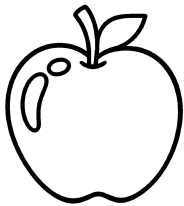


# Letter Cards: Lowercase (1 of 3)

1 / 4

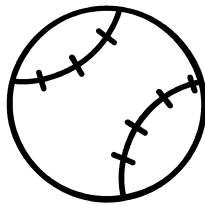
Cut along the lines. These are the letters your child will meet in every word they read, so this is the deck to print first.

**a**



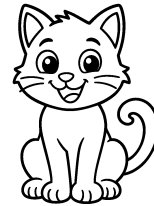
/a/ apple

**b**



/b/ ball

**c**



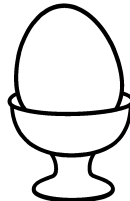
/k/ cat

**d**



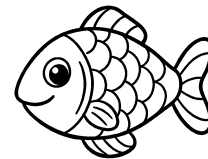
/d/ dog

**e**



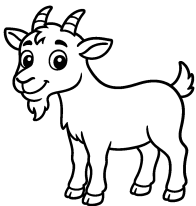
/e/ egg

**f**



/f/ fish

**g**



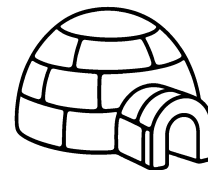
/g/ goat

**h**



/h/ hat

**i**



/i/ igloo



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# Letter Cards: Lowercase (2 of 3)

2 / 4

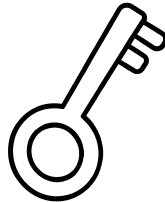
Cut along the lines. These are the letters your child will meet in every word they read, so this is the deck to print first. This is page 2 of 3: j to r.

j



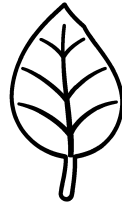
/j/ jar

k



/k/ key

l



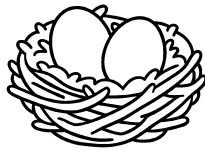
/l/ leaf

m



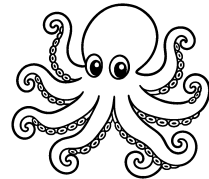
/m/ moon

n



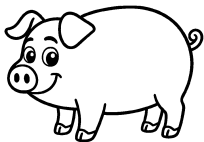
/n/ nest

o



/o/ octopus

p



/p/ pig

q



/kw/ queen

r



/r/ ring



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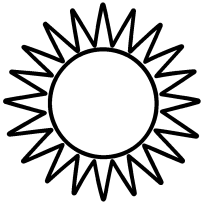


# Letter Cards: Lowercase (3 of 3)

3 / 4

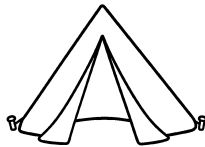
Cut along the lines. These are the letters your child will meet in every word they read, so this is the deck to print first. This is page 3 of 3: s to z.

**s**



/s/ sun

**t**



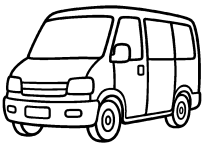
/t/ tent

**u**



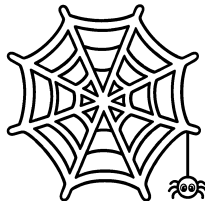
/u/ umbrella

**v**



/v/ van

**w**



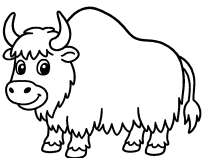
/w/ web

**x**



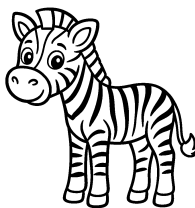
/ks/ fox

**y**



/y/ yak

**z**



/z/ zebra



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# Letter Cards: How to Play

4 / 4

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.



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