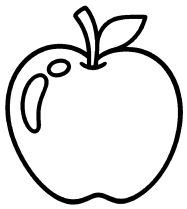
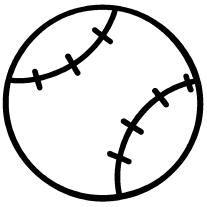
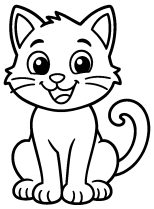
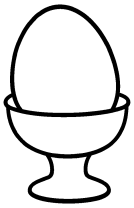
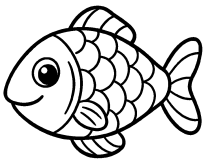
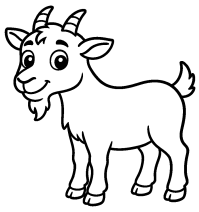
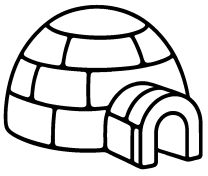
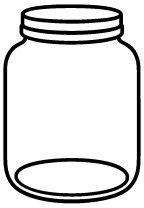
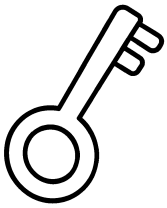
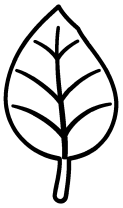
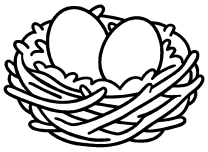
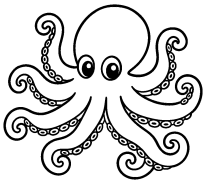
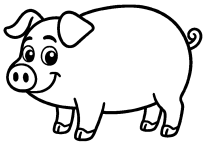
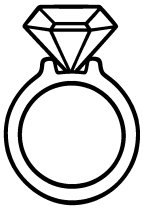
Letter Cards: Uppercase (1 of 3)

Cut along the lines. Match these to the lowercase cards to play the pairing game:
A and a are a pair.

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: Uppercase (2 of 3)

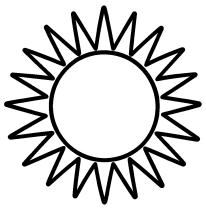
Cut along the lines. Match these to the lowercase cards to play the pairing game:
A and a are a pair. This is page 2 of 3: j to r.

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

Letter Cards: Uppercase (3 of 3)

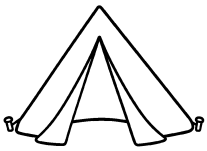
Cut along the lines. Match these to the lowercase cards to play the pairing game:
A and a are a pair. This is page 3 of 3: s to z.

S



/s/ sun

T

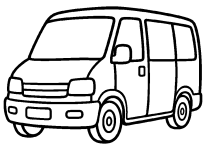


/t/ tent

U

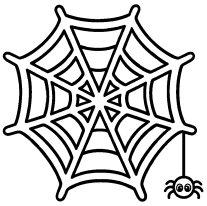
/u/ umbrella

V



/v/ van

W

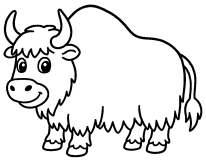


/w/ web

X

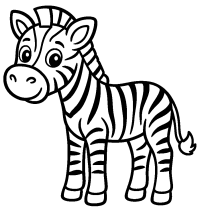
/ks/ fox

Y



/y/ yak

Z



/z/ zebra

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 lowercase 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 lowercase 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.