

# Alphabet Marks the Spot!<sup>TM</sup>

## Floor Game

Juego de suelo del abecedario • Jeu de l'alphabet au sol  
 Bodenmatte für Alphabetspiele



### Activity Guide

Guía de Actividades • Guide d'activités • Spielanleitung

**Know Your Sounds**

*Skills:* Letter sounds  
*Number of players:* two players, small group, whole class  
*Game components:* activity mat, game markers, picture cubes

Divide the players into two equal teams and have them stand in lines on opposite ends of the mat, to the right and left. Pass out the game markers to each player. Use the same color for the same team. The players at the beginning of each line will compete to put their game marker on the correct letter. A designated roller will roll one of the picture cubes. Players will have to figure out the beginning letter of the picture rolled.

*For example:* If you rolled a picture of a lion, then you would have to place a game marker on the L. The first player to place a game marker on the beginning letter that was rolled earns a point. Keep track of points earned for each team. It is now the next player in line's turn. Remove all markers from play and roll a different cube. The first team that reaches 10 points wins. This activity can easily be played by finding the ending letter of the picture rolled.

### Hop and Spell

*Skills:* Spelling  
*Number of players:* two players, small group, whole class  
*Game components:* activity mat, picture cubes

All players will start by standing in a line to the left of the mat. The player at the front of the line will roll any cube. That player will hop from each letter, spelling the picture rolled. Give all players a chance to hop around and spell words.

**Alphabet Order**

*Skills:* Alphabetical order  
*Number of players:* two players  
*Game components:* activity mat, game markers

For this game, one player or an adult should be the "caller." He or she will call the letters of the alphabet. Two players play at a time. Each player will use five game markers of the same color. The "caller" will call out a letter. The first player to place his or her game marker on the letter that comes after the letter called wins that round. The winner will keep his or her game marker on the mat. The caller should call a different letter of the alphabet each time. Play continues until one player has placed all of his or her game markers on the mat. Play again or have a different player play the winner.

### Jump Around

*Skills:* Letter recognition and alphabetical order  
*Number of players:* whole class or small group  
*Game components:* activity mat

Have players stand in a line to the left of the mat. Have the first player in line start by standing on A and jump to each letter, in order, up to Z. When the first player is done, the next player can go. You may wish to give each player 10 or 20 seconds to get through the alphabet because the letters are scattered around and some are located in two spots. Give all players a chance to jump around while learning their letters.

Activity Guide Included

- Includes:**
- 4.5' x 4.5' Vinyl Mat
  - 5 Inflatable Picture Cubes
  - 28 Game Markers

