

# Letter of the Week Game Instructions:

*(If you notice a game that is not on this list, please let me know so it can be added! Thanks!)*

- **Alphabet puzzle cards:** Cut out each item, then cut the cards in half. Match the upper/lowercase letters to each other.
- **Alphabet, Numbers, Pre-Writing Practice:** Laminate and cut along solid lines to create a mini-book. Bind with O-ring. Use dry-erase markers to practice writing skills.
- **A-Z Spoon Cards:** Write upper case letters on one set of colored plastic spoons. Write lowercase letters on another color of plastic spoons. Cut apart the spoon cards and lay them out on the floor. Have your preschooler match up the correct spoons to the letters on the cards.
- **Builders:** Cut out game pieces on pg2 of download. Use them to re-create the image on the game board. Your child can put the pieces on the game board itself, or for more of a challenge have them make the image next to the game board.
- **Capital/Lowercase Sorting:** cut out game pieces then place them on the correct case using the game board provided.
- **Chicka Boom activity:** At the end of each letter we read the chicka chicka boom book and put that letter up on a big tree on our wall.
- **Clip Cards:** Use mini-clothes pins or colored paperclips to clip the correct amount of pins on each card based on the number on it.
- **Coloring:** color, paint, decorate
- **Color Matching Puzzles:** Cut out each item, then cut the cards in half in various ways. Have your child match them back together based on their colors. Discuss the colors as they match. *(Some of the games include a game board with color words on it, for those, just match the items to the correct color word on the game board.)*
- **Counting puzzles:** Cut out each ant, then cut in half separating the back of the body from the front. Match back together matching dots with correct number on the front of the body
- **Counting (clip) Cards:** Place the correct amount the manipulative of your choice on each card based on its number. (We use mini-clothes pins, bingo markers, buttons, pom-poms, cars, shells, etc) You can also have your child put these cards in numerical order.
- **Counting Game:** Place the correct number on the card based on how many things are on it, for example, if there are 3 butterflies on the card, put the number 3 card on it.
- **Cut and paste:** You may have to help until skills are developed, but cut out each piece and glue your picture to construction paper. Can use this for the alphabet binder if you want.

- **Cutting:** Practice scissor skills by cutting along dotted lines
- **Dice Game:** Roll the die and move your piece to the next spot with that number on it. Whoever reaches the end first wins!
- **Dice Counting Worksheet:** Roll a die and have your preschooler circle the matching number in the first box. Repeat. You can do this activity with dotted die or numbered die for counting or number recognition practice.
- **Do a dot:** we use the do-a-dot markers I had on my table, but you could also have them put on stickers in each circle, or paint/color it if you don't have those.
- **Dominos:** (This is only on the Zebra unit) Play domino's matching same colored sides to each other.
- **Floor Numbers:** Set out on floor, call a number, have your child hop to it. You may have to help them out when you first start, but with repetition they will learn quickly! I also put them in random order and have my child hop to them in numerical order, or I set it out like a hopscotch then have your child hop and say each number as they hop on it.
- **Graphing:** count the ants on each card and then using dry erase, put a "o" in each box for the correct amount of ants. Variations: using cheerios in each square, or some other manipulative.
- **How Many?** Place a number (1-10) in the square on the game board. Your child will then place that many items (depending on the letter you are on) on the board.
- **Lacing card:** laminate and cut out. I do this on cardstock! Using paper hole punch, punch a hole every inch along edge of ant. Lace with yarn, or colorful shoelace.
- **Letter Matching Disks:** (aka Bottle Cap Game) Use cards along with upper or lower case letter disks to practice letter recognition skills. For a challenge, mix an uppercase card with lowercase disks or visa versa. [Click here to see how to make the disks.](#)
- **Magnet:** using cookie sheet and pom-pom magnets, (or any magnets) place them on the dots. This is a one-to-one correspondence game. I've also seen people use it with the do-a-dot markers as well.
- **Measuring:** (This is only for the fish) Using goldfish, measure each one, discuss which one is longest, shortest, middle. Then eat fish :)
- **Number Dot Cards:** Using any manipulative of your choice, have your preschooler put the correct amount of items on each card. I use mini-clothes pins, beans, cheerios, bingo markers, plastic animals etc.
- **Pattern Activity:** Cut out the pieces from pg2 of the download, then use them to complete the pre-started pattern on the game board.
- **Poke page:** using toothpick, place sheet on carpet and poke holes along outline of letters

- **Pattern Block Cards:** Using wooden pattern blocks and pattern cards, place the corresponding block to match the shapes on the cards and create a pattern. To see this in action and where you can get blocks [click here](#).
- **Puzzle:** Cut along lines to make a 6 piece puzzle
- **Roll a Game:** Cut out shapes on pg2, then roll dice and place each item as it's rolled in the appropriate place to re-create picture on the page (like a puzzle).
- **Scavenger hunt:** search house for things that start with 'a'. I suggest giving them a basket for their finds. You may have to help initially
- **Shape Mat:** Laminate the mats and then use play-doh to create each shape on the mat.
- **Shape Puzzles:** cut out each ant, and cut in half to make shape matching puzzles. Discuss each shape as you match it.
- **Size sort:** cut out each ant, and sort based on size: small to large, or large to small.
- **Tracing:** laminate and use dry-erase markers to trace letter (*You can also use pencil/crayon etc. if you don't laminate for multiple uses!*)

Click here to see a sample of most games in action:

[Letter B for Butterfly](#)