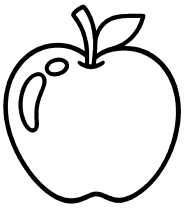
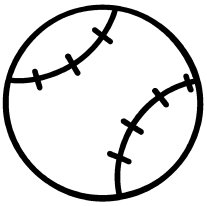
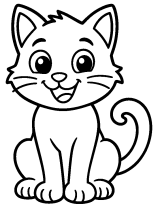
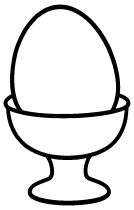
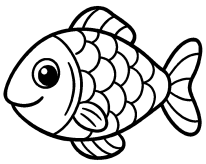
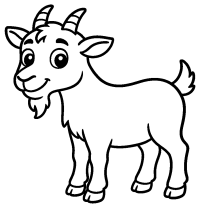
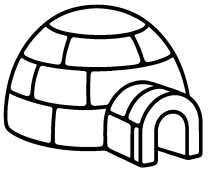
Letter Cards: Both Cases (1 of 3)

Cut along the lines. Each card carries a letter in both cases, so a child who is still learning which capital goes with which lowercase can check themselves rather than ask.

aA  **/a/** apple	bB  **/b/** ball	cC  **/k/** cat
dD **/d/** dog	eE  **/e/** egg	fF  **/f/** fish
gG  **/g/** goat	hH **/h/** hat	il  **/i/** igloo

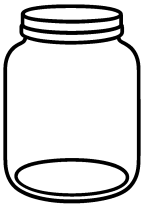
Wonster WORDS

www.wonsterwords.com/download

Letter Cards: Both Cases (2 of 3)

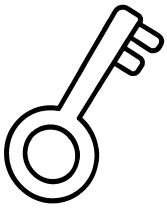
Cut along the lines. Each card carries a letter in both cases, so a child who is still learning which capital goes with which lowercase can check themselves rather than ask. This is page 2 of 3: j to r.

jJ



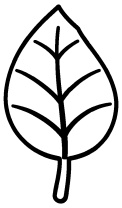
/j/ jar

kK



/k/ key

lL

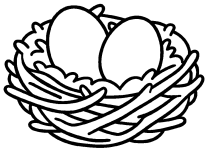


/l/ leaf

mM

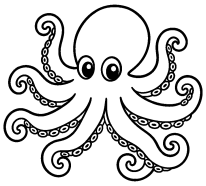
/m/ moon

nN



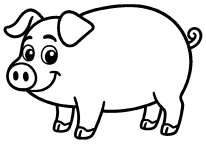
/n/ nest

oO



/o/ octopus

pP

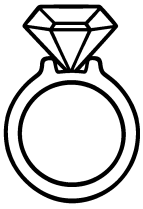


/p/ pig

qQ

/kw/ queen

rR

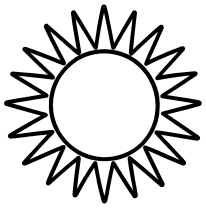


/r/ ring

Letter Cards: Both Cases (3 of 3)

Cut along the lines. Each card carries a letter in both cases, so a child who is still learning which capital goes with which lowercase can check themselves rather than ask. This is page 3 of 3: s to z.

sS



/s/ sun

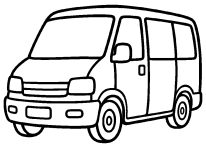
tT

/t/ tent

uU

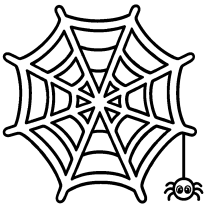
/u/ umbrella

vV



/v/ van

wW

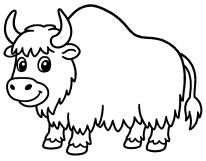


/w/ web

xX

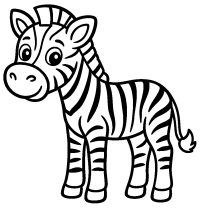
/ks/ fox

yY



/y/ yak

zZ



/z/ zebra

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 AND CHILD **This deck is the bridge, and the answer key**

Each card carries both cases together, aA and bB. Deal them face up beside a matching game for a child who is still learning which capital goes with which lowercase, and they can check themselves instead of asking.

KID **Or play it on its own**

Turn one over and say the sound. Both cases are on the card, so there is nothing to match and nothing to get wrong: this is the deck for a child who is not ready to pair them yet.

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.