



Developed in Southern California by Educational Insights.
© Educational Insights, Inc., Gardena, CA (U.S.A.).
All rights reserved. Learning Resources Ltd.,
Oldmedow Road, King's Lynn, Norfolk, PE30 4JX, UK.
Please retain this information. Made in China.
www.educationalinsights.com



Variation: For younger or more inexperienced children, encourage the whole class to chant the list of items that were packed in the trunk each time. This keeps everyone engaged in the game and helps reinforce auditory memory and alphabet sequencing.

Tips: Here are two tips to make this game easier to play. Seat the children in a circle around the trunk and give out the cards in alphabetical order. When it is a child's turn to add to the trunk, have each previous child in turn chant what he or she has put in the trunk until they get to the child whose turn it is to add something. Continue until the last item has been added.

If children are having difficulty with this game, you can also have them place the cards in order in front of the trunk where grandma is deciding what she needs to pack for her next trip. This visual reminder is helpful for young children.

Game 4: Grandma's Riddles

Simple riddles challenge children to listen carefully and apply logical thinking skills.

1. Shuffle the riddle cards or place them in a paper bag and shake them to mix them up. Deal out the letter cards and have children place them letter side down in front of them.

2. Draw a riddle card and read it aloud to the children. The child who has the picture card that answers the riddle puts it in the trunk. Note: The correct answer is pictured on each riddle card for easy checking.

Grandma's Riddles— Last One Standing

1. Shuffle the riddle cards or place them in a paper bag and shake them to mix them up. Deal out the letter cards and have children place them letter side down in front of them.

2. Draw a riddle card and read it aloud, stopping in between each clue to have any children whose item is a possible answer stand. For example, if the first clue is, "I am a food," any child who has

a food item would stand (*apple, cake, eggs, etc.*) and hold up his or her card. Then read the next clue. For example, "I am sweet." Children whose food items are sweet (*apple, cake*) remain standing; everyone else sits down. Continue until the child whose item is the correct answer remains standing.

Game 5: Grandma's Adventures

Grandma's on the move, adventuring to different places in this fun, cooperative storytelling activity. Place just the letter cards in the trunk. Children take turns reaching into the trunk and withdrawing a card. Children use the card as a visual prompt to add to a cooperative, cumulative story.

For example:
Once upon a time there was a grandma. She traveled to many places and saw many things. (Child 1 draws an iguana card.)
She saw an iguana. It was green and had a long tail.

(Child 2 draws a necklace card.)
The iguana said, "Do you like my necklace?" ...etc.

Children continue drawing cards to add to the story. The story can be highly imaginative and silly.



Grandma's Packing List

This globe-trotting granny has a collection of stuff: A(apple), B(boots), C(cake), D(doll), E(eggs), F(fan), G(guitar), H(hat), I(iguana), J(jeans), K(kite), L(lamp), M(money), N(necklace), O(octopus), P(pillow), Q(quilt), R(ring), S(sunglasses), T(towel), U(umbrella), V(vase), W(watch), X(x-ray), Y(yo-yo), Z(zebra).

Add to Grandma's Collection!

For more learning fun, children can draw their own pictures of items to add to the trunk! PLUS, older or more experienced children can write or dictate riddles to go with their cards.



GUIDE



There is tons of learning fun packed into this globe-trotting grandma's treasured trunk! With five ways to play, kids will practice letter names and sounds, build vocabulary and listening skills, play a challenging riddle game, even tell their own stories!

What's Included?

- Cardboard storage trunk
- 26 Alphabet picture cards with upper- and lowercase letters; color-coded red vowels and blue consonants on one side
- 26 Riddle cards
- Guide



What Will Children Learn?

Grandma's Trunk Alphabet Game reinforces these early literacy skills: letter identification, phonemic awareness, alphabetical order, vocabulary development, auditory memory, listening comprehension, and expressive language skills.

Let's Play

Choose one of the five different ways to play depending on the ages and abilities of the players. Play with one child, small groups of children, or an entire class. If you are playing with a small group, give each child several letter cards. For younger or inexperienced players, you can play with a partial deck.

Game 1: What Comes Next?

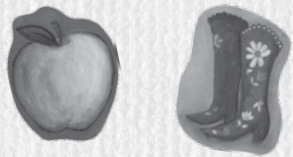
Review alphabetic sequence with this fun game.

1. Deal out the letter cards. Have children place their letter cards in front of them with the letter side facing up.
2. Ask your group who has a picture that starts with the first letter of the alphabet—the letter *A*. Encourage the child who has that picture card (the *apple*) to come up and place it in the trunk, saying: "I packed grandma's trunk, and in it I put an *apple*."
3. Ask your group what letter comes after the letter *A*. Then ask who has a picture that starts with that letter—the letter *B*. Have the child who has that

picture card (the *boots*) come up and place it in the trunk, saying: "I packed grandma's trunk, and in it I put *boots*."

4. Continue by having children take turns placing the cards in the trunk in alphabetical order.

Variation: Work with students to identify the vocabulary word pictured on each card first. Then have children place their letter cards in front of them with the letter side facing down. Ask who has a picture that starts with the /a/ sound. Have the child who has that card (the *apple*) come up and place it in the trunk. Continue with the game focusing on letter sounds.



Game 2: Memory Time

Build auditory memory as children listen and chant.

1. Deal out the letter cards. Have children place their letter cards in front of them with the letter side facing down.
2. Invite a volunteer to come up and place a card in the trunk, completing this phrase with the item pictured on his or her card: "I packed grandma's trunk, and in it I put ____." (*jeans*)
3. Invite a second volunteer to come up and place his or her card in the trunk. The player must repeat the first classmate's phrase and then add the name of the item pictured on his or her own card. For example, the

second player might say, "I packed grandma's trunk and in it I put *jeans* and a *necklace*."

4. Play continues with volunteers taking turns repeating the sequence of items placed in the trunk to which they add their own.

Variation: For younger or more inexperienced children, encourage the whole class to chant the list of items that were packed in the trunk each time. Or, you can have each child in turn chant what he or she put in the trunk until they get to the child whose turn it is to add something. This keeps everyone engaged in the game and helps reinforce auditory memory.

Tip: Build vocabulary and thinking skills by identifying the kind of item to pack next. For example, you

might say: "Who has something to pack that grandma wears (*jeans, hat, boots*)?" "Who has something grandma might play with (*yo-yo, doll, kite*)?"

Game 3: Letter Sequence Memory

This game combines two skills – alphabet sequencing and memory.

1. Deal out the letter cards. Have children place their letter cards in front of them with the letter side facing up.
2. Ask your group who has a picture that starts with the first letter of the alphabet – the letter *A*. Encourage the child who has that picture card (the *apple*) to come up and place it in the trunk, saying: "I packed grandma's trunk and in it I put an *apple*."

3. Ask your group what letter comes after the letter *A*. Then ask who has a picture that starts with that letter – the letter *B*. Have the child who has that picture card (the *boots*) come up and place it in the trunk. The player repeats the first classmate's phrase and then adds the name of the item pictured on his or her own card. For example, the second player would say, "I packed grandma's trunk and in it I put an *apple* and *boots*."
4. Play continues with children taking turns adding objects in alphabetical order, repeating the ordered sequence of items placed in the trunk by previous children.