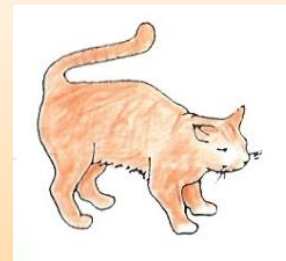
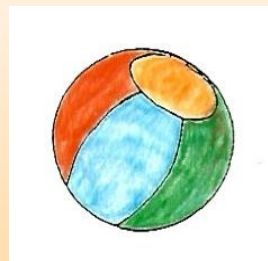


# Sound-it-out

## Alphabet Game Pack

An Alphabet Level Game



By J. Arrowsmith & V. Conway



# Alphabet Game Pack

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## Key

a - apple

b - ball

c - cat

d - duck

e - elephant

f - fish

g - goat

h - house

i - insect

j - jam

k - kite

l - lemon

m - mouse

n - nest

o - octopus

p - panda

q - queen

r - rabbit

s - sun

t - television

u - umbrella

v - violin

w - watch

x - xylophone

y - yo-yo

z - zebra

## Alphabet Game Pack

Written by J. Arrowsmith and V. Conway

Illustrated by V. Conway

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### Instructions for Alphabet Games

Print all the game pages onto card: 1 letters page, 1 picture cards page and 2 base boards.

Cut up the letters and picture cards.

If you want to use the game for multiple children, laminate them if possible to make them more durable.

Store the cards in an envelope/plastic wallet.

## Games using just the picture and letter cards:

**Do check the key - e.g. it is not a boat, but a yacht.**

1) Scatter either all, or a selection of, depending on which sounds your child has learnt/needs practice with, on the floor/table. Make sure you have matching words and pictures. Muddle them up.

Ask your child to pick 2 cards. Do they match? If yes, they keep them, if not return them to the position they were in.

Then you have a go and do the same. Make sure to show your child the cards you have chosen so they can try and remember where they saw them when they need them. Continue playing until all the cards are in pairs. The winner is the one with the most pairs, but winning/losing is not the point of the game, rather practice in recognising the initial sounds, so help them as they need to help them feel successful.

2) Ask your child to lay the letter cards out in order of the alphabet. Then give them the picture cards in a bag. Let them draw one at random and match it to it's correct initial sound letter.

3) Lay the picture cards out (or a selection of them) and ask your child to match the letter cards to the pictures.

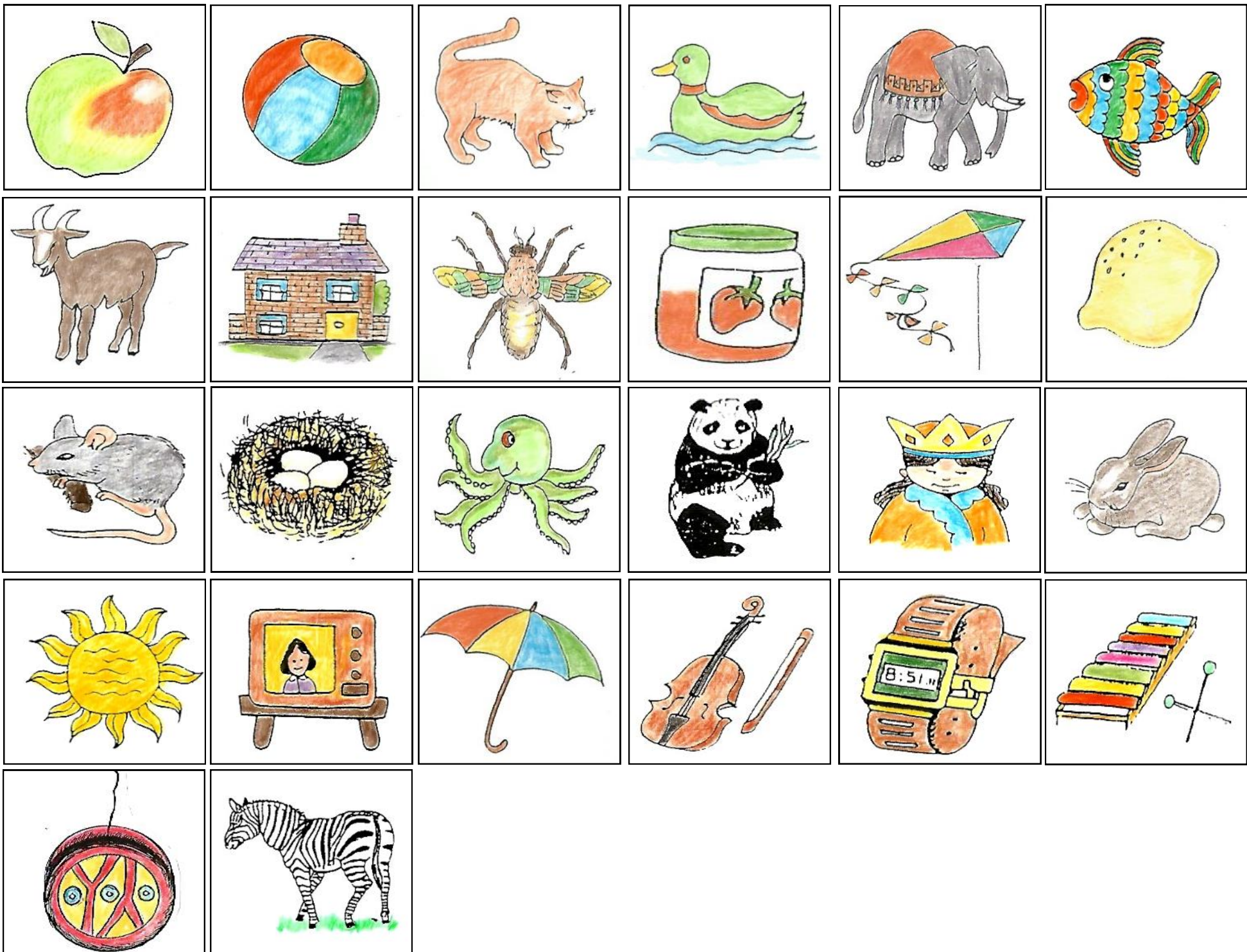
## Games using the base boards:

1. Let your child find and match the right letters to the pictures (or vice-versa) using their knowledge of initial sounds. You can either just give them one base board (for the less confident) or two.

2. Have a base board each - or play with a sibling/friend.

Scatter the letter cards face down on the table. Take it in turns to pick one up and see if you can find the picture that starts with that sound. Place the card on the picture if you can. Then the other person has a turn. Keep going until all the cards are gone. The winner is the one to complete their base card first, though keep in mind that winning is not the aim, though it does give a feeling of achievement.

3. You can do this two ways: either use the picture base boards or the letter base boards.



a

b

c

d

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