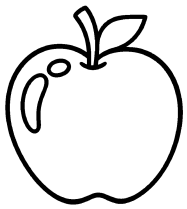
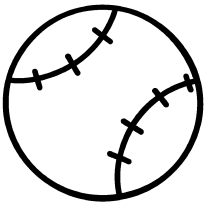
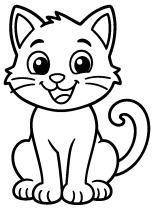
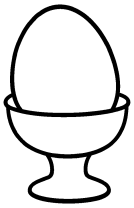
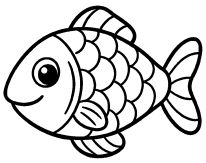
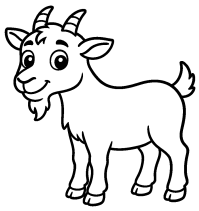
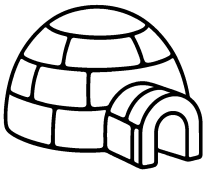
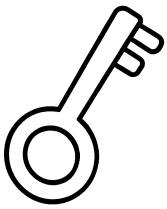
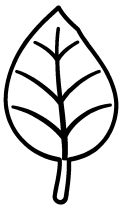
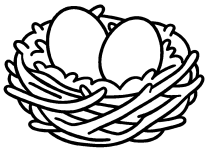
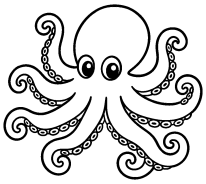
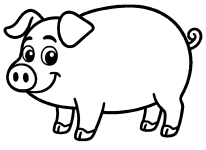
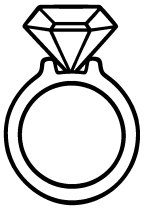
Letter Cards: Lowercase (1 of 3)

Cut along the lines. These are the letters your child will meet in every word they read, so this is the deck to print first.

a  **/a/** apple	**b**  **/b/** ball	**c**  **/k/** cat
d **/d/** dog	**e**  **/e/** egg	**f**  **/f/** fish
g  **/g/** goat	**h** **/h/** hat	**i**  **/i/** igloo

Letter Cards: Lowercase (2 of 3)

Cut along the lines. These are the letters your child will meet in every word they read, so this is the deck to print first. This is page 2 of 3: j to r.

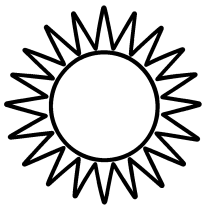
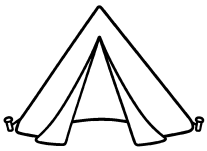
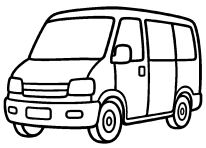
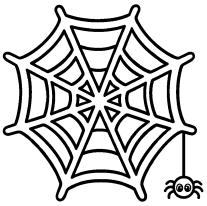
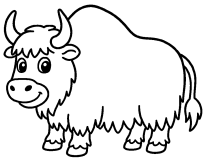
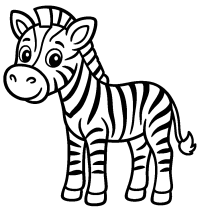
j **/j/** jar	**k**  **/k/** key	**l**  **/l/** leaf
m **/m/** moon	**n**  **/n/** nest	**o**  **/o/** octopus
p  **/p/** pig	**q** **/kw/** queen	**r**  **/r/** ring

Wonster WORDS

www.wonsterwords.com/download

Letter Cards: Lowercase (3 of 3)

Cut along the lines. These are the letters your child will meet in every word they read, so this is the deck to print first. This is page 3 of 3: s to z.

s  **/s/** sun	**t**  **/t/** tent	**u** **/u/** umbrella
v  **/v/** van	**w**  **/w/** web	**x** **/ks/** fox
y  **/y/** yak	**z**  **/z/** zebra	

Wonster WORDS

www.wonsterwords.com/download

Letter Cards: How to Play

For the grown-up. Six pairs and five minutes beats the whole alphabet and a lost afternoon.

ADULT AND CHILD **Say the sound when you turn a card**

Not the letter's name. Turn over b and say /b/, not 'bee'. The name is what the alphabet song already teaches, and it is the part that does not help with reading. If you are not sure of a sound, the alphabet chart prints one under every letter.

ADULT AND CHILD **Use the picture when the letter will not come**

Every card carries the same picture the alphabet chart uses for that letter, and its sound underneath. A child who cannot remember what b says can look at the ball and hear it. That is the picture's whole job, so point at it rather than telling them the answer.

ADULT AND CHILD **Start with six letters, not twenty-six**

Deal the six your child is working on and leave the rest in the envelope. Twenty-six cards is a long game and a hard one; six is five minutes and a win.

ADULT **For the matching game, print the uppercase deck too**

A match is a capital and its own lowercase, so A and a are a pair and A and B are not. That needs both decks, and the uppercase one is a separate download on the same page.

KID **Turn two and say both**

Saying both sounds aloud is the part that does the teaching, which is why a silent turn does not count as a go.

ADULT **One deck on its own is an easier game**

Print the card pages twice and match like to like. That is a straight matching game for a child who is not ready to connect the two cases, and it needs no second download.

ADULT AND CHILD **Keep the cards**

An envelope or a sandwich bag, with the date on it. The same deck is a sorting game, a hunt around the room, and the thing you pull out when a letter will not stick, and none of those is worth cutting out twice.