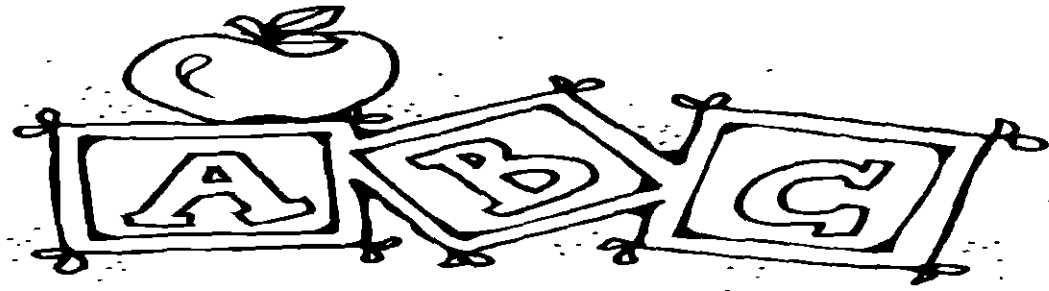


Quick Games for ABC Learning



Concentration (Memory):

Lay the letter cards face down on the table in a square pattern. Take turns with your child turning over two cards at a time. When you match an uppercase and lowercase letter you keep the pair. The player with the most matches wins!

Go Fish:

Deal 4-5 cards to each player. Scramble the remaining cards in the middle. Each player takes turns asking for a letter card from the player on their right. If a match is not made in the request, the player may "GO FISH" to try and make a match. The player with the most matches at the end wins!

Letter Hunt:

The child uses their highlighter and a newspaper or magazine page. They then choose a letter (perhaps one they need a little more work on!) and goes on a hunt through the article, highlighting the chosen letter.

Letter Speedway:

Line up 6-8 letter cards like "garages" on a street. Give your child a matching number of toy cars. Randomly call out the name of a letter and have your child quickly drive a car to the letter card.

Letter Tea Party:

Line up 6-8 stuffed animals. Place a letter card in front of each. Set up a "tea party" with a cup for each animal. Randomly call out the name of a letter as an invitation for that animal to come to the party. Your child will then place the animal next to a cup. For example: "Animal A is invited to the party."

"I Spy" a letter;

Line up 5 letter cards. Take turns describing a letter. For example: "I Spy a tall letter. It has a line that goes down and one line that goes across (L)." The guesser must then name the letter to take the card. Replace the taken letter with a new card. At the end of the game the players count their cards. The player with the most is the winner.