## 23 FUN WAYS TO LEARN

## WITH ALPHABET (OR SIGHTWORD) FLASHCARDS

## 1. ONE MINUTE TIME TRIAL

Set a timer for one minute. See how many letters your child can correctly identify before time runs out. If they miss one, put back in the "draw" pile. See if they can get through the whole alphabet in one minute. You can also do this with sight words.

## 2. MATCH

Select 6-12 letters of the alphabet you want your child to practice. Get both the lowercase and the uppercase cards for each letter. Shuffle and place them face down on a table (or floor) in a grid. Take turns flipping over cards and trying to find the matching letters.


## 3. LETTER SCAVENGER HUNT

Hide flash cards around your house and encourage your child to find the whole alphabet. Bonus points if they can put the cards in order as they find them, so they know which ones they are missing!

## 4. OBJECT SCAVENGER HUNT RACE

Rather than hunting the alphabet cards (like in the previous idea), hunt for objects that start with the letters of the alphabet. Shuffle one set of letters, either upper or lowercase. Place the "deck" face down on the table. Encourage your child to flip over a card, read the letter, and then try to hunt for an item in the house that starts with that letter. Toy airplane for A...book for B...car for c...etc. See how many letters you can find an object for!


## 5. UNSCRAMBLE

Give your child a stack of mixed up flash cards and encourage them to alphabetize them. To make it harder, set a timer and race the clock. Have an older sibling work on a team with a younger sibling to encourage teamwork.

## 6. MUSICAL "CHAIRS"

Tape several letters in a circle on the floor. Play music and have your child(ren) walk/dance around the circle. When the music stops, hop onto a letter, and shout its name. Then, do it again!

## 7. TARGET PRACTICE

Use painter's tape, tape several flash cards to the wall. Encourage your child to throw a ball of tinfoil (easy to make!) at the letters. When they hit one, they must say its name, then they may take it off the wall. The child wins when all the letters have been hit and identified.

## 8. PLAY DOUGH FUN

Rather than tracing with dry erase markers, make play dough snakes and use them to form the letters on the cards.


## 9. A IS FOR...

Shuffle the alphabet flash cards and place them face down to create a "draw" pile. Take turns with your child drawing a card, naming the letter, and saying something that starts with that letter. For example, "I got J. J is for jellyfish." Make it a greater challenge by seeing how many words you can think of that begin with that letter. See who gets stumped first! For a bigger challenge, see if you can do the same thing with the last letter of words.

## 10. WRITING IN THE SAND

Pour some sand (or salt, sugar, etc.) in a small tray. Shuffle the alphabet flash cards and place them face down on the table.
Encourage your child to flip over a card and write that letter in the sand using their finger (or you can give them a stick to use as a writing tool). Erase the letter and draw another one!


## 11. ALPHABET GO FISH!

Use both the upper and lowercase flash cards mixed together to play Go Fish! Deal each person seven cards and take turns asking things like, "Do you have the letter D?" If you get a match, you get to go again. Keep playing until all the matches have been claimed.

## 12. DRY ERASE TRACING

You can give your child a dry erase marker to trace the letters on the flash cards, practicing their writing skills.

## 13. FLY SWATTER GAME

Use painter's tape to affix several flash cards to the wall. Give your child a fly swatter and tell them to smack each letter as you call it out. If you have multiple children (of similar ability), you can have two kids race to see who can swat the correct letter first.

## 14. ALPHABET ZIP LINE

Create a zip line using string and a paper clip. Send letters down the zip line to your child. When he/she catches the letter, encourage your child to say its name out loud.

## 15. BINGO

Lay random alphabet cards out in a 6 by 6 grid, call out letters and see who can get a line first. You can use lower- or upper-case letters or use them both. You could also use sight word cards.

## 16. BEAN BAG TOSS

Tape letters to assorted buckets/plastic containers (old yogurt containers work great). Invite your child to toss a bean bag into one of the buckets. If they make it, they say the letter on the bucket and get a point!

If the containers are too hard for your child, just lay the cards on the floor and have them call out whichever letter the bean bag lands on... or closest to.

You can use just a few letters (make it a mix of ones your child knows well and ones they need to practice more) or let your child "collect" the card once they score in its bucket. Then you can add a new card to the bucket to let them try more letters.


## 17. DON'T TOUCH THE LAVA!

Invite your child to hop across placemats or pillows to find and "rescue" the alphabet letters from the lava. The floor is the lava - be careful!

## 18. ALPHABET RACE

Spread out the cards all over the floor. Have your child start at "A" and then race to pick up " B ". Continue through the alphabet if your child is having fun. Repeat the activity and time them to see if they can get faster.

## 19. SPECIAL DELIVERY

Lay out one set of cards in a long line on the floor. Tell your child that you are going to pretend that they are the delivery man who needs to deliver the alphabet letters to you. Give them a truck (dump trucks work great) or a "mail bag" (even a grocery bag will do). Sit at the opposite end of the room from the letters and your child. Call out a letter and encourage your child to bring the "delivery" as fast as possible. Then tell them another letter to deliver.


## 20. LETTER SORTING

Together with your child, come up with a question about the letters of the alphabet, such as, "Which letters have holes?" Sort the cards into two categories, one for letters with holes, and one for letters without holes. Here are some other questions to use:

- Which letters have curved lines, straight lines, or both?
- Which letters are tall or short?
- Which letters dip below the writing line?
- Which letters do you have to lift your pencil to write?


## 21. LET'S GO FISHIN'

Clip a paper clip to each alphabet card and scatter them on the floor. Make a magnet fishing rod and use it to "catch" alphabet letters. Be sure to read the letters as you catch them.

## 22. ERASE THE ABC'S

Write the alphabet letters with a dry erase pen on a large window or sliding glass door. Shuffle and stack the alphabet cards in a pile, have your child flip over a card and erase the letter on the card.

## 23. ALPHABET STOMP

Simply scatter the alphabet cards on the floor and call out one for your child to stomp on. You can tell them to imagine the alphabet letters are bugs they have to squash. Repeat for as long as your child is interested.


There you have it!

Remember: keep it simple and make it fun!

