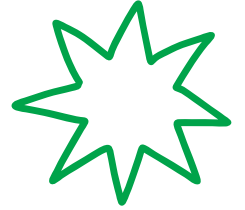
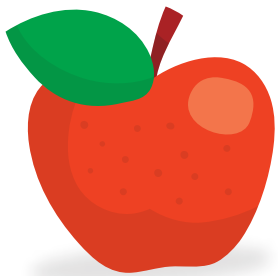




Learn About



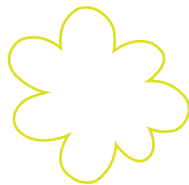
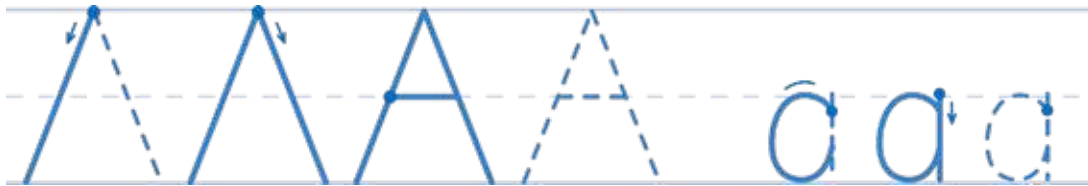
# Letters



A

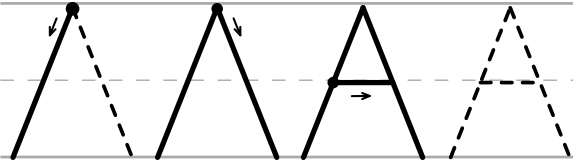
B

C

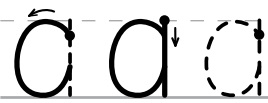


# Letters A & B

A



a

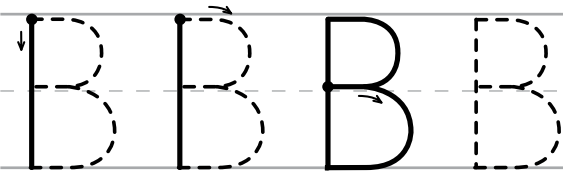


acorn

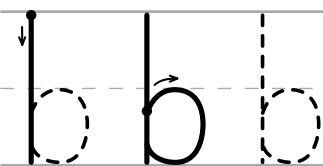


apple

B



b



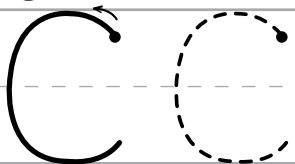
ball



bird

# Letters C & D

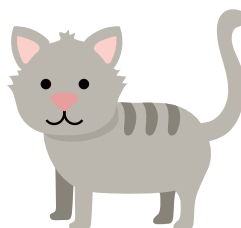
C



c

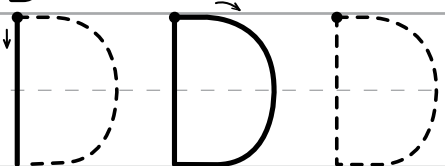


car

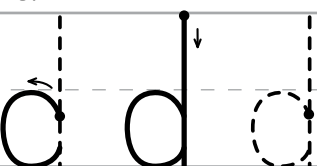


cat

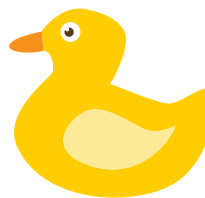
D



d



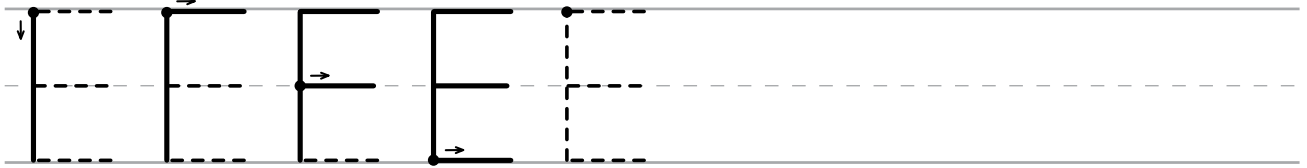
dog



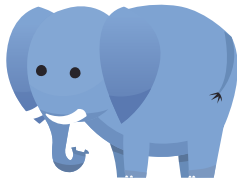
duck

# Letters E & F

E



e



elephant

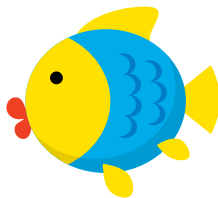


elf

F



f



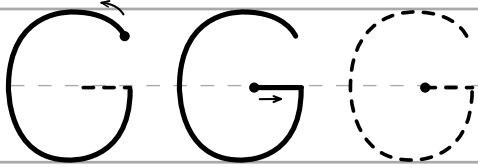
fish



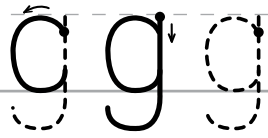
fox

# Letters G & H

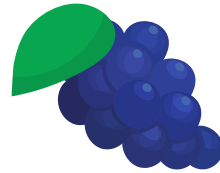
G



g

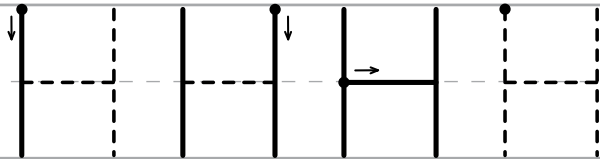


guitar

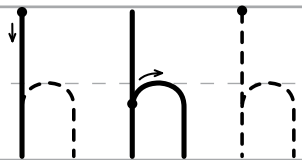


grapes

H



h



heart



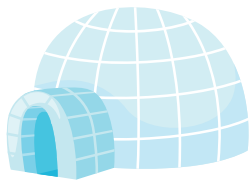
house

# Letters I & J

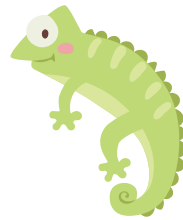
I



i



igloo



iguana

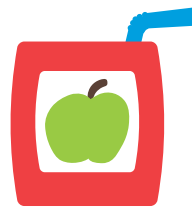
J



j



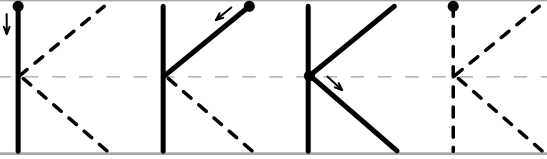
jar



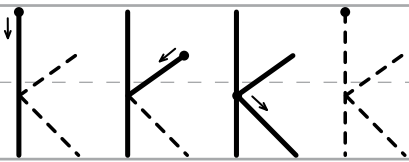
juice

# Letters K & L

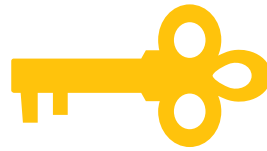
K



k

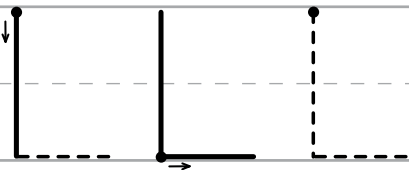


kite



key

L



l



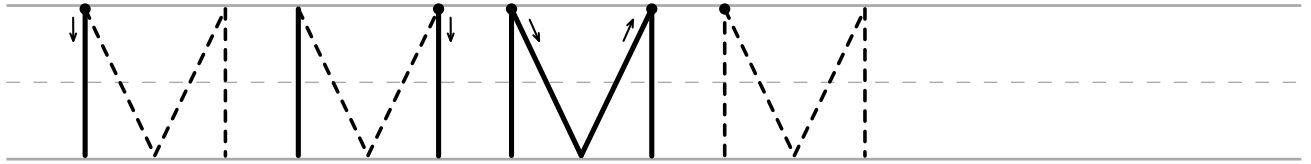
leaf



lion

# Letters M & N

M



m

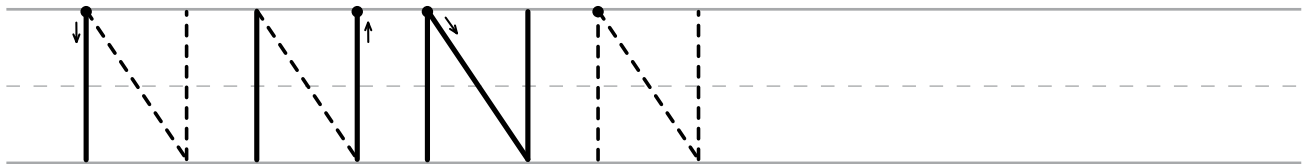


moon

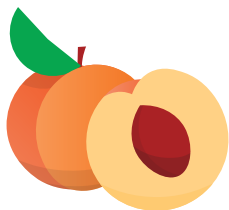


monkey

N



n



nectarine

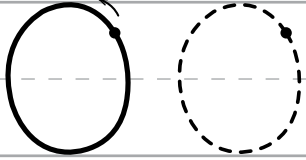


nest



# Letters O & P

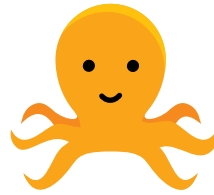
O



o

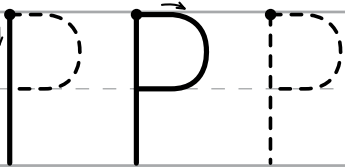


orange

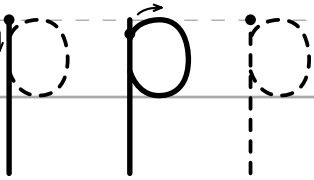


octopus

P



p



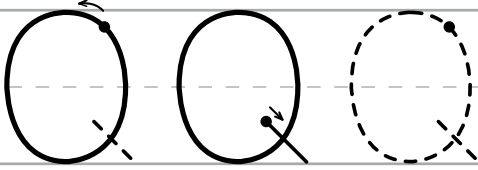
panda



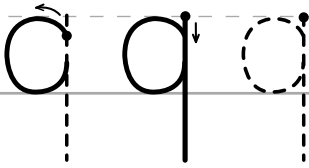
penguin

# Letters Q & R

Q



q

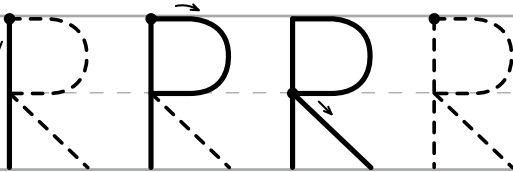


queen



quail

R



r



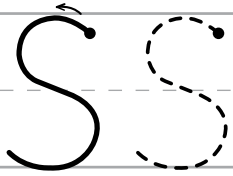
raccoon



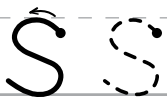
rainbow

# Letters S & T

s



s

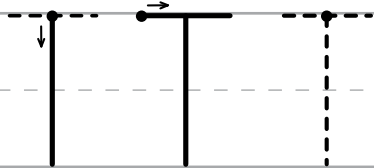


starfish

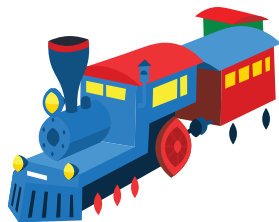
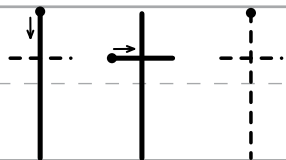


sun

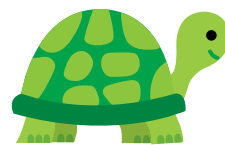
T



t



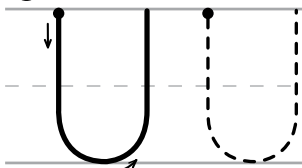
train



turtle

# Letters U, V & W

U

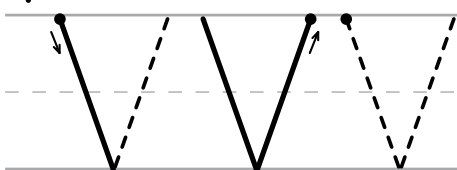


umbrella

u



V

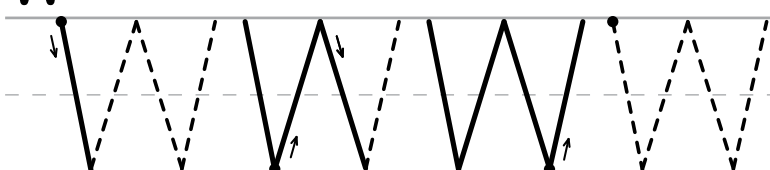


volcano

v



W



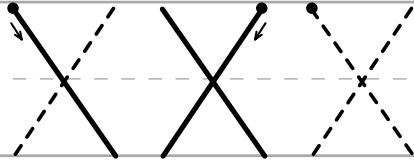
watermelon

w



# Letters X, Y & Z

X

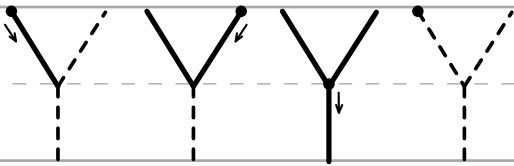


x-ray

x

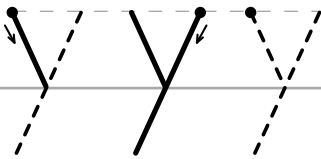


Y

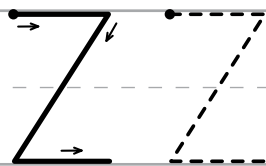


yo-yo

y

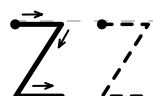


Z

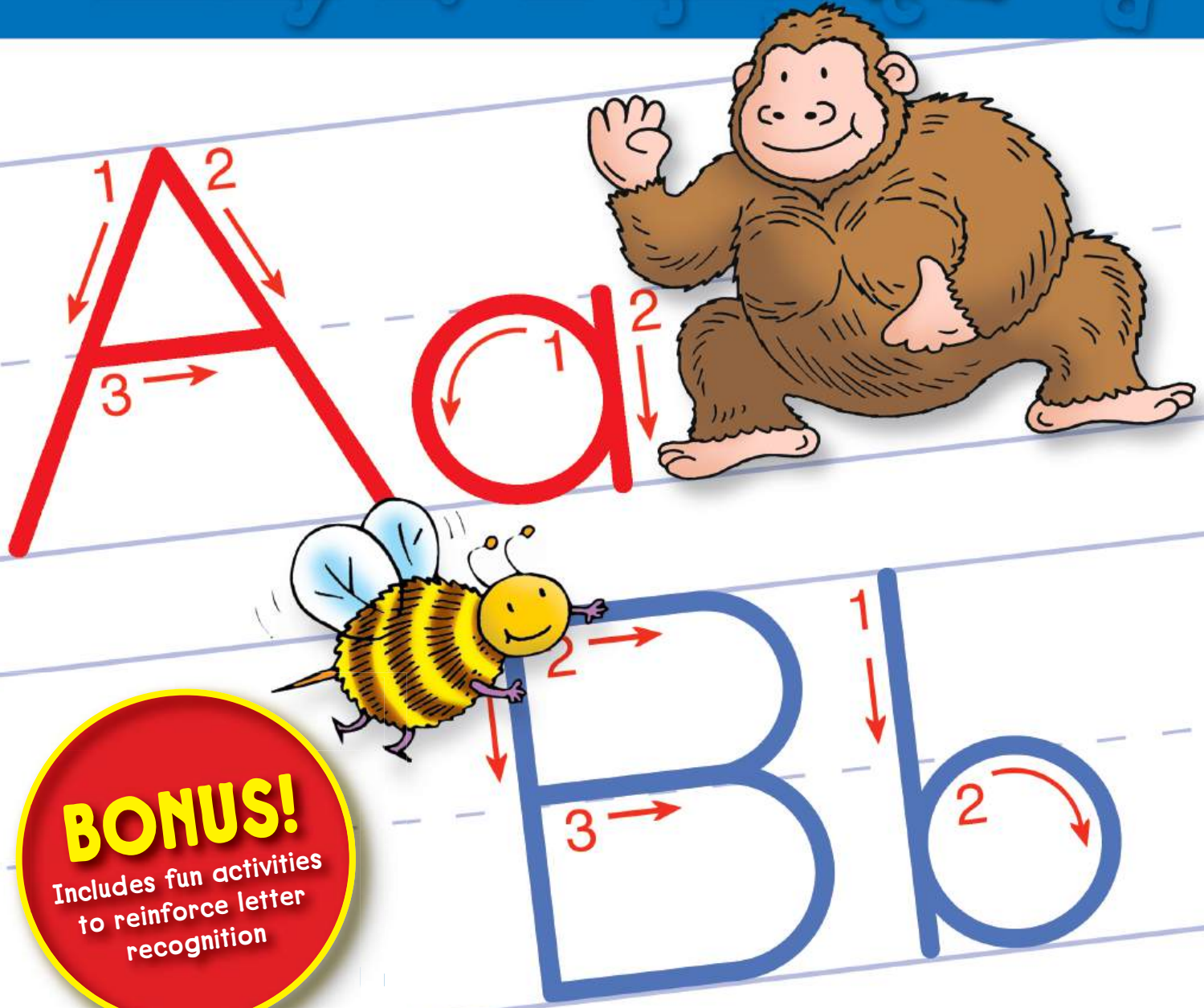


zebra

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



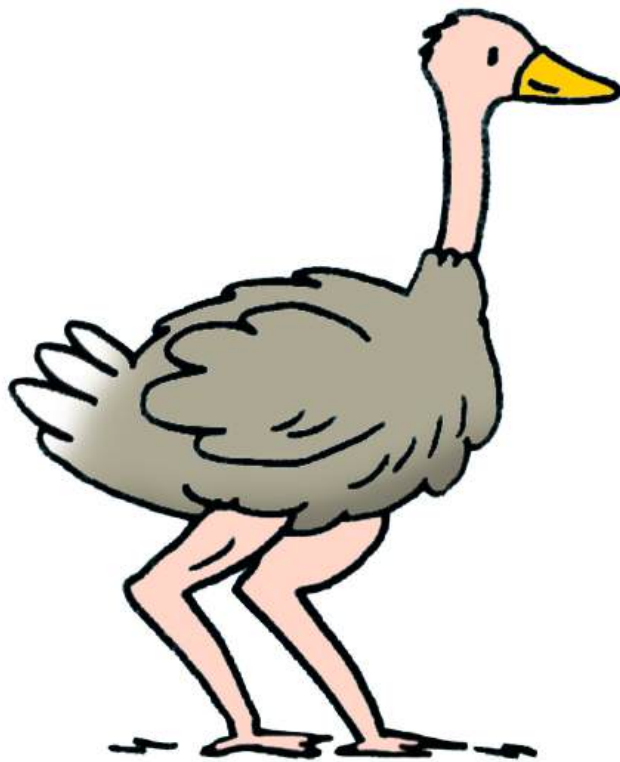
Cover and interior designed by: Pam Minch  
Illustrated by: Patrick Merrell

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

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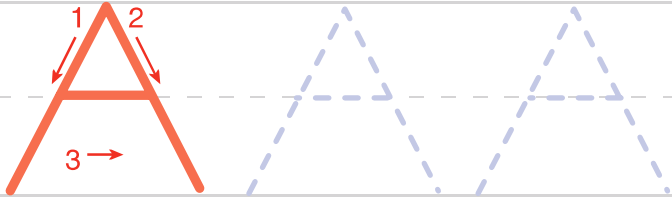
Printed in China.

# Learn to Write **LETTERS**

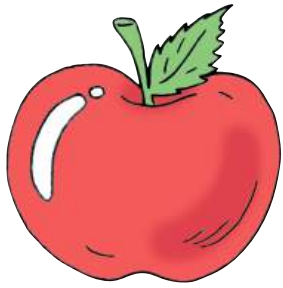


VERNON HILLS • KING'S LYNN





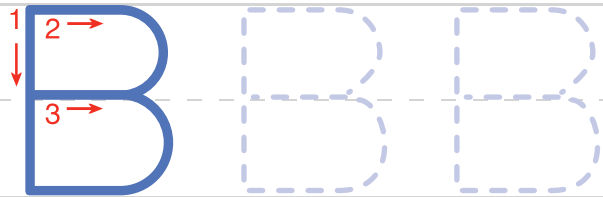
Fill in the missing letter in each word.



\_\_\_\_\_pple



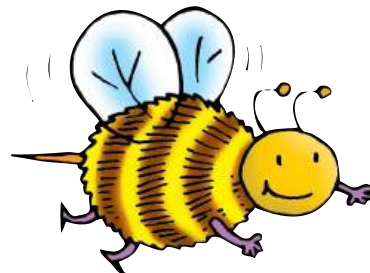
\_\_\_\_\_corn



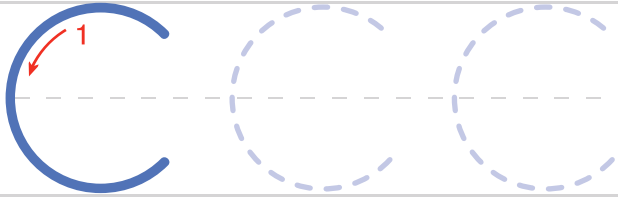
Fill in the missing letter in each word.



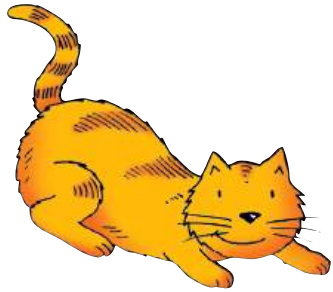
\_\_\_\_\_ell



\_\_\_\_\_ee



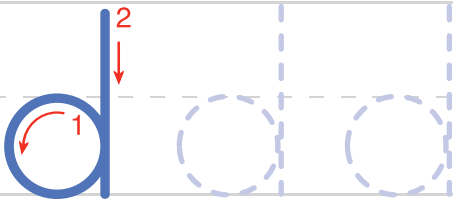
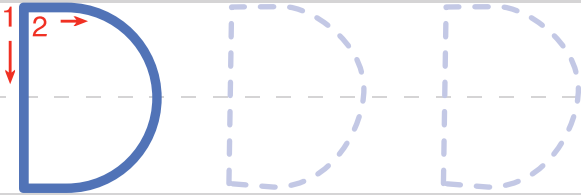
Fill in the missing letter in each word.



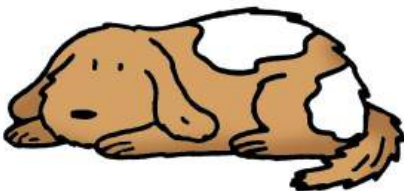
\_\_\_\_\_at



\_\_\_\_\_ake



Fill in the missing letter in each word.



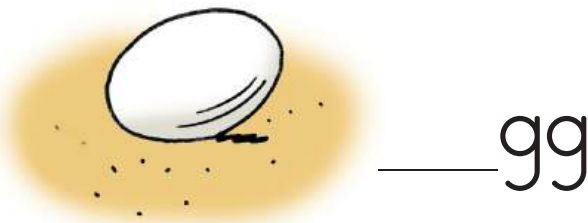
\_\_\_\_\_og



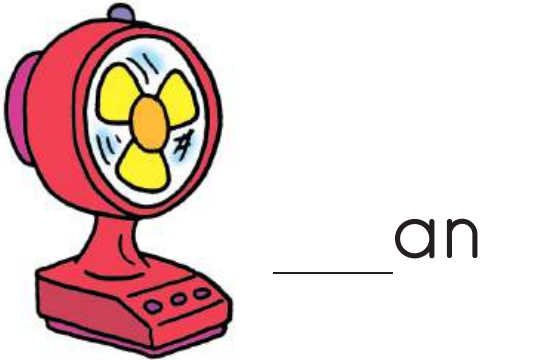
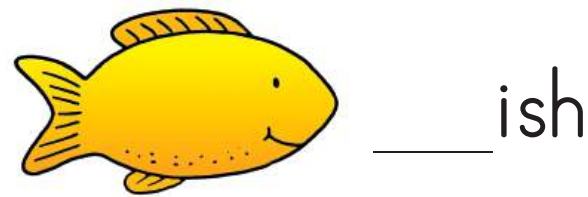
\_\_\_\_\_oll

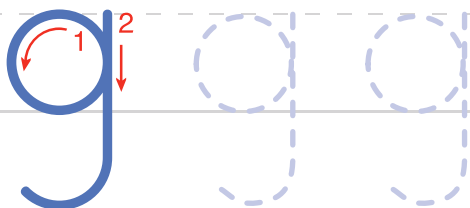
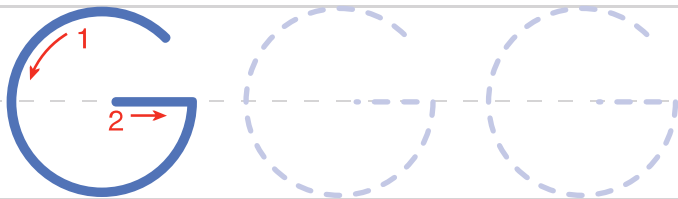


Fill in the missing letter in each word.



Fill in the missing letter in each word.





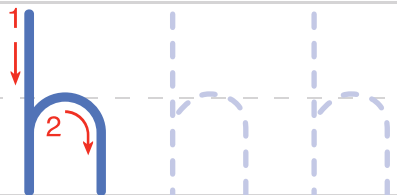
Fill in the missing letter in each word.



\_\_\_irl



\_\_\_um



Fill in the missing letter in each word.



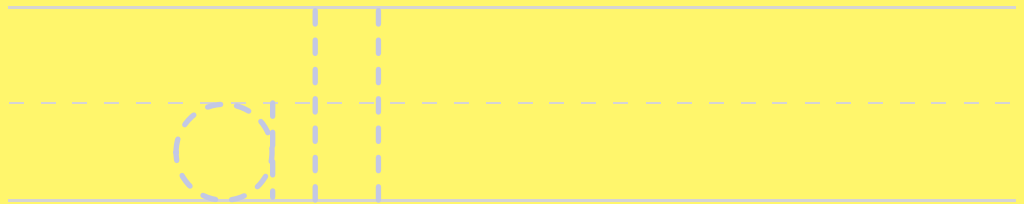
\_\_\_at



\_\_\_ouse

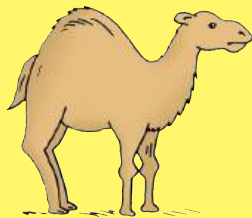
# Fun with Aa and Bb

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

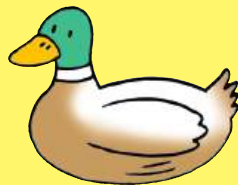


# Fun with Cc and Dd

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



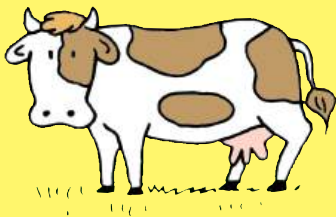
c d



c d



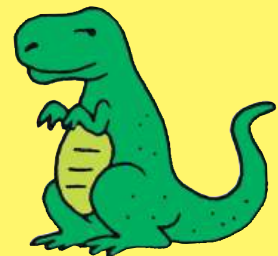
c d



c d



c d

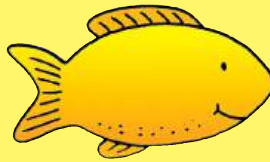
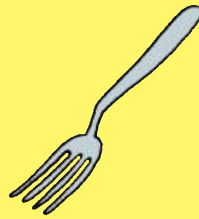
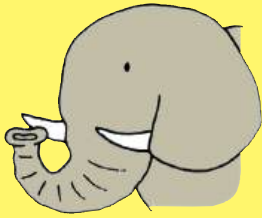


c d

# Fun with Ee and Ff

Circle the pictures that begin with e.

Draw a square around the pictures that begin with f.

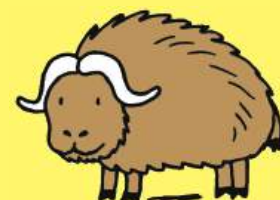


# Fun with Gg and Hh

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

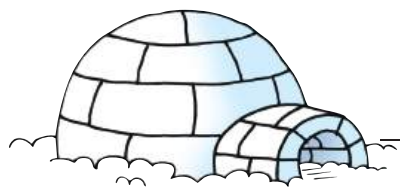
Gg

Hh





Fill in the missing letter in each word.



igloo



ice



Fill in the missing letter in each word.



jar



jeep



Fill in the missing letter in each word.



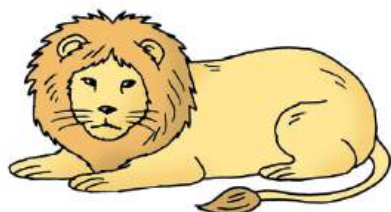
\_\_\_ey



\_\_\_ite



Fill in the missing letter in each word.

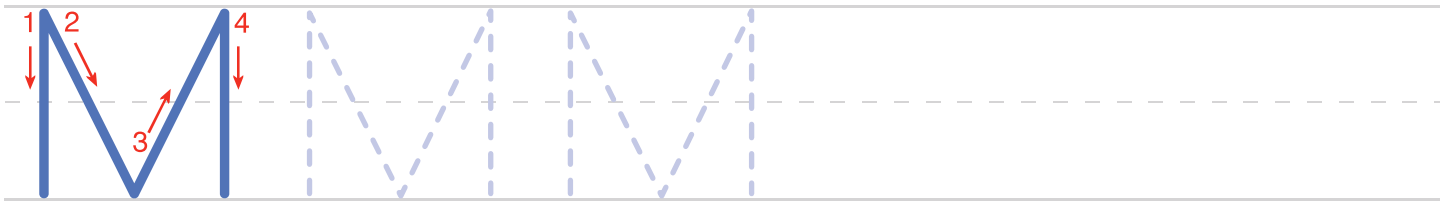


\_\_\_ion



\_\_\_eaf





Fill in the missing letter in each word.



\_\_\_ap



\_\_\_ouse



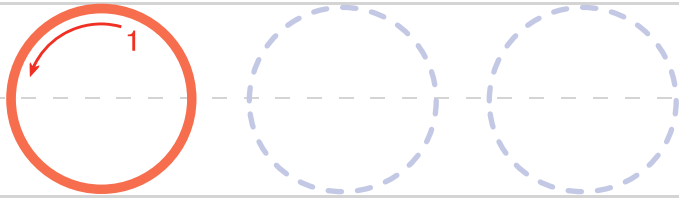
Fill in the missing letter in each word.



\_\_\_ail



\_\_\_est



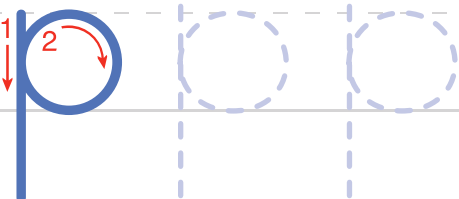
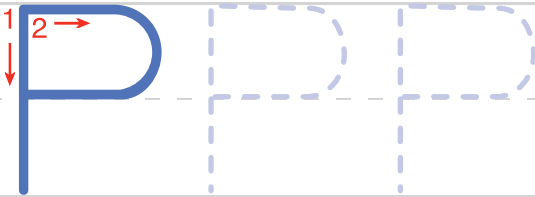
Fill in the missing letter in each word.



\_\_\_ strich



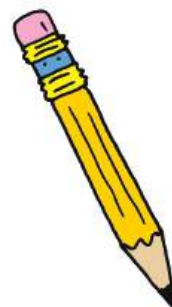
\_\_\_ pen



Fill in the missing letter in each word.



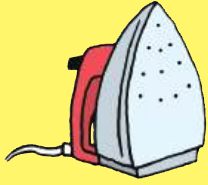
\_\_\_ an



\_\_\_ 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

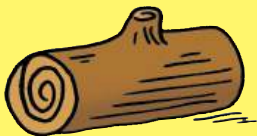
Name each picture. Write the first letter of each word and trace the rest of the letters.



\_\_\_\_\_

king

\_\_\_\_\_



\_\_\_\_\_

log

\_\_\_\_\_

# Fun with Mm and Nn

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



m n



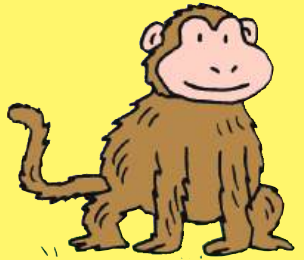
m n



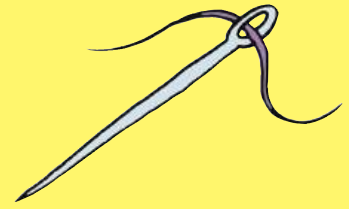
m n



m n



m n

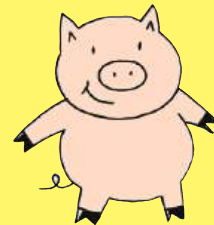


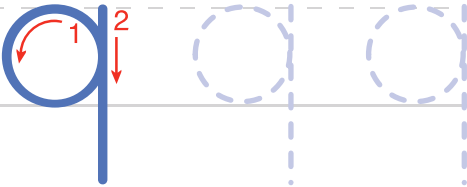
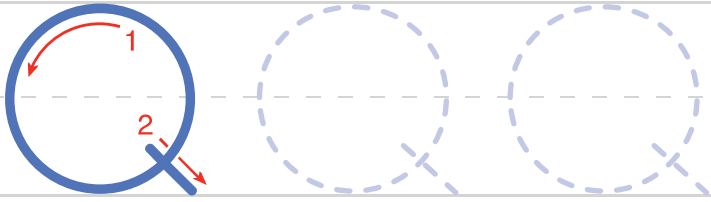
m n

# 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



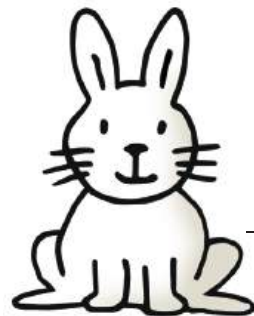
\_\_\_\_\_ uilt



Fill in the missing letter in each word.



\_\_\_\_\_ ing

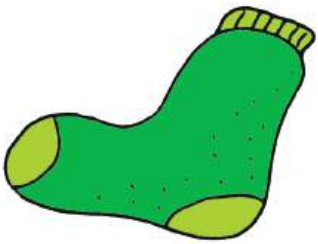


\_\_\_\_\_ abbit

S S S

S S S

Fill in the missing letter in each word.



\_\_\_\_\_ock



\_\_\_\_\_un

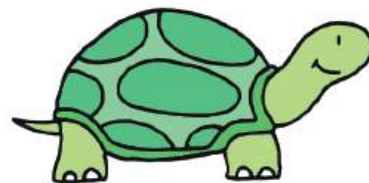
T T T

T T T

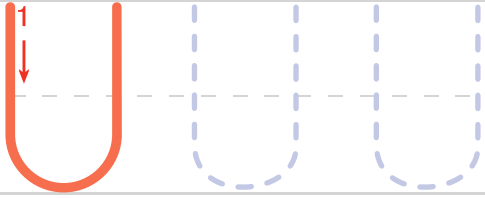
Fill in the missing letter in each word.



\_\_\_\_\_iger



\_\_\_\_\_urtle



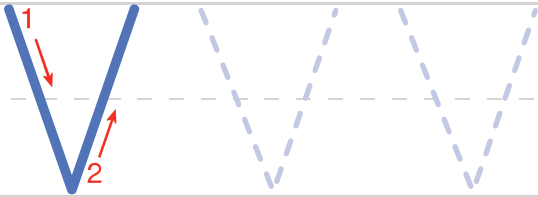
Fill in the missing letter in each word.



\_\_\_mbrella



\_\_\_nicorn



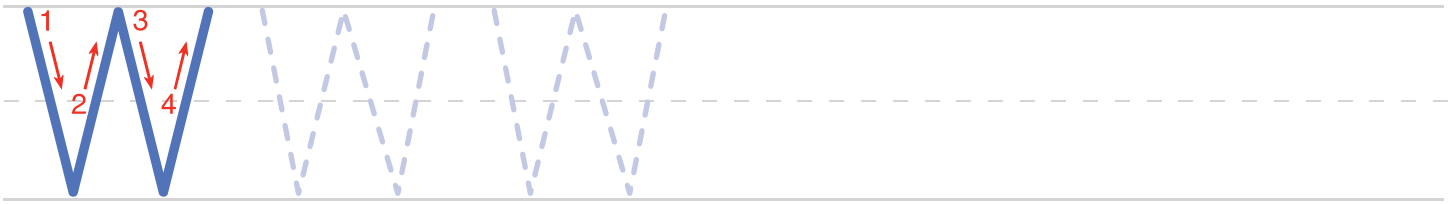
Fill in the missing letter in each word.



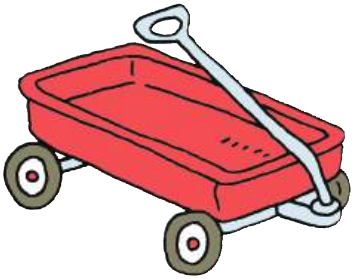
\_\_\_an



\_\_\_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.



Under



Van

## Fun with Ww and Xx

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

Ww

Xx

EXIT



6

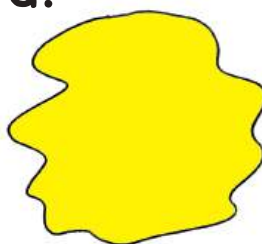




Fill in the missing letter in each word.



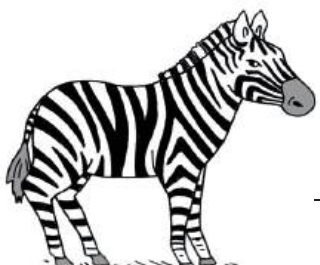
\_\_\_\_\_awn



\_\_\_\_\_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

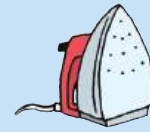
Oo

Kk

Ii

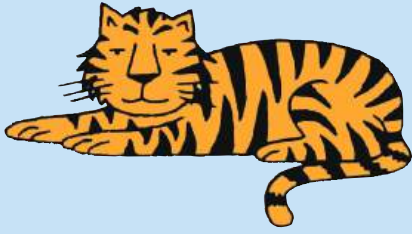
Nn

Gg



# Fun with Qq to Zz

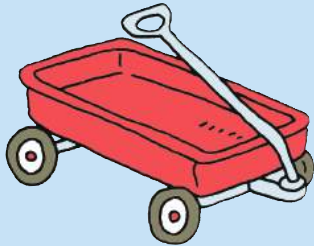
Name each picture. Circle the letter that begins the word.



t d b



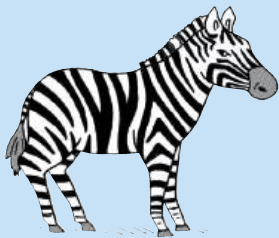
k q p



v w u



u e o



s z c



j y h



c f s



b w v



j k x



r t w

Practice writing each letter.



Aa



Bb



Cc



Dd



Ee



Ff



Gg



Hh



Ii



Jj



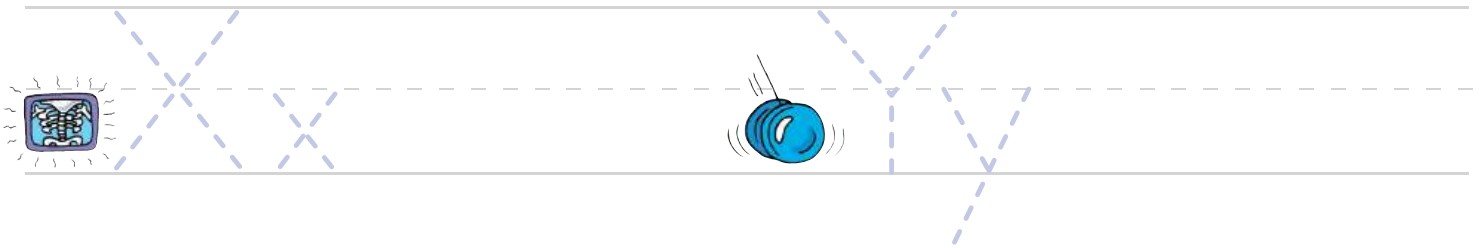
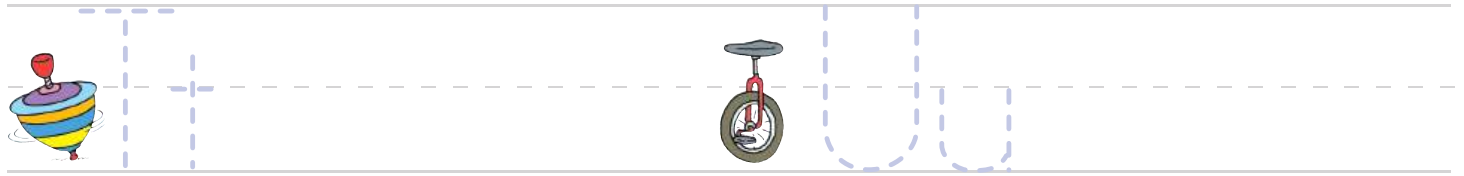
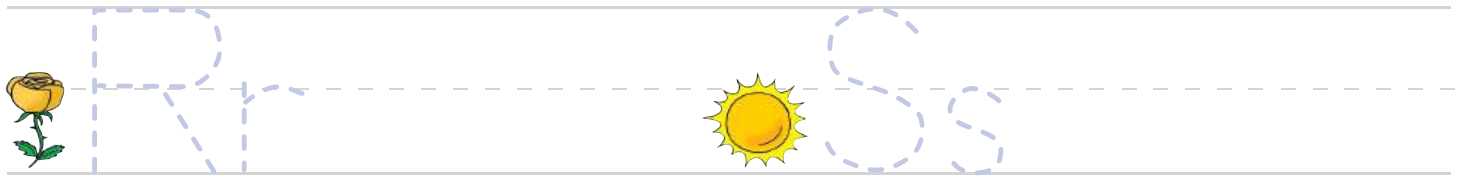
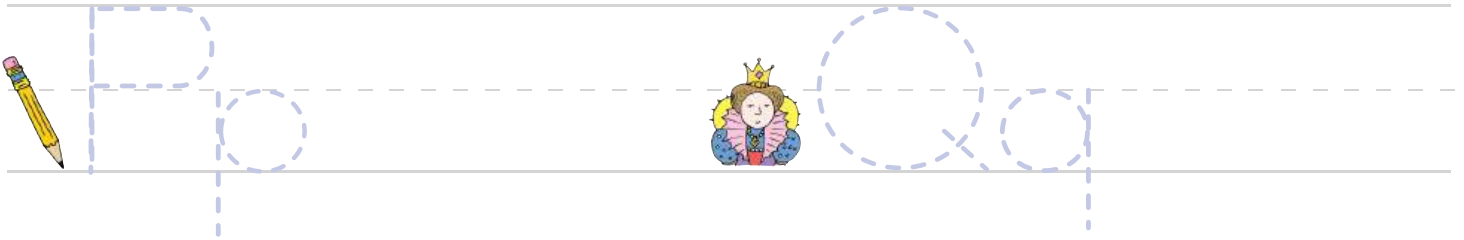
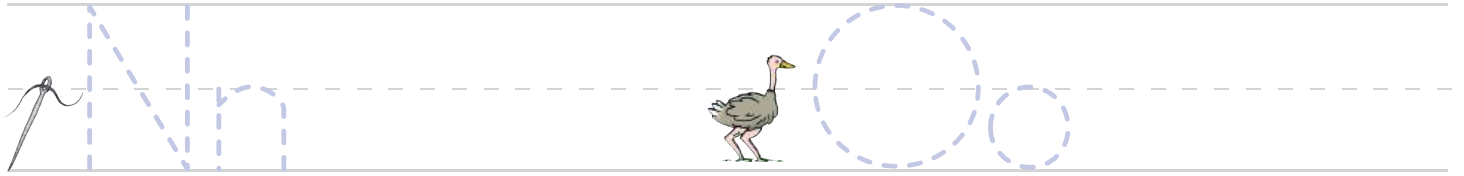
Kk



Ll



Mm





# Alphabet Match

Name \_\_\_\_\_

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

**f**



**d**



**b**



**p**



**q**



**g**



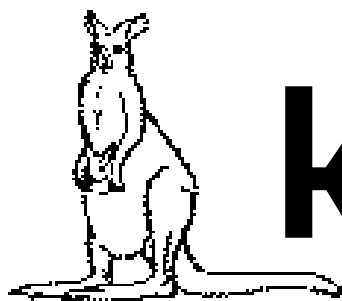
# abc Practice

Name \_\_\_\_\_

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

**a**

a \_\_\_\_\_



**k**

k \_\_\_\_\_

**w**

w \_\_\_\_\_

**x**

x \_\_\_\_\_

**m**

m \_\_\_\_\_



**s**

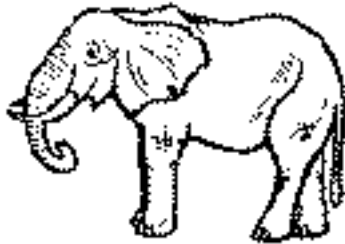
s \_\_\_\_\_

# 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



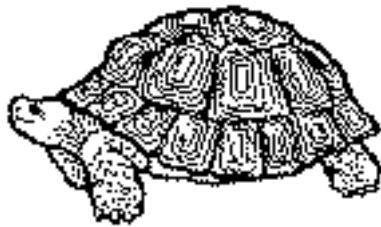
b



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.

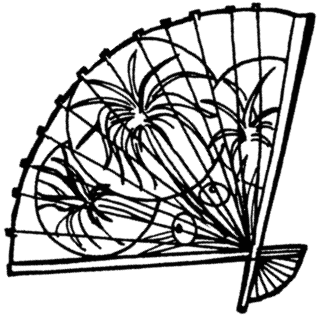
How many letters are in the remaining group? \_\_\_\_\_

8	y y y y	6
4	c c	1
>	n n n n n	5
	v	
2	h h h	3

# Letter Companions

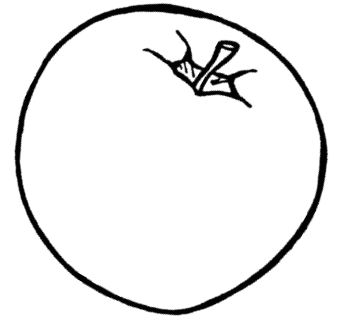
Name \_\_\_\_\_

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



**A**

**w**



**F**

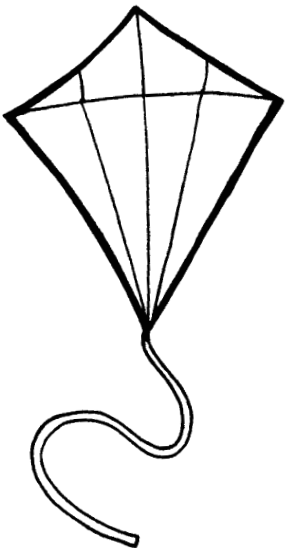
**a**

**G**

**k**

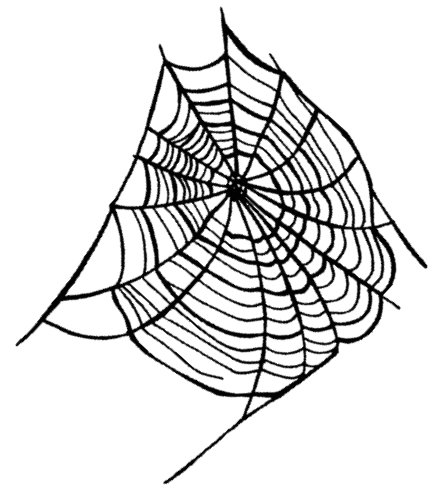
**K**

**f**



**P**

**g**



**R**

**p**

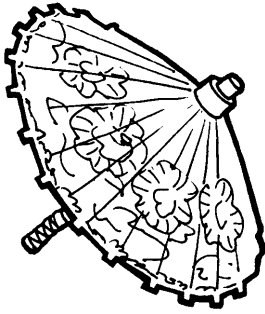
**W**

**r**

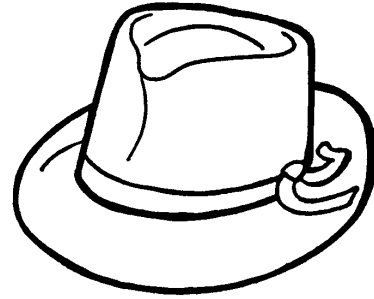
# Letter Round-Up

Name \_\_\_\_\_

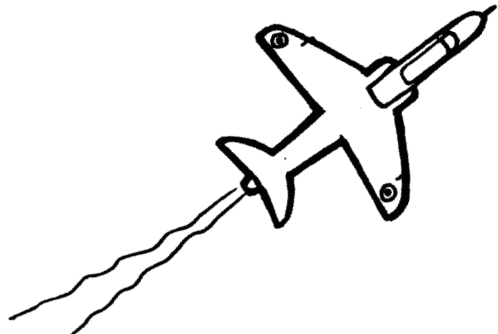
Circle the correct letter pair for each picture. An example is given!



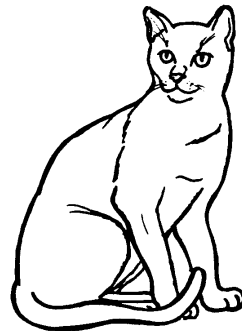
Bb Cc **Uu**



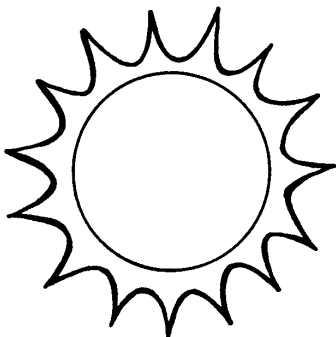
Qq Nn Hh



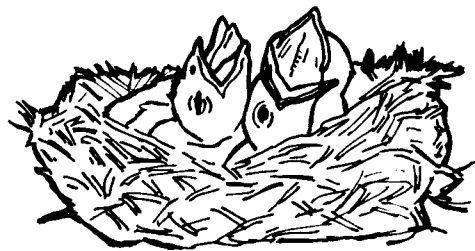
Jj Ss Ww



Ee Cc Gg



Yy Tt Ss

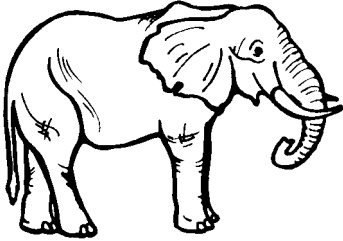


Nn Ll Mm

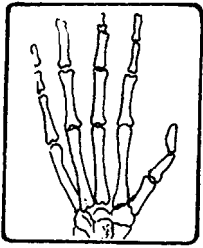
# Letter Practice

Name \_\_\_\_\_

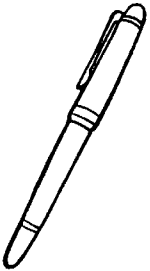
Look at the pictures. Practice writing the letters on the lines that follow.



**Ee** \_\_\_\_\_



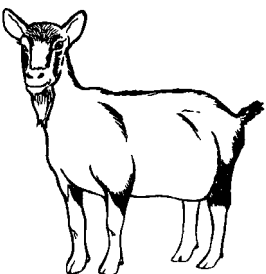
**Xx** \_\_\_\_\_



**Pp** \_\_\_\_\_



**Dd** \_\_\_\_\_

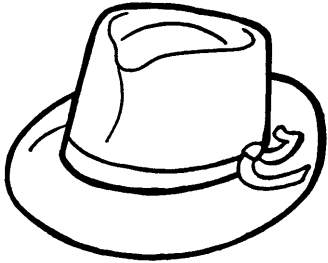


**Gg** \_\_\_\_\_

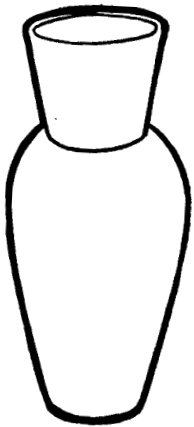
# Letters Count!

Name \_\_\_\_\_

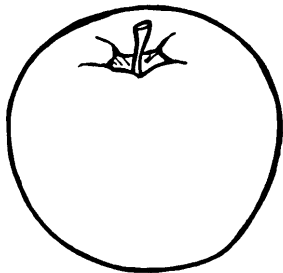
Trace the letters below to spell each word. Then, count the letters in each word and circle the total at the right.



hat 1 2 3 4 5

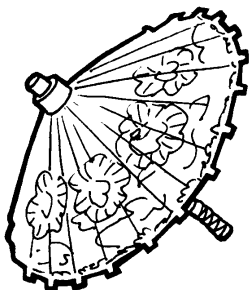


vase 1 2 3 4 5



apple 1 2 3 4 5

**Bonus:** How many letters are in this word? \_\_\_\_\_



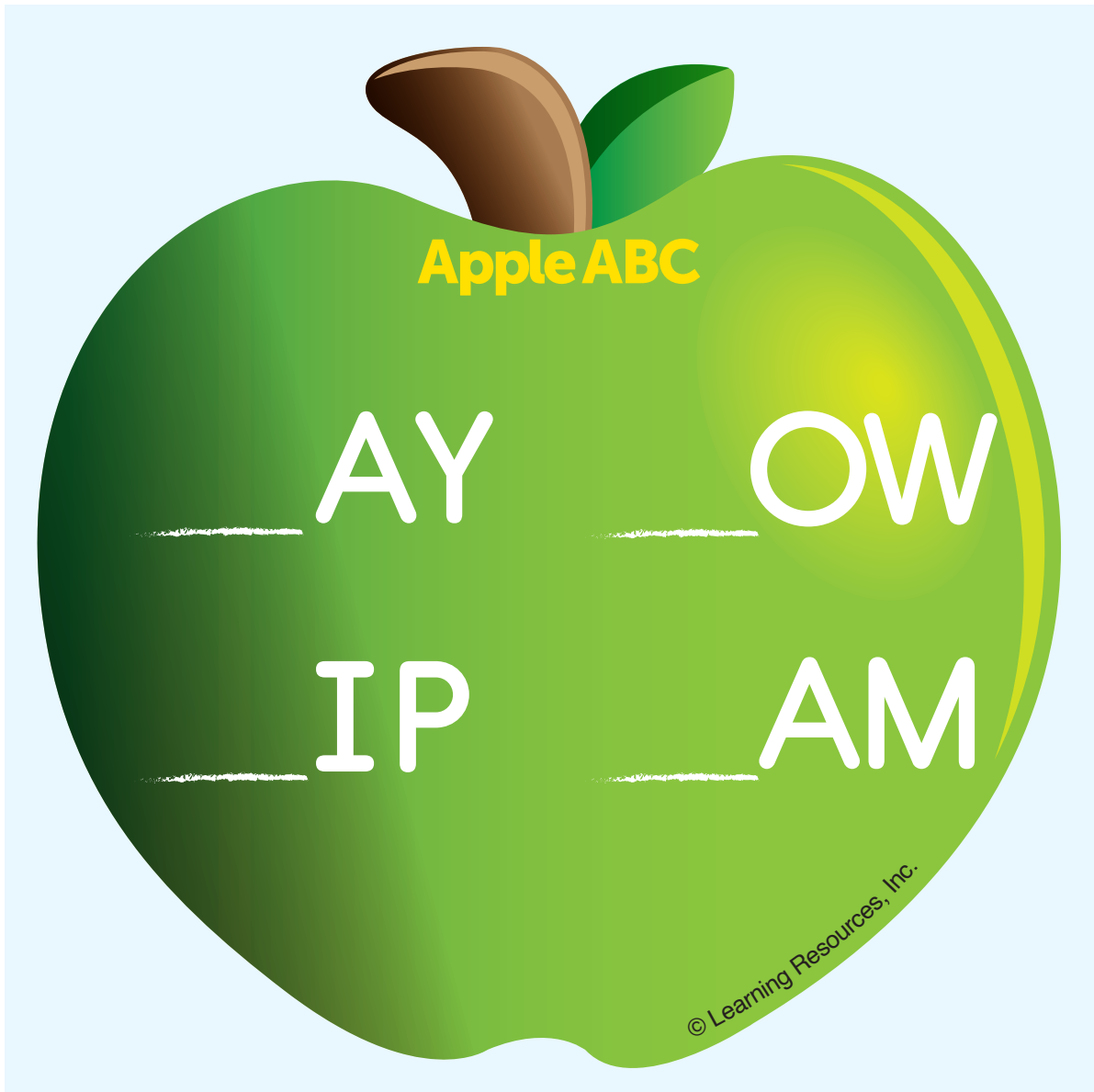
umbrella



Game 1



Game 2



Game 1



Game 2



Apple ABC

AT

AG

IT

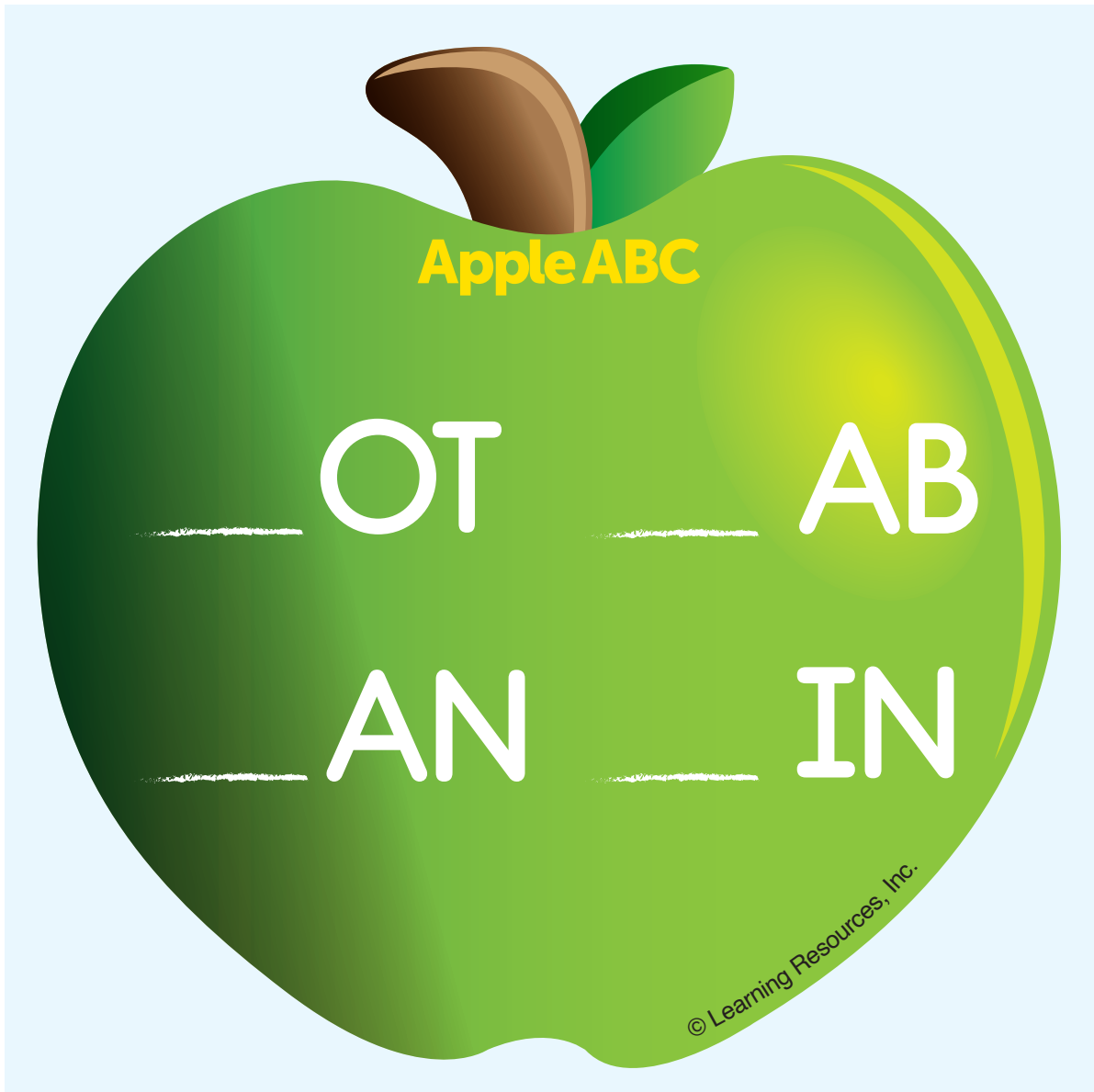
OP

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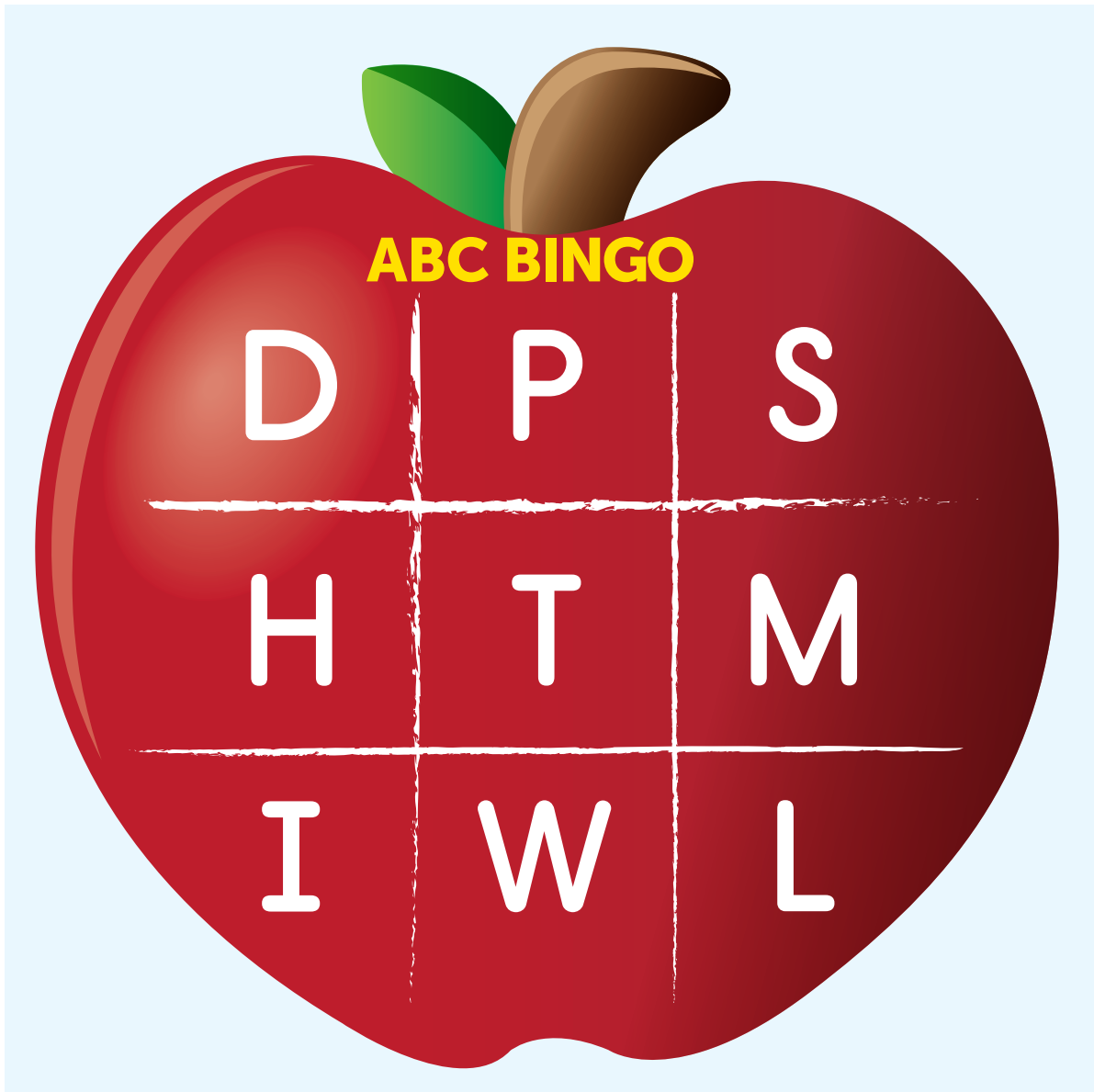
Game 1



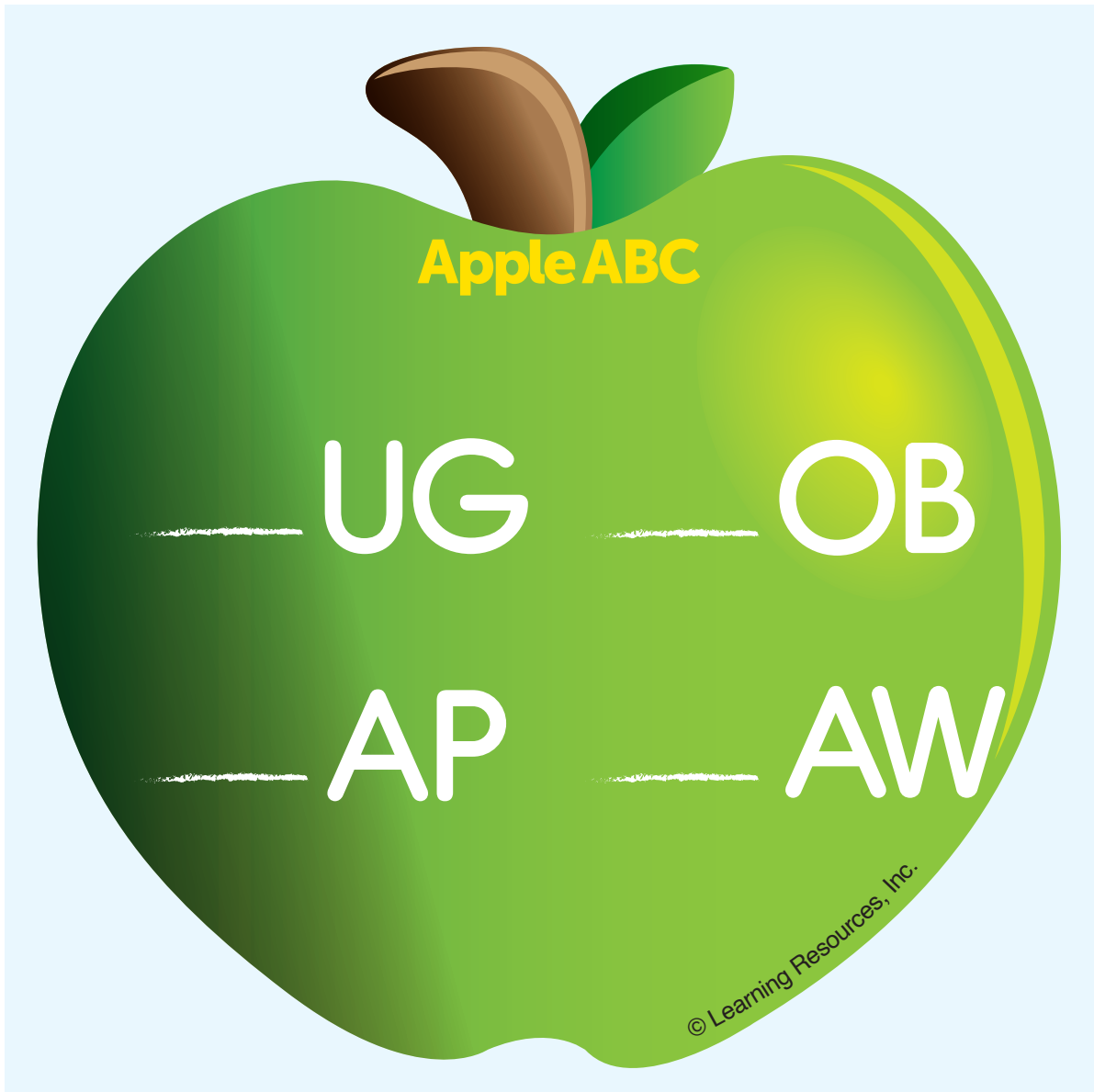
Game 2



Game 1



Game 2





A

B

C

D

E

F

G

H

I

J

K

L

M

N

O

P

Q

R

S

T

U

V

W

X

Y

Z

B

C

H

L

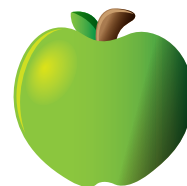
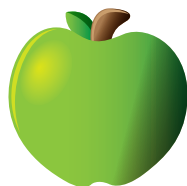
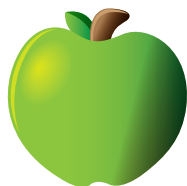
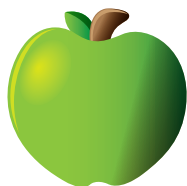
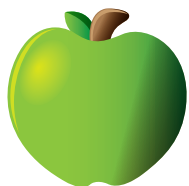
M

N

P

R

S



CUT ALONG DOTTED LINES



A

B

C

D

E

F

G

H

I

J

K

L

M

N

O

P

Q

R

S

T

U

V

W

X

Y

Z

B

C

H

L

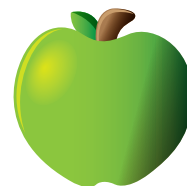
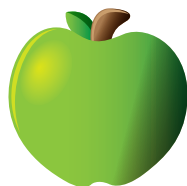
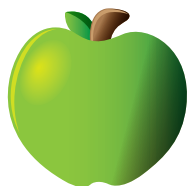
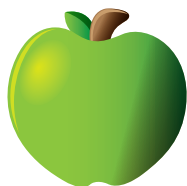
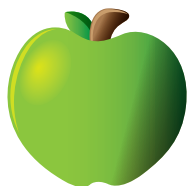
M

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CUT ALONG DOTTED LINES





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LSP 8916-5

**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

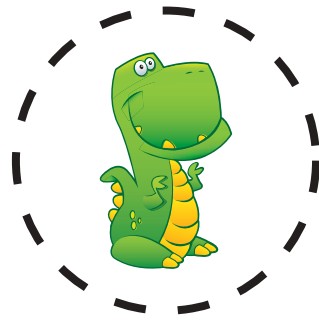
Use the "Rhyming Dinos" game board. Each player chooses their dinosaur color and places it on the "start" space that matches their color dinosaur. The youngest player starts by drawing a number card. Then, the player must say aloud the number of words that rhyme with the one on their space on the board, 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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fan

box

king

mop

ram

bell

sun

pail

dog

# Rhyme DIN



cake

ship

train

aming  
IOS



hook

star

pig

ball

tree

cat



ow

ip

im

ed

ush

ag

Stomp

ack

ew

am

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ace

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Finish

# DINO TRACKS Blends

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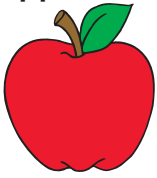
ay

ot

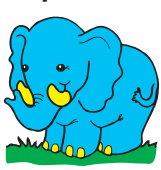
ill



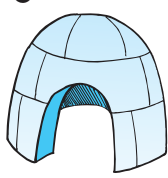
Apple



Elephant



Igloo



Mouse



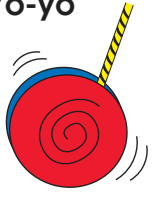
Question mark



Umbrella



Yo-yo



A

A a

E

E e

I

I i

M

M m

Q

Q q

U

U u

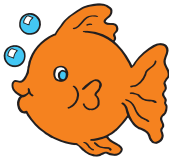
Y

Y y

Ball



Fish



Jar



Nail



Rainbow



Violin



Zebra



B

B b

F

F f

J

J j

N

N n

R

R r

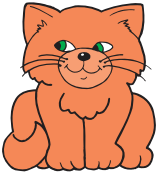
V

V v

Z

Z z

Cat



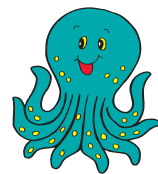
Goat



Kite



Octopus



Sun



Worm



C

C c

G

G g

K

K k

O

O o

S

S s

W

W w

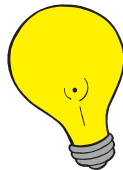
Duck



House



Light bulb



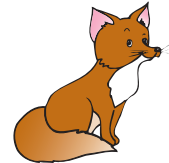
Pie



Top



Fox



D

D d

H

H h

L

L l

P

P p

T

T t

X

X x



CUT ALONG DOTTED LINES

# PUZZLE CARDS

# Alphabet

## Help Teach:

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

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.

## 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.



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Made in China.



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

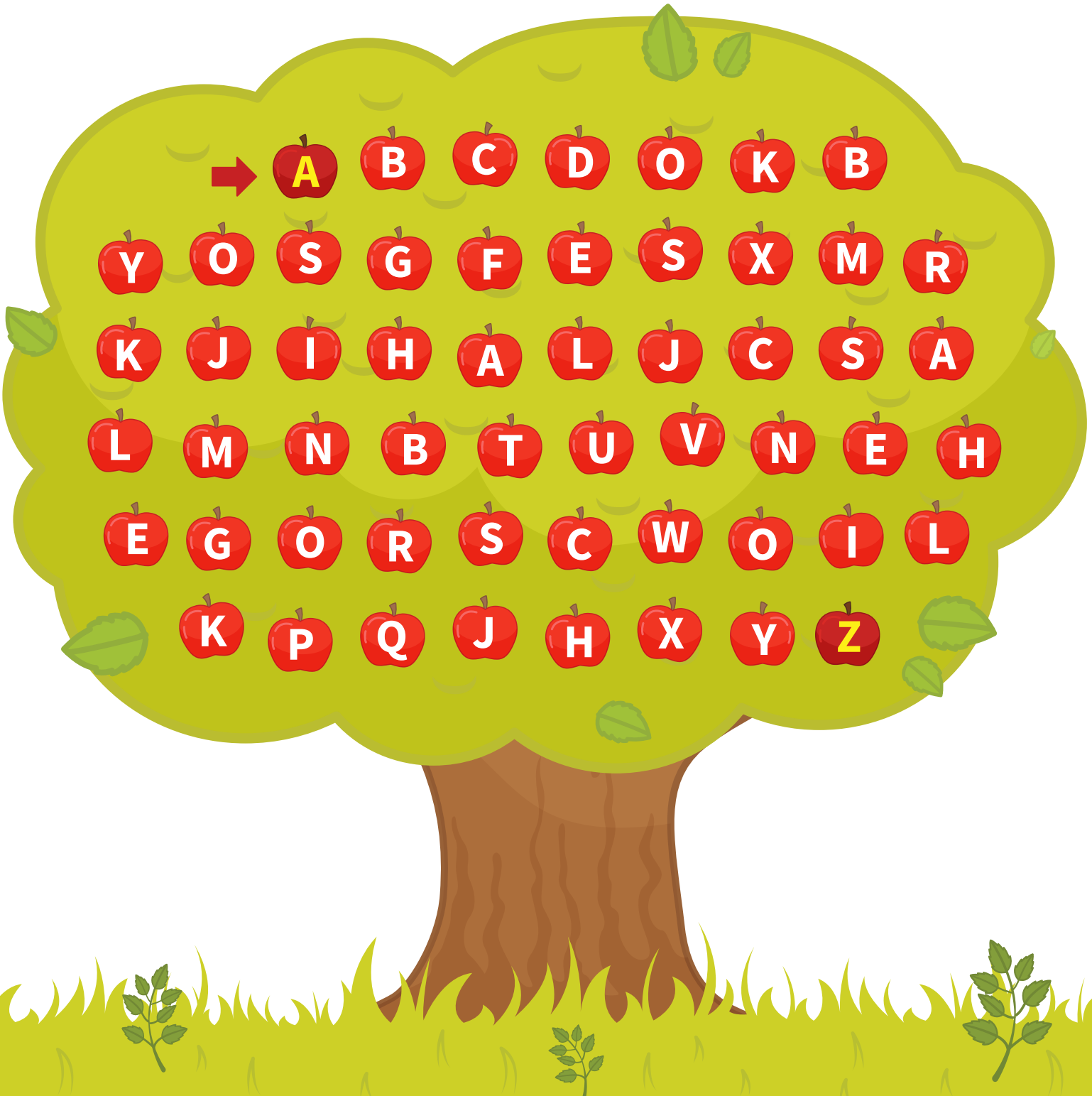




# Summer Brain Gain Activities

## 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**



**g**

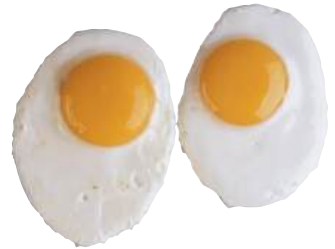
# Alphabet BINGO



y



r



e



w

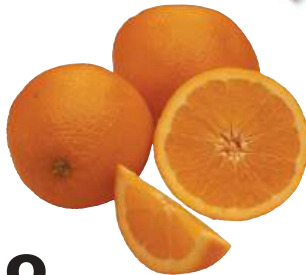
**FREE**



n



c



o



j

# Alphabet BINGO



**k**



**s**



**c**



**b**



**m**



**w**



**u**



**d**

**a**

**b**

**c**

**d**

**e**

**f**

**g**

**h**

**i**

**j**

**k**

**l**

**m**

**n**

**o**

**p**

**q**

**r**

**s**

**t**

**u**

**v**

**w**

**x**

**y**

**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

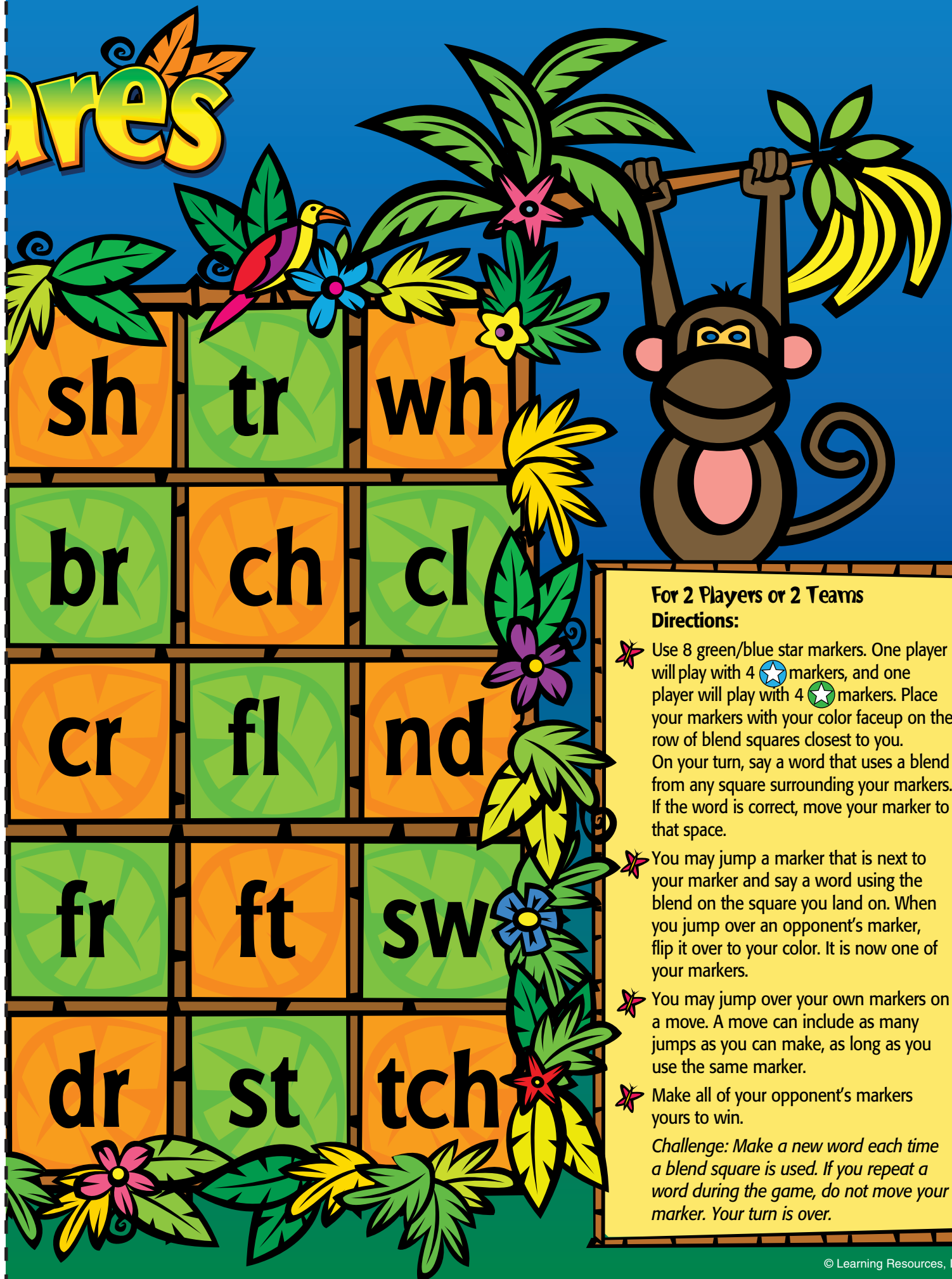
## **Object of the Game**

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

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fr

th

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gl

tw

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sw

sk

cr

br

dge

nt

pl

nk

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mp

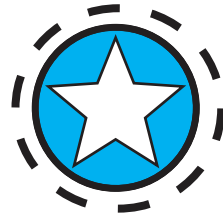
sl

lt

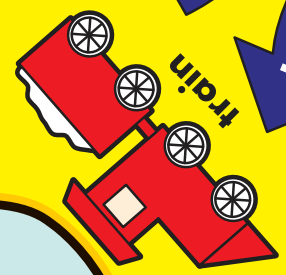
sm

ng

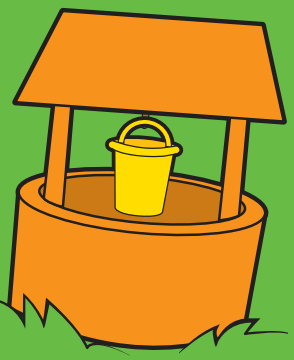
sn



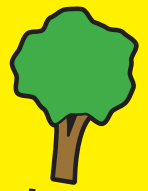
# o Rhyme



Finish  
Start



ball



tree



cat

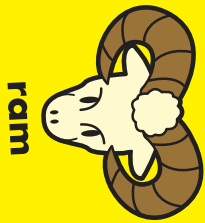


pig

Start  
Finish

# Time to

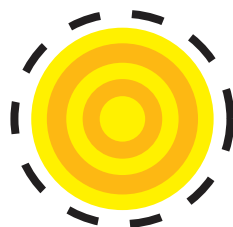
Start  
Finish



Start  
Finish

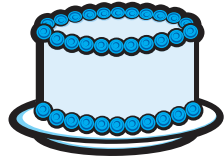
## 2-4 Players

- 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.



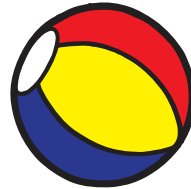
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
----------	----------	----------	----------

\_\_ake



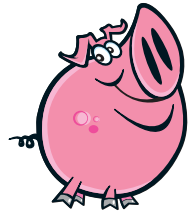
cake

\_\_all



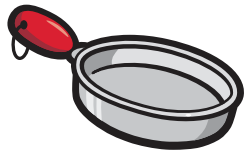
ball

\_\_ig



pig

\_\_an



pan

\_\_ap



map

\_\_ar



car

\_\_at



cat

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bed

\_\_est



nest



CUT ALONG DOTTED LINES

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slide

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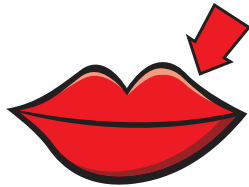
ring

\_\_ell



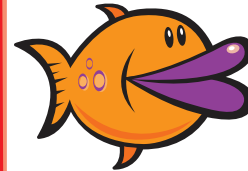
bell

\_\_ip



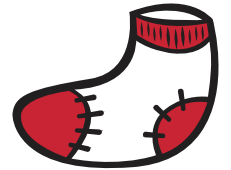
lip

\_\_ish



fish

\_\_ock



sock

\_\_og



dog

\_\_ug



mug

\_\_ush

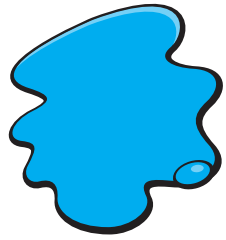


brush



CUT ALONG DOTTED LINES

bl\_\_



blue

ch\_\_



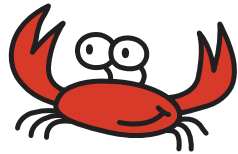
chair

cl\_\_



clown

cr\_\_



crab

dr\_\_



drum

fl\_\_



flower

fr\_\_



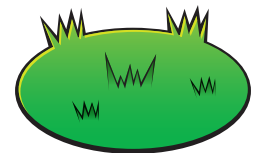
frog

gl\_\_



glue

gr\_\_



grass



CUT ALONG DOTTED LINES



ph\_\_



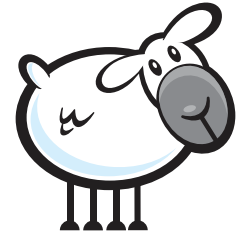
phone

pr\_\_



present

sh\_\_



sheep

sk\_\_



skate

sn\_\_



snow

st\_\_



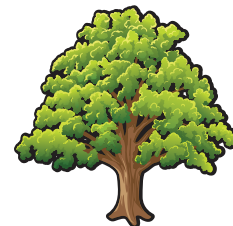
star

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