and shoot for a higher goal next time they play.

GO FISH (Matching Upper to Lowercase)

Set-Up: Use all of the flashcards. Mix them up and pass out 5 cards to each player (2-4 players). Use the remaining cards to make a pond in the center of the playing area by placing them face down in a circular pile.

Game: Look through your cards to check for any matches (uppercase letter to lowercase letter). Set matches aside. Take turns asking another player if they have a card that you want. Example: Joe asks Sara, "Do you have the letter D?" If Sara has the letter D, she must give it to Joe. If Sara does not, she'll say, "Go Fish". Joe picks a card from the pond to put in his hand. Check for matches after each turn. If you get a match, you get to go again. Keep going until a player is out of cards, or until the fish pond is gone. Count up the matches to find a winner.

GUESS THE LETTER (First Sounds and Letter Recognition)

Set-Up: Use some flashcards that your child needs to practice the sound of. Hold them in your hand in a pile.

Game: Look at the first card in the pile; do not show it to your child. Have them guess the letter by telling them some words that have that letter for their beginning sound. For example, if the card is F, you could say, "I am thinking of the letter that fish starts with. It is the first sound in f, f, fan. It is the first sound in the word f, f, frog", etc. Keep listing words until your child takes a few guesses. They earn the card if they can guess it. If not, put the card back at the bottom of your pile to try again later. Try each card in the pile once or twice. See how many your child earned. Set a goal to earn more next time you play it together.

ALPHABET MEMORY (Letter Recognition/ Matching Upper to Lowercase)

Set-Up: Pick out 10 uppercase letters and find the 10 lowercase letters that match them. Mix them up and lay them face down. There can be 2-4 players.

Game: Turn over two cards at a time to see if it is a match. Say the names of each letter when you turn them over. Take turns doing this. If you get a match, you get to go again. Whoever gets the most matches wins the game!

FLY SWATTER (Letter Recognition)

Set-Up: Pick out 5-10 letters that your child needs to practice naming. Lay the letters face up on the floor. Give your child a fly swatter. Have a handful of pennies, tickets, candy or plastic flies as rewards.

Game: Shout out a letter and your child gets to SWAT it using the fly swatter. The challenge is to swat it right the first time. IF they swat the correct letter, they win a penny (or whatever). Keep swatting until each letter is mastered. Mix the letters around every now and then so the child memorizes what the letter looks like (not just where it is).

PICTURE SORT (First sounds)

Set-up: You'll need 5 letters with some picture cards of things beginning with that letter. Lay out the five letter cards. Mix up the picture cards and set them face down in a pile.

Game: Choose a picture card from the pile. Say the first sound in the word. Match the picture with the letter that makes that sound. When all of the pictures are matched to a letter, the game is over.

BACKWARDS FLASHCARDS (Letter Sounds)

Set-Up: Mix up the lowercase flashcards.

Game: An adult picks up a card. Without showing the child the letter, tell him/her the sound that the letter makes. After hearing the sound, they tell you the letter. If they are right, they win the card. If they get it wrong, you win the card. See who gets the most cards. For an extra challenge, have them write the letter when you say the sound and see if they wrote the correct one.

LETTER TRAIN (Letter Recognition & Order)

Set-Up: A set of lowercase flashcards mixed up, OR a set of uppercase flashcards mixed up.

Game: Practice singing the alphabet song (slow down on the LMNOP part!). Give your child a set of flashcards and challenge them to line them up on the floor like a train... Have them sing the song again when they are done and touch each letter as they sing.

BUILD IT (Letter Recognition)

Set-Up: You will need some kind of blocks or an object to build with (pennies, pretzel sticks, matchbox cards, plastic animals, rocks, blocks, etc.). Put some letters your child needs to master in a hat or bag.

Game: Have your child pick a letter out of the hat and build it out of something. Talk about what the letter looks like while they are building it (I see that the D has a straight back and a big, fat, curvy tummy. Letter J has a nice big hook, etc.). Have them pick another letter and build it out of something else. Build 3 or 4 letters. When done, review what each letter is and clean them up. Review the flashcards that were built and ask the child the name of the letter and what they built it out of. Extra idea: Take pictures of each letter built and make their own ABC book!

PUDDIN' WRITING (Letter recognition and Writing)

Set-Up: You will need a ziplock baggie with a few tablespoons of pudding zipped up inside (shampoo works, too). Choose 5-10 flashcards to practice.

Game: Show the child a flashcard and tell them what letter it is. They can study it for 20 seconds. You might want to point out a few features of the letter and trace it with your finger to show how to write it. For example, "Letter H has two tall lines and one line in the middle. I'll make it by starting at the top, line down, top line down, lift up and line across (while tracing it)." After the 20 seconds is over, hide the card and have them write it with their finger on the pudding bag (pressing slightly). Chant the letter while they are writing it, and cheer when they are done. Compare to the flashcard to see how well they remembered the letter. Enjoy the pudding treat when they have practiced 5-10 letters. Have them name the practiced letters when done.

SOUND HUNT (First Sounds)

Set-Up: Lay picture cards throughout the room face up. Give your child a basket, bag or bowl to collect the picture cards in.

Game: Say a sound that one or some of the pictures start with (say the SOUND of the letter; not the letter NAME). Tell your child to find a picture that starts with that sound. For example, "Find a picture that begins with the sound "ffff"." The child may find a fish or frog and put the card in his/her bowl. Keep giving sounds and collecting until all the cards are collected.

MISSING LETTER (Letter Recognition)

Set-up: You will need a cookie sheet or tray and 6 letter flashcards. Practice the letter names and the sounds before placing them in a tray facing up.

Game: Allow your child to study the tray and touch or trace each letter with their finger. Have them close their eyes or turn around (or both). While they are not looking, remove one of the cards and leave the others in their exact position. Have your child turn back around and look at the tray. They must say which letter is missing. Replace missing card and repeat allowing them to take a card for you to guess, too. When tired of the game, take the cards off the tray and mix them up. Quickly review each letter and its sound.

SOUND MEMORY (First Sounds, Letter recognition, Letter sounds)

Set-Up: You will need 10 matches; 10 letters and 10 pictures that begin with that letter. Mix up the cards and lay them face down.

Game: When it is your child's turn, they turn over a picture card and say the first sound of that picture. Next, they turn over a letter card and say the name of the letter and the sound it makes. If it is the same sound as the picture, collect the match. If not, turn the cards back over. Take turns trying to make matches. When all the matches are made, see who has the most for the win.

SING THE SOUNDS (Segmenting)

Set-up: Picture cards in a pile.

Activity: Pick a picture out of the pile and sing the sounds of the word with your child to the tune of “The Wheels on the Bus”. Example for bat:

The sounds in bat are /b/ /a/ /t/, /b/ /a/ /t/, /b/ /a/ /t/.

The sounds in bat are /b/ /a/ /t/, we sang all the sounds!

SLAP IT (First Sounds)

Set-up: Lay 5-10 letters (must match the picture cards) face up on the table. Set the matching picture cards mixed up in a pile.

Game: Child selects a picture card, says the first sound and slaps the corresponding letter. If the child slaps the correct card, he/she wins the card. If not, put the picture card back in the pile and try again later. Game repeats until the child wins all the letters. If more than one child is playing, the winner of the card is the one who can slap it first.

SLOW WORDS (Segmenting, Blending)

Set-Up: Divide a picture deck evenly between players. The cards should be in a pile in front of each player.

Game: The child picks a picture card out of his/her pile and (without showing anyone) says the word sounds slowly (segmenting it). The other child (or parent) then says the word the fast way (how we talk) and wins the card if said correctly. Alternate turns. Game ends when one child wins all the other cards by saying them the fast way.

WORD TOWERS (Segmenting)

Set-Up: You will need some blocks or cubes and the picture cards.

Game: A child picks a picture card out of the pile and segments the words while counting the sounds. The child builds a tower with one block for each sound. Have the child segment the word again while touching the blocks they have stacked in the tower. If the child does it correctly, they win the card. Repeat as desired.

Other Suggestions:

😊 Place tricky letters on doors of the house. Child must say the letter name and sound to enter (like a password).

😊 Match the letters to things around the house that start with that letter, and match picture cards to things around the house starting with the same sound.

😊 “Play is often talked about as if it were a relief from serious learning. But for children play is serious learning. Play is really the work of childhood.”

-Mr. Rogers

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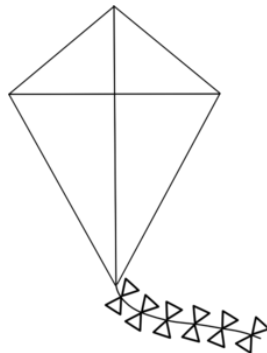
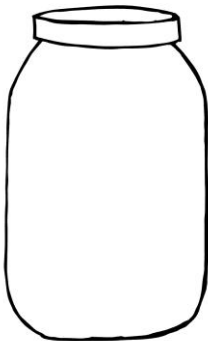
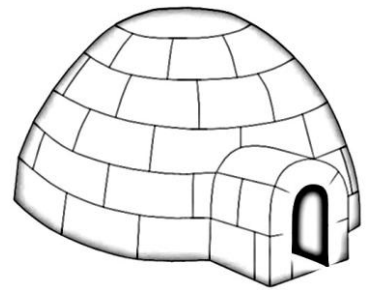
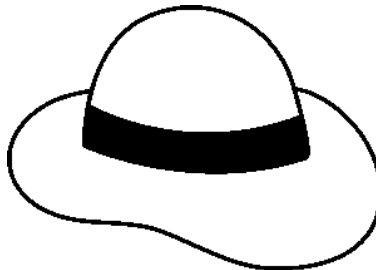
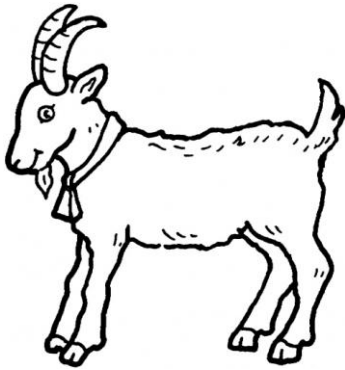
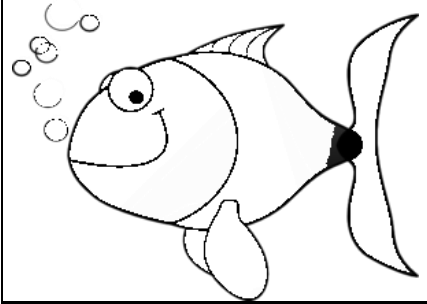
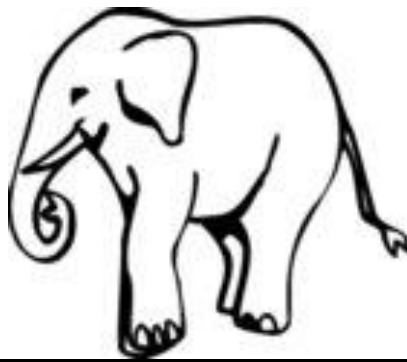
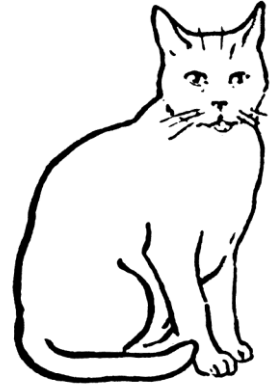
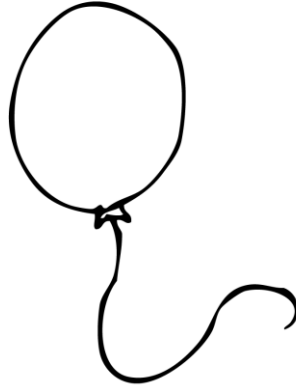
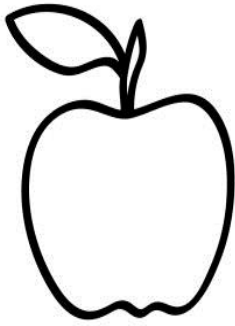
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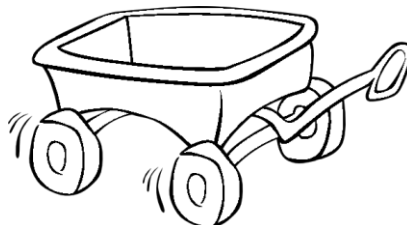
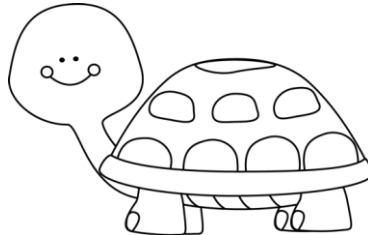
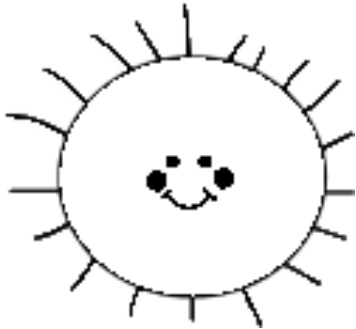
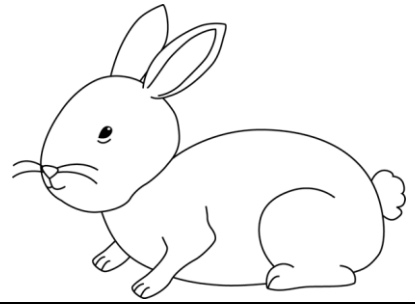
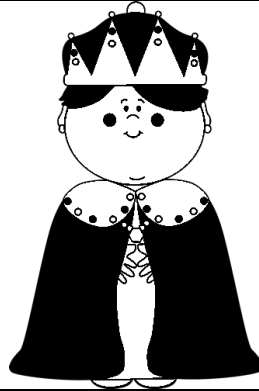
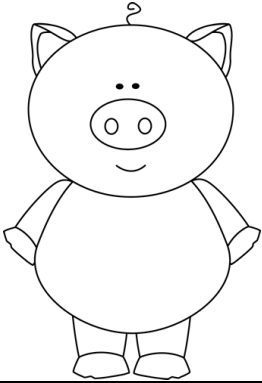
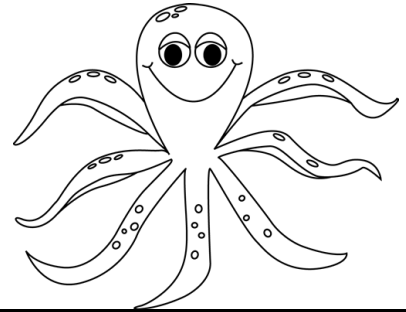
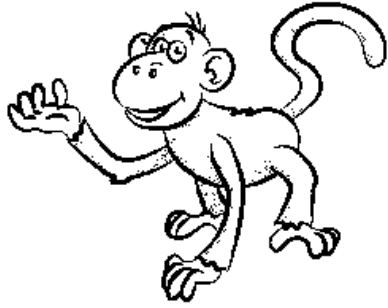
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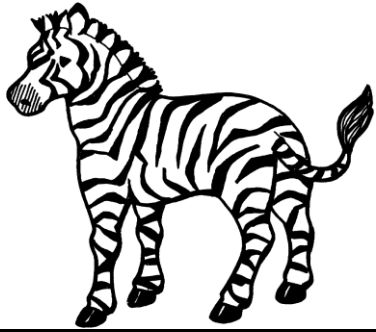
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Picture Cards







The following cards
are for practice
blending or sorting by
the vowel sound.



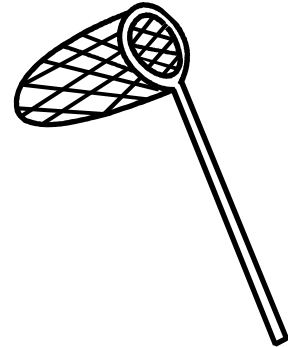
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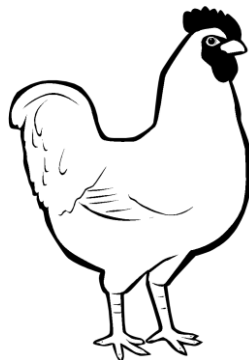
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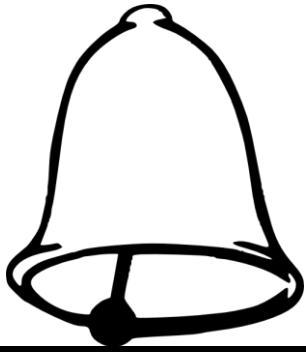
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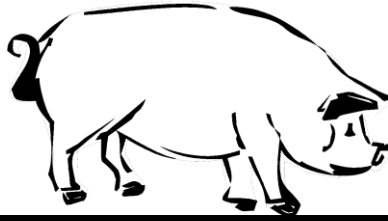


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