

## What's Missing?

2 or more players

Use uppercase letter pieces for this game. Choose three consecutive letters such as A, B, C. Hide one letter and have players guess which letter is missing. The first player to guess correctly wins the letter. The player with the most letters at the end of the game is the winner. Increase the challenge by using longer sequences of letters.

Another way to play is to place the letters in an incorrect order and have the players rearrange them so they are correctly alphabetized.

### Variation

Connect the puzzle pieces with the picture sides facing up. Next, alphabetize the pictures. Hide one or more pictures and challenge players to guess the missing picture. Players reinforce letter sequencing and sound symbol relationships.

**Skill:** Players reinforce letter sequencing and sound symbol relationships.

The following vocabulary words are used in the game.

apples	jack-o'-lantern	sailboat
balloons	kangaroo	teapot
cookie	lollipop	umbrella
dog	mask	violin
elephant	nest	wagon
football	olive	x-ray
goldfish	pizza	yo-yo
heart	quilt	zebra
iguana	rabbit	



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Ages 3 to 7  
Grades Pre-K to 2

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# E-Z as ABC<sup>®</sup>

## Learning Goal

E-Z as ABC develops players' ability to recognize alphabet letters and their sounds in preparation for reading and spelling. The games are introduced in ascending order of difficulty. Many of the games have more than one level of play to suit different abilities.

### Contents

- 52 puzzle pieces
- 26 word cards
- Alphabet strip
- 26-word vocabulary list
- Instruction sheet



## Let's Play

### Introduction

Encourage players to look at both sides of the puzzle pieces before playing the game. Talk about the pictures to familiarize players with the vocabulary.

### Probing Questions

- Can you name this?
- How do you use this?
- Where would you find this?
- Can you tell me a story about this?



Use the alphabet strip to reinforce letter sequencing skills.

## Picture Puzzles

2 or more players

Scramble all the puzzle pieces and deal them out with the picture side facing up. One or more players may have an extra puzzle piece. First, players try to match the correct picture halves. Next, players place any left over picture halves in the center of the table. Play continues with players taking turns trying to find matches. The player with the most matches at the end of the game is the winner.

### Variation

Now play the game again this time racing to see who can be the first to collect the most matches. Scramble the puzzle pieces with the picture sides facing up. On the word “go,” players race to complete matching picture halves.

**Skill:** Players make whole to part associations.

## Letter Partners

2 or more players

Scramble the puzzle pieces and deal them out with the letter sides facing up. One or more players may have an extra puzzle piece. First, players examine their own pieces and try to match the correct uppercase and lowercase letter halves. Next, players place any left over letter halves in the center of the table. Play continues with players taking turns drawing a piece and trying to find uppercase and lowercase matches with the pieces they already have. The player with the most matches at the end of the game is the winner.

**Skill:** Players match uppercase and lowercase letters and learn letter names.

## E-Z as ABC

1 or more players

First, match uppercase and lowercase forms of the same letter. Next, alphabetize the letters and have the players sing “The ABC Song” while pointing to each letter. Invite the players to sing the song several times.

**Skill:** Players match uppercase and lowercase letters and reinforce alphabetic sequence and letter recognition.

## Be the Letter

3 or more players

With the letter side facing up, choose consecutive uppercase or lowercase letter pieces for this game. Hand out one letter to each player. Give them some time to discuss the alphabetical sequence of the letters. Next, players line up in alphabetical order according to the letters they are holding. Play continues in this way and through a cooperative effort everyone is a winner.

**Skill:** Players reinforce alphabetic sequence.

## Sound Detective

2 or more players

Connect puzzle pieces with the picture sides facing up. The starting player gives a sound clue, for example, “I spy a picture that begins with the sound /s/...” (for sailboat), or “I spy a picture that begins with the sound /v/...” (for violin). If the next player guesses correctly, he/she claims the sailboat or violin puzzle piece and gives the next sound clue. If the player guesses incorrectly, the turn passes to the next player. The player with the most pictures is the winner.

### Variation

Players can also give sound clues about objects found around them and challenge one another to identify the objects “spied.”

**Skill:** Players learn to associate letters with their sounds.

## Picture Word Match

2 or more players

Use the word cards with this game. Connect the puzzle pieces with the picture sides facing up and randomly arrange them in a row. Next, deal out word cards to the players. Players name each picture as they take turns matching each word card to its corresponding picture. Play continues until all the matches have been made. Extend children’s learning by alphabetizing the word cards.

**Skill:** Players learn to associate spoken words with print.