



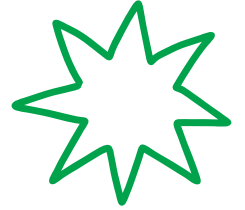
Learning
Resources®

LSP 8646-T1

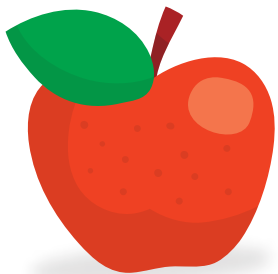
ages **3+**



Learn About



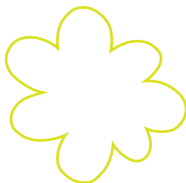
Letters



A

B

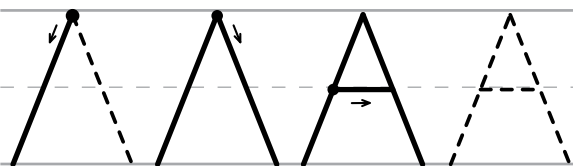
C



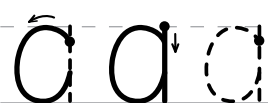
Activity Book

Letters A & B

A



a

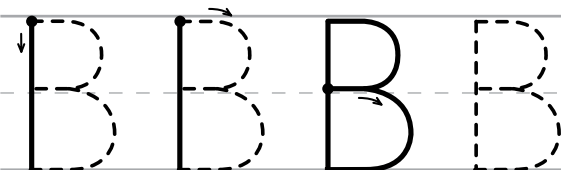


acorn

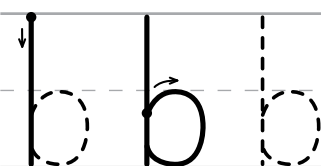


apple

B



b



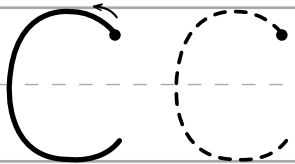
ball



bird

Letters C & D

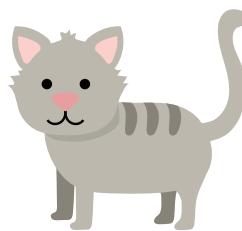
C



c

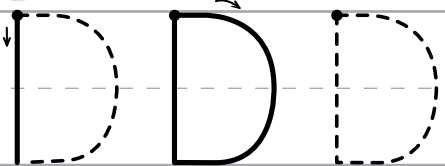


car

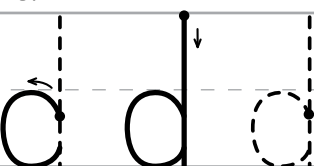


cat

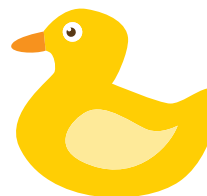
D



d



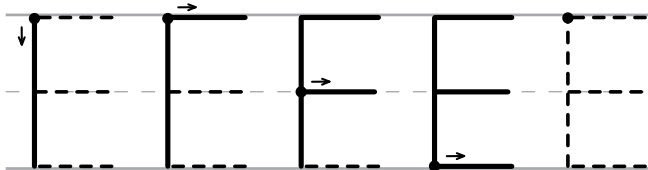
dog



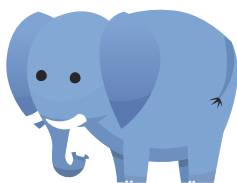
duck

Letters E & F

E



e

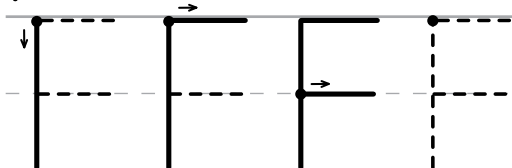


elephant

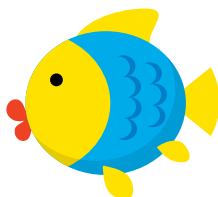
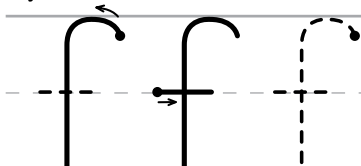


elf

F



f



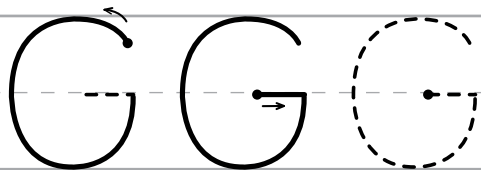
fish



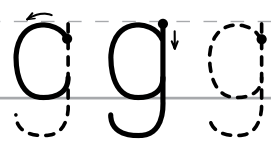
fox

Letters G & H

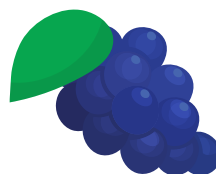
G



g

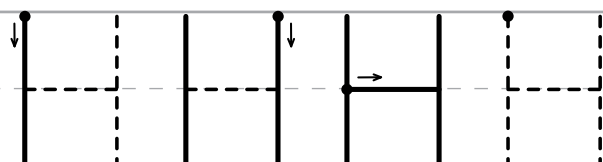


guitar

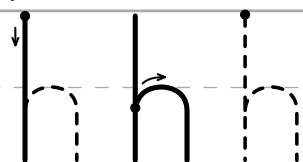


grapes

H



h



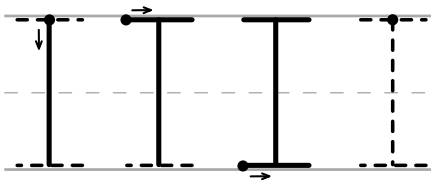
heart



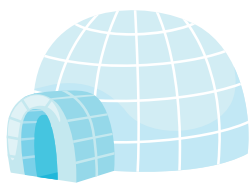
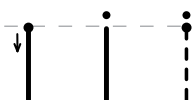
house

Letters I & J

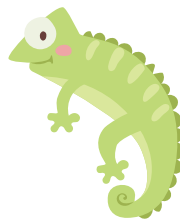
I



i

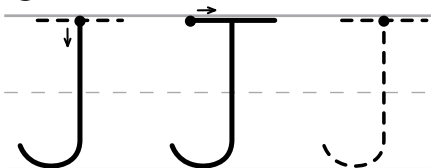


igloo

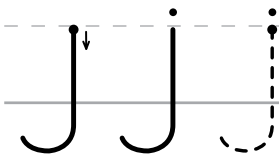


iguana

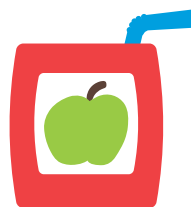
J



j



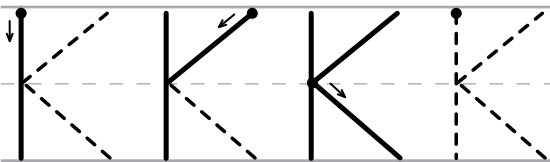
jar



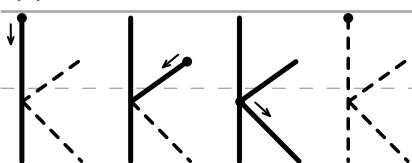
juice

Letters K & L

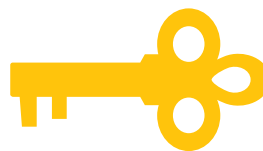
K



k

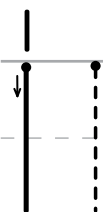
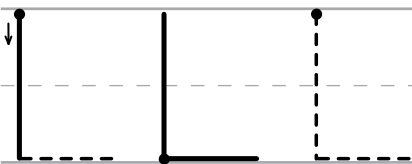


kite



key

L



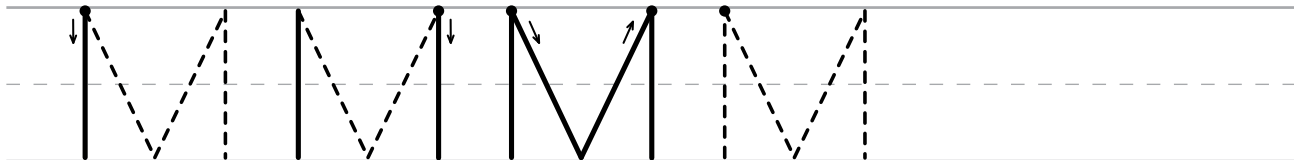
leaf



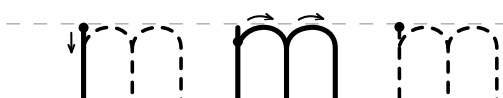
lion

Letters M & N

M



m

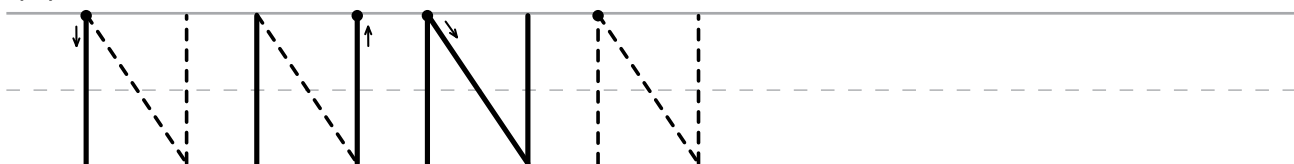


moon

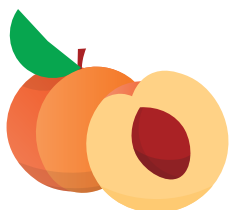
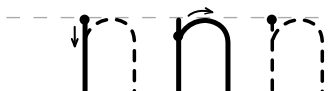


monkey

N



n



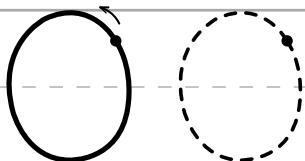
nectarine



nest

Letters O & P

O



o

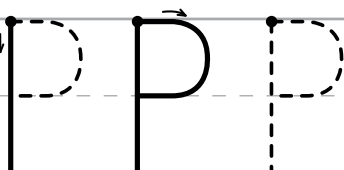


orange

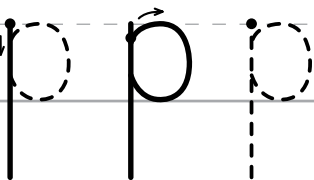


octopus

P



p



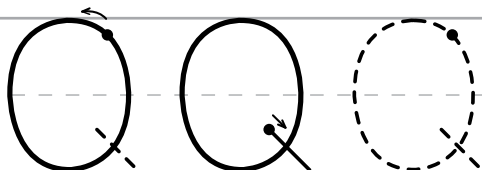
panda



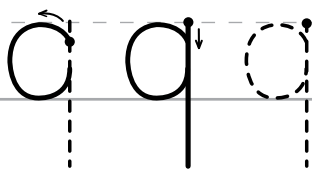
penguin

Letters Q & R

Q



q

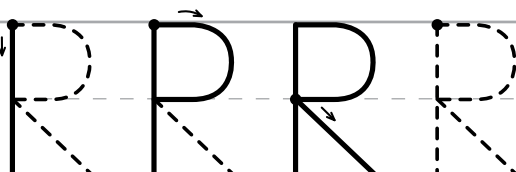


queen



quail

R



r



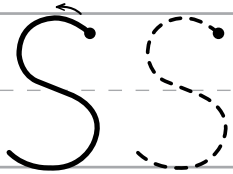
raccoon



rainbow

Letters S & T

S



s

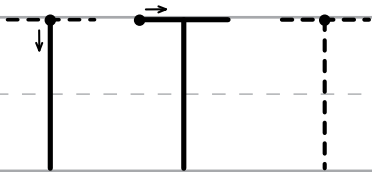


starfish

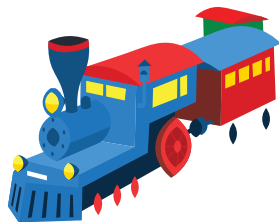
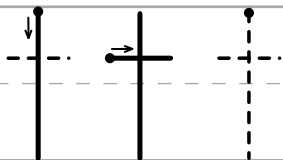


sun

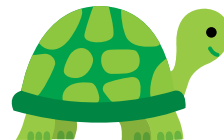
T



t



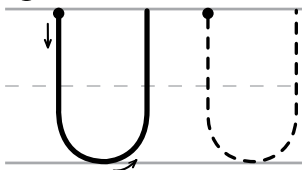
train



turtle

Letters U, V & W

U

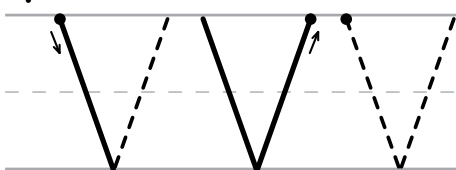


umbrella

u



V

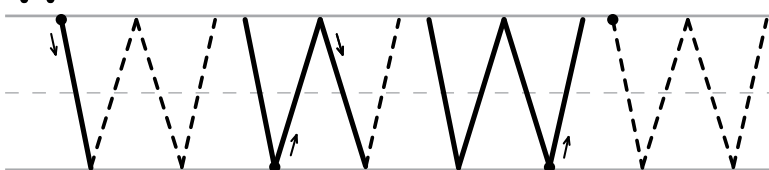


volcano

v



W



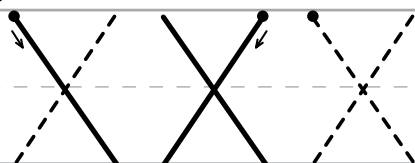
watermelon

w



Letters X, Y & Z

X

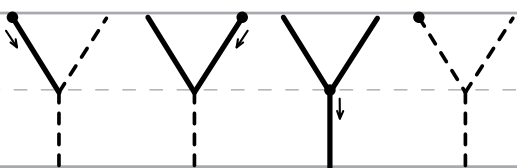


x-ray

x

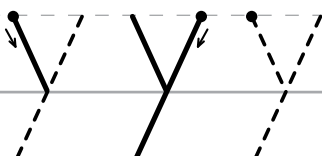


Y

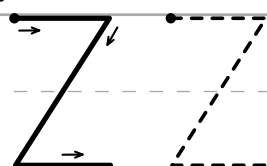


yo-yo

y

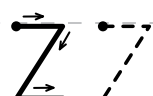


Z

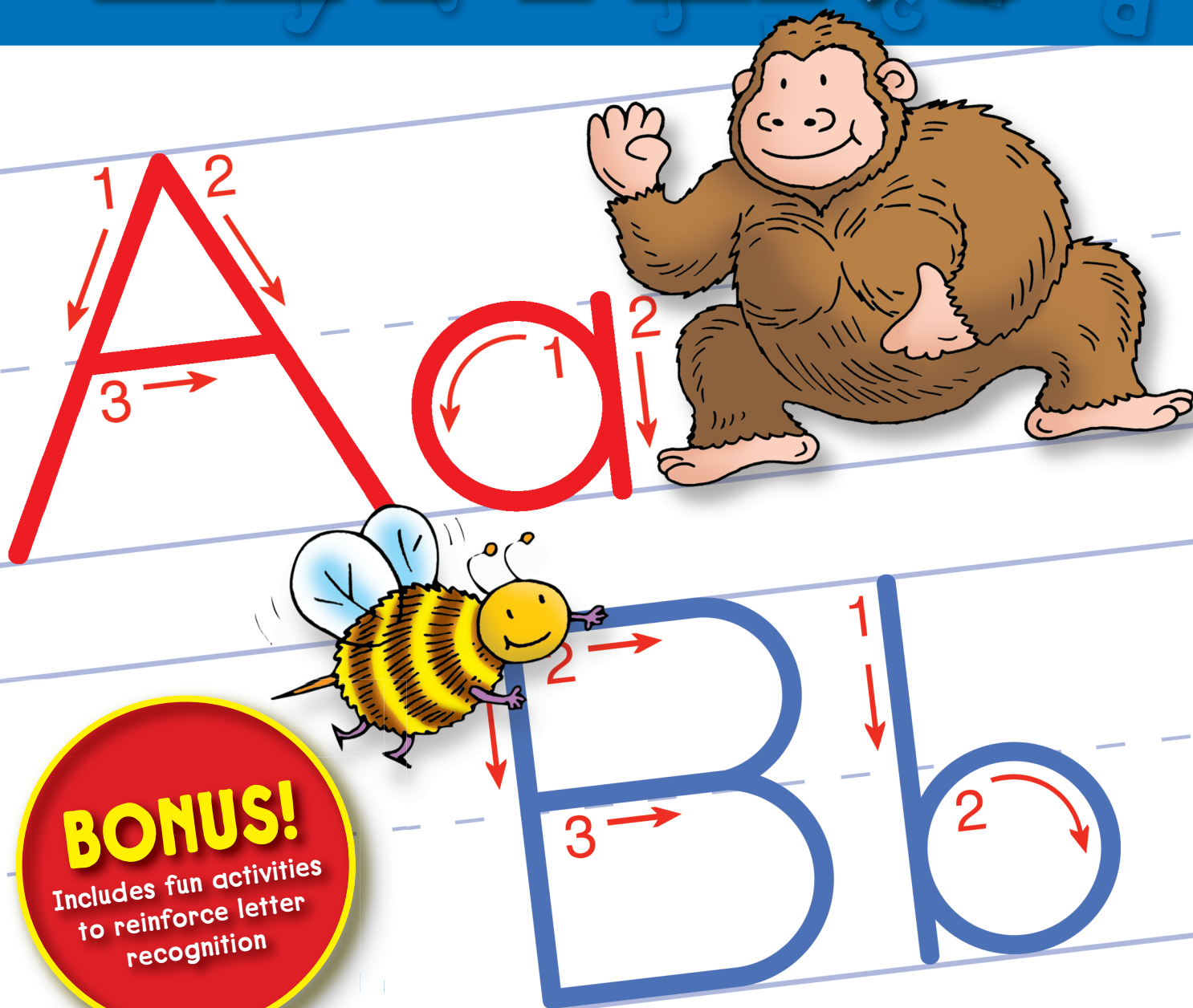


zebra

z



Learn to Write LETTERS



BONUS!

Includes fun activities
to reinforce letter
recognition

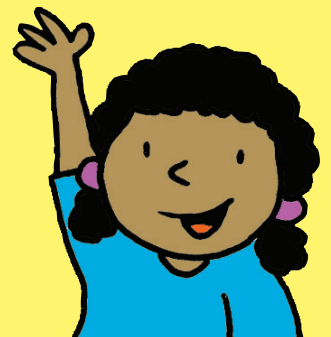
Letters are color-coded to help differentiate
between consonants and vowels

Learn to Write Letters is a fun way for children to practice letters and sounds! Each letter is introduced by using directional arrows to show children how to write the letter. Children trace the letters and then write them on their own! A quick activity follows each letter for immediate reinforcement. Review activities appear throughout the book for extra practice. The write-on/wipe-off pages encourage children to practice their letters again and again. Perfect for home or school use.



Use dry-erase markers or washable crayons only

Wipe off surface with a soft, dry cloth



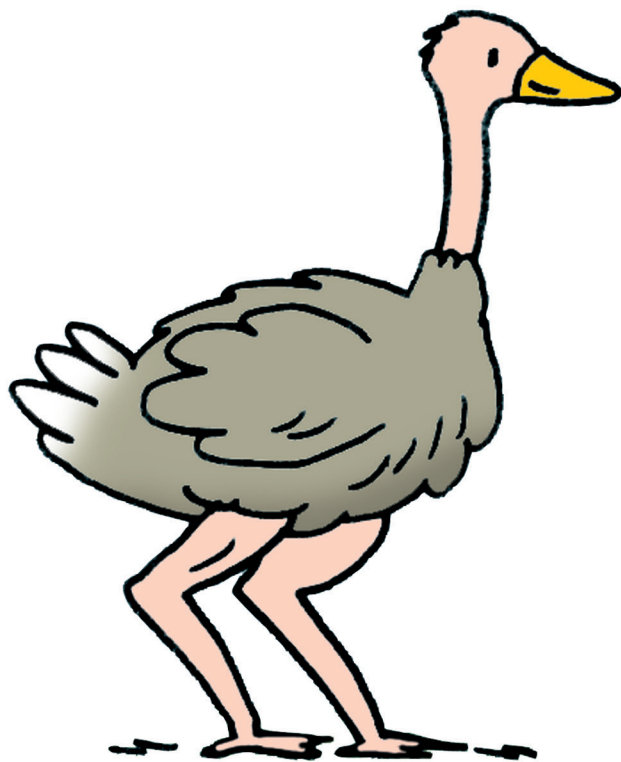
Cover and interior designed by: Pam Minch
Illustrated by: Patrick Merrell

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Learning Resources Ltd., King's Lynn, Norfolk (U.K.)

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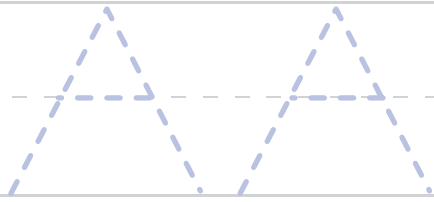
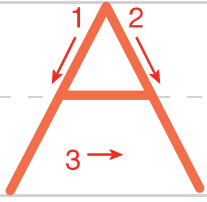
Printed in China.

Learn to Write **LETTERS**

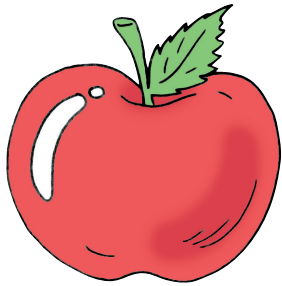


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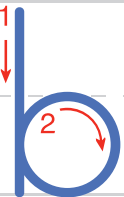
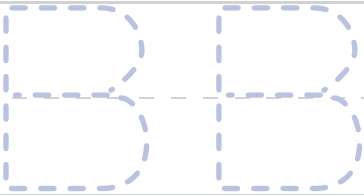
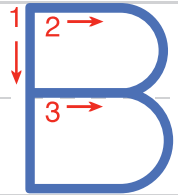
Fill in the missing letter in each word.



___pple



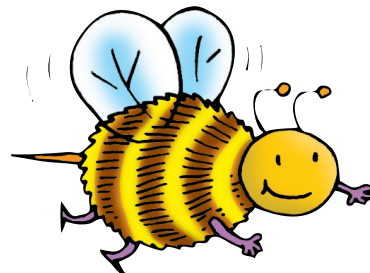
___corn



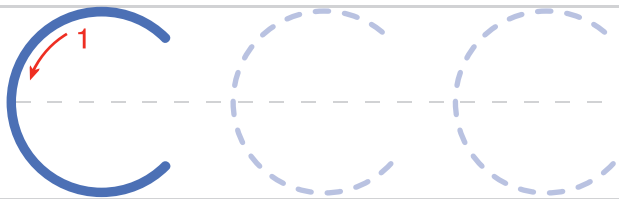
Fill in the missing letter in each word.



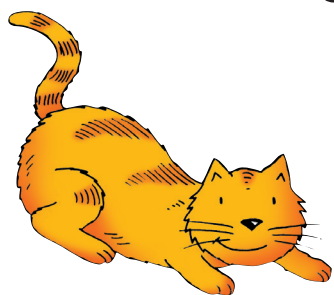
___ell



___ee



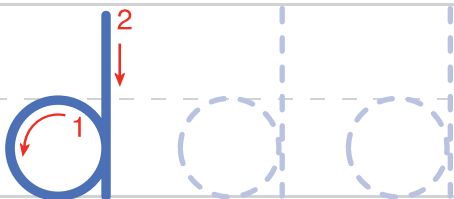
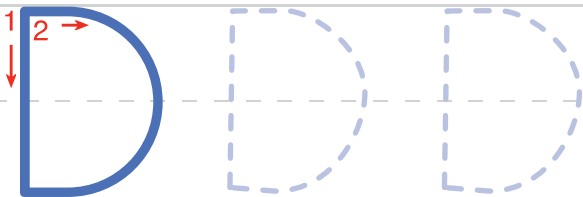
Fill in the missing letter in each word.



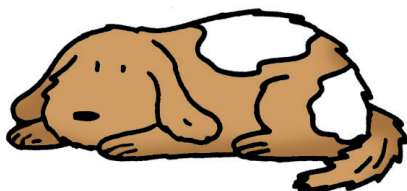
_____at



_____ake



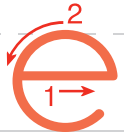
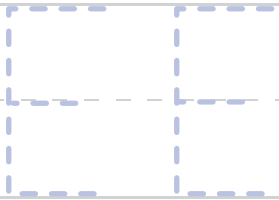
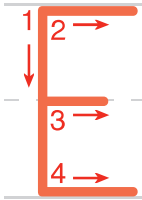
Fill in the missing letter in each word.



_____og



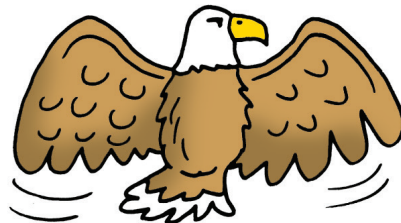
_____oll



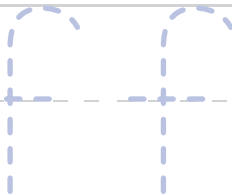
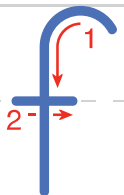
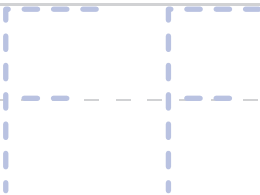
Fill in the missing letter in each word.



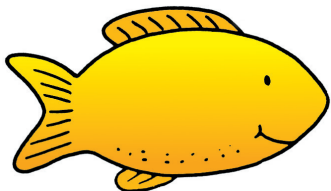
__gg



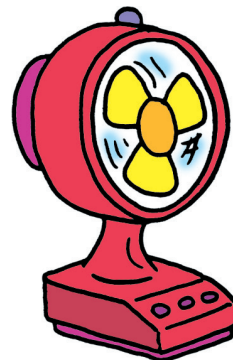
__agle



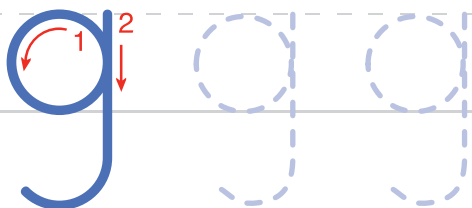
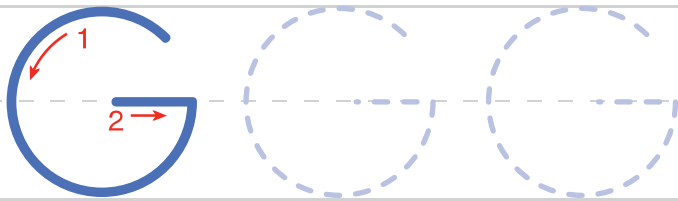
Fill in the missing letter in each word.



__ish



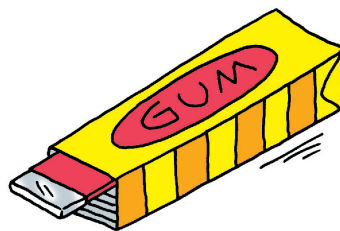
__an



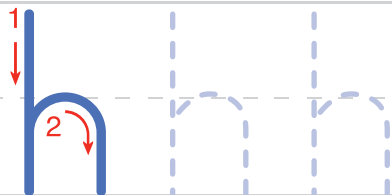
Fill in the missing letter in each word.



____irl



____um



Fill in the missing letter in each word.



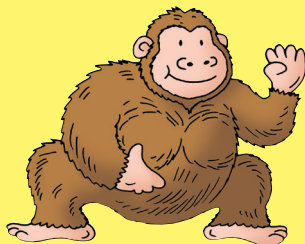
____at



____ouse

Fun with Aa and Bb

Name each picture. Write the first letter of each word and trace the rest of the letters.



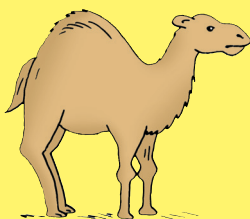
pe



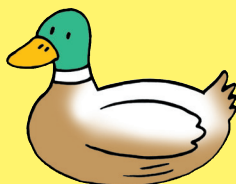
d

Fun with Cc and Dd

Name each picture and circle the letter that begins the word.



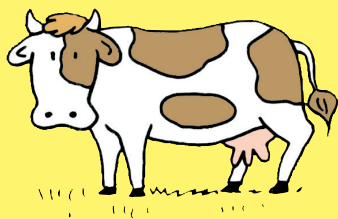
c d



c d



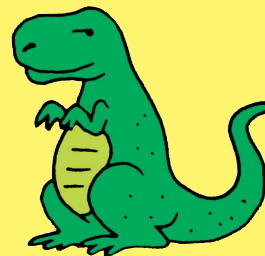
c d



c d



c d

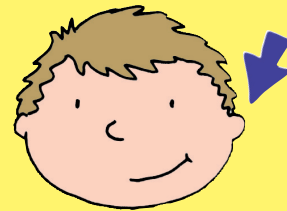
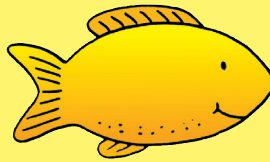
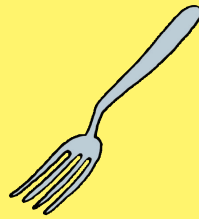
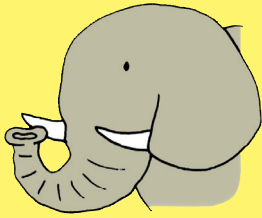


c d

Fun with Ee and Ff

Circle the pictures that begin with e.

Draw a square around the pictures that begin with f.

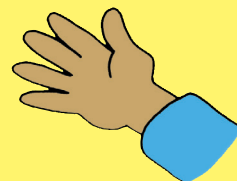
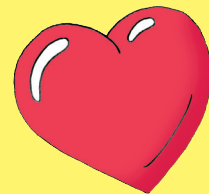


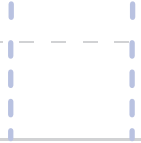
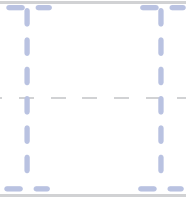
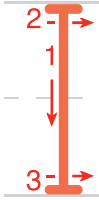
Fun with Gg and Hh

Draw a line from each letter to the pictures that begin with that letter.

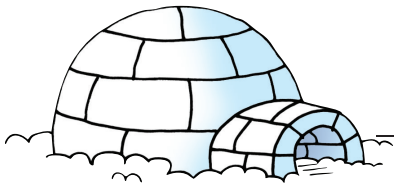
Gg

Hh





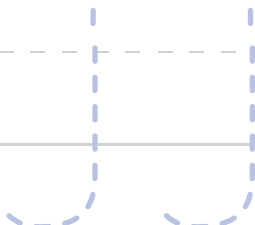
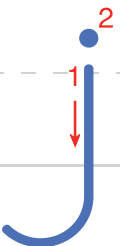
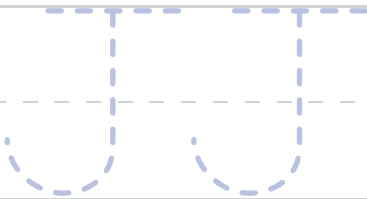
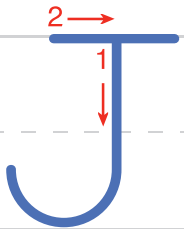
Fill in the missing letter in each word.



gloo



ce



Fill in the missing letter in each word.



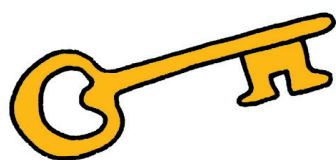
ar



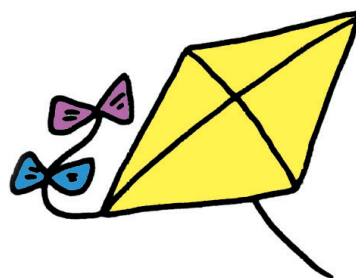
eep



Fill in the missing letter in each word.



___ey



___ite



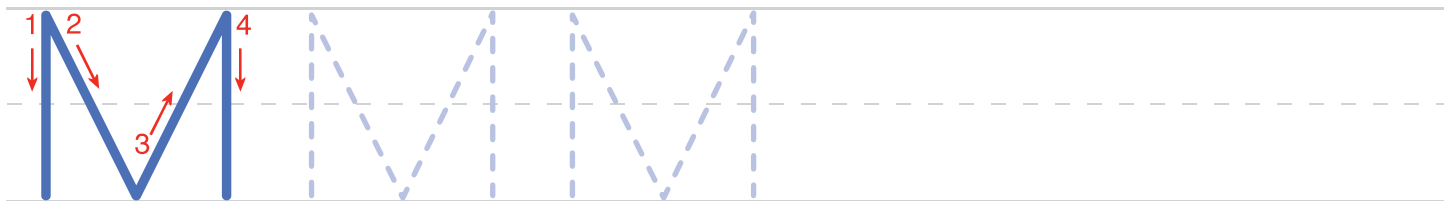
Fill in the missing letter in each word.



___ion



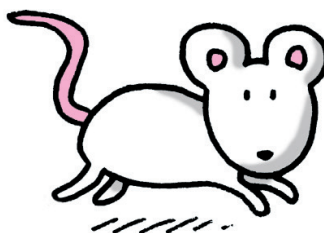
___eaf



Fill in the missing letter in each word.



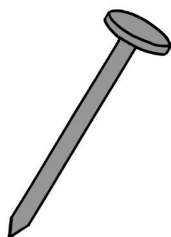
_____ap



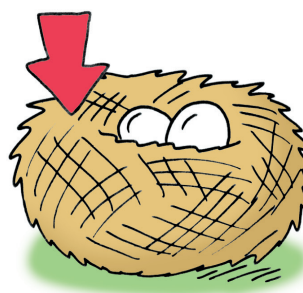
_____ouse



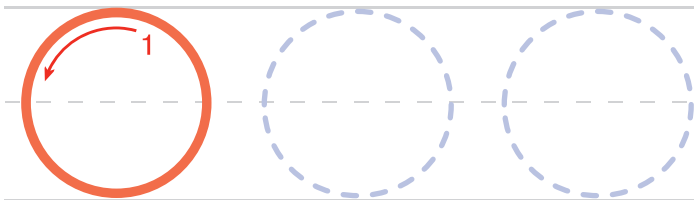
Fill in the missing letter in each word.



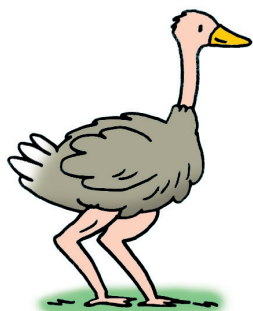
_____ail



_____est



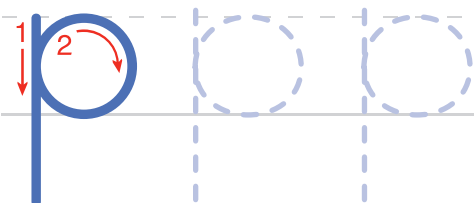
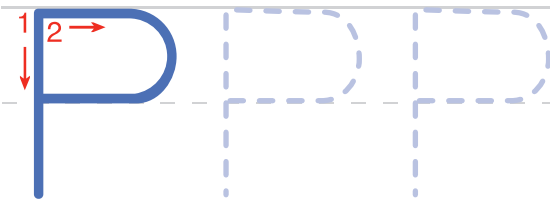
Fill in the missing letter in each word.



___ strich



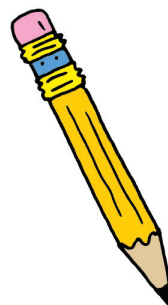
___ pen



Fill in the missing letter in each word.



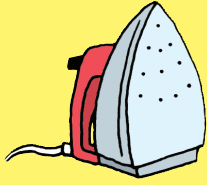
___ an



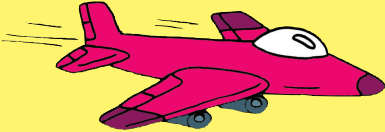
___ encil

Fun with Ii and Jj

Write a letter on each line.



Iron starts with ____.



Jet starts with ____.



In starts with ____.



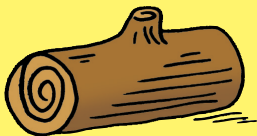
Jacket starts with ____.

Fun with Kk and Ll

Name each picture. Write the first letter of each word and trace the rest of the letters.



king



log

Fun with Mm and Nn

Name each picture and circle the letter that begins the word.



m n



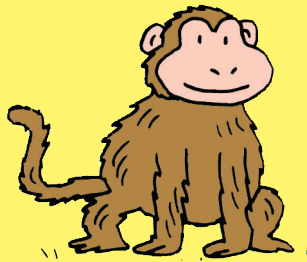
m n



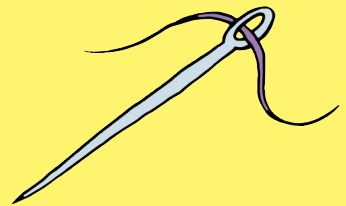
m n



m n



m n

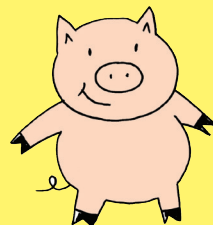


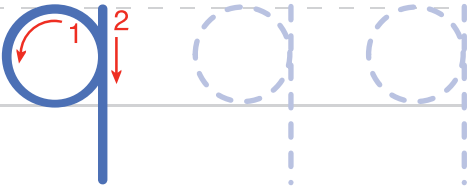
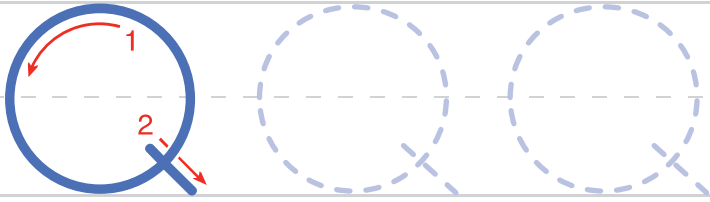
m n

Fun with Oo and Pp

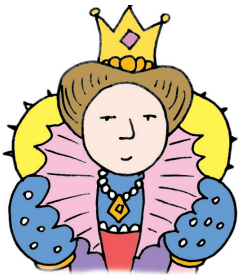
Circle the pictures that begin with o.

Draw a square around the pictures that begin with p.





Fill in the missing letter in each word.



_____ueen



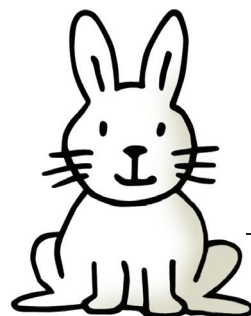
_____uilt



Fill in the missing letter in each word.



_____ing

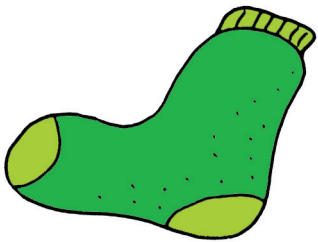


_____abbit

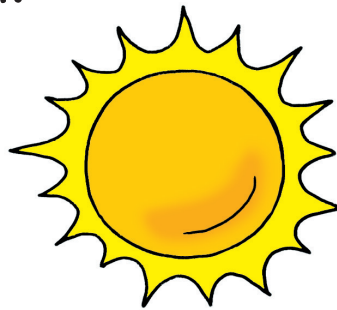
S S S

S S S

Fill in the missing letter in each word.



___ock



___un

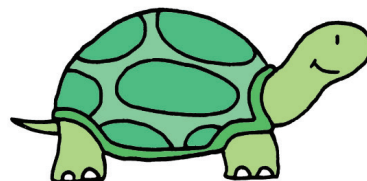
T T T

+

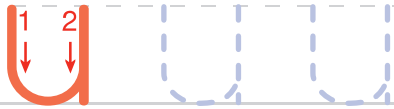
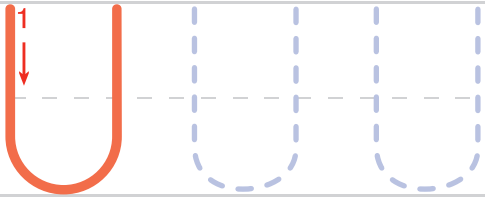
Fill in the missing letter in each word.



___iger



___urtle



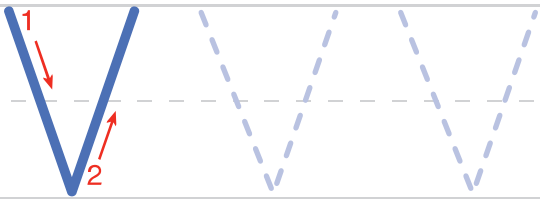
Fill in the missing letter in each word.



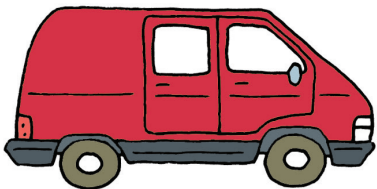
____mbrella



____nicorn



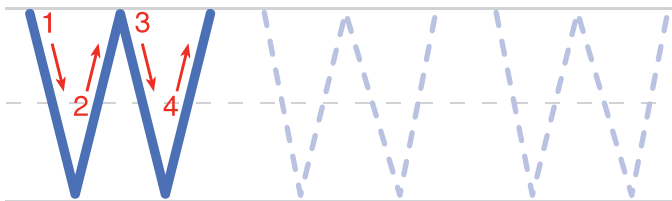
Fill in the missing letter in each word.



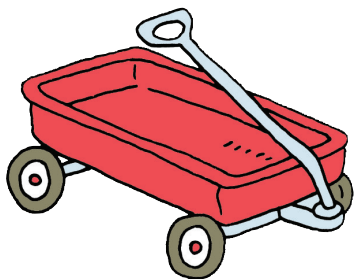
____an



____ase



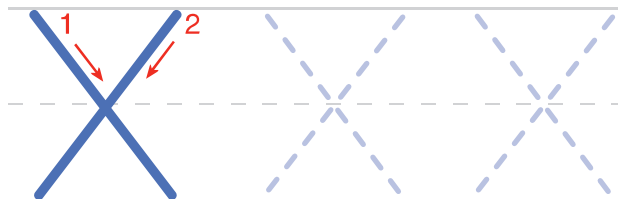
Fill in the missing letter in each word.



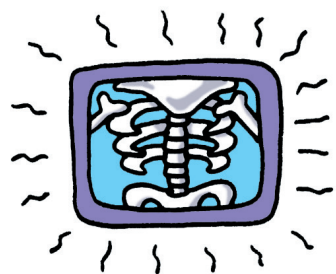
____agon



____ell



Fill in the missing letter in each word.



____-ray



bo____

Fun with Qq and Rr

Draw a line from each letter to the pictures that begin with that letter.

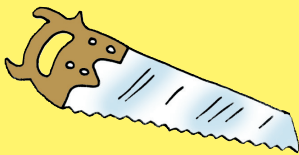
Qq

Rr



Fun with Ss and Tt

Write a letter on each line.



Saw starts with ____.



Table starts with ____.



Sink starts with ____.



Top starts with ____.

Fun with Uu and Vv

Name each picture. Write the first letter of each word and trace the rest of the letters.



nder



an

Fun with Ww and Xx

Draw a line from each letter to the pictures that have that letter in them.

Ww

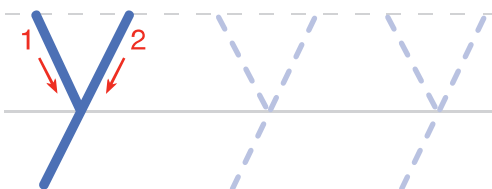
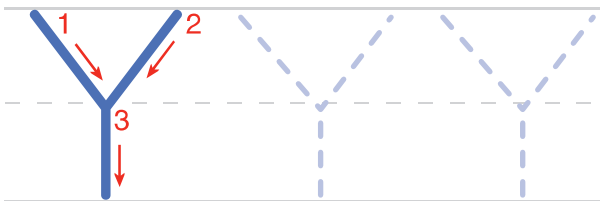
Xx

EXIT



6

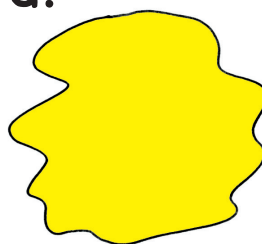




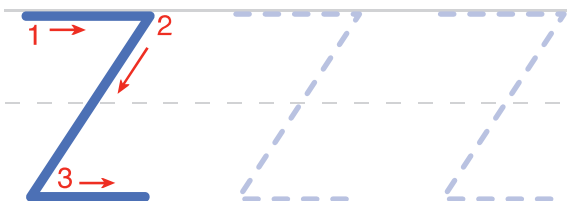
Fill in the missing letter in each word.



_____awn



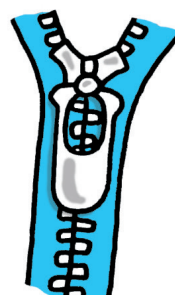
_____ellow



Fill in the missing letter in each word.



_____ebra

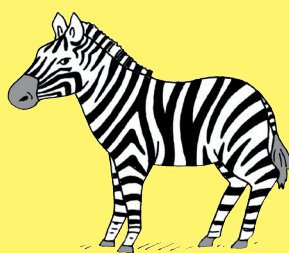
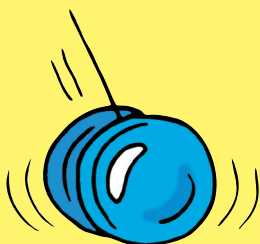
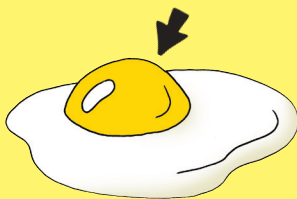


_____ipper

Fun with Yy and Zz

Circle the pictures that begin with y.

Draw a square around the pictures that begin with z.



Fun with Aa to Ee

Draw a line from each capital letter to the matching lowercase letter.

D

A

E

B

C

e

c

a

d

b

Fun with Ff to Pp

Draw a line from each letter to the picture that begins with that letter.

Jj

Mm

Hh

Ff

Pp

Ll

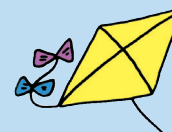
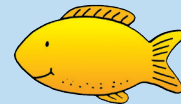
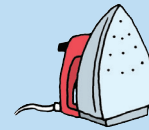
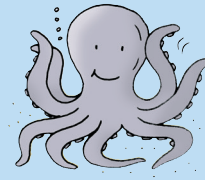
Oo

Kk

Ii

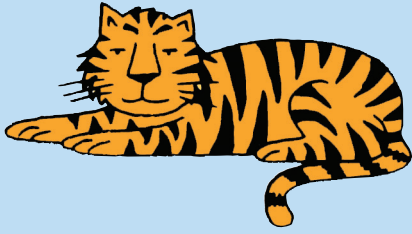
Nn

Gg

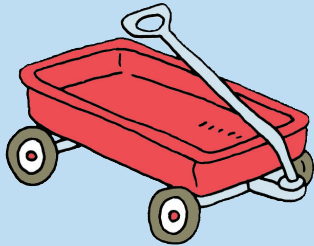


Fun with Qq to Zz

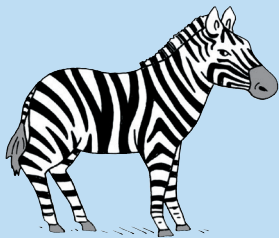
Name each picture. Circle the letter that begins the word.



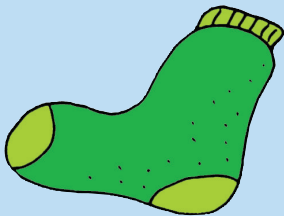
t d b



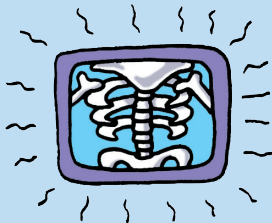
v w u



s z c



c f s



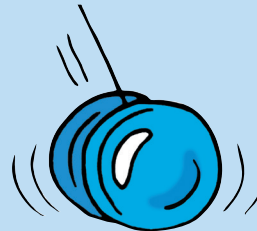
j k x



k q p



u e o



j y h

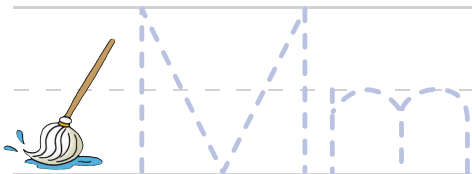
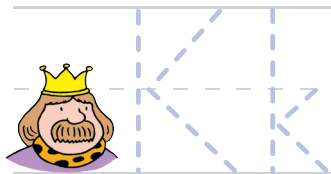
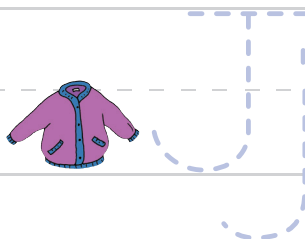
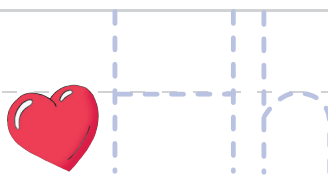
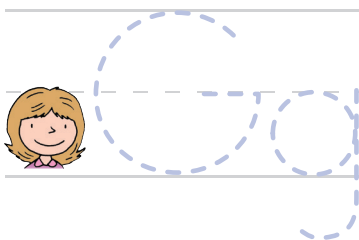
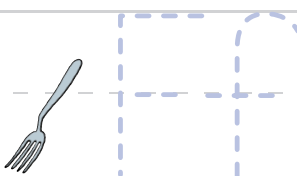
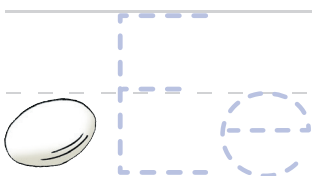
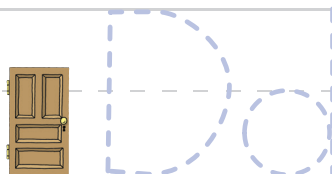
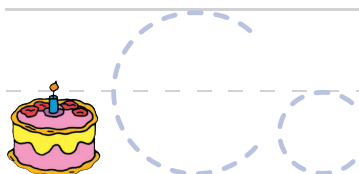
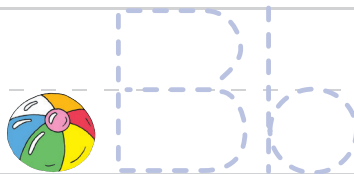
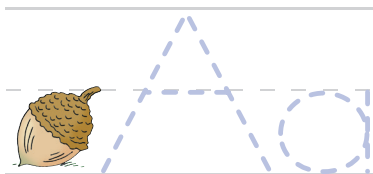


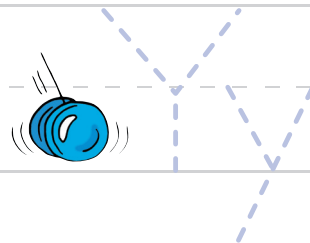
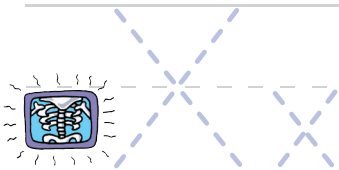
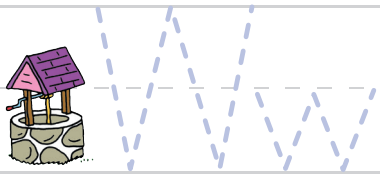
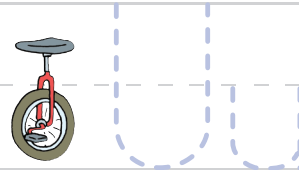
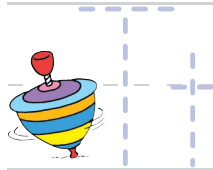
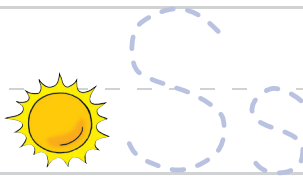
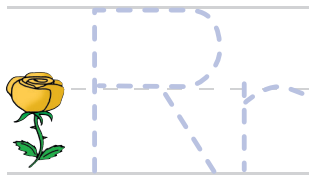
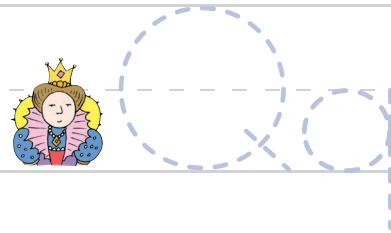
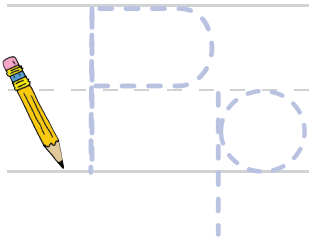
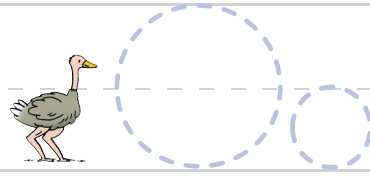
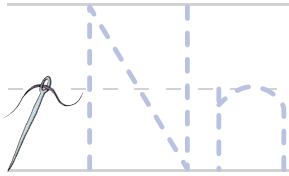
b w v



r t w

Practice writing each letter.





Alphabet Match

Name _____

Match each picture below to the letter that begins its name.

f



d



b



p



q



g



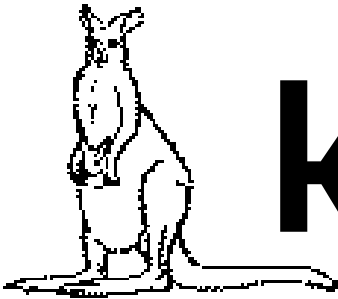
abc Practice

Name _____

Practice writing these letters! Use the example to help you.

a

a _____



k

k _____

w

w _____

x

x _____

m

m _____



s

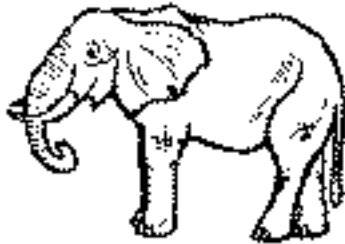
s _____

Animal Adaptations

Name _____

Adaptations help animals survive. Wings are an adaptation; they help some animals move toward food, toward comfortable climates, or away from danger. Look at the animals below. Circle the letter next to the animals that have wings to help them move.

e



q



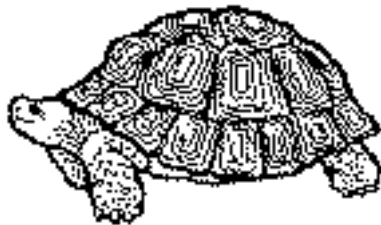
b



z



t



d



Letters Count!

Name _____

Look at the groups of letters below.

Circle the group of 3 letters.

Underline the group of 4 letters.

Put a star next to the group of 2 letters.

Put an X through the group that has 1 letter.

How many letters are in the remaining group? _____

8

6

4

1

7

5

2

3

y y y y

c c

n n n n n

v

h h h

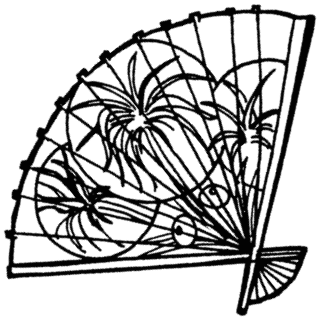
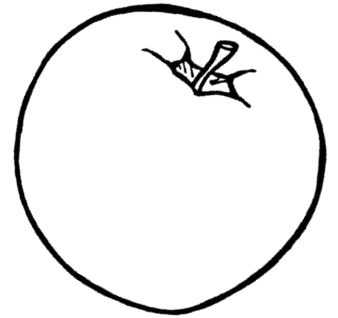
Letter Companions

Name _____

Match the uppercase letter to its lowercase companion.
The first one has been done for you!

A

w



F

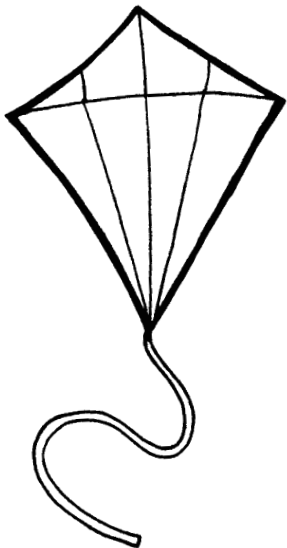
a

G

k

K

f

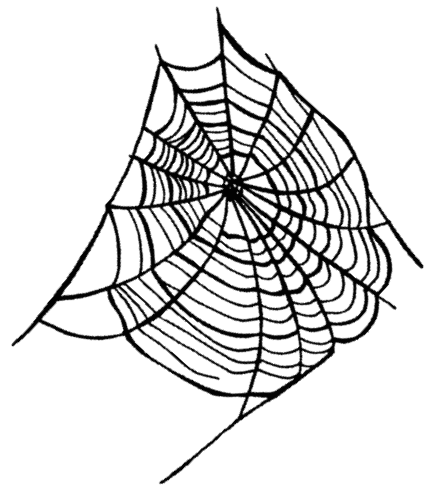


P

g

R

p



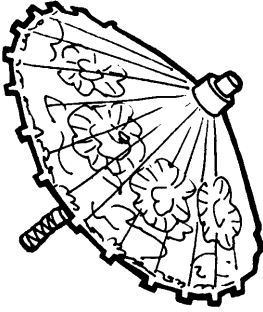
W

r

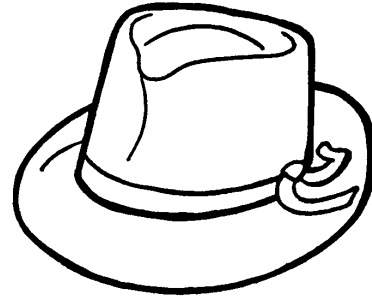
Letter Round-Up

Name _____

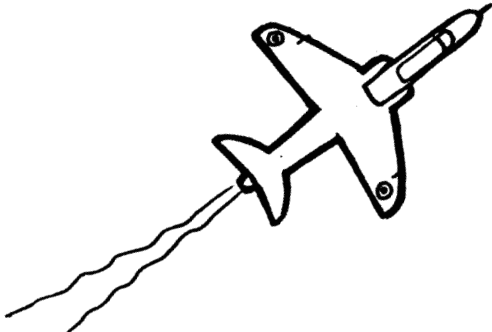
Circle the correct letter pair for each picture. An example is given!



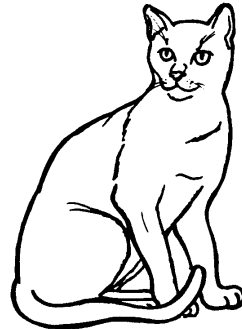
Bb Cc Uu



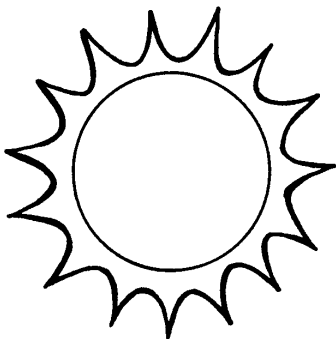
Qq Nn Hh



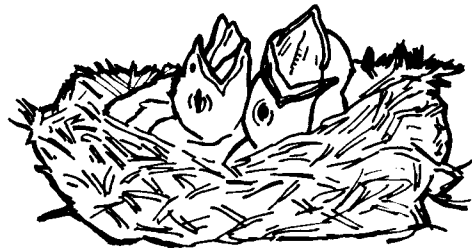
Jj Ss Ww



Ee Cc Gg



Yy Tt Ss

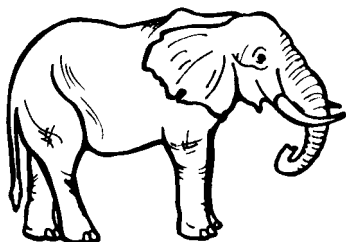


Nn Ll Mm

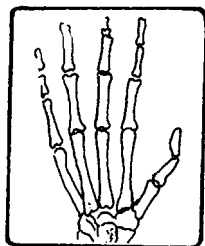
Letter Practice

Name _____

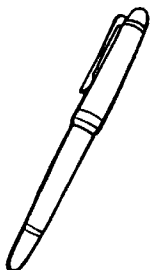
Look at the pictures. Practice writing the letters on the lines that follow.



Ee



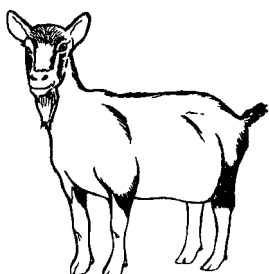
Xx



Pp



Dd

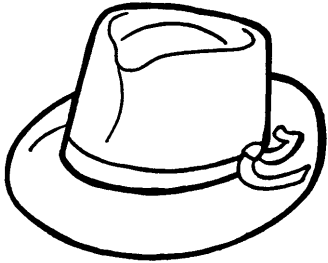


Gg

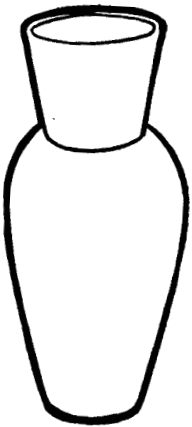
Letters Count!

Name _____

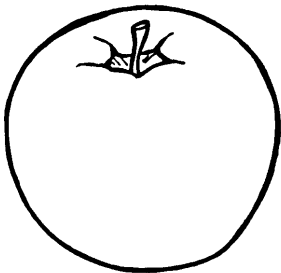
Trace the letters below to spell each word. Then, count the letters in each word and circle the total at the right.



hat 1 2 3 4 5

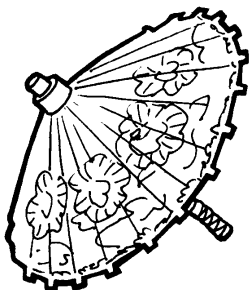


vase 1 2 3 4 5



apple 1 2 3 4 5

Bonus: How many letters are in this word? _____

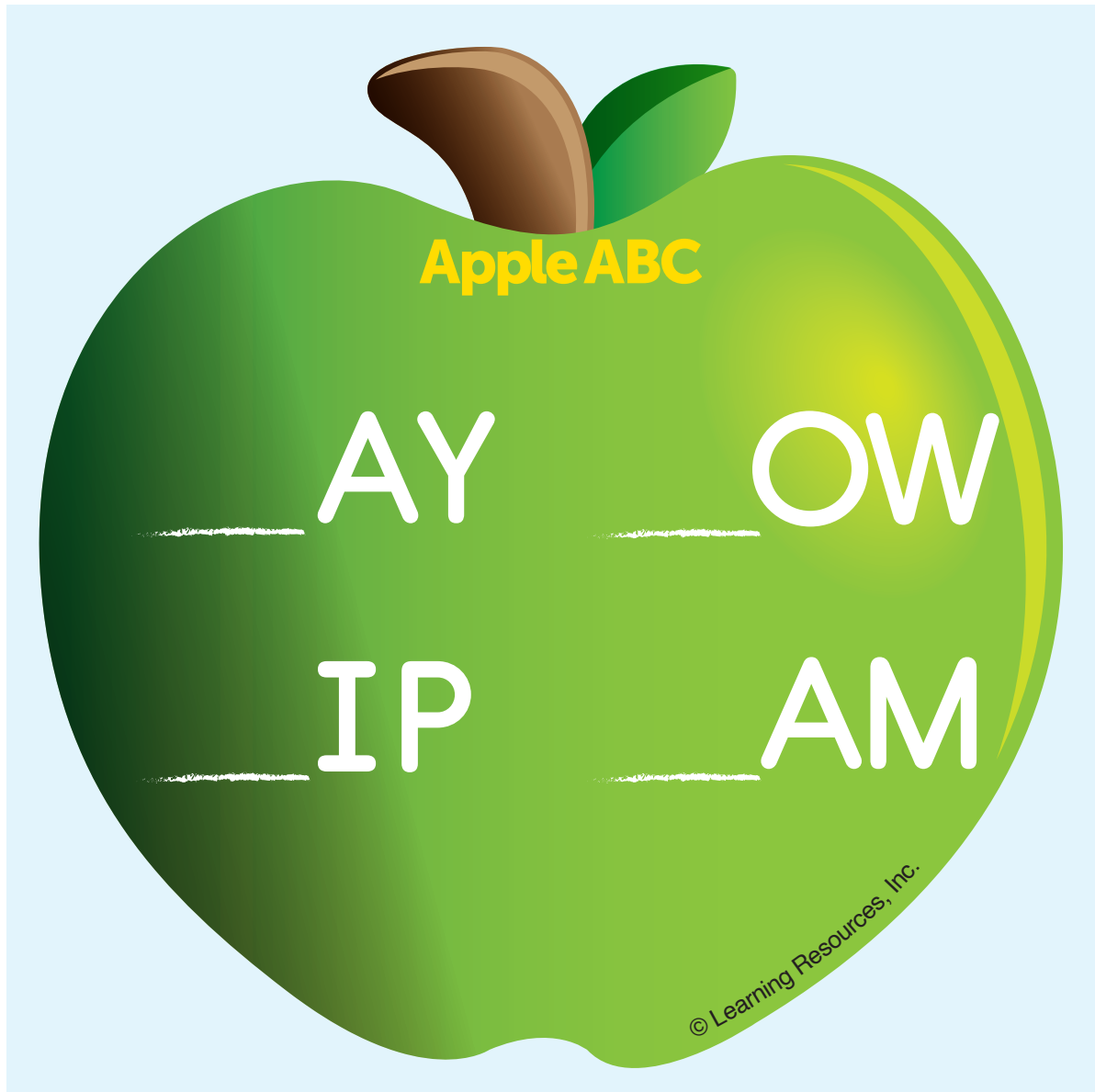


umbrella

Game 1



Game 2



Game 1



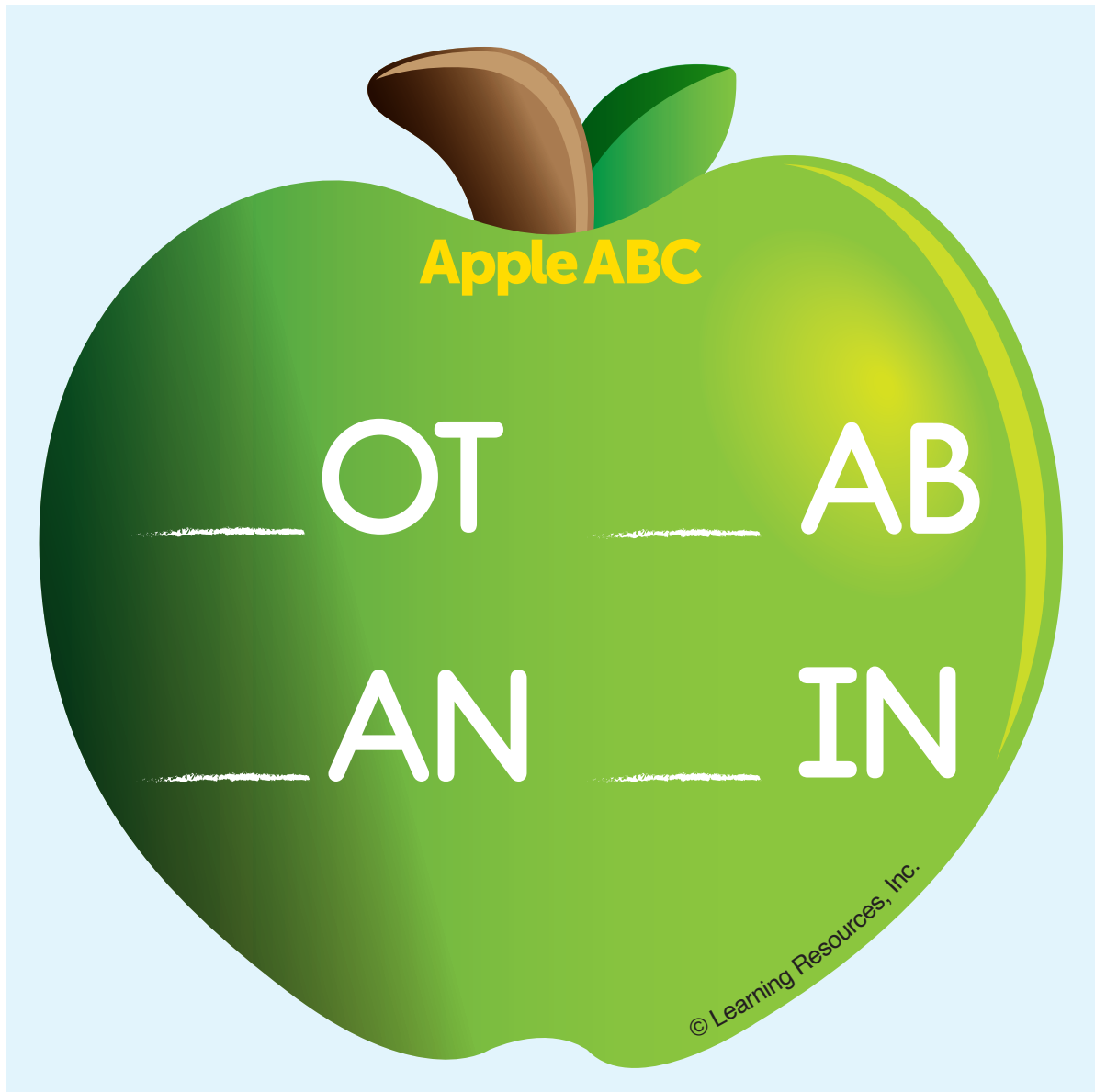
Game 2



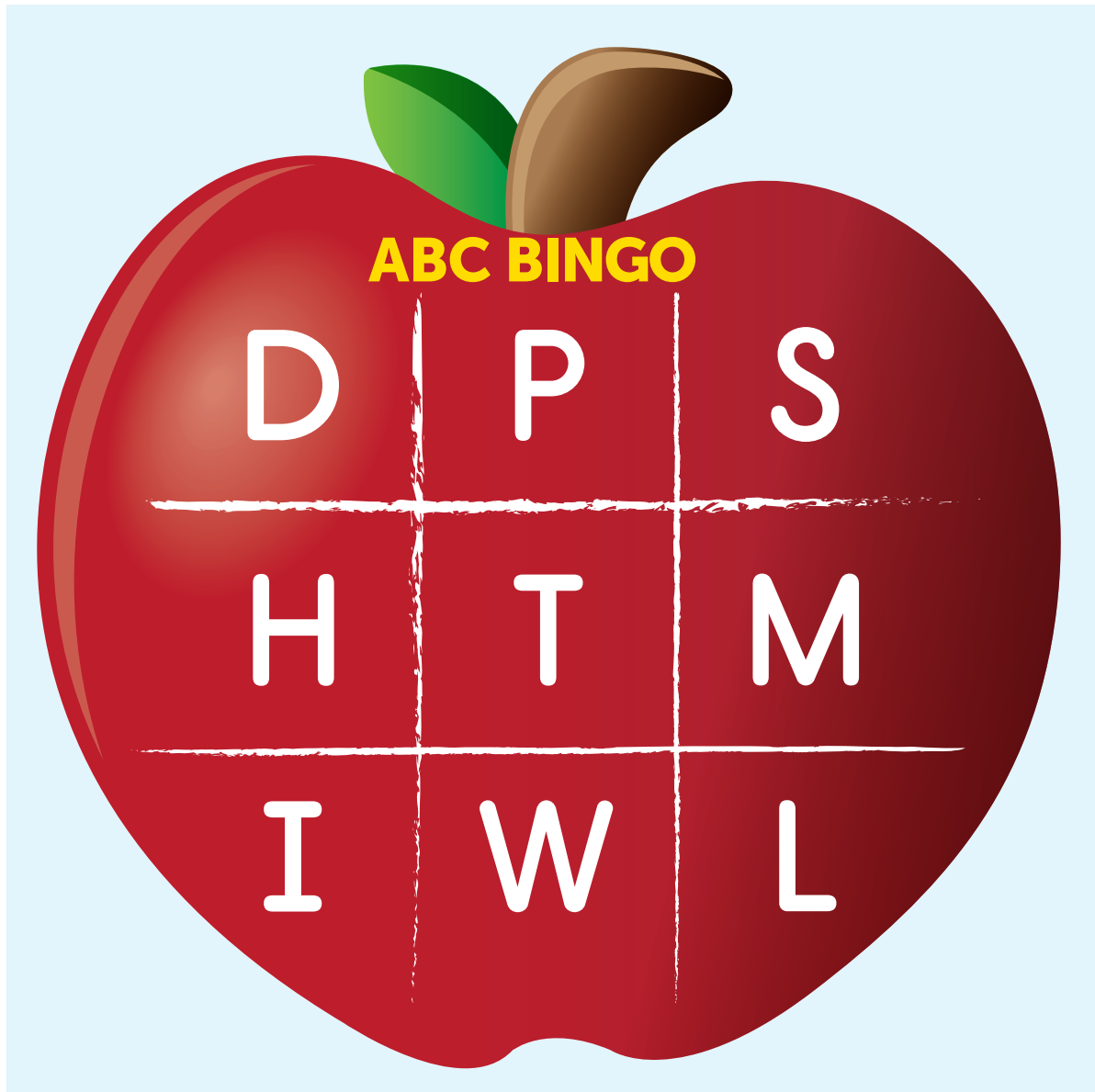
Game 1



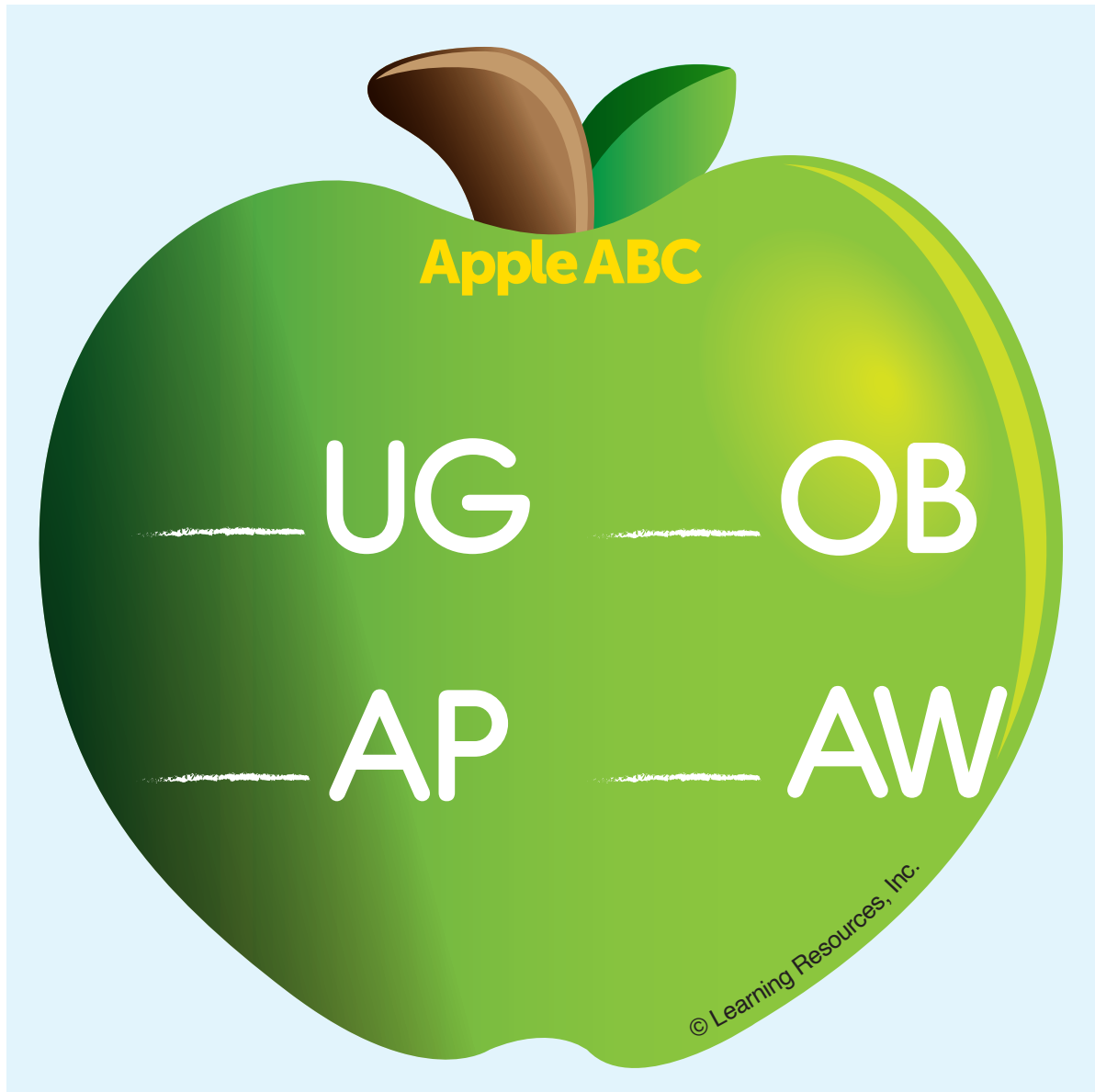
Game 2



Game 1



Game 2



A

B

C

D

E

F

G

H

I

J

K

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N

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P

Q

R

S

T

U

V

W

X

Y

Z

B

C

H

L

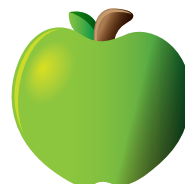
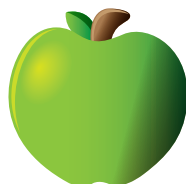
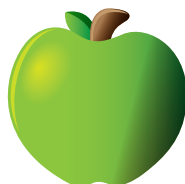
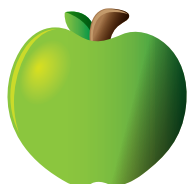
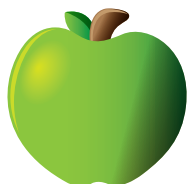
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CUT ALONG DOTTED LINES



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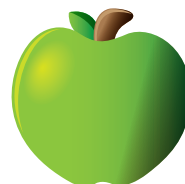
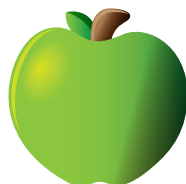
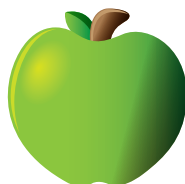
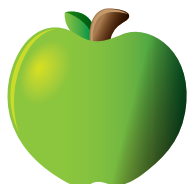
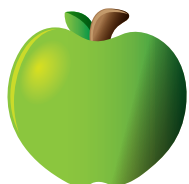
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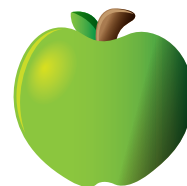
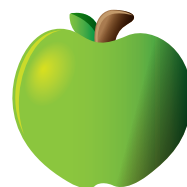
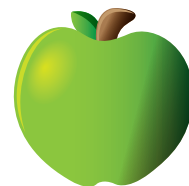
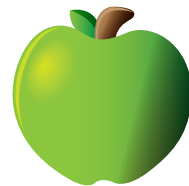
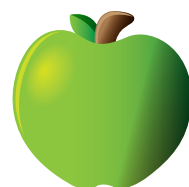
R

S



CUT ALONG DOTTED LINES





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LSP 8916-S

Ages 4+
4 ans et plus

Apple ABC Game

2 Games in 1

WARNING / AVERTISSEMENT:

CHOKING HAZARD - Small parts. Not suitable for children under 3 years.
RISQUE DE SUFFOCATION - Petites pièces. Non recommandé pour
les enfants de moins de 3 ans.

2-4 Players

Game 1: ABC Bingo

- Each player picks an “ABC Bingo” card. Place all of the letter markers in a box or hat.
- The youngest player begins by picking a letter marker from a box or hat and reads the letter. The player checks his card to see if they have the matching letter on it. If it is, he covers the space with an apple marker and it is then the next player’s turn to draw.
- If he does not have a matching letter on his card, it is then the next player’s turn to draw. Play continues to the left until one player has covered three spaces in a row.
- For longer game play, the first player to cover all of the spaces on his apple card is the winner.

Game 2: Apple ABC

- Each player picks an “Apple ABC” card. Place all of the markers in the box.
- The youngest player starts the game by picking a marker and looking at the letter. He then looks at the word endings on his apple card. If he can complete one of the words with the letter on his marker, he places the marker on the blank spot on his card. If not, he puts the marker back in the box and it is now the next player’s turn to pick.
- Play continues to the left and the first player to correctly complete all 4 words on his apple card is the winner.

Additional Activities

- Use the letter markers and make the alphabet (you will have some extra letters left over). Once the letters are all laid out, point to each letter while you sing the alphabet song.
- Use the letter side of the markers to make two and three letter words. For example: if, the, cat.



HOW TO PLAY:

Rhyming Dinos

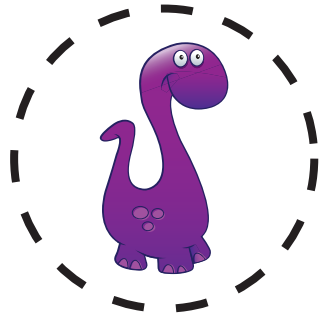
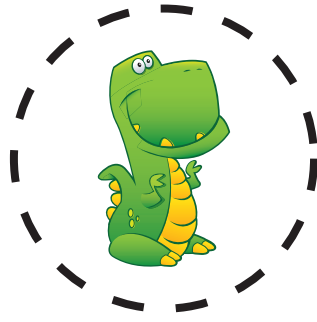
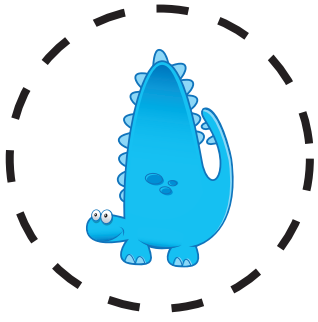
Use the "Rhyming Dinos" game board. Each player chooses their dinosaur color and places it on the "start" space that matches their color dinosaur. The youngest player starts by drawing a number card. Then, the player must say aloud the number of words that rhyme with the one on their space on the board, and then move ahead the same number of spaces. For example - if a player draw a 3, the player says 3 rhyming words and then moves ahead 3 spaces. If players are unable to come up with 3 words and can only say 1 or 2, they can still move ahead 1 or 2 spaces. The first player to return back to their starting space win!

Dino Tracks Blends

Use the "Dino Tracks Blends" game board. Each player chooses a dinosaur marker and places it on the "Start" space. The youngest player goes first and draws a blend card. The player then combines that blend with the word ending on the following space on the board to try and make a word. If the blend and word ending create a real word, the player moves the dinosaur marker to the following space and uses the same blend card to see if the word ending on the next space on the board makes a real word. Once you cannot make a word, it is the next player's turn to draw a card. The first player to reach the volcano wins!

Game Markers

Cut out on dotted line



Word list:

AY: play, gray, clay, tray, sway, stay, slay

OT: shot, plot, clot, blot, trot, spot, slot

ILL: grill, drill, chill, still, spill

AIN: plain, grain, drain, chain, brain, train, stain

ATE: plate, grate, state, slate

OCK: shock, flock, clock, block, stock

AP: flap, clap, trap, snap, slap

AG: flag, drag, brag

USH: plush, flush, brush, blush

AM: gram, clam, slam

OW: show, plow, grow, flow, chow, brow,
blow, stow, snow, slow

IP: ship, grip, flip, drip, clip, chip, trip, slip

IM: grim, trim, swim, slim

UG: plug, drug, snug, slug

ACE: place, brace, trace, space

ING: fling, cling, bring, thing, swing, sting

ACK: shack, black, track, stack, snack

EW: grew, flew, drew, chew, brew, stew

ICK: click, chick, brick, trick, thick, stick, slick

AN: plan, than, swan, span

ED: shed, sled

Rhyming Dinos Playing Cards

Cut out on dotted line, shuffle and start playing!

1

1

1

1

1

2

2

2

2

2

3

3

3

3

3

4

4

4

4

4

Dino Tracks Blend Playing Cards

Cut out on dotted line, shuffle and start playing!

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box

king

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sun

pail

dog

Rhyme
Din



cake

ship

train

aming
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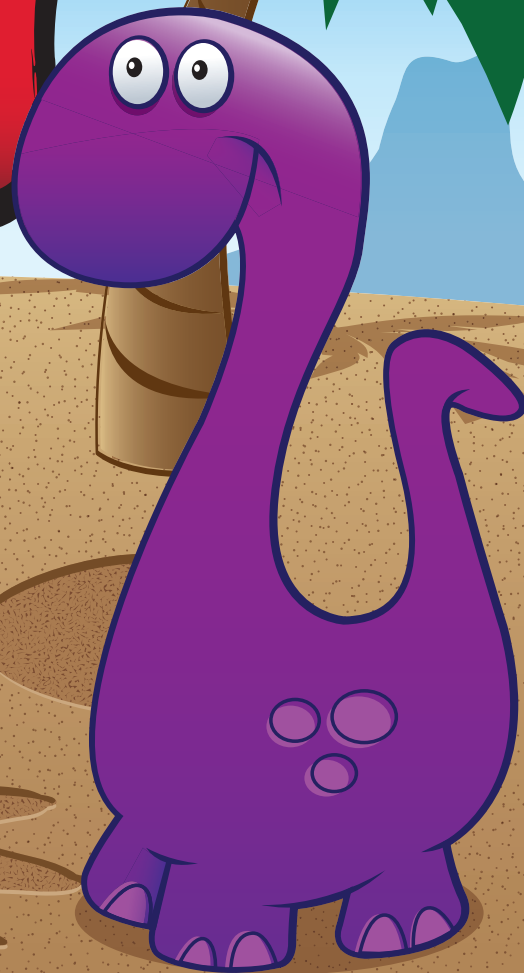
star

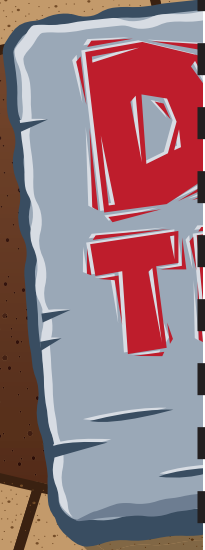
pig

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|---|---|---|--|---|---|--|
| Apple  | Elephant  | Igloo  | Mouse  | Question mark  | Umbrella  | Yo-yo  |
| A a | E e | I i | M m | Q q | U u | Y y |
| Ball  | Fish  | Jar  | Nail  | Rainbow  | Violin  | Zebra  |
| B b | F f | J j | N n | R r | V v | Z z |
| Cat  | Goat  | Kite  | Octopus  | Sun  | Worm  | |
| C c | G g | K k | O o | S s | W w | |
| Duck  | House  | Light bulb  | Pie  | Top  | Fox  | |
| D d | H h | L l | P p | T t | X x | |



CUT ALONG DOTTED LINES

PUZZLE CARDS

Alphabet

Help Teach:

- letter recognition
- word families
- beginning letter sounds
- spelling

Rhyming Words

Use the two-letter word endings listed above and help children think of rhyming words. For example: cap, lap, map, tap, nap, snap, flap. Let children make up silly words, then discuss which words are real and which are silly.

their choices by placing three letter cards in front of them and having them choose from these. Here is a list of common two-letter word endings: AD, AG, AN, AP, AT, AW, ED, EN, ET, IG, IN, IT, OG, OP, UG, UN, UT.



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Letter fun begins with Alphabet Puzzle Cards, 26 self-checking cards that encourage letter recognition, knowledge of letter sounds, and beginning spelling skills. Just match the letter to the picture and learning is as easy as A-B-C!

Before you begin, carefully separate each card into two pieces.

Alphabet Song

Help children arrange the puzzle cards in alphabetical order. Ask children to sing The Alphabet Song and point to each letter as they come to it. Pointing to the letters and saying them aloud will encourage letter recognition.

Memory

Separate the cards into two pieces and mix them up. Place the cards face down on the floor. Take turns turning over one picture card (top piece) and one letter card (bottom piece). If the two cards are a match (for example, the letter A and the picture of the apple) the player keeps both cards. If the cards do not match, turn the cards over again. It is the next player's turn. When all of the cards are gone, the player with the most matches wins. For younger children, place all of the letter cards (bottom pieces) together and all of the picture cards (top pieces) together. Have children make a pair by picking one card from each group.

A is for Apple

Reinforce beginning letter sounds by pointing to a puzzle card and asking children to name the letter and the picture. Help children think of other words that begin with that letter.

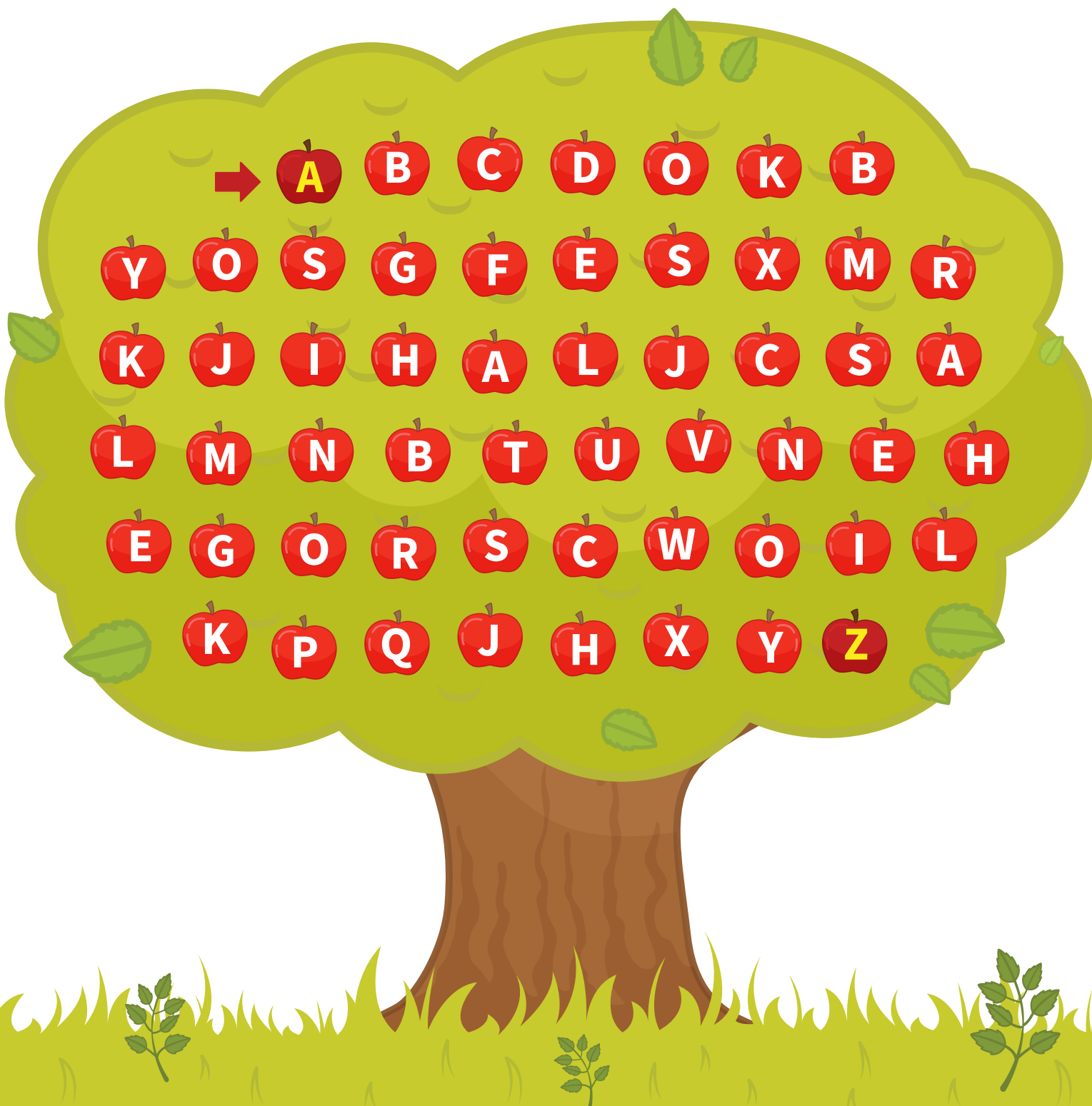
Spell it Out

Use the letter cards (bottom pieces) to spell out a common word ending, for example AR. Ask children what letter they should add to make the word FAR. Have children place the F card in front of AR to spell out FAR. For younger children, limit

Summer Brain Gain Activities

Alphabet A to Z Maze!

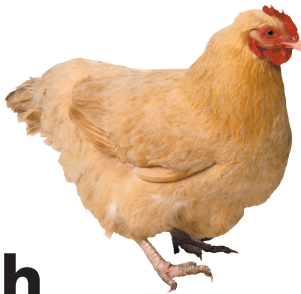
Can you draw a path from A to Z, in order?



Alphabet BINGO



a



h



m



z



f



t



r



q

Alphabet BINGO



p



v



l



s

FREE



i



o



x



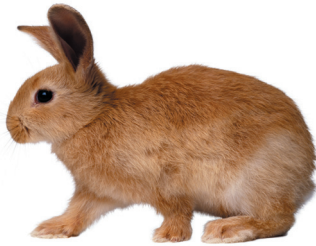
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Alphabet BINGO

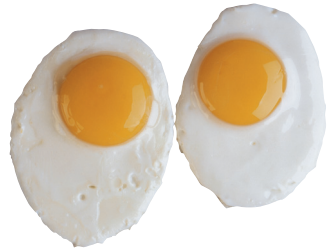
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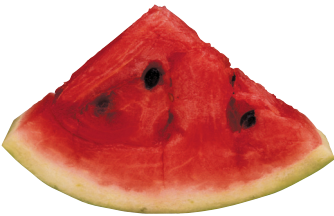
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FREE



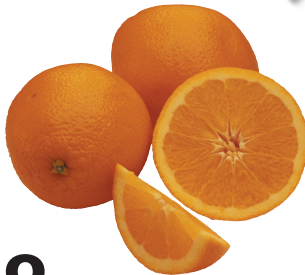
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Alphabet BINGO



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z

Cut out 2 sets.

Alphabet Bingo

For 2–4 players
Ages 4–6

Children learn to identify the beginning consonant or vowel in words.

Includes

- 4 Bingo cards
- 26 Letter cards

Find

- 34 Coins or small objects to use as markers

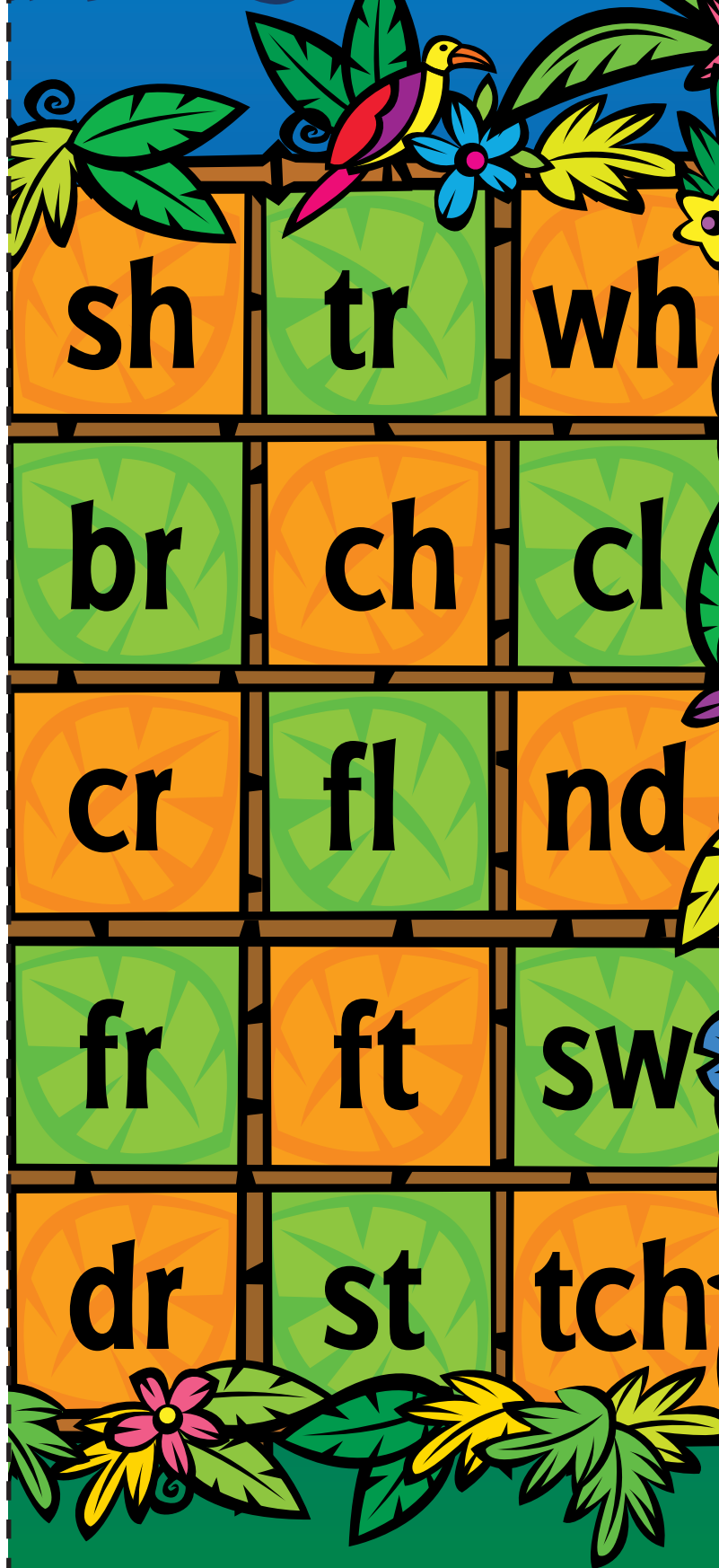
Object of the Game

To be the first player to cover three spaces in a row.

Playing the Game

Each player selects a bingo card. Stack letter cards face down in center of the table. The youngest player begins by drawing a letter card. The player names the letter drawn. All players check their cards to find pictures of objects that begin with the letter called out. Using the coins/markers, players may cover one match per turn. The next player on the left then draws a letter card and calls it out. Players continue taking turns drawing, and naming letters. The first player to cover three spaces in a row, in any direction, wins!

ares



For 2 Players or 2 Teams

Directions:

- Use 8 green/blue star markers. One player will play with 4 markers, and one player will play with 4 markers. Place your markers with your color faceup on the row of blend squares closest to you. On your turn, say a word that uses a blend from any square surrounding your markers. If the word is correct, move your marker to that space.
- You may jump a marker that is next to your marker and say a word using the blend on the square you land on. When you jump over an opponent's marker, flip it over to your color. It is now one of your markers.
- You may jump over your own markers on a move. A move can include as many jumps as you can make, as long as you use the same marker.
- Make all of your opponent's markers yours to win.

Challenge: Make a new word each time a blend square is used. If you repeat a word during the game, do not move your marker. Your turn is over.

Blend Squares

Advanced Blends Game

bl

kn

fr

th

st

gl

tw

ph

sp

gh

sw

sk

cr

br

dge

nt

pl

nk

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mp

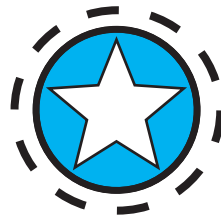
sl

lt

sm

ng

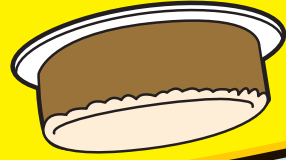
sn



o Rhyme



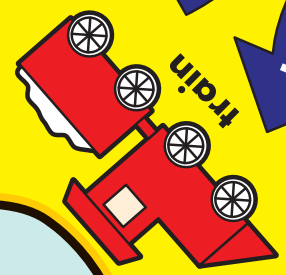
king



cake



ship



train



hook



star



ball



tree



cat



pig



Start

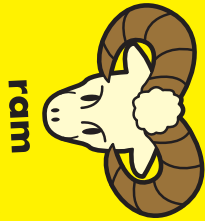
Finish

Time to


Start
Finish



2



2-4 Players

- Use the 1-4 number cards and one  color marker per player.

- Place the number cards in a hot or bowl so they can't be seen.

- Place your marker on your color corner.

- Move to the first square on the path, indicated by the arrow in your corner, and, without looking, pick a number card. This will be the number of rhyming words you need to say aloud.

- Say aloud that many words that rhyme with the word on your space. If you can say that many rhyming words, move forward that number of spaces. If you cannot say that number of words, move forward as many spaces as rhyming words you can say.

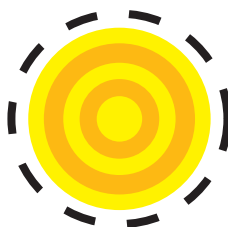
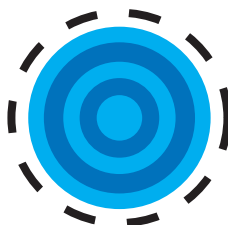
- The first player to return to his or her corner wins.



1

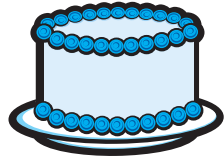


Start
Finish



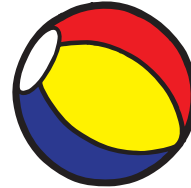
| | | | |
|---|---|---|---|
| 1 | 2 | 3 | 4 |
|---|---|---|---|

__ake



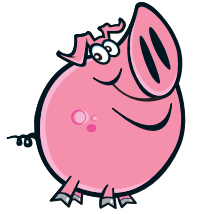
cake

__all



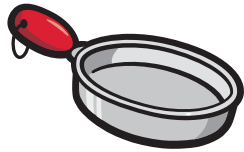
ball

__ig



pig

__an



pan

__ap



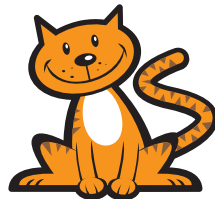
map

__ar



car

__at



cat

__ed



bed

__est



nest



CUT ALONG DOTTED LINES

__ide



slide

__ing



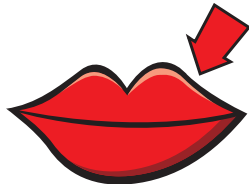
ring

__ell



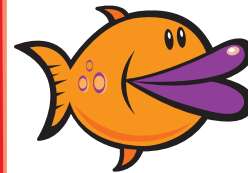
bell

__ip



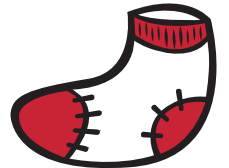
lip

__ish



fish

__ock



sock

__og



dog

__ug



mug

__ush

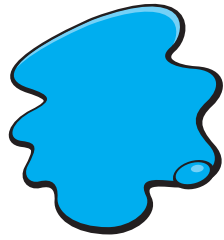


brush



CUT ALONG DOTTED LINES

bl__



blue

ch__



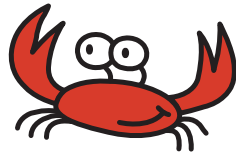
chair

cl__



clown

cr__



crab

dr__



drum

fl__



flower

fr__



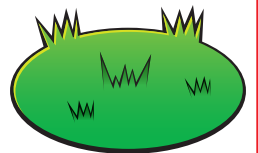
frog

gl__



glue

gr__



grass



CUT ALONG DOTTED LINES

ph__



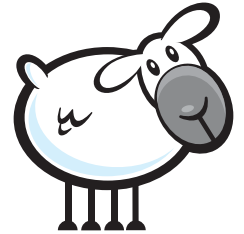
phone

pr__



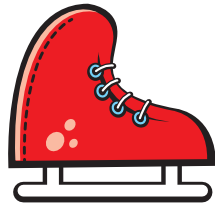
present

sh__



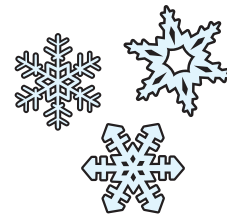
sheep

sk__



skate

sn__



snow

st__



star

tw__



twig

tr__



tree

Phonics Flash Cards

This set of flash cards is a great way to introduce and reinforce word families, beginning blends, and digraphs. Practicing word families also helps children identify rhyming words that are often found in children's books.

Suggested Activities:

Blends and Digraphs—Choose a card with a beginning blend or digraph. Ask your child to sound out the blend and think of a word that starts with that sound. If they are unable to say a word that starts with the blend, show them the picture card that relates to that blend and read the word aloud. Have your child repeat the word and

then try again to think of another word that starts with the same blend.

Word Families—Choose a card with a word family. Ask your child to read the word family and think of a word that ends with the same sound. If they are unable to identify a word with the same word family, show them the picture card that relates to that word family and read the word aloud. Have your child repeat the word and then try again to think of another word that ends with the same sound.



Ii



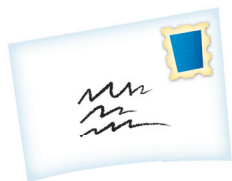
Jj



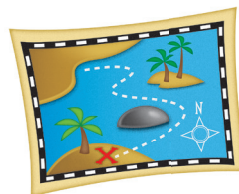
Kk



Ll



Mm



Nn



Oo



Pp



Qq



CUT ALONG DOTTED LINES

Rr



Ss



Tt



Uu



Vv



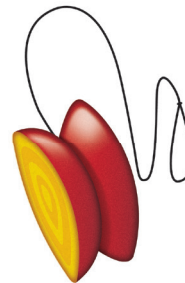
Ww



Xx



Yy



Zz



CUT ALONG DOTTED LINES

AB_

DE_

GH_

JK_

MN_

PQ_

ST_

VW_

Y_

A_C

D_F

G_I

J_L

M_O

P_R

S_U

V_X

_Z



CUT ALONG DOTTED LINES

ABCs Flash Cards

See It & Say It—Hold up each letter card and have your child say the letter.

ABCs—Place all the letter cards on the table, and have your child place the cards in alphabetical order. Then, sing the alphabet song together as your child points to each letter.

Letter/Picture Match Up
Hold up a picture card and have your child, say what the picture is, and what the sound it starts with!

ABCDE
FGHIJK
LMNOP
QRSTU
VWXYZ

Aa



Bb



Cc



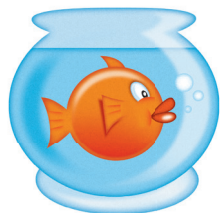
Dd



Ee



Ff



Gg



Hh



CUT ALONG DOTTED LINES