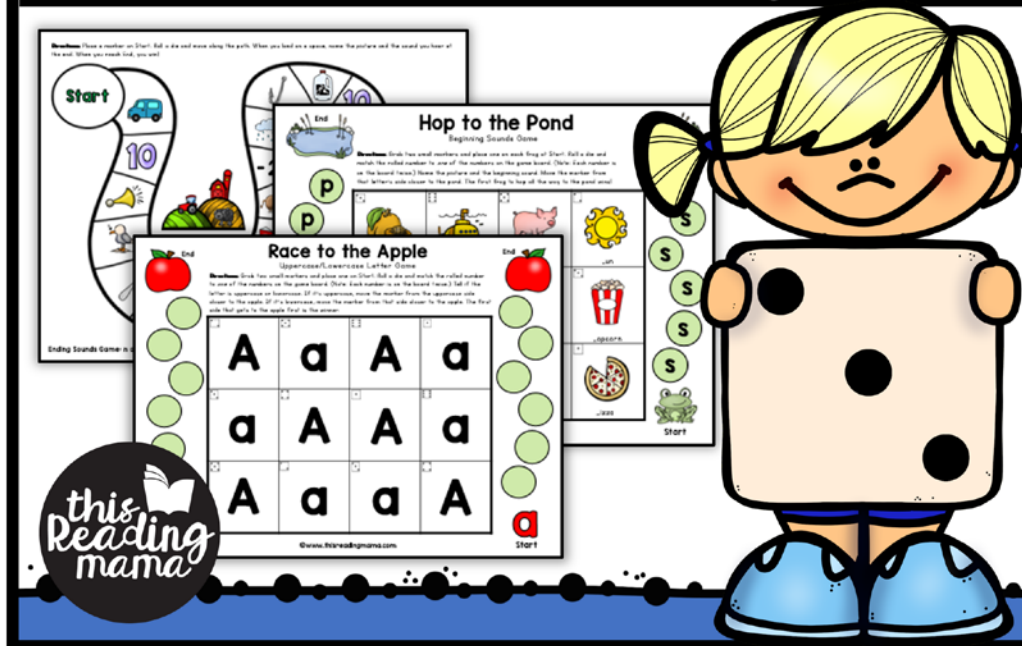


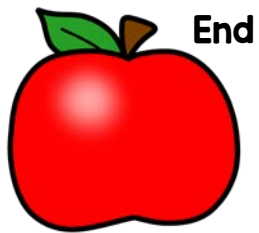
print & play games
ALPHABET SOUNDS

Color Games * Blackline Games * Digital Games



preview

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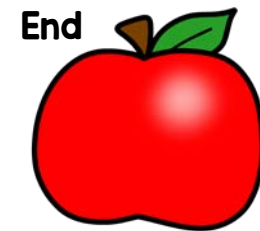


End

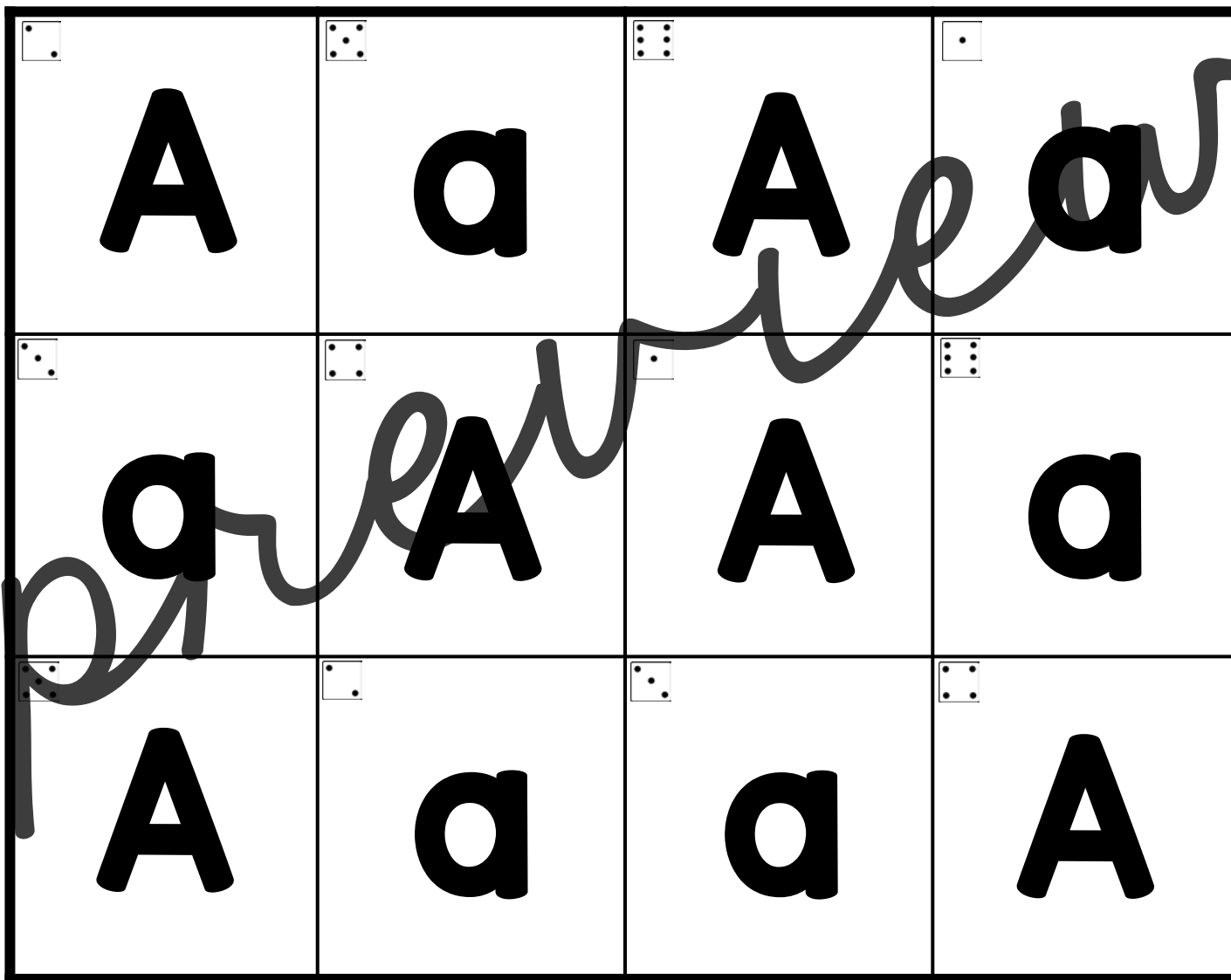
Race to the Apple

Uppercase/Lowercase Letter Game

Directions: Grab two small markers and place one on Start. Roll a die and match the rolled number to *one* of the numbers on the game board. (Note: Each number is on the board twice.) Tell if the letter is uppercase or lowercase. If it's uppercase, move the marker from the uppercase side closer to the apple. If it's lowercase, move the marker from that side closer to the apple. The first side that gets to the apple first is the winner.



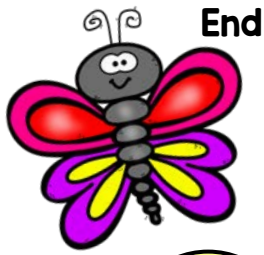
End



Start



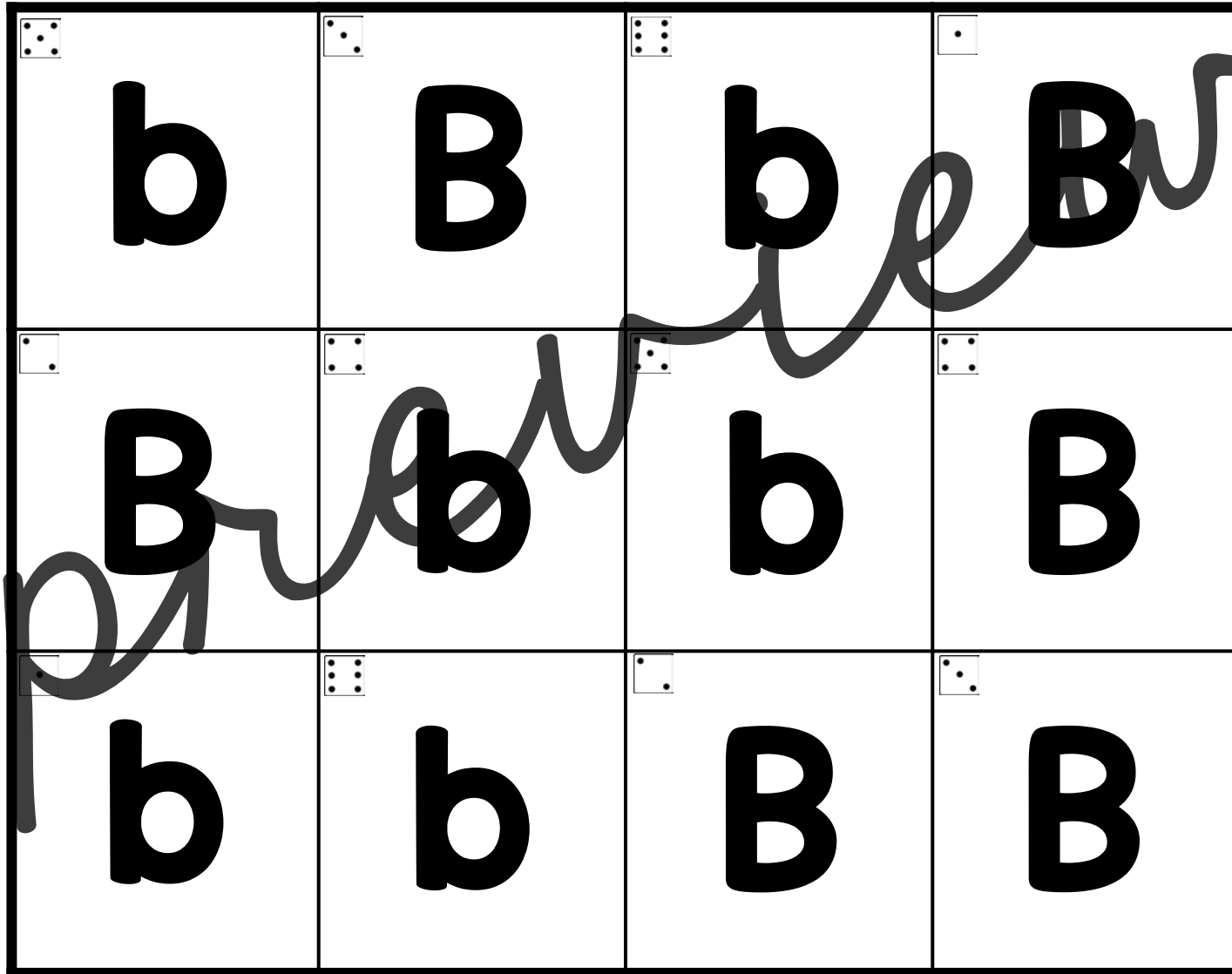
Start



Fly to the Butterfly

Uppercase/Lowercase Letter Game

Directions: Grab two small markers and place one on Start. Roll a die and match the rolled number to *one* of the numbers on the game board. (Note: Each number is on the board twice.) Tell if the letter is uppercase or lowercase. If it's uppercase, move the marker from the uppercase side closer to the butterfly. If it's lowercase, move the marker from that side closer to the butterfly. The first side that gets to the butterfly first is the winner.

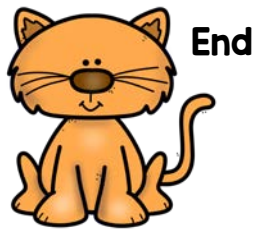


B

Start

b

Start

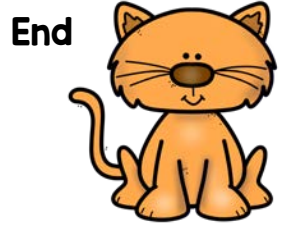


End

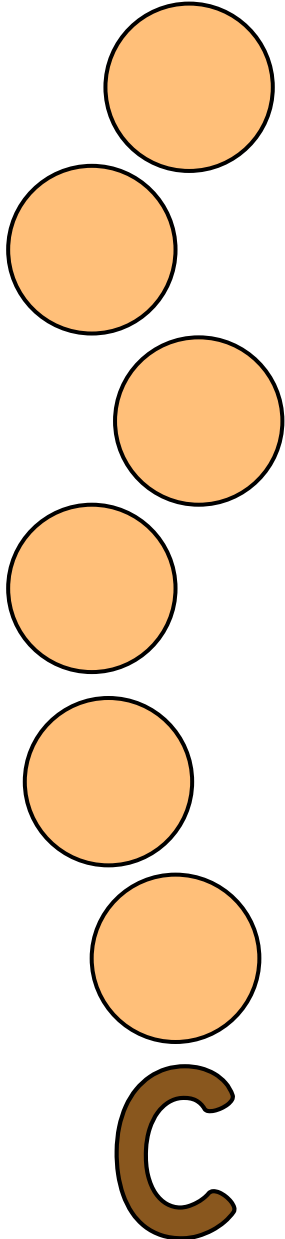
Creep to the Cat

Uppercase/Lowercase Letter Game

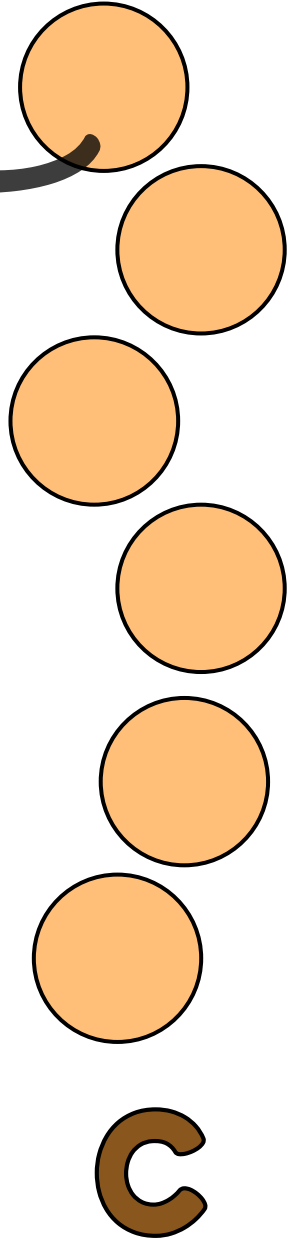
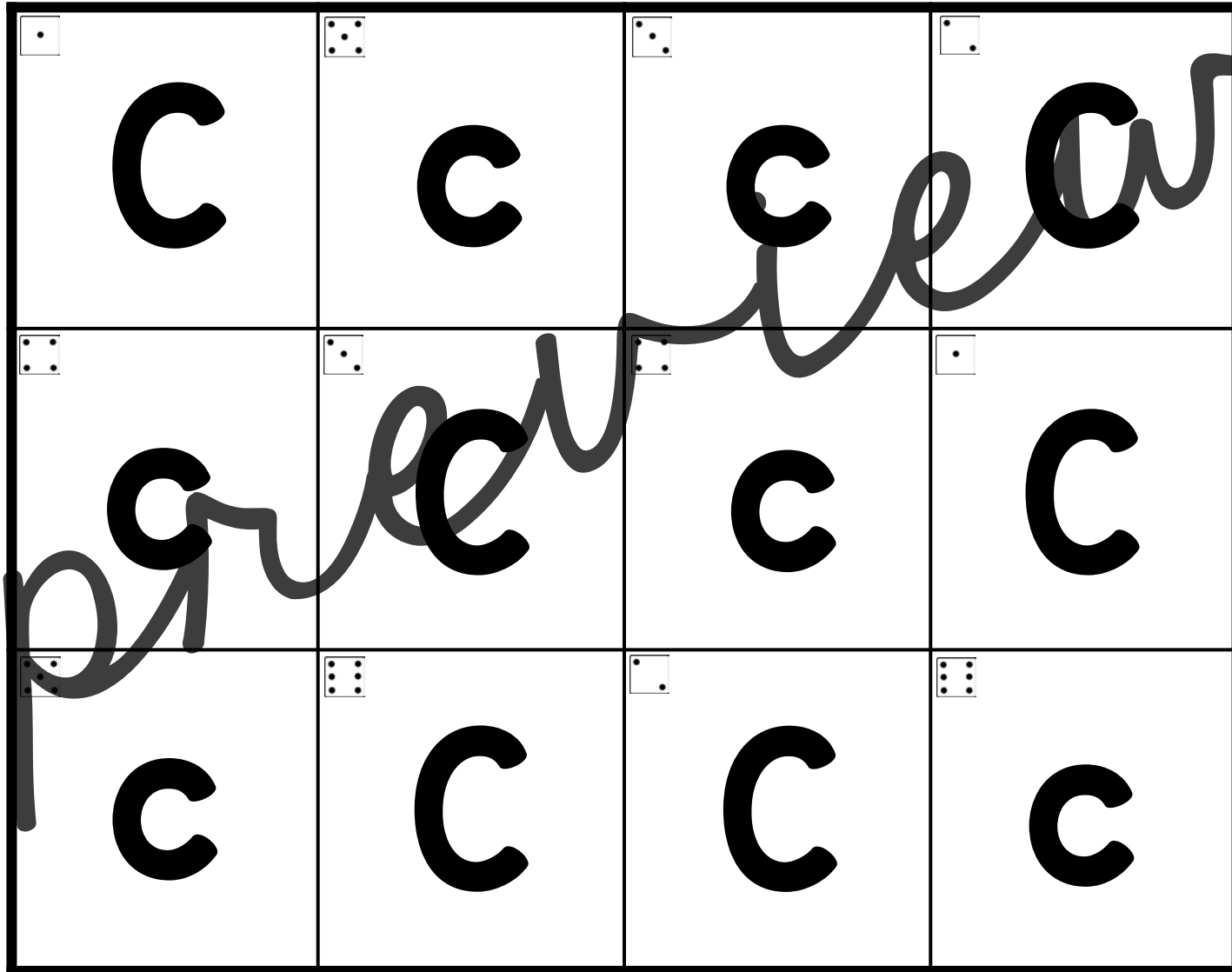
Directions: Grab two small markers and place one on Start. Roll a die and match the rolled number to *one* of the numbers on the game board. (Note: Each number is on the board twice.) Tell if the letter is uppercase or lowercase. If it's uppercase, move the marker from the uppercase side closer to the cat. If it's lowercase, move the marker from that side closer to the cat. The first side that gets to the cat first is the winner.



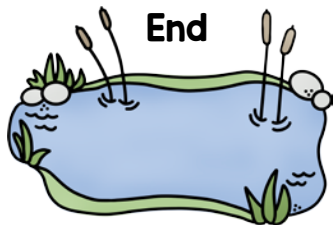
End



Start

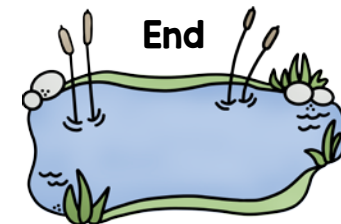


Start

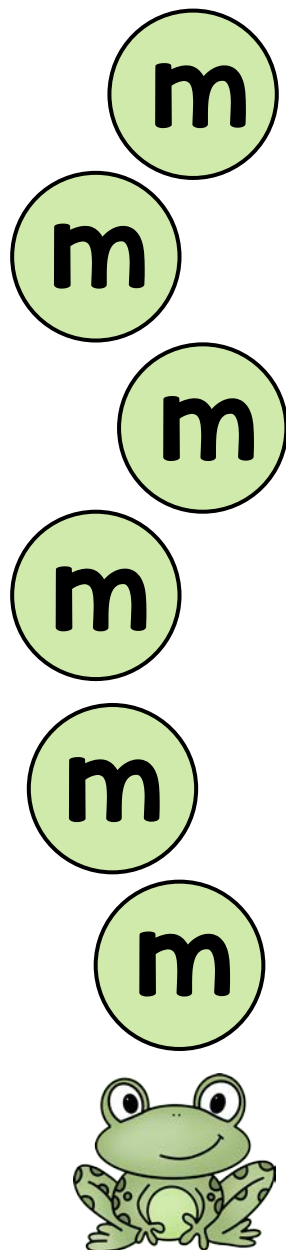


Hop to the Pond



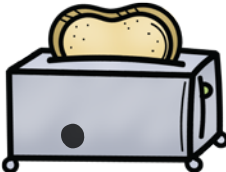









Beginning Sounds Game

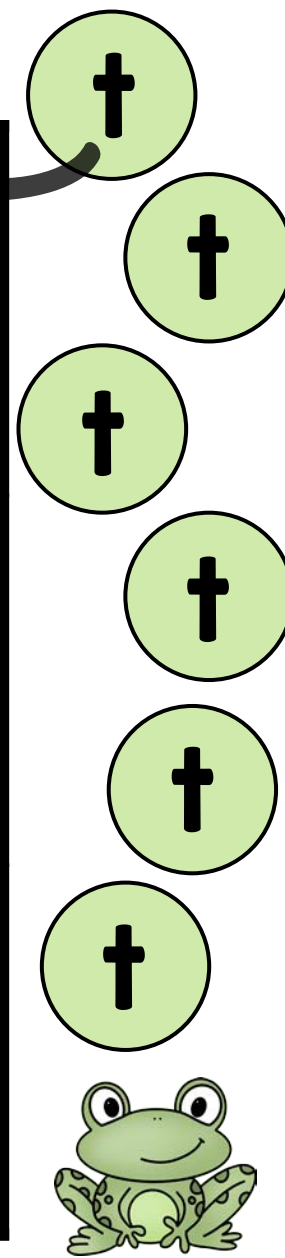


Directions: Grab two small markers and place one on each frog at Start. Roll a die and match the rolled number to *one* of the numbers on the game board. (Note: Each number is on the board twice.) Name the picture and the beginning sound. Move the marker from that letter's side closer to the pond. The first frog to hop all the way to the pond wins!



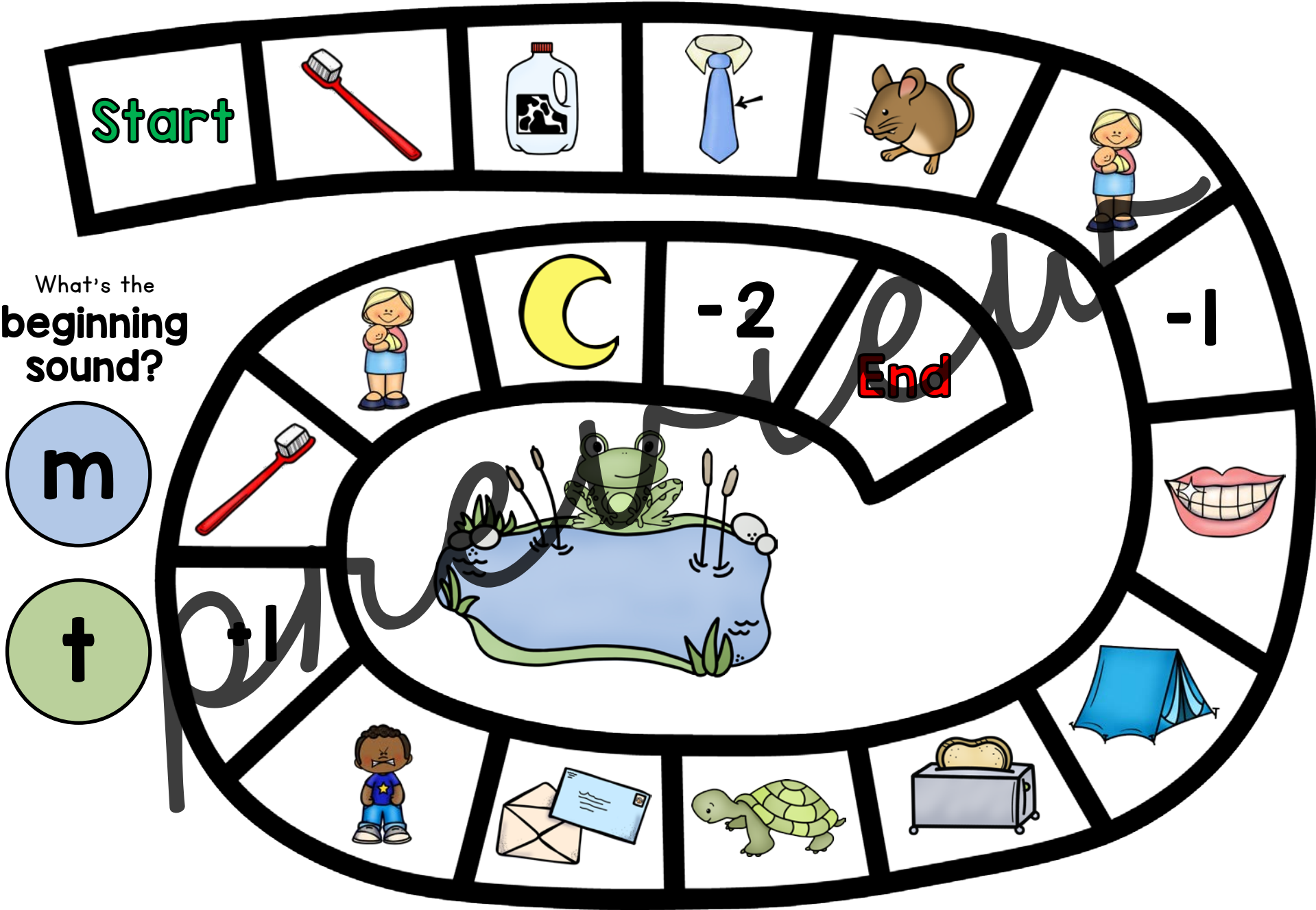
Start

 _ent	 _om	 _oast	 _ouse
 _ad	 _eeth	 _ilk	 _ie
 _ail	 _urtle	 _oon	 _oothbrush



Start

Directions: Place a marker on Start. Roll a die and move along the path. When you land on a space, name the picture and the sound you hear at the beginning. When you reach End, you win!



End



Find the Flock

Ending Sounds Game

Directions: Grab two small markers and place one on each sheep at Start. Roll a die and match the rolled number to *one* of the numbers on the game board. (Note: Each number is on the board twice.) Name the picture and the ending sound. Move the marker from that letter's side closer to the farm. The first sheep to find its way to its flock wins!

End



s

s

s







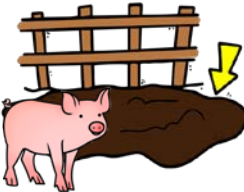





s

s

s



Start

 toa_	 flo__	 bu_	 ma_
 ki__	 bea_	 mu_	 hi__
 gra__	 li_	 gla__	 be_

d

d

d

d

d

d



Start

Directions: Place a marker on Start. Roll a die and move along the path. When you land on a space, name the picture and the sound you hear at the end. When you reach End, you win!



Roll & Cover 4

Directions: Roll a die. Find the column that matches the number you rolled. Pick a picture to name and tell the sound you hear at the end. If you get it right, cover it. When you get four in a row, you win. (You can also play with a partner using different colored counters, taking turns.)

