

# Amazing Animal Alphabet

1-4 players ages 3+

## A Note to Parents:

You can help your child gain a better understanding of basic alphabet skills with these cards. Identifying the letters and saying their sounds helps reinforce learning. There are 2 sets of cards, one set with upper case letters, the other with lower case letters. The pictures on the lower case cards are spelled out in lower case letters and the pictures on the upper case cards are spelled out in upper case letters. The pictures on the cards help children associate letters with words, the first step in learning to read. While practicing these skills, children have fun playing these clever card games featuring bright, fun pictures.

## Game 1

**Object of the game:** To have the most matches when the game is over.

**Before you begin:** Shuffle the deck and deal five cards to each player. Place the rest of the cards facedown in the center of the table, as the draw pile.

**Playing the game:** The youngest player may begin. On your turn, choose one of the letters of the alphabet in your hand. If you have the upper case letter, you may ask any other player if he/she has the matching lower case letter in his/her hand. (If you have the lower case letter, ask for the upper case letter). If the player asked does have the card, it must be passed to you. You can then take another turn. If the player does not have the card, you take the top card from the draw pile. Your turn is now over and play continues in a clockwise direction. When you collect a pair of letters (the lower case and upper case letter), you show them and lay the set out in front of you.

**Winning the game:** When all the cards have been laid down, the player with the most sets wins! Some players may "go out" (lay down all the cards in their hand) before all the cards on the draw pile have been played. They must wait until the game is finished to find out if they win.

As an alternative, the game can also finish when one player lays down all his/her cards and the winner is the player with the most sets!

## Game 2 - Letter Matching

**Object of the game:** To understand the relationship between upper case and lower case letters.

**Before you begin:** Place the 26 upper case letter cards face up on the table in rows so that all of the players can see all the cards. Shuffle the lower case letters and place them in a pile, facedown.

**Playing the game:** This game can be played

alone or with a group of children. On your turn, take the top card in the pile. Find the matching upper case letter on the table. Name the letter and the object pictured on the card. Can you name another object that starts with this letter?  
**Playing competitively:** If you can name the letter and the object, you can claim the set. If not, you must put the upper case letter card back on the table and return the lower case letter card to the bottom of the draw pile.  
**Playing cooperatively:** Other players or the game leader help you think of another object. You keep the set.

**End of the game:** Playing competitively: When all the cards have been turned over and matched, the player with the most sets wins.

Playing cooperatively: When all the sets have been matched the game is over.

## Game 3 - Alphabet Order

**Before you begin:** Shuffle the cards and place them in a pile face down on the table.

**Playing the game:** The youngest player starts by turning over the first card in the pile. He/She must identify the letter and name the letters that come before and after this letter in the alphabet. If correct, the card is kept in front of the player. If incorrect, the card is returned to the bottom of the pile and it is the next player's turn. Play continues until all cards from the draw pile have been turned over.

**Winning the game:** The player who has the biggest pile of claimed cards is the winner!

## Other games to play with these cards:

1. Use one set of 26 cards, either all upper case letters or all lower case letters. Shuffle the cards and spread them face up on the table. Players take turns picking them up one at a time, starting with "A" and ending with "Z", in alphabetical order.

2. With the spread out cards, try spelling the names of the players by using the cards.

3. Draw one card at a time from the pile. Players must identify the letter and the picture on the card. The player who can name the most objects that begin with the letter wins the card. The objects can be in categories, i.e., who can name the most animals that start with the letter "F"? The most food that starts with "G"? Whoever names the most wins the card. The winner is the player with the most cards when the draw pile is gone.

4. Use the cards as flash cards to reinforce letter recognition.

5. Enjoy!



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