

Alphabet Knowledge

Pennsylvania Training and Technical Assistance Network



Alphabet Knowledge Instructional Activities

Matching and Naming

- 3-D letters
- Alphabet chart

The student will take the 3-D letters and match them to the printed letter on an alphabet chart. After placing the letter on the chart, the student says the name of the letter.

Alphabet Strip

- Alphabet strip

The teacher calls out a letter. Students locate the letter on the alphabet strip by pointing. A variation is to randomly point to letters on the alphabet strip and have the students provide the letter name.

3-D Letters with Sequencing Mat

- 3-D letters
- Board or chart paper

The teacher writes A, M, N, and Z on the board in the shape of an arc. The student then takes 3-D letters and places them in the correct sequential order.

Instant Letter Recognition Charts

- Letter recognition charts – five rows of six random letters

The teacher times the student for one minute to see how many letters he/she can correctly identify. That number is recorded along with the date. At a later date, repeat the activity and challenge the student to beat his/her score.

Missing Letter Deck

- Teacher-created Missing Letter Deck - on a set of index cards, write three letters with the last letter missing (ex: A B ____). Continue creating these cards until the alphabet is complete.

Students look at the presented card from the deck and identify what is the missing letter. As student improve, the teacher would want to create a deck with the second letter in the string missing (ex: Q ___ S).

Alphabet Battle

- 3-D letters

Students pair off into teams of two. The 3-D letters are placed in a container. Both students pull a 3-D letter out of the container at the same time being sure not to peek. Both students lay the letter down in the middle and identify the letter names. The student who pulled a letter closer to the letter Z, wins by saying '*J is closer to Z.*' (example)

Alphabet BINGO

- 3-D letters (for each students and set for teacher)

Students take seven 3-D letters and place them on the left side of their desk. Ask students to name each letter as they place it on the left side. The teacher will pull one letter at a time from his/her container and say the name of the letter out loud. All of the students repeat the letter name. If a student has that letter, he/she will move the letter to the right side of the desk.

Guess What?

- 3-D letters

The 3-D letters are placed in a container (one that students cannot see into). The student will pull a letter out of the container, one at a time. The student will keep his/her eyes closed while closely examining the shape and feel of that letter. The student will need to identify the letter name by the shape. If the letter is identified correctly, the student keeps the letter. If the letter is identified incorrectly, the letter returns to the container.

Super Sleuth

- 3-D letters

Students work in teams of two. Both students work together to place the letters in an arc in the correct sequential order. Student one will cover his/her eyes while student two takes a letter out of the arc and hides it behind his/her back. Student two will then push the letters together to fill in the gap on the arc. Student one will open his/her eyes (when told to do so) and attempt to identify the missing letter. Once identified, the letter is returned to the arc and it is student two's turn to cover his/her eyes.