20 Fun-Filled

Alphabet Games

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Table of Contents

Skill: Letter Recognition

Letter in My Name Sort	3
Letter in My Name Worksheet	5
Letter Shape Sort	9
Letter Shape Worksheet	11
Alphabet Stamping	15
Mushroom Match Up	17
Letter Building	21
Alphabet Memory	24
Alphabet Place Mat	31
Alphabet Maze	33
ABC Photo Shoot	36
Little Mouse Alphabet House	40

Skill: Letter Sequencing

Paperclip Letters	46
Missing Letters Game	48
Missing Letters Worksheet	54

Skill: Letter Formation

Hide and Seek	56
Tic Tac Toe	61
Tic Tac Toe Worksheet	63
Letter Tracing	64
Race to the Top	91

Teacher/Parent Instructions for

LETTERS IN MY NAME SORT

Assembly tip: For extra durability, print the sorting mat on cardstock. To use the same mat repeatedly, slide it into a clear sheet protector and write the child's name with dry erase marker.

1. Ask your student to spell her name while you write it on the blank line.
2. Give her a pile of alphabet magnets and have her sort them into two categories: letters in my name and letters not in my name.

My name is _____

letters in my name	letters not in my name

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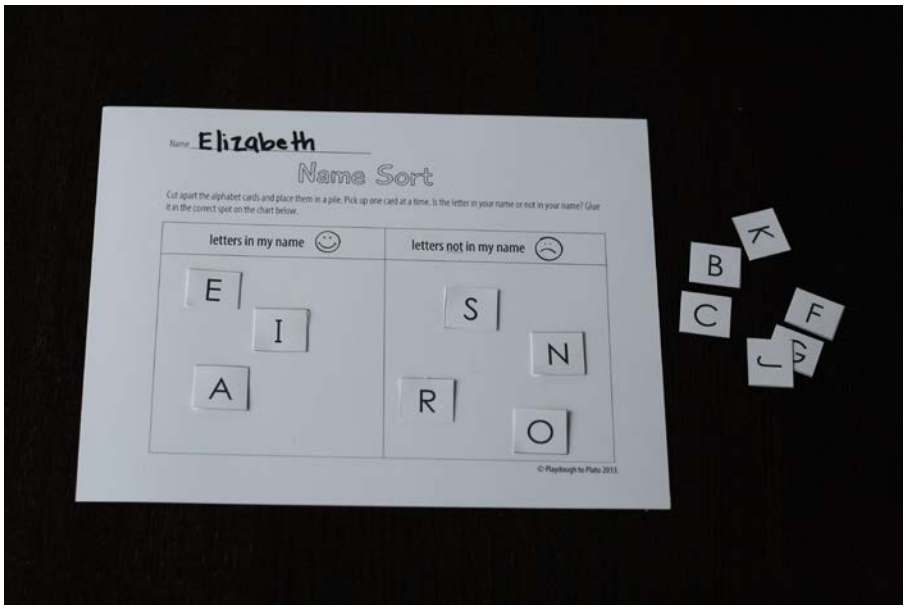
Teacher/Parent Instructions for

LETTERS IN MY NAME WORKSHEET

Assembly tip: Print one copy of the sorting chart for each child but only half that many letter sheets. {Two letter pages are on each sheet so you will cut them in half.}

4. Give each child a sorting chart, a sheet of either uppercase or lowercase alphabet letters, a pair of scissors and a glue stick.
5. Ask students to write their name at the top of their paper.
6. Have them cut apart their alphabet letters and glue them to the "letters in my name" side and the "letters not in my name"



Name _____

Name Sort

Cut apart the alphabet cards and place them in a pile. Pick up one card at a time. Is the letter in your name or not in your name? Glue it in the correct spot on the chart below.

letters in my name	letters not in my name

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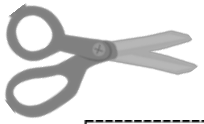

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q	r	s	t
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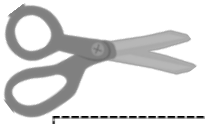
y	z		



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u	v	w	x
y	z		

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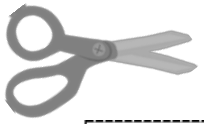

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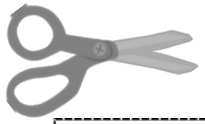

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P
Q	R	S	T
U	V	W	X
Y	Z		

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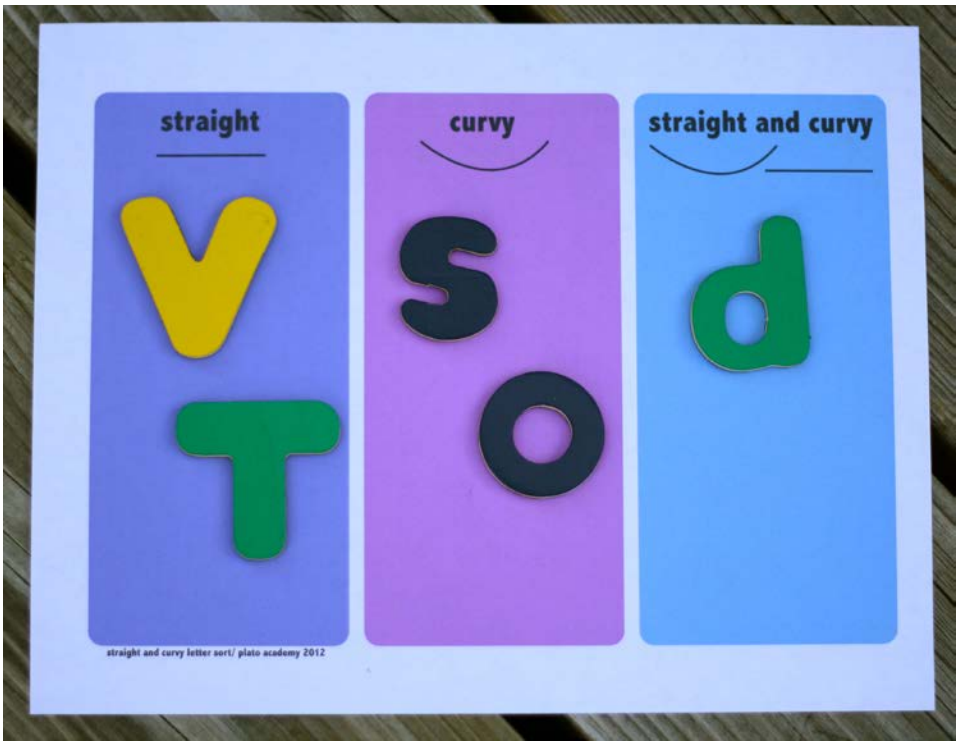
Teacher/Parent Instructions for

CURVY, STRAIGHT SORT

Assembly tip: For extra durability, print the sorting mat on cardstock.

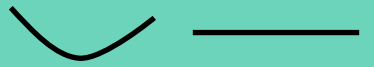
1. Give your student a pile of alphabet magnets and have her sort them into three categories: curvy, straight and both.



curvy

straight

curvy and straight



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Teacher/Parent Instructions for

CURVY, STRAIGHT WORKSHEET

Assembly tip: Print one copy of the sorting chart for each child but only half that many letter sheets. {Two letter pages are on each sheet so you will cut them in half.}

1. Give each child a sorting chart, a sheet of either uppercase or lowercase alphabet letters, a pair of scissors and a glue stick.

2. Have students cut apart their alphabet letters and glue them to the "curvy", "straight" or "curvy and straight" column.

Name _____

Letter Shape Sort

Cut apart the alphabet cards and place them in a pile. Pick up one card at a time. Is the letter curvy, straight or both? Glue it in the correct spot on the chart below.

curvy	straight	curvy and straight

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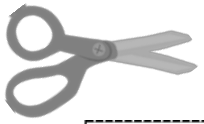
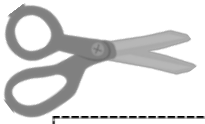


a	b	c	d
e	f	g	h
i	j	k	l
m	n	o	p
q	r	s	t
u	v	w	x
y	z		



a	b	c	d
e	f	g	h
i	j	k	l
m	n	o	p
q	r	s	t
u	v	w	x
y	z		

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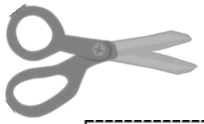
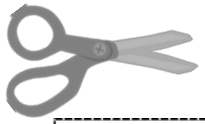


A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P
Q	R	S	T
U	V	W	X
Y	Z		



A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P
Q	R	S	T
U	V	W	X
Y	Z		

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Name _____

Alphabet Stamping

Directions: Use lowercase alphabet stamps or stickers and cover the matching uppercase letters below.

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P
Q	R	S	T
U	V	W	X
Y	Z		

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Name _____

Alphabet Stamping

Directions: Use uppercase alphabet stamps or stickers and cover the matching lowercase letters below.

a	b	c	d
e	f	g	h
i	j	k	l
m	n	o	p
q	r	s	t
u	v	w	x
y	z		

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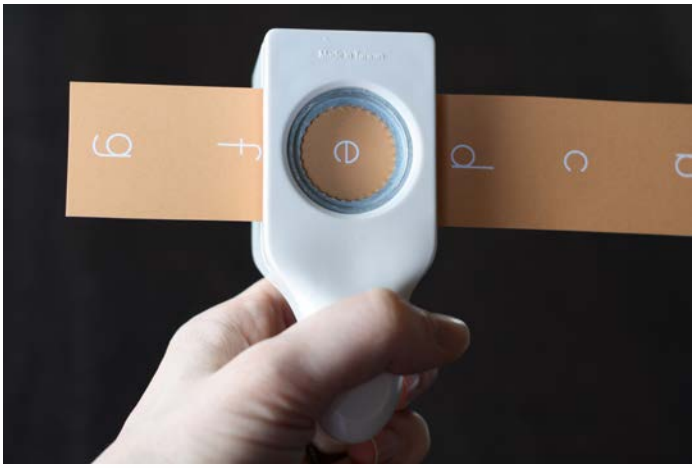
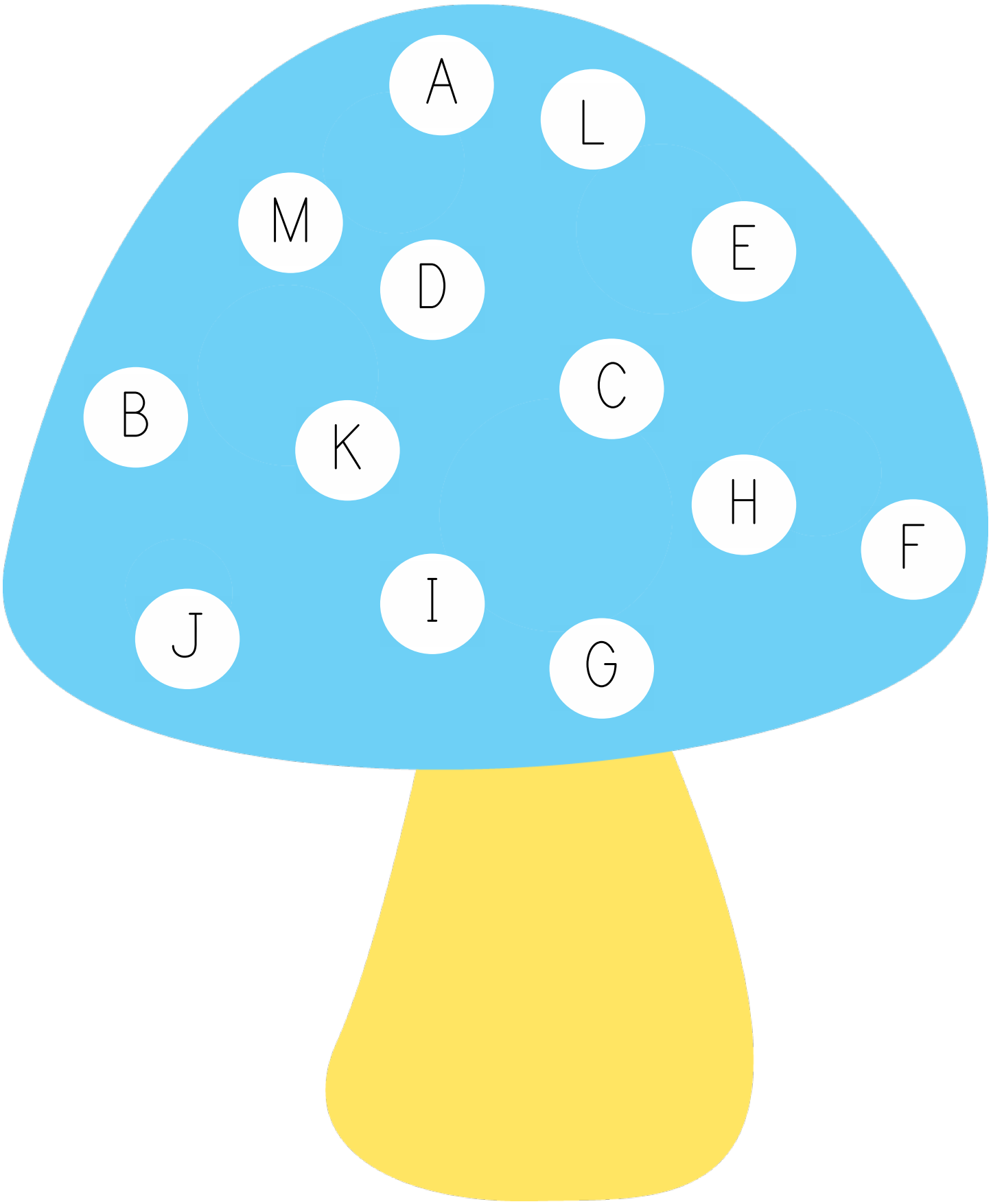
Teacher/Parent Instructions for

MUSHROOM MATCH UP

Assembly tip: To make the cover up mushroom spots, cut apart the four ABC columns. Then use a one-inch circular punch to make circles.



1. Give each child a mushroom and a pile of alphabet mushroom spots.
2. Have students cover each uppercase letter with its matching lowercase mushroom spot.



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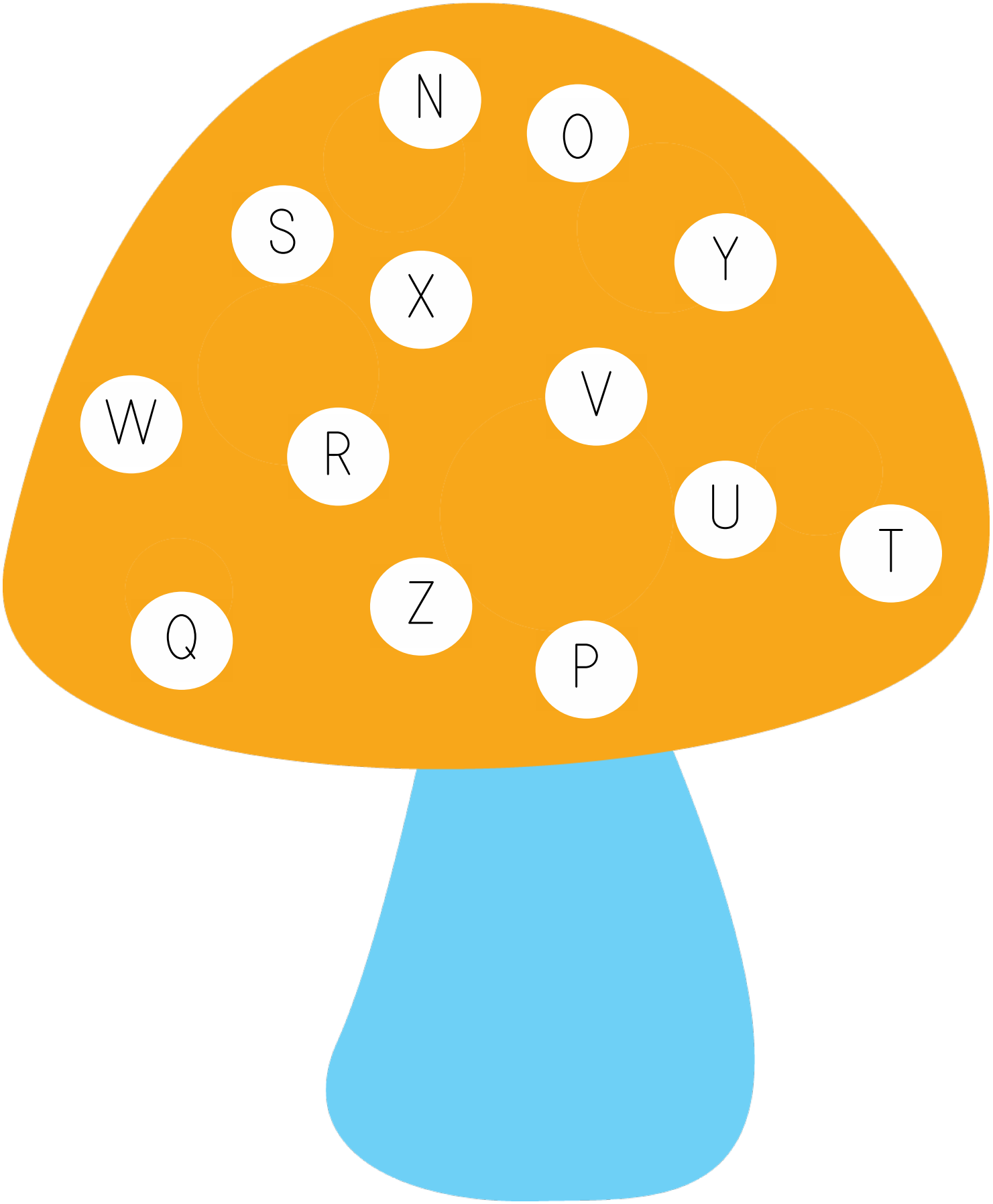

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a	h	n	u
b	i	o	v
c	j	p	w
d	k	q	x
e	l	r	y
f	m	s	z
g		t	

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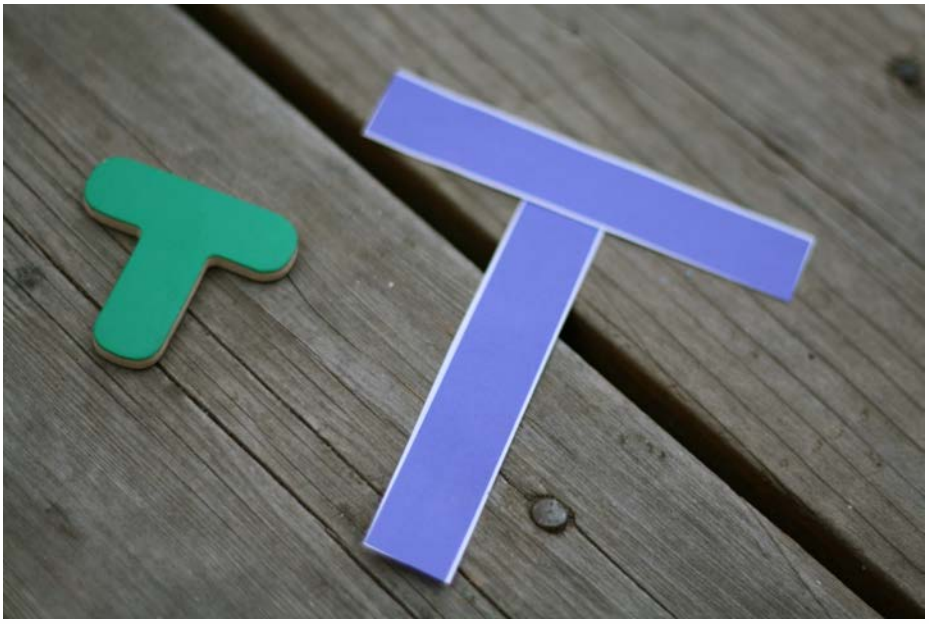
Teacher/Parent Instructions for

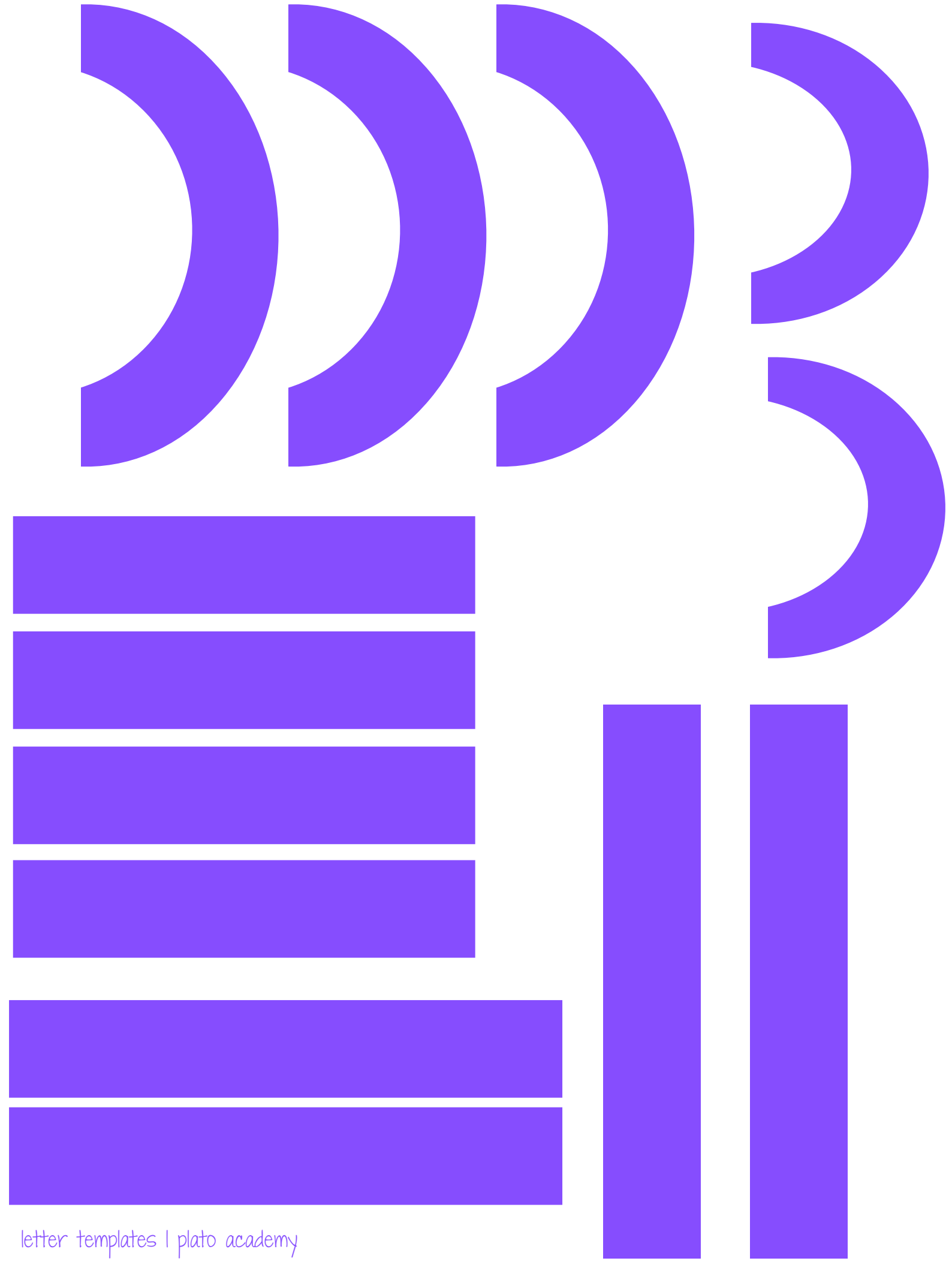
LETTER BUILDING

Assembly tip: For extra durability, print the shapes on cardstock.

1. Give children one alphabet magnet or alphabet flashcard. Ask them to replicate that letter using the purple shape cutouts.

2. Have children continue building other letters of the alphabet.





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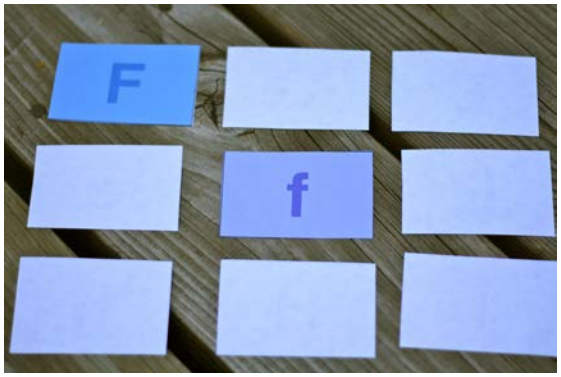
Teacher/Parent Instructions for

ALPHABET MEMORY

Assembly tip: For extra durability, print the letters on cardstock.

1. Lay down several uppercase-lowercase pairs. For example, you might include the uppercase A and lowercase a in your lineup.

   Note: Use more letters to make the activity more challenging.
2. Have students say the name of the letters out loud with you as you point to each pair.
3. Mix up the pairs and give them to your students to match up on their own.
4. Shuffle the pairs again and lay the cards face down. Have players take turns turning over two cards at a time. If the cards match, the player keeps the set. If they do not match, the player turns the cards upside down again.
5. The player who has collected the most pairs when the cards are gone is the winner.



a	b	c
d	e	f
g	h	i

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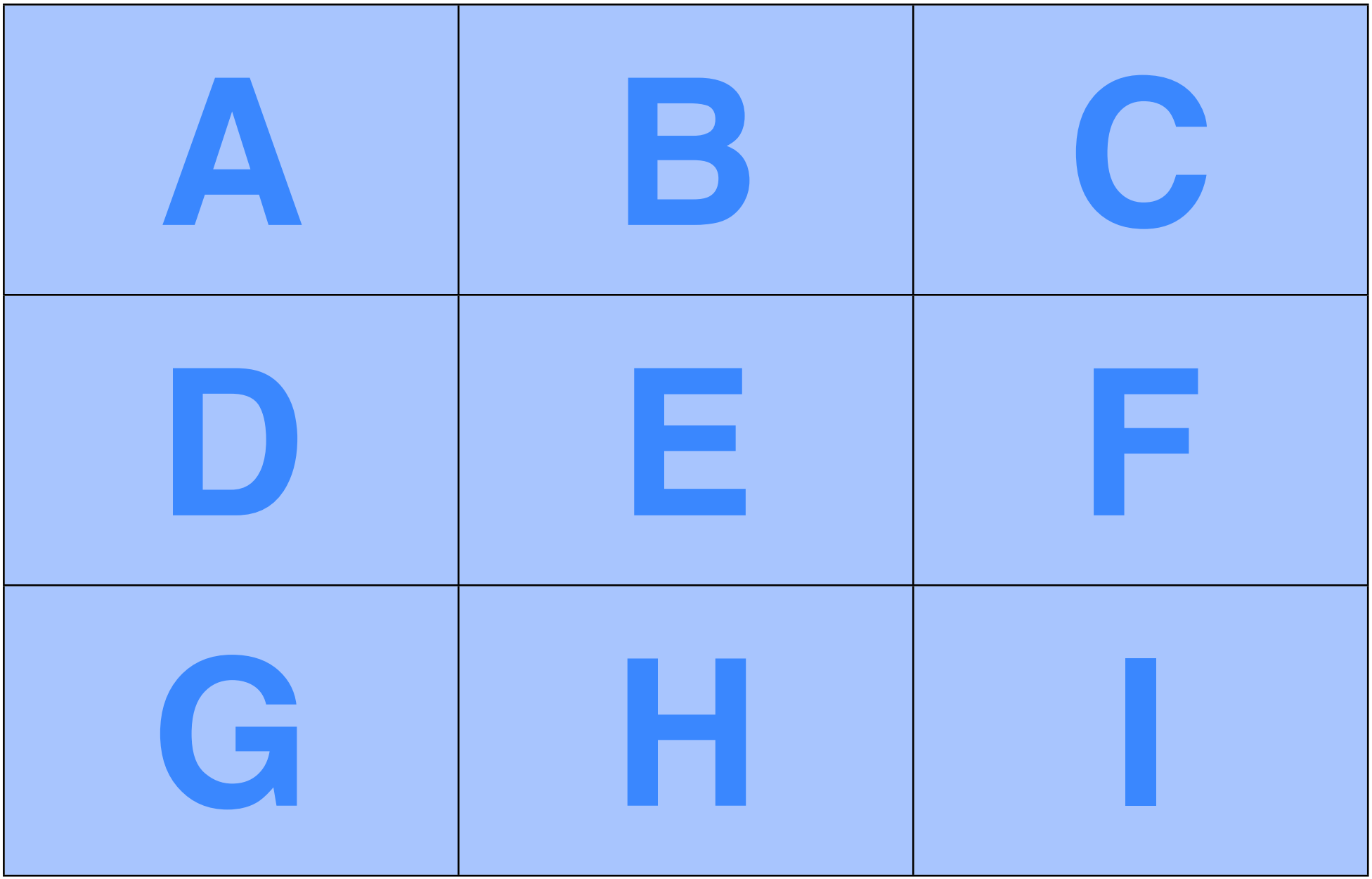
s	t	u
v	w	x
y	z	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Y	Z	

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Teacher/Parent Instructions for

ALPHABET PLACE MAT

Assembly tip: For extra durability, print the mat on cardstock.

1. Give each student an alphabet place mat.

2. Ask them to point to the letters you call out. For instance, you might say, "Point to the letter S."

3. Then have children point to and name letters that meet a certain description. For example, "Show me all of the red letters {uppercase letters, vowels, curvy letters, letters in your name, tall letters, etc.}"

A
P
M
h
V
J
w
b
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t
c
o
D
r
Y
E
z
F
u
s
i
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Teacher/Parent Instructions for

ALPHABET MAZE

Assembly tip: For repeated use, slide the maze into a sheet protector and have students write on it with a thin dry erase marker.

1. Give each child a maze and a yellow writing instrument.

2. Explain that the worm at the start line is trying to find his way home. Your students are going to help him by marking the path he needs to take. Each time you call out a letter, they will color it on their maze.

3. Call out the following letters and have children mark them on their sheet:

   A W P B O D J A V Y K V T W M T F

   Optional: Give students a second copy of the paper or have them clean off their sheet protector and play again.

Name _____

Alphabet Maze

Directions: Uh oh! Worm is lost and needs help finding his way back home. Show him the path below by coloring in the alphabet letters your teacher names.

Start

a	s	p	v	u	y	z	d	l
x	s	d	r	c	a	c	t	k	e
o	b	w	d	w	j	u	e	j	m
c	y	b	i	h	g	v	y	f	z
h	l	n	g	x	d	i	g	j	n
r	b	k	q	e	f	t	c	o	k
x	q	p	i	h	i	v	f	w	l
e	a	k	u	r	j	n	o	m	f
q	h	t	o	l	t	a	m	g	r
b	n	m	s	v	z	u	p		

Home

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Name _____

Alphabet Maze

Directions: Uh oh! Worm is lost and needs help finding his way back home. Show him the path below by coloring in the alphabet letters your teacher names.

Start

A	W	P	Q	U	Y	T	U	I
Y	F	A	B	E	B	J	R	K	E
G	E	D	O	D	J	A	E	G	H
C	S	B	I	H	U	V	Y	F	Z
F	D	P	O	N	C	I	K	N	J
Z	X	C	W	E	F	T	V	L	K
X	Q	Q	Y	N	L	M	T	W	I
S	R	B	H	R	J	N	O	M	T
K	J	O	T	B	I	X	K	L	F
B	N	M	S	V	Z	U	S		

Home

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Teacher/Parent Instructions for

ALPHABET PHOTO SHOOT

Assembly tip: To make the camera and play mat more sturdy, print them on cardstock.

1. Give each child a camera and a play mat.

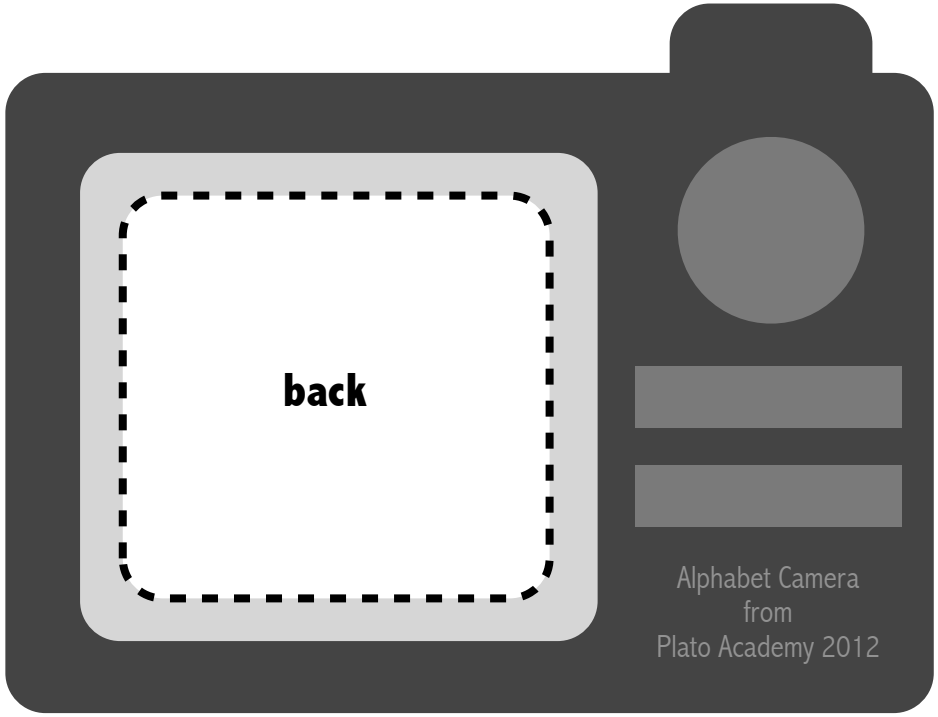
2. Explain that they are going to use their camera to take pictures of the letters you name.

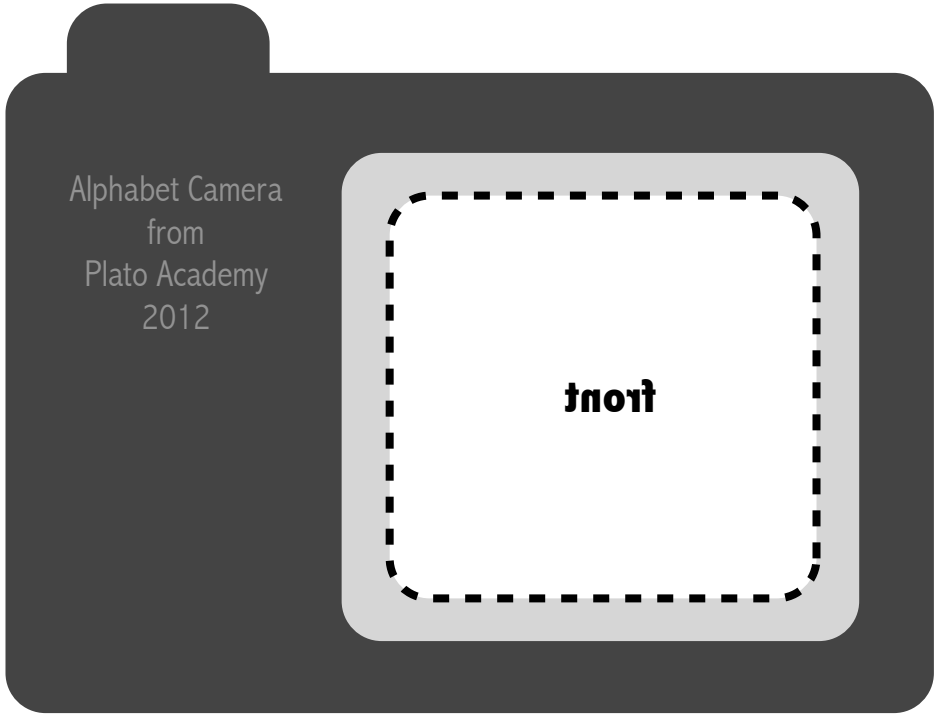
3. Call out one letter at a time. Have students find it on their mat and say, "click".

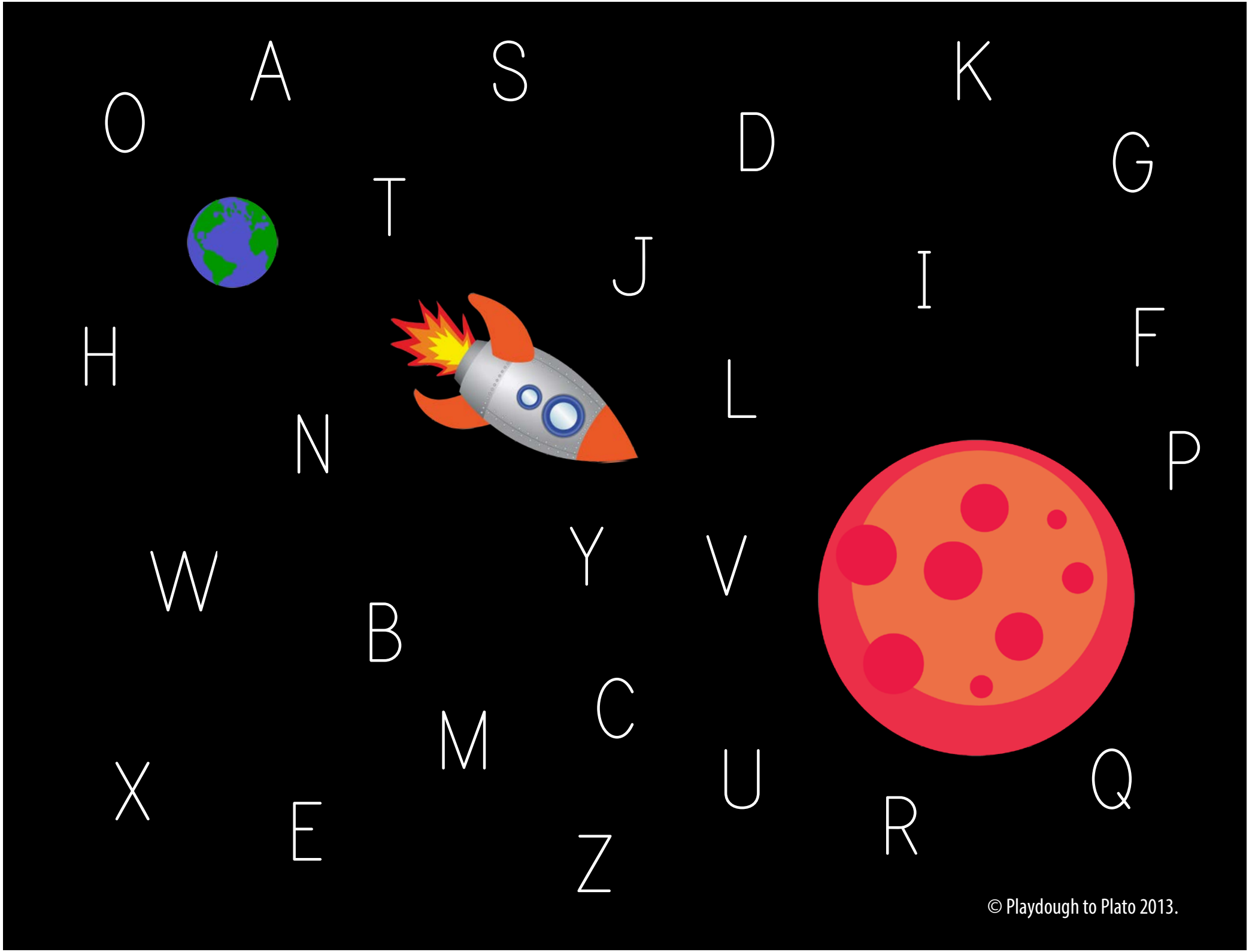
4. Continue calling out letters and having children find them on their mat.

To prepare the camera for use:

* **Print camera templates (preferably on heavier paper)**
* **Cut out on the dotted line on both the front and the back to create the "viewer."**
* **Glue front and back together.**
* **Now you are ready to point and shoot!**



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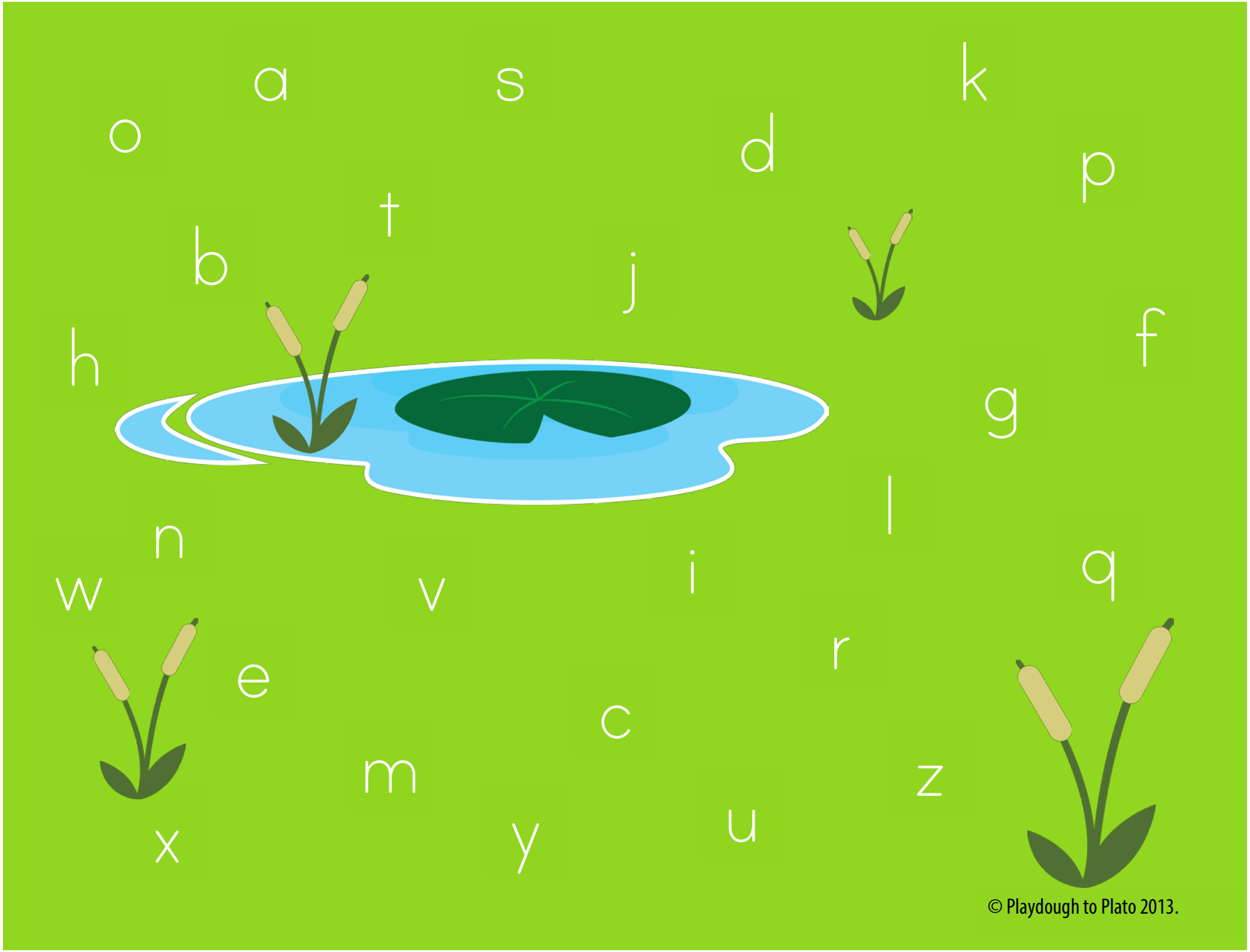

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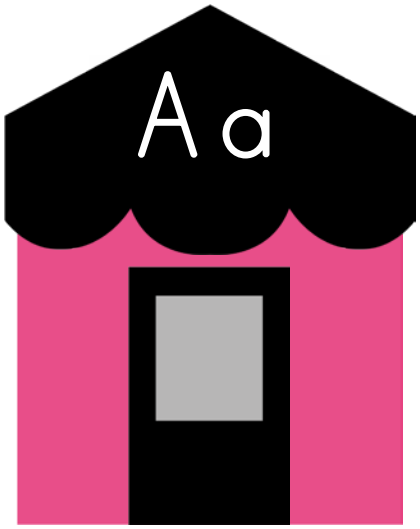
Teacher/Parent Instructions for

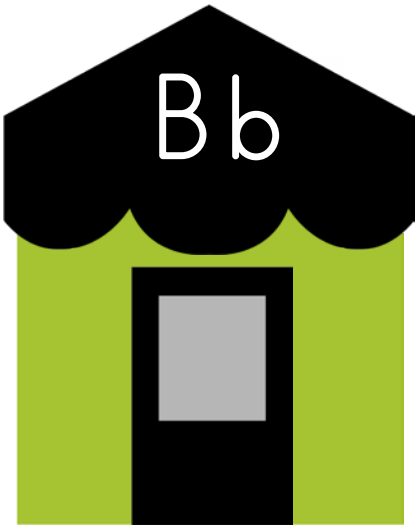
LITTLE MOUSE ALPHABET HOUSE

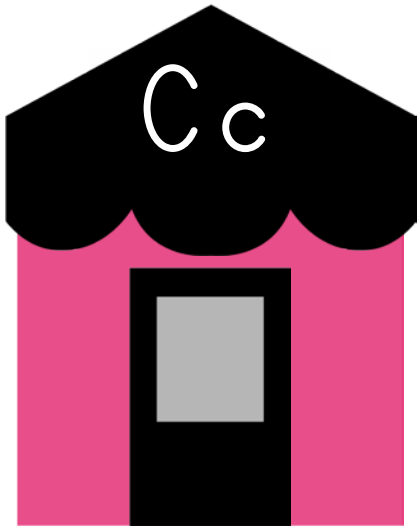
Assembly tip: To make the mouse and houses sturdier, print them on cardstock.

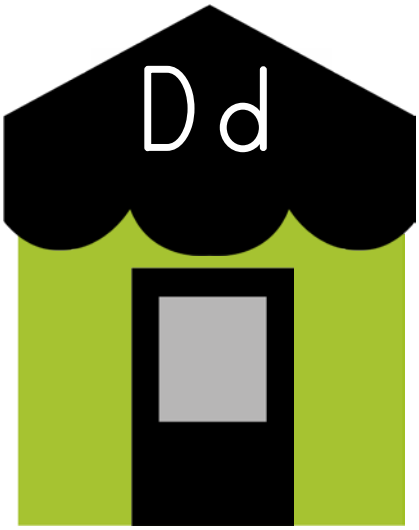
1. Lay down several alphabet houses and hide the mouse underneath one of them.

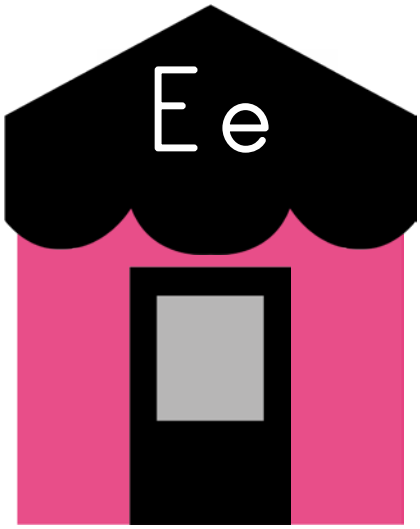
   Note: To make the activity more challenging, lay down more letters.
2. Invite students to join you.
3. Explain that a little mouse is hiding underneath one of the houses. To find him, they will pick a letter and say, "Little mouse, little mouse, are you in the _ _ _ house?" Then they will lift that house and see if the mouse is underneath.
4. Play continues until students find the mouse.
5. Then have children close their eyes so that you can hide the mouse again for a new round of play.

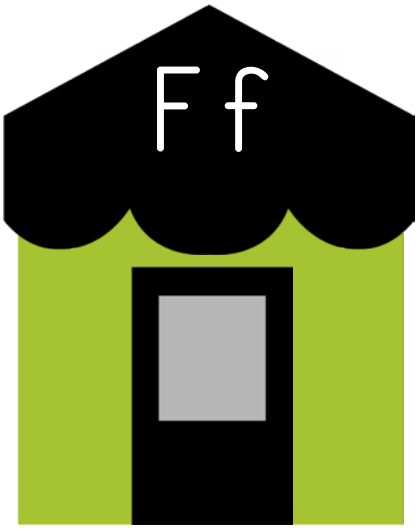












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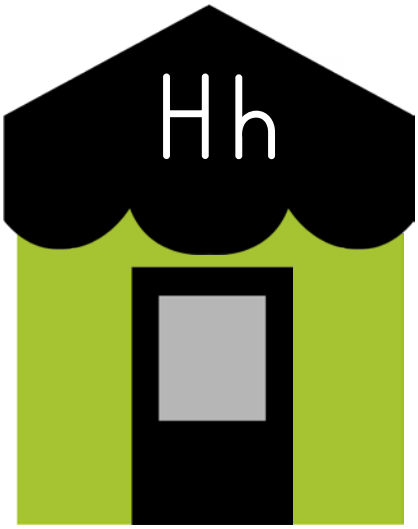

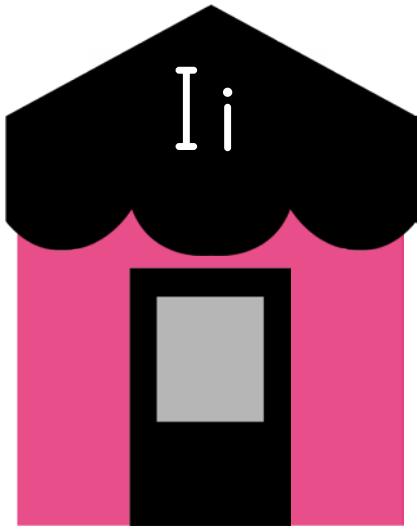

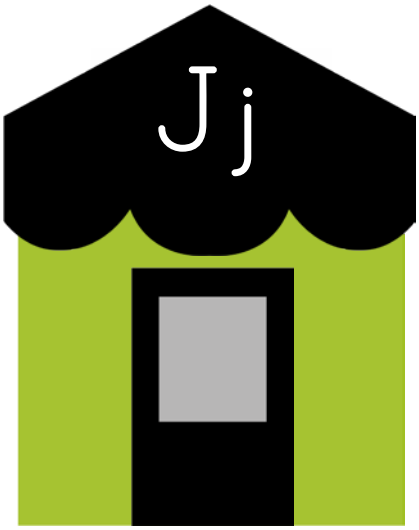

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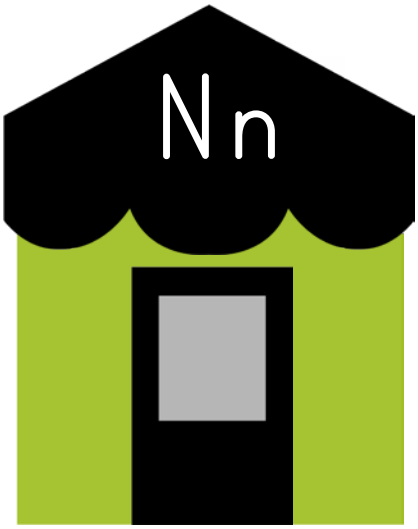

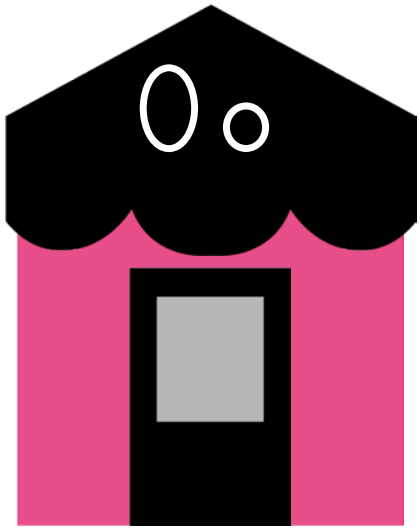

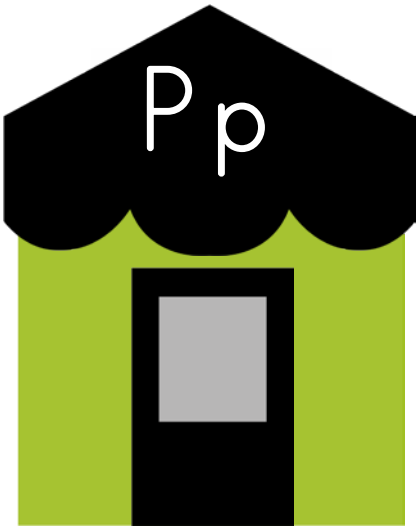

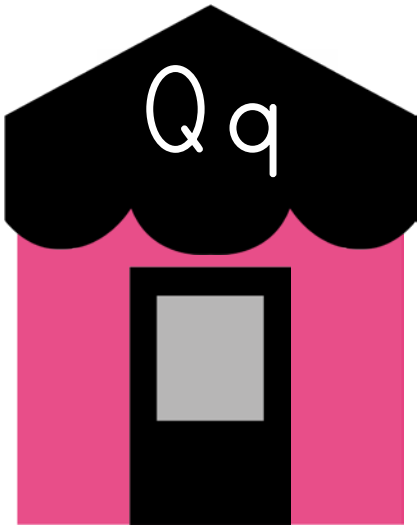

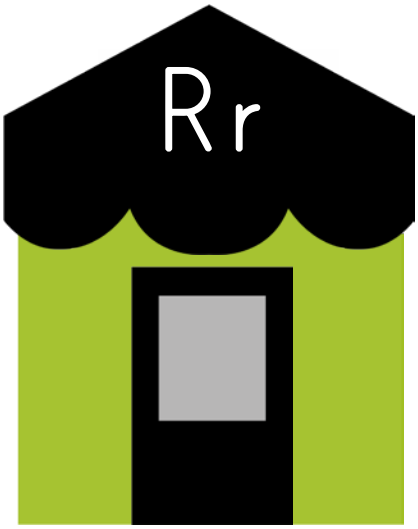

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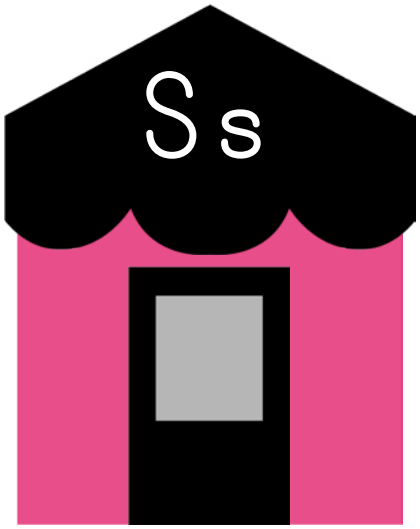

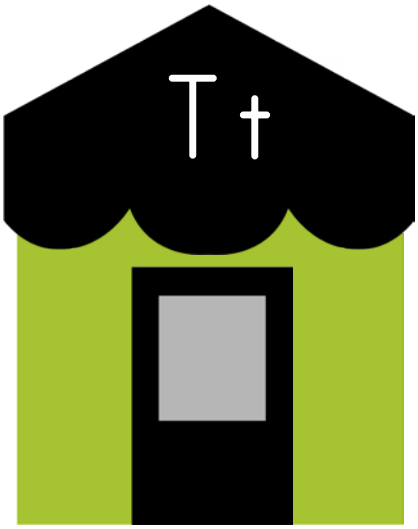

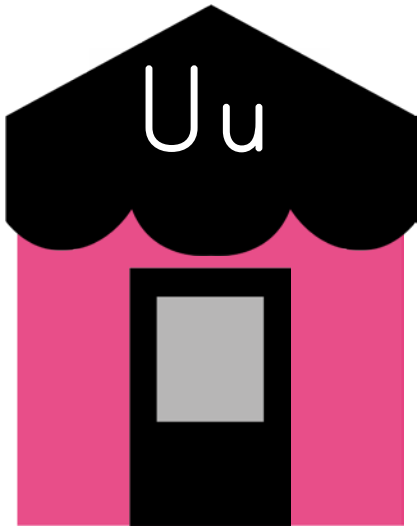

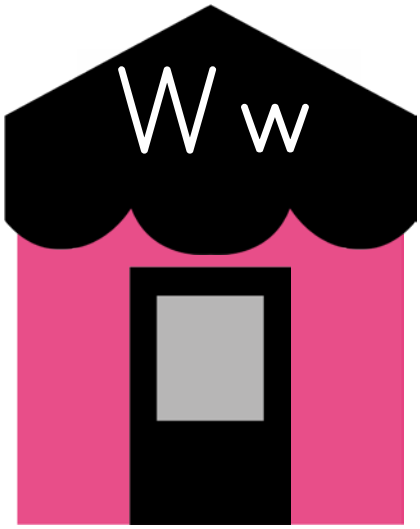

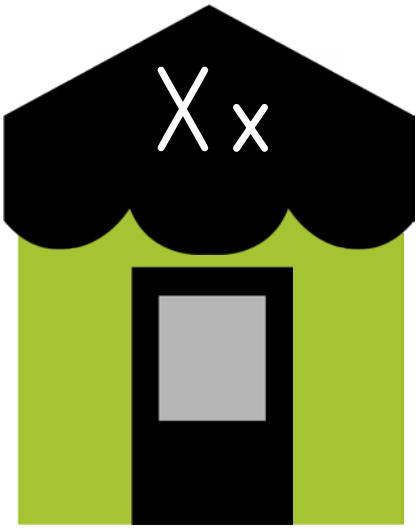

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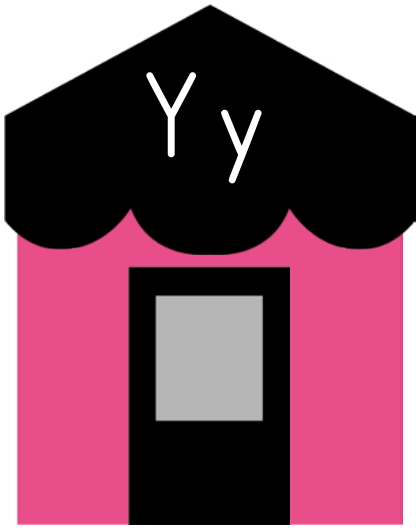

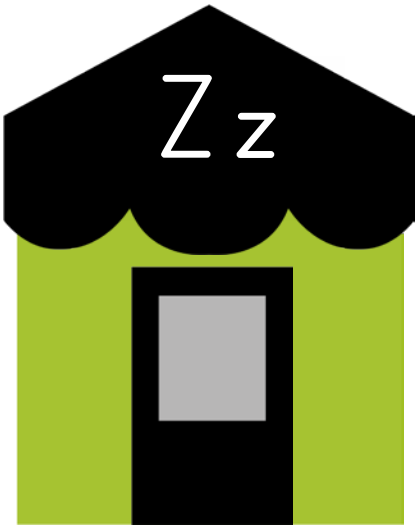

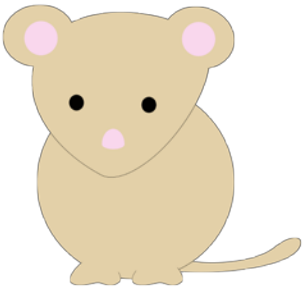

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Directions: Cut out the large blue circle. Starting with the letter A, have children slide a paper clip across each of the letters in ABC order. Next, can they repeat the activity in reverse ZYX order?

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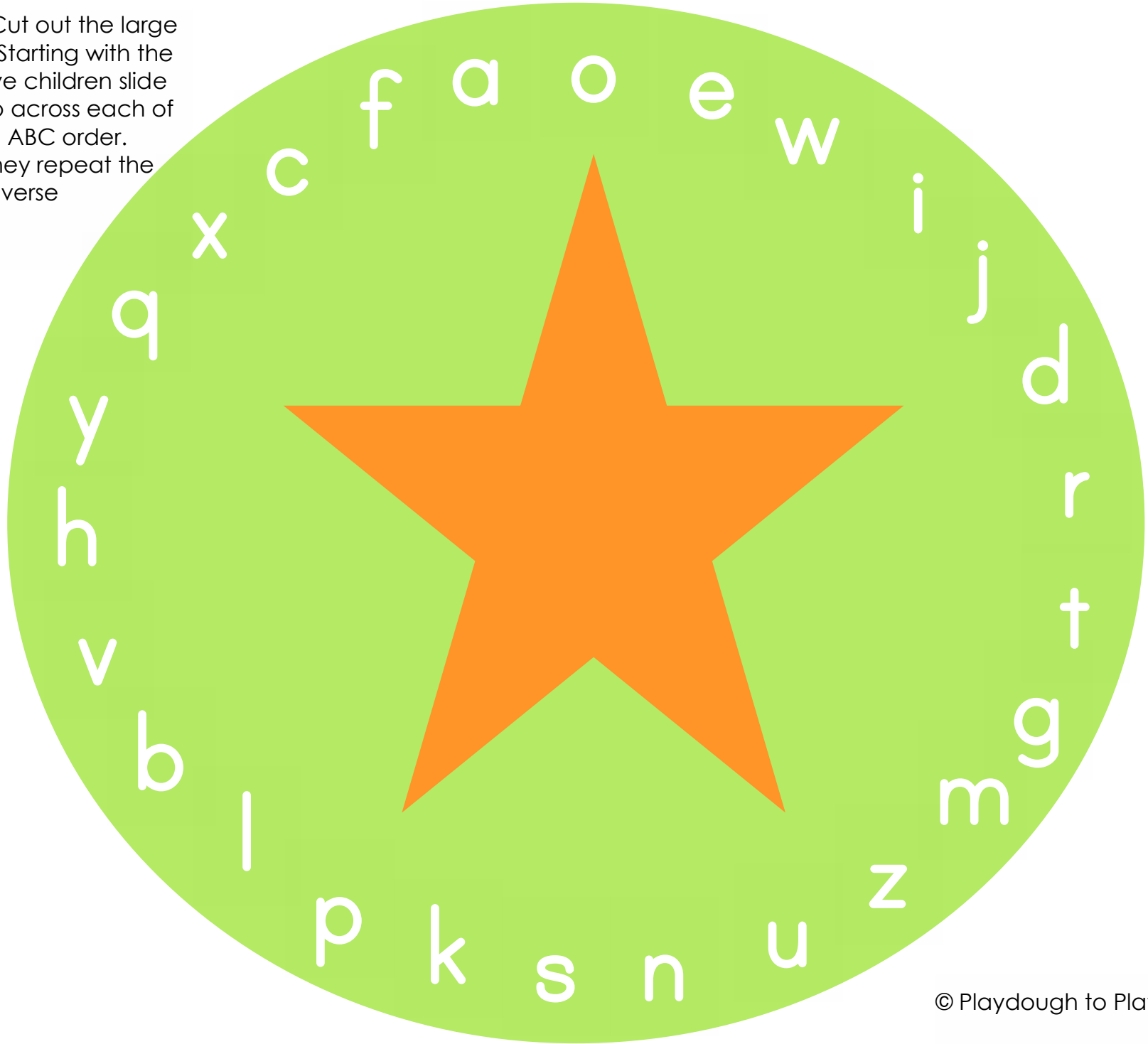

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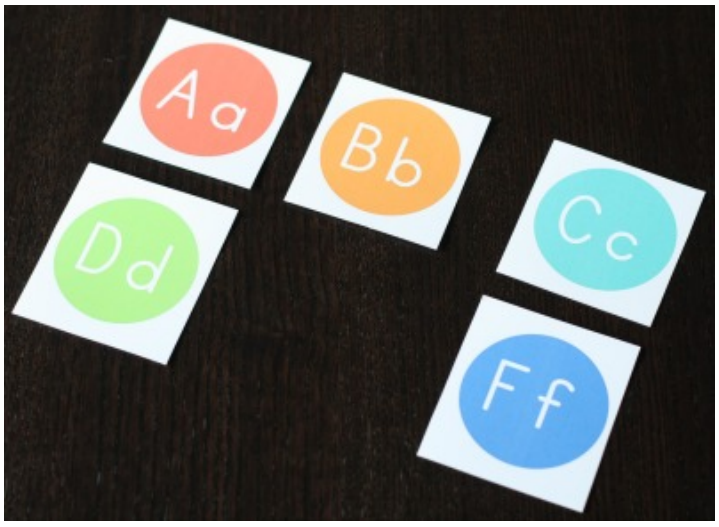
Teacher/Parent Instructions for

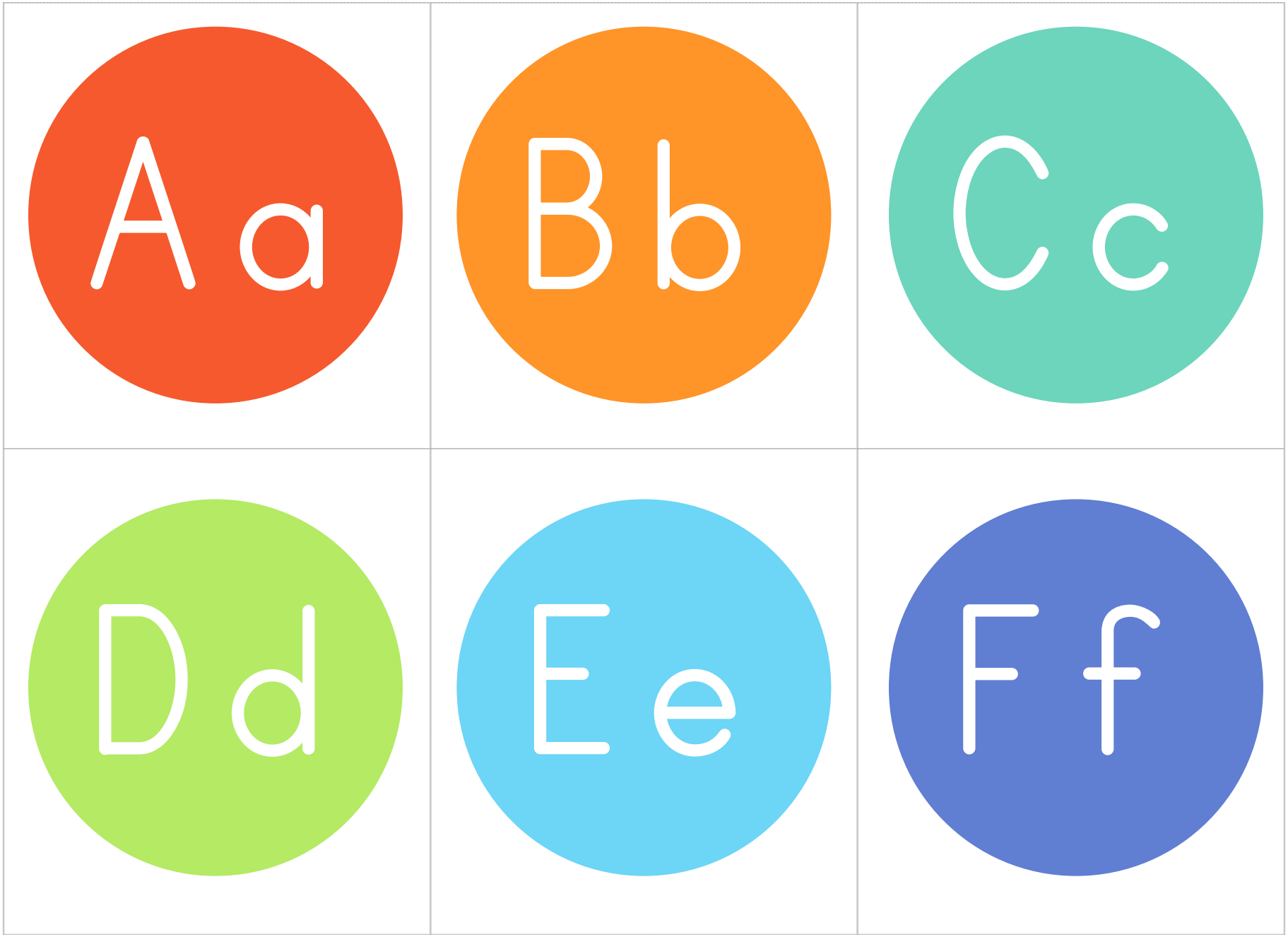
MISSING LETTERS

Assembly tip: For extra durability, print the letters on cardstock.

1. Place several letters in front of your students.

   Note: Use more letters to make the activity more challenging.
2. Have them say the names of the letters as you point to them.
3. Ask students to close their eyes as you take one of the letters away.
4. When they open their eyes, have children name the letter that's missing.





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Name _____

Missing Letters

Fill in the missing letters below.

a ___ c d ___ f ___ h

l m ___ o ___ ___ r s

d e ___ g h ___ j k

r s ___ u ___ w x ___

m n o p ___ ___ ___ t

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Name _____

Missing Letters

Fill in the missing letters below.

s ___ u v ___ x ___ z

b c ___ e ___ ___ h i

m n ___ p q ___ ___ t

d e ___ g ___ i j ___ l

i j k l ___ ___ ___ p q

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Teacher/Parent Instructions for

ALPHABET HIDE & SEEK

Assembly tip: For extra durability, print the alphabet stars on cardstock. If you'd like to use the same Hide and Seek tracing sheet several times, laminate it and have students trace the letters with a thin tip dry erase marker.

1. Cut apart the alphabet stars and hide them around the room.
2. Give each student a tracing sheet and something to use for writing.
3. Have students search for the alphabet cards. Each time they find one, ask them to trace the matching letter on their tracing sheet.

Name _____

Alphabet Hide and Seek

Directions: The alphabet letters are hiding around the room. Walk around and find them. Each time you see a letter, trace it on your sheet. Continue hunting until you find all of the letters.

A B C D

E F G H

I J K L

M N O P

Q R S T

U V W X

Y Z

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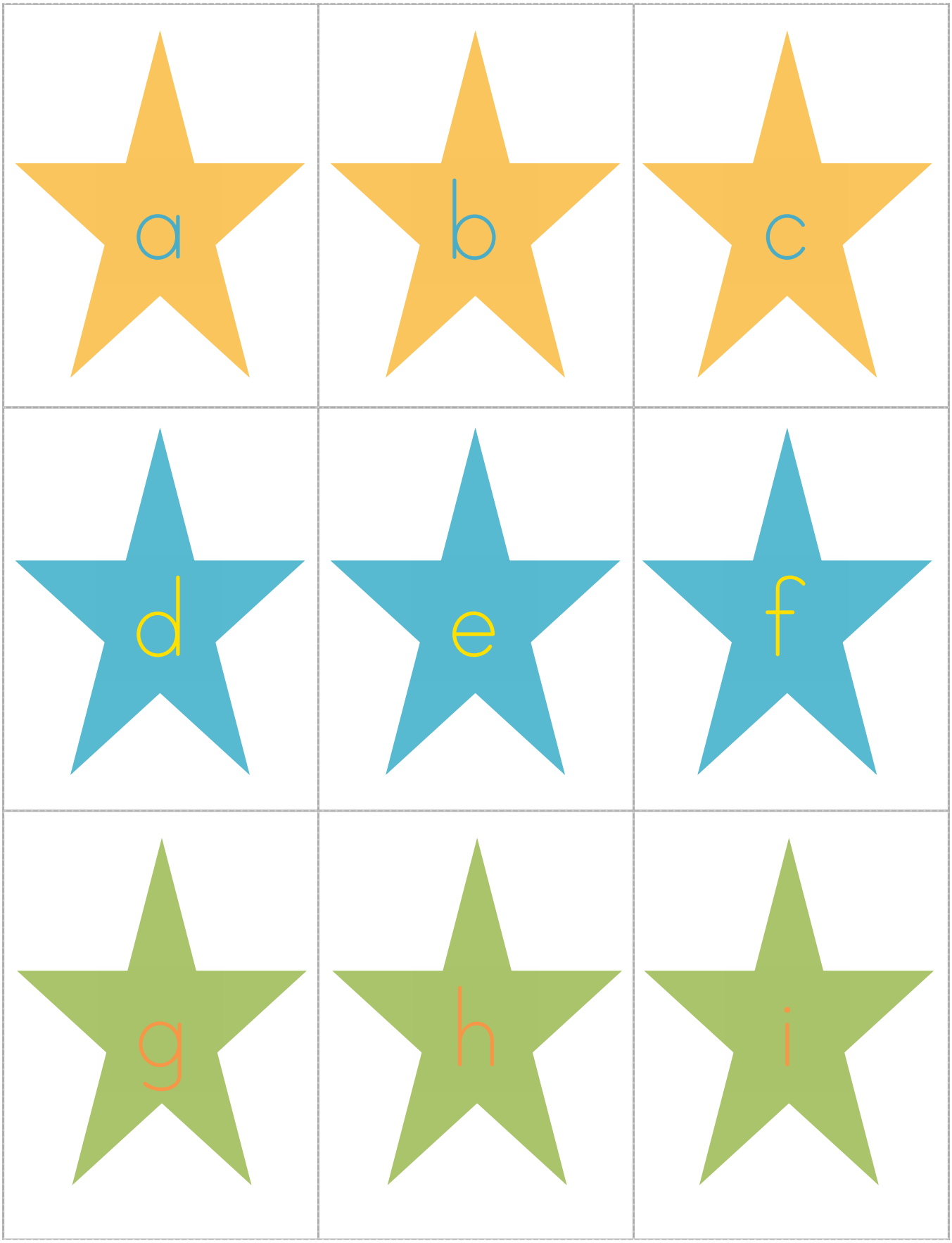

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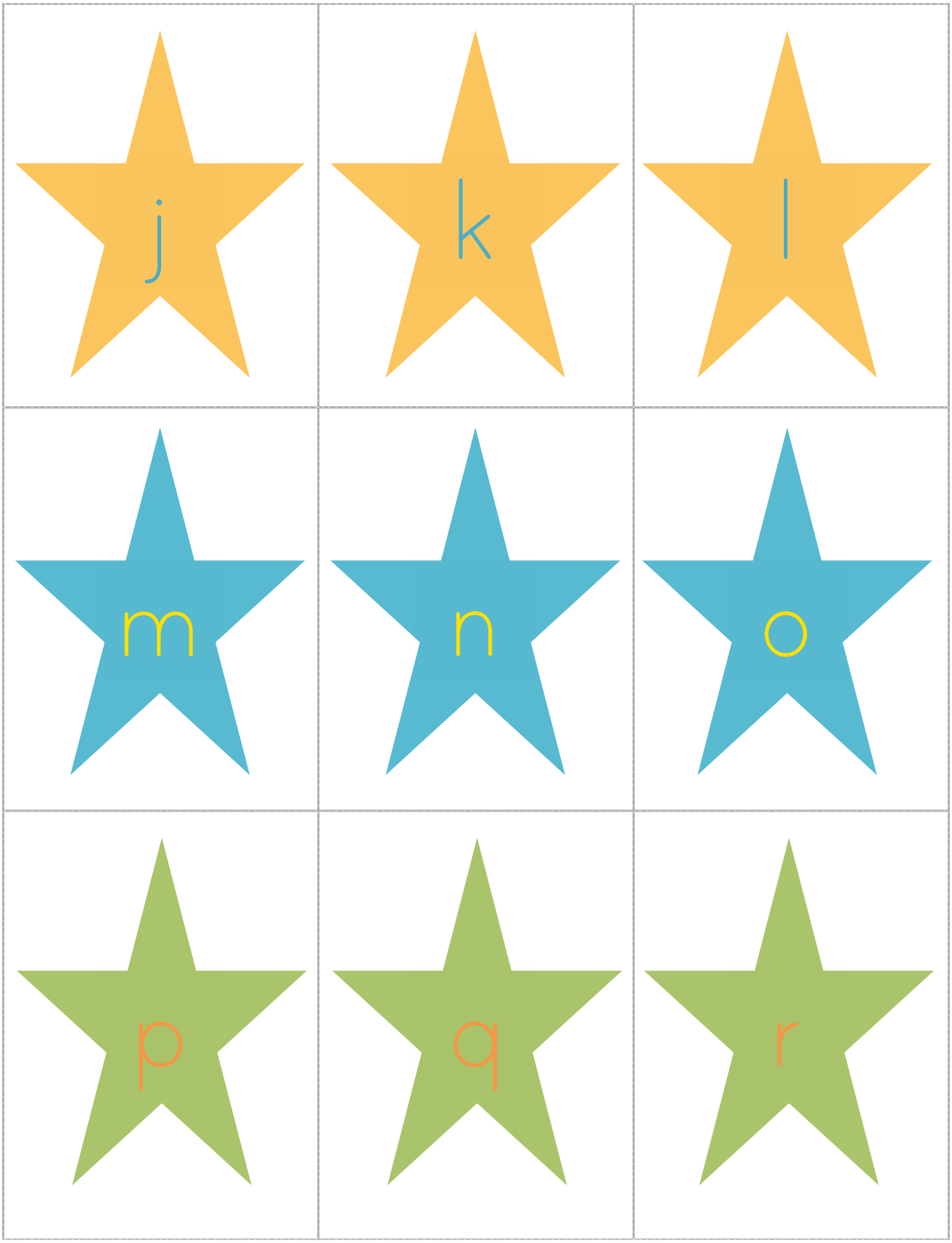

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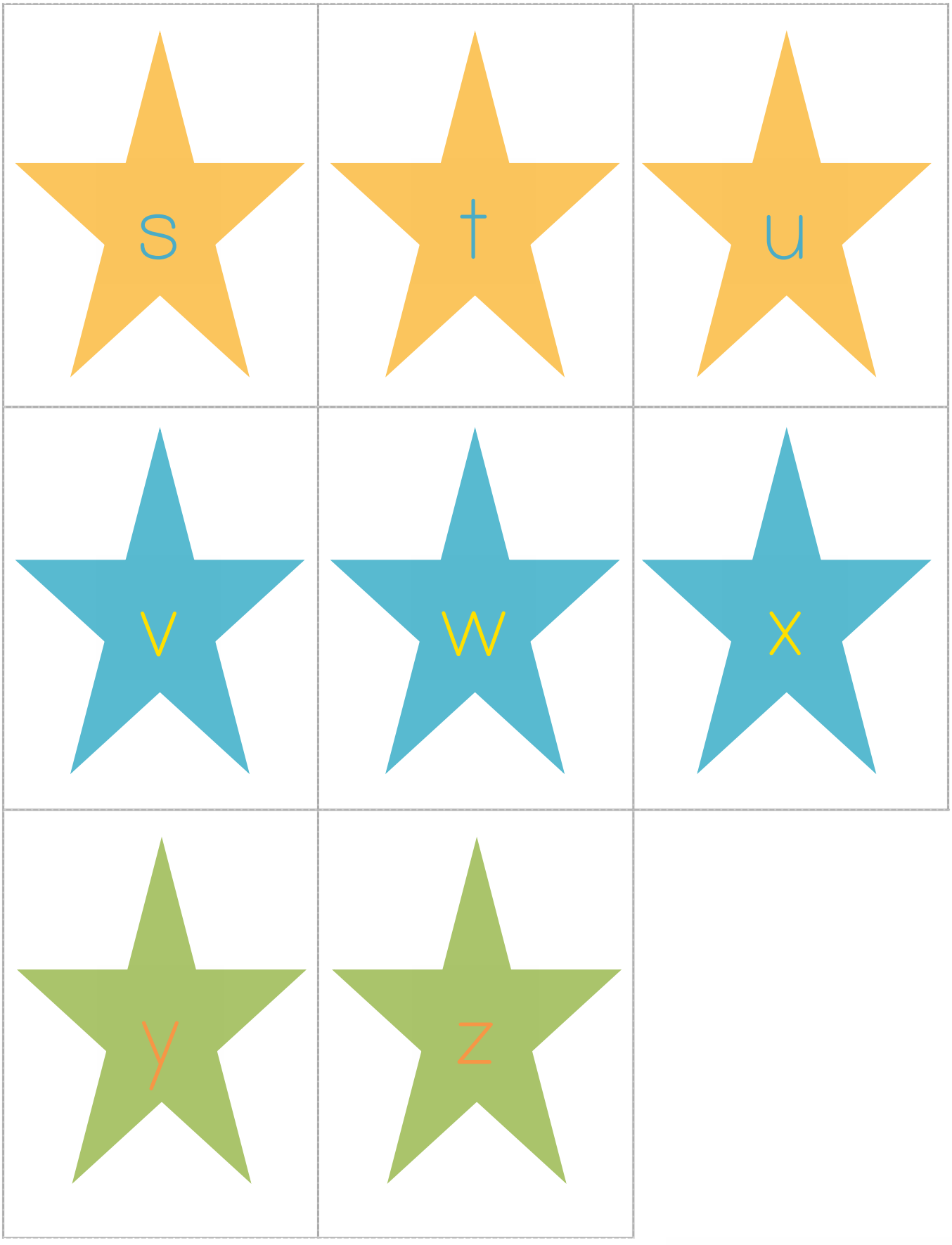

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Teacher/Parent Instructions for

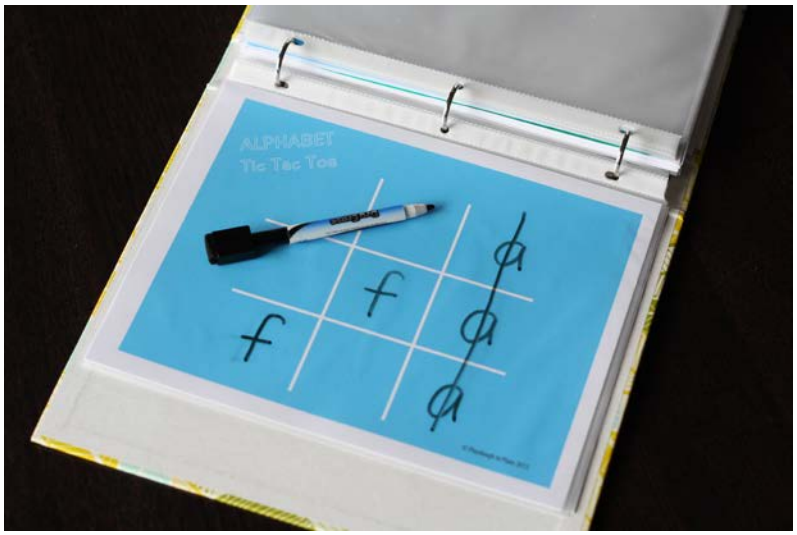
ABC TIC TAC TOE

Assembly tip: For extra durability, print the tic tac toe mat on cardstock. Slide it into a sheet protector and have students write on it with a thin dry erase marker for repeated use.

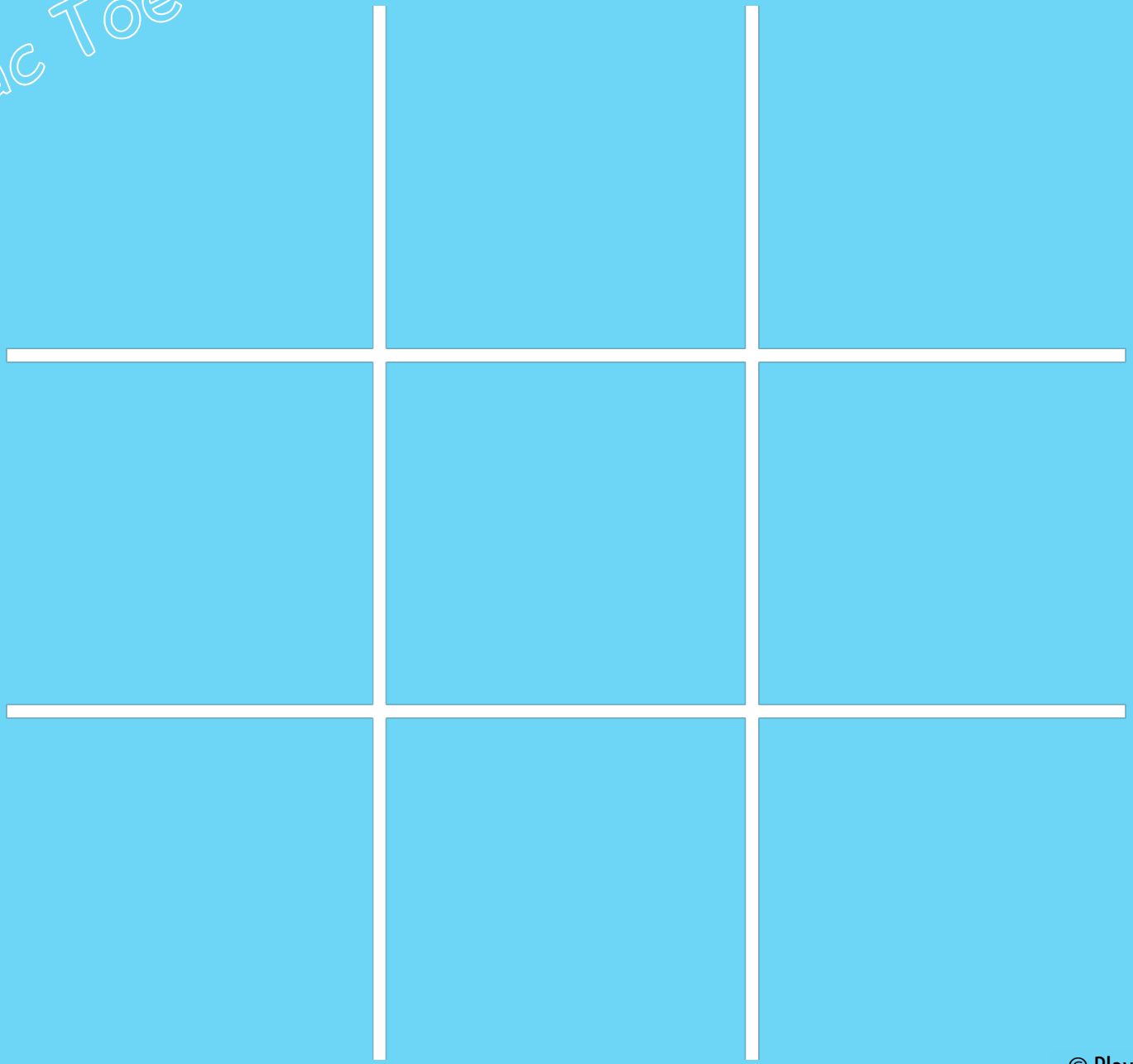
1. Have each player choose an alphabet letter. Instead of writing an X or O to choose a space, players will write the letter they selected.

2. Play continues until someone writes three in a row.

Alternative version: Have students play the game on the take home worksheet.



ALPHABET Tic Tac Toe



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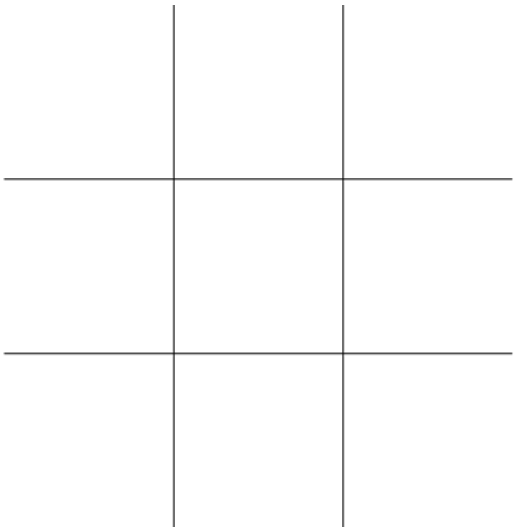
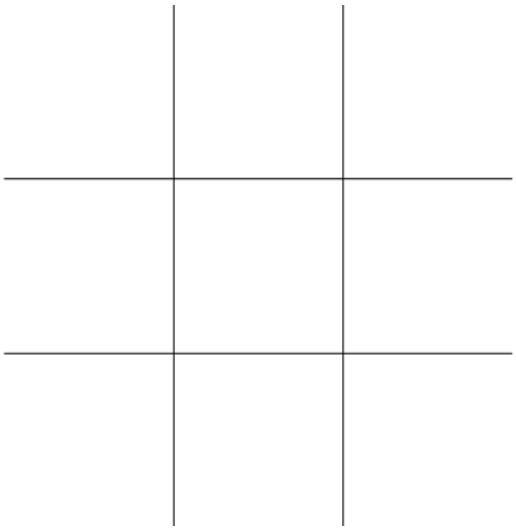
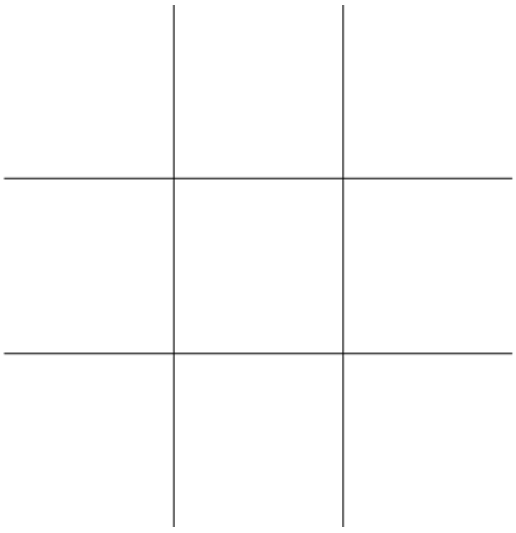
Player One _____ Player Two _____

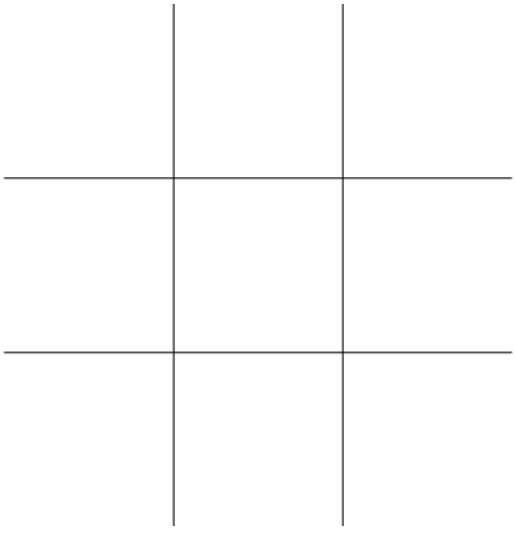
ABC Tic Tac Toe

Directions: Each player picks one letter of the alphabet. Player One writes his letter in a blank spot on the Tic Tac Toe board. Then Player Two writes her letter in a different spot on the board. Play continues until one player writes three of his letters in a row.









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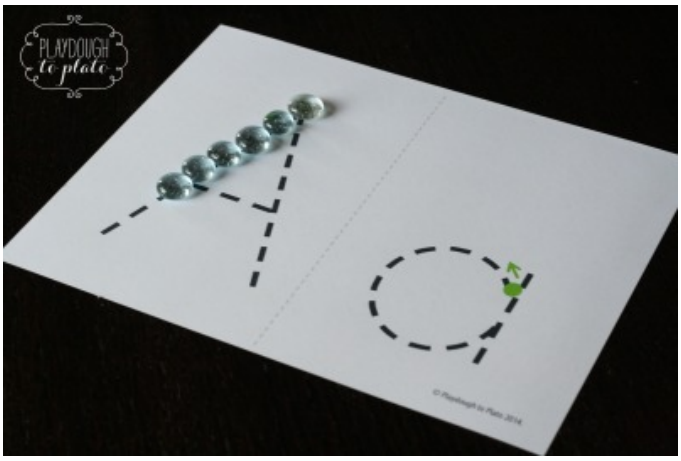
Teacher/Parent Instructions for

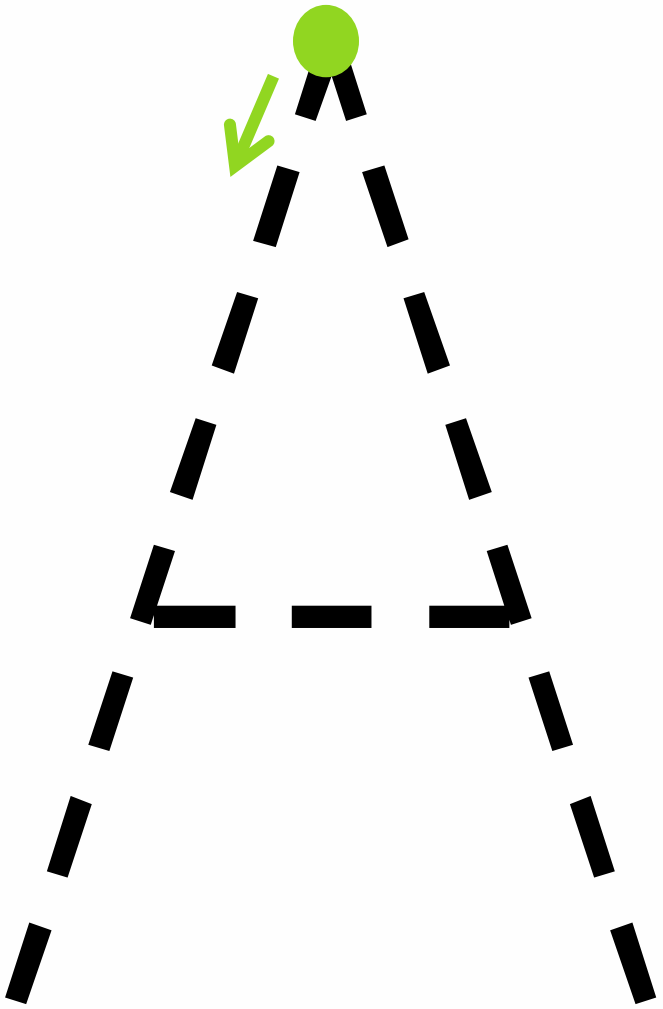
TRACING PAGES

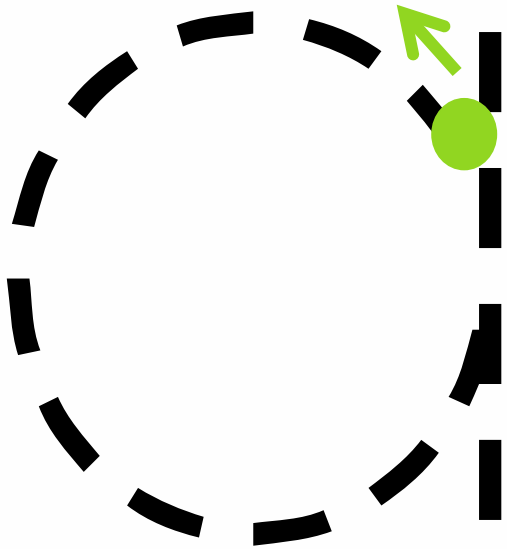
Assembly tip: For extra durability, print the tracing sheets on cardstock. If you'd like to use the same tracing sheets several times, laminate them and have students trace the letters with a thin tip dry erase marker.

Version One: Have students trace the letters with glass stones, pennies, pom poms, Matchbox cars, etc.



Version Two: Have students trace the letters with a writing instrument. To make the activity more fun, give children several different colors and ask them to trace each letter with every color, making a rainbow.





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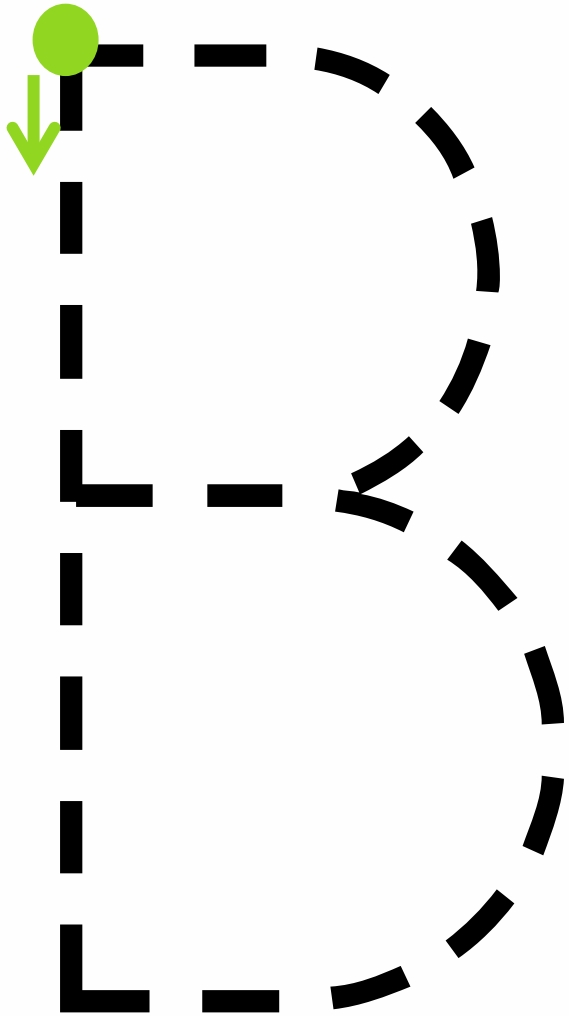

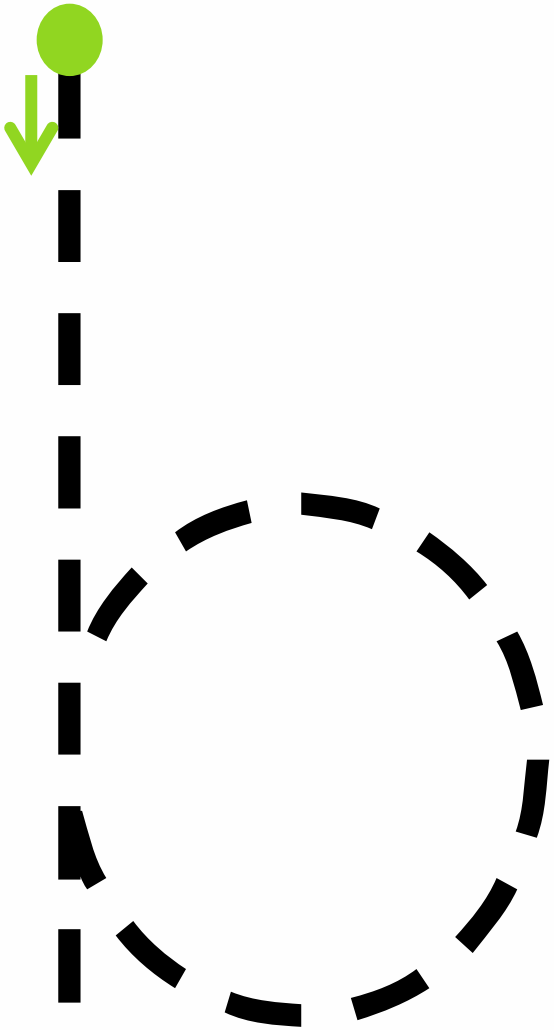

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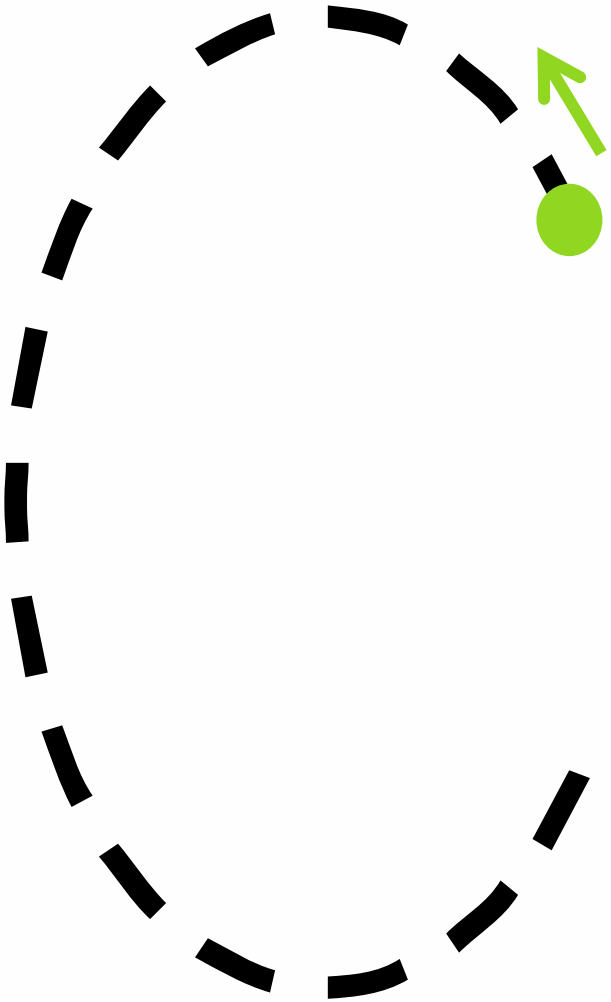

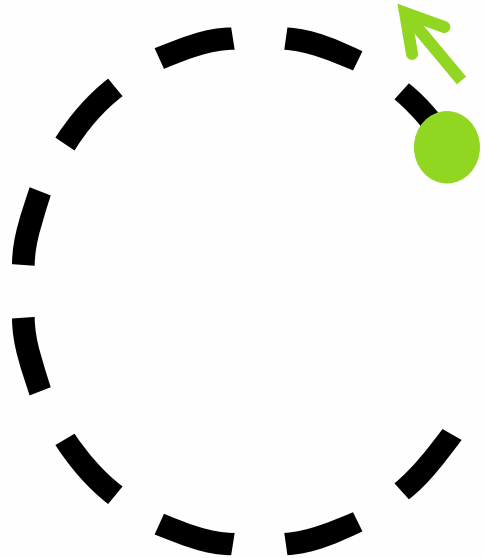

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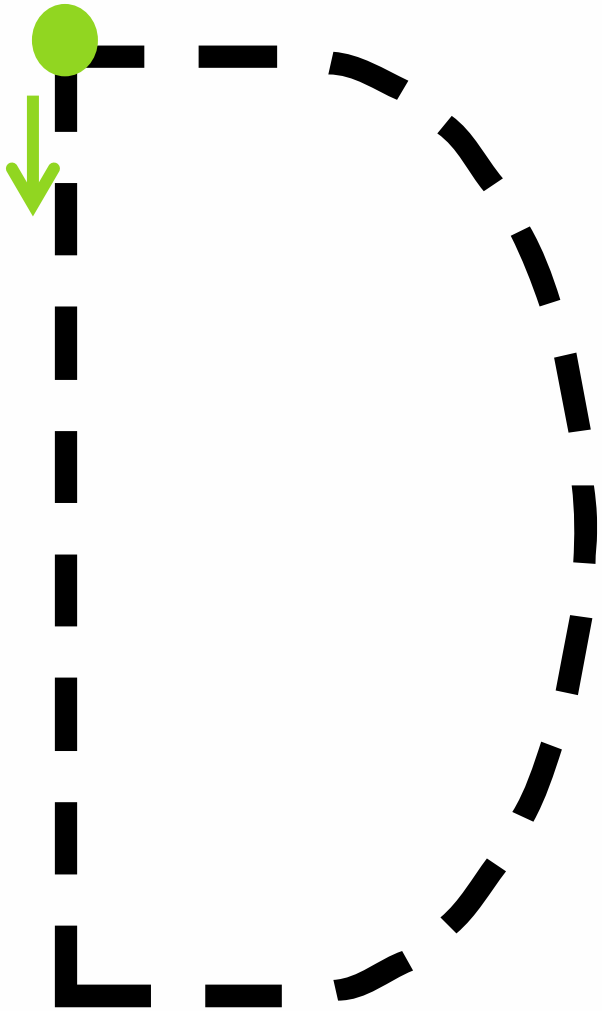

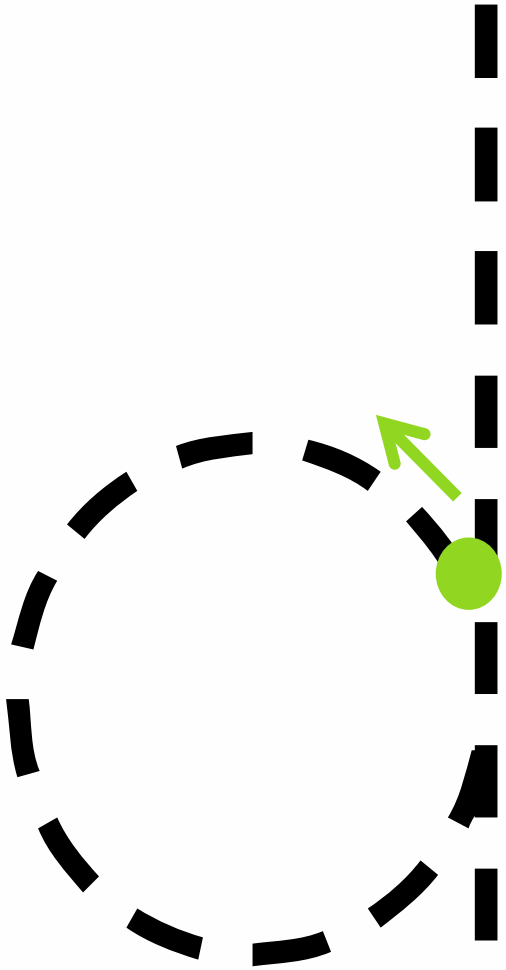

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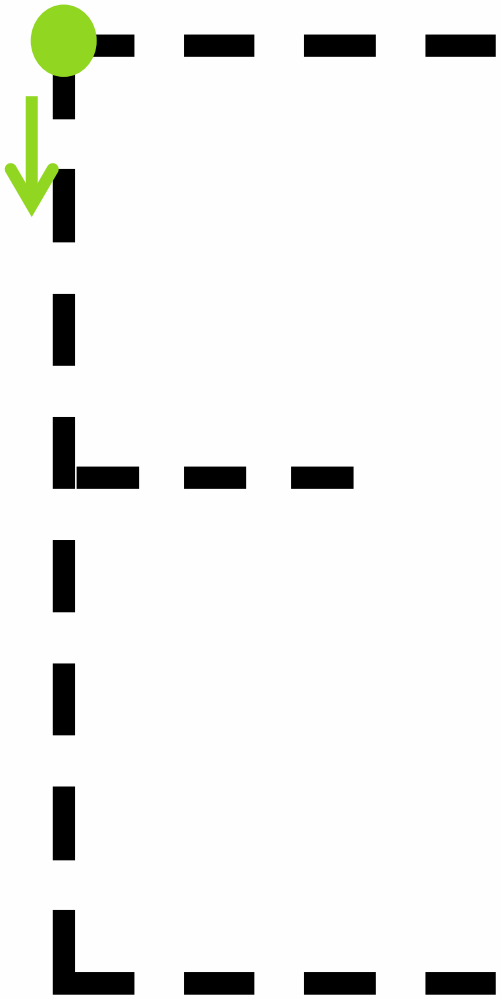

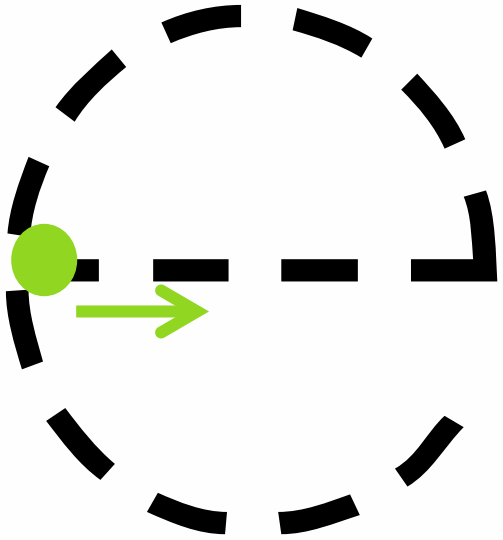

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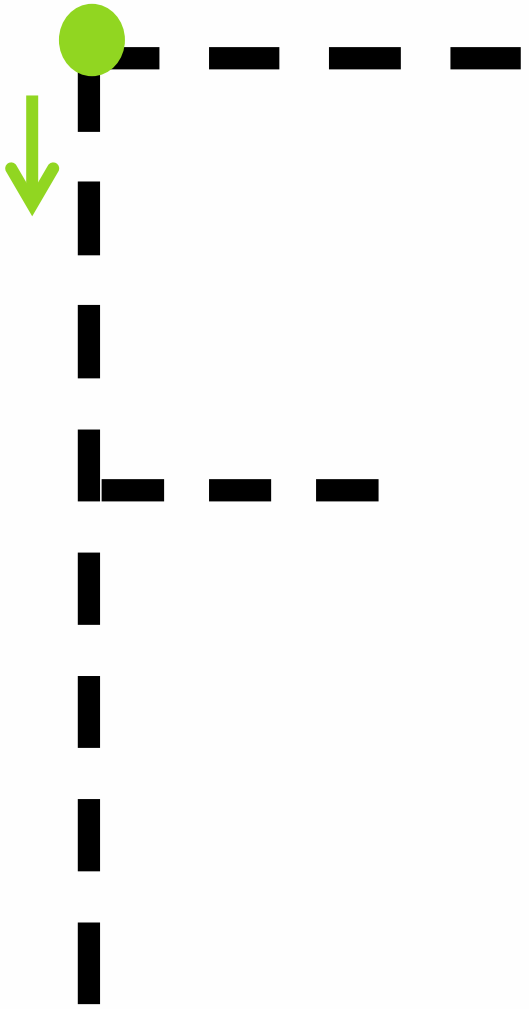

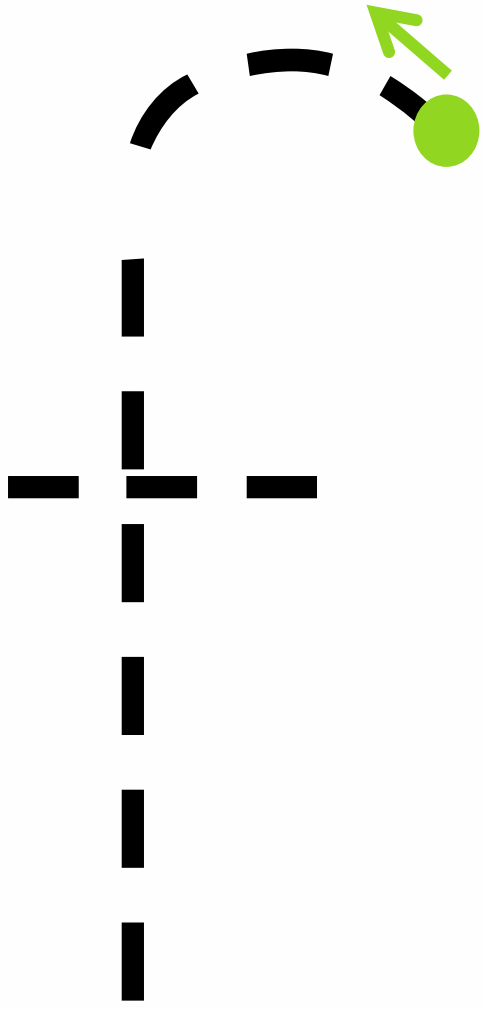

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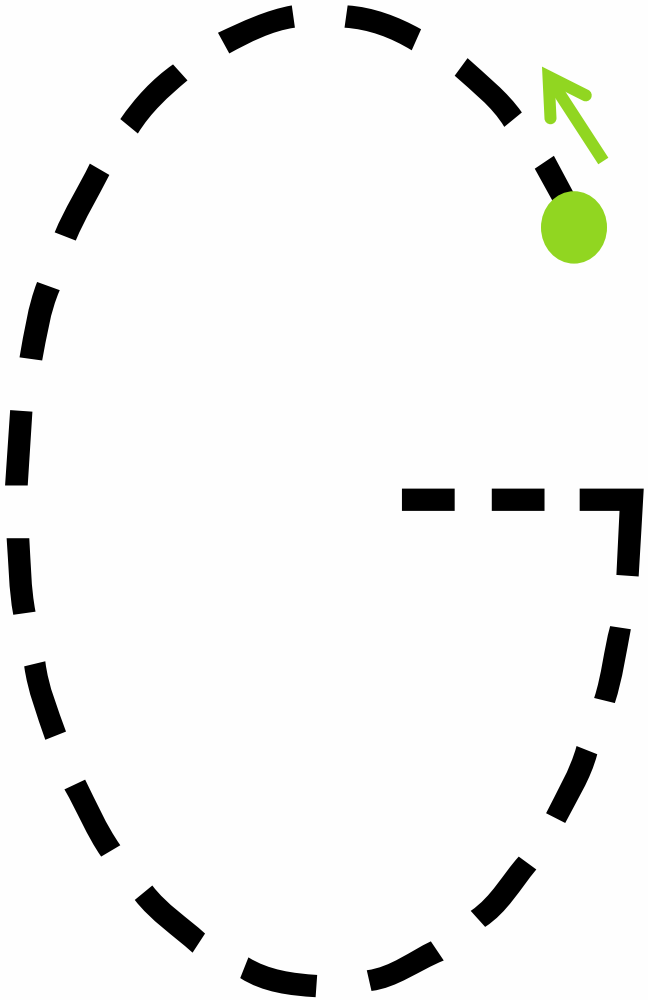

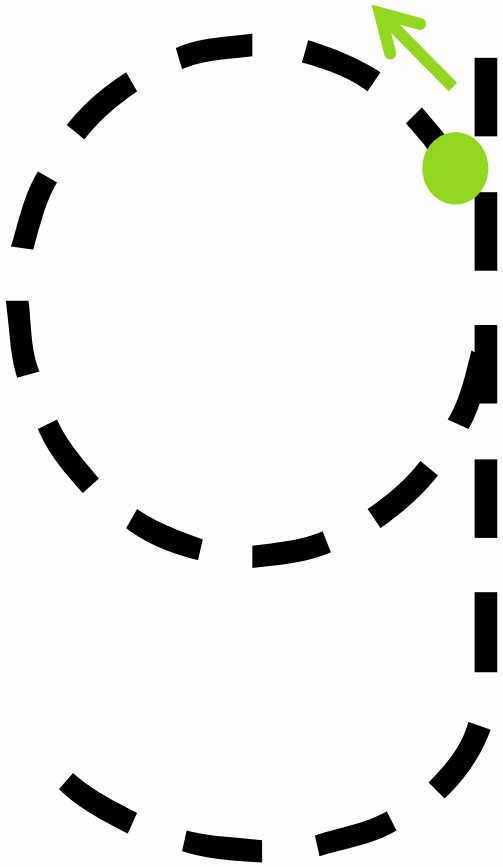

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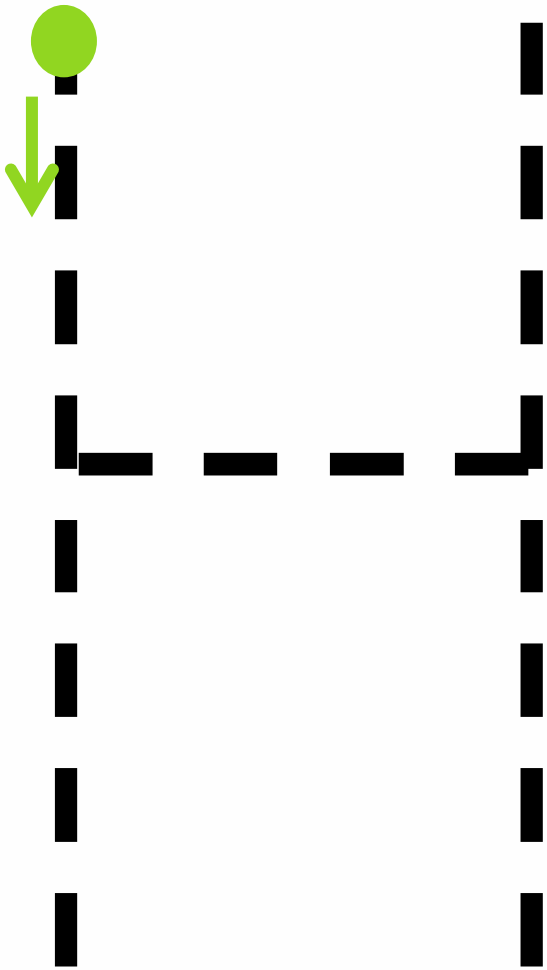

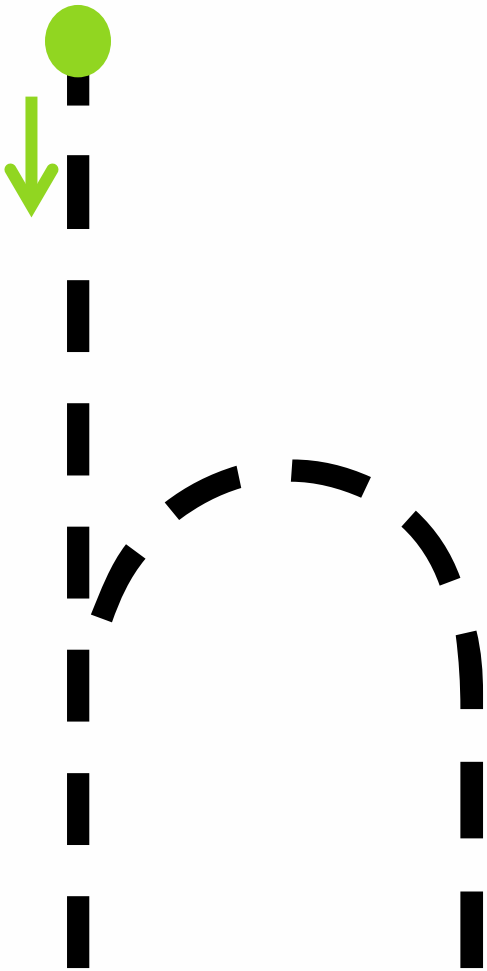

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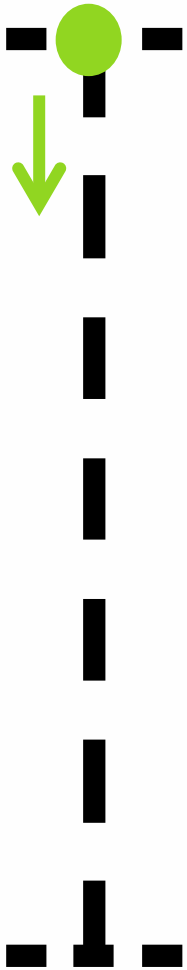

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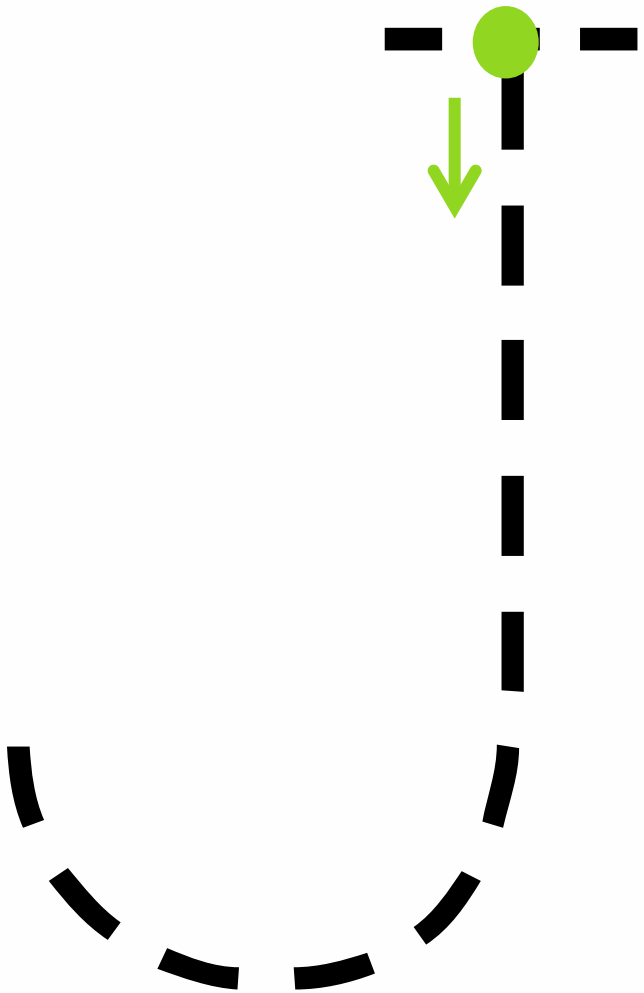

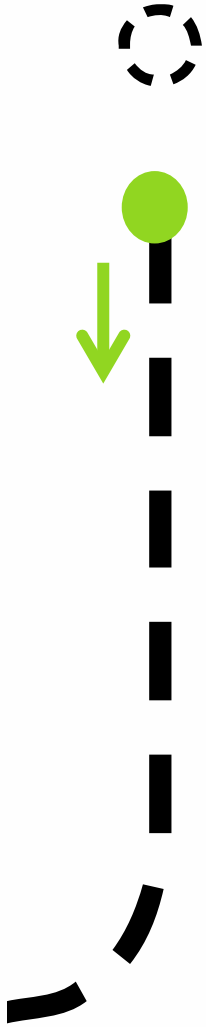

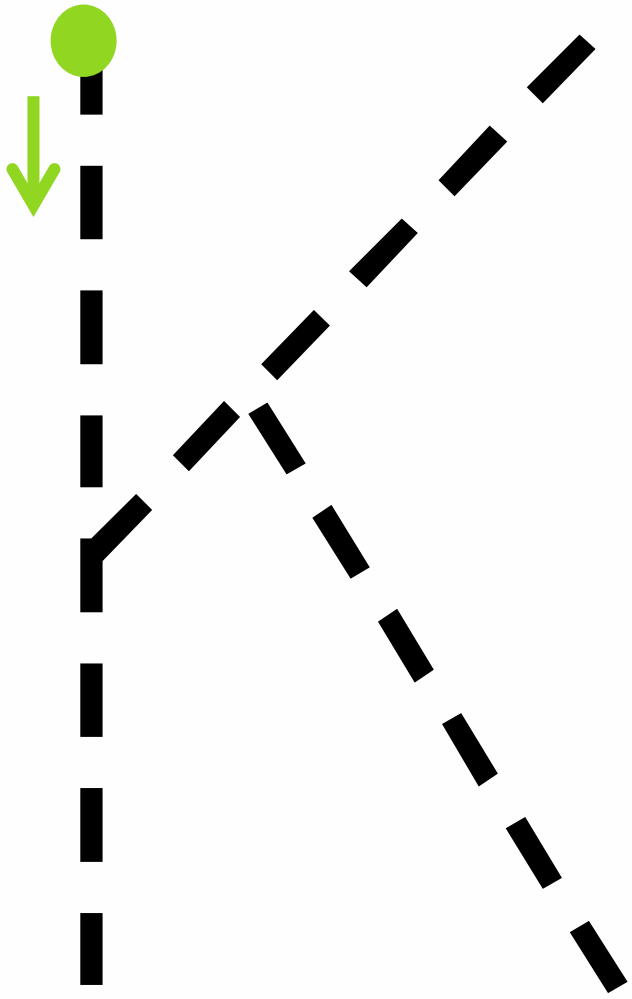

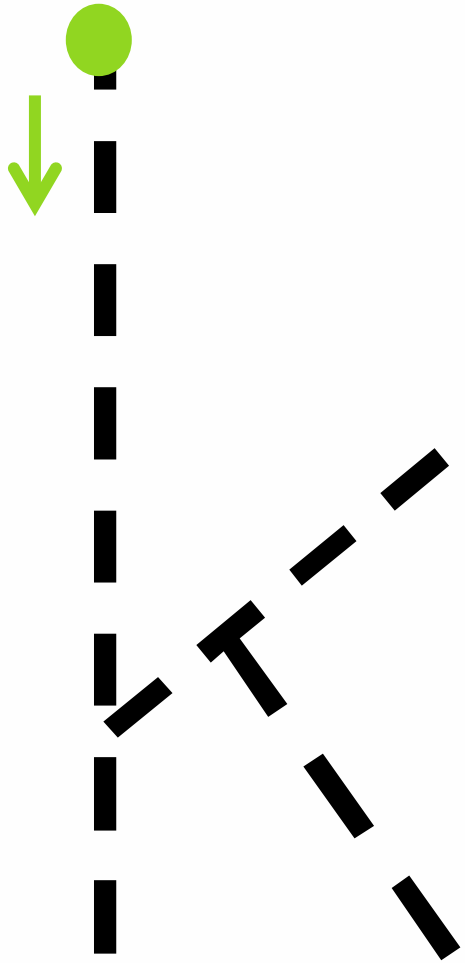

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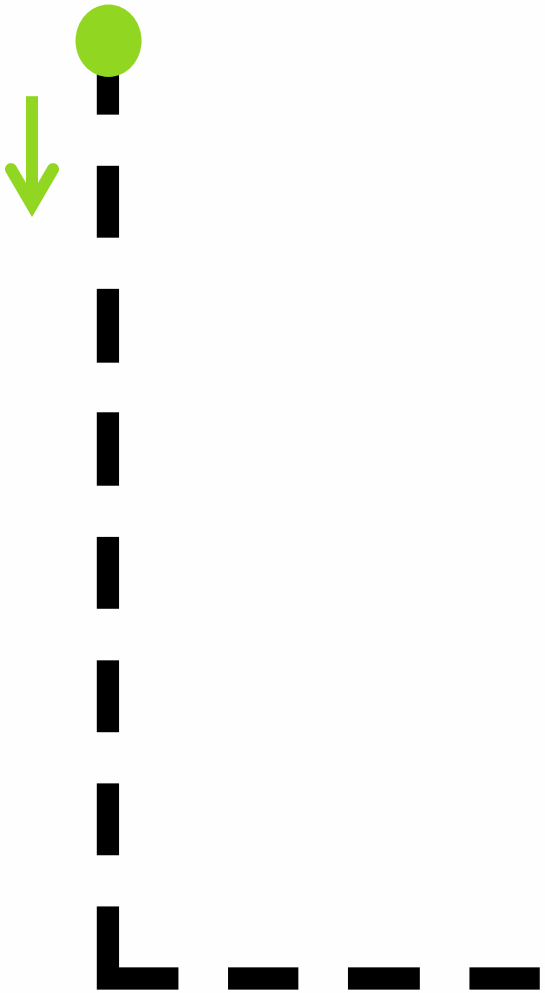

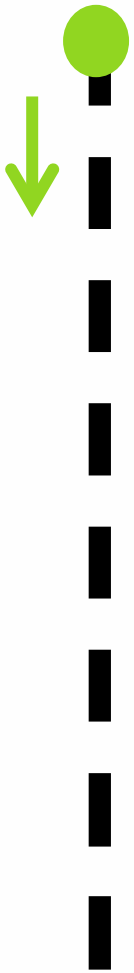

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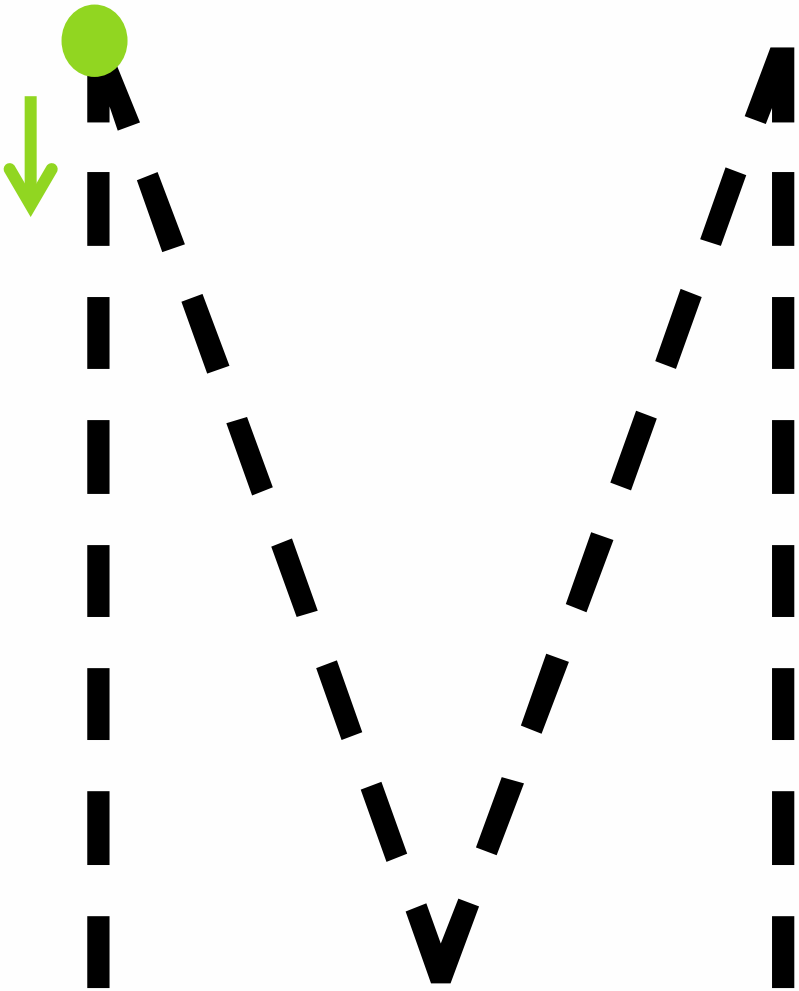
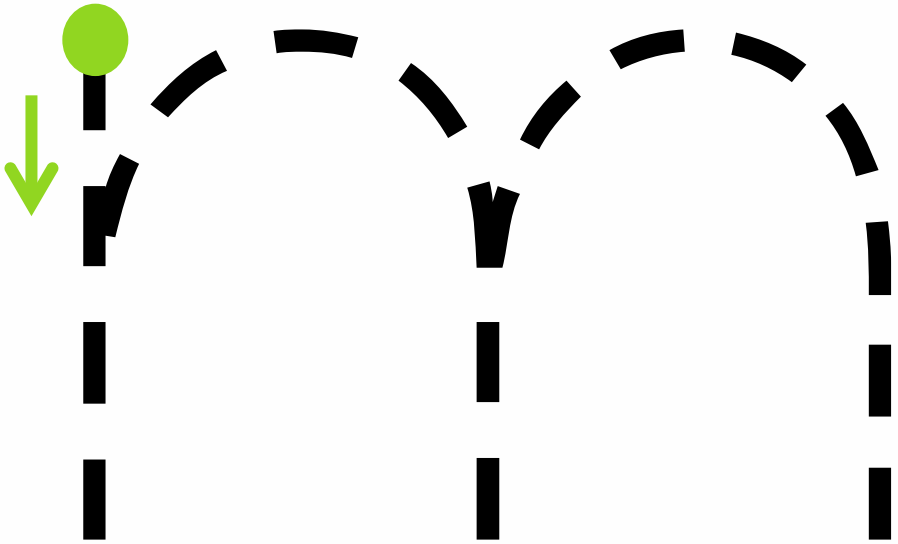
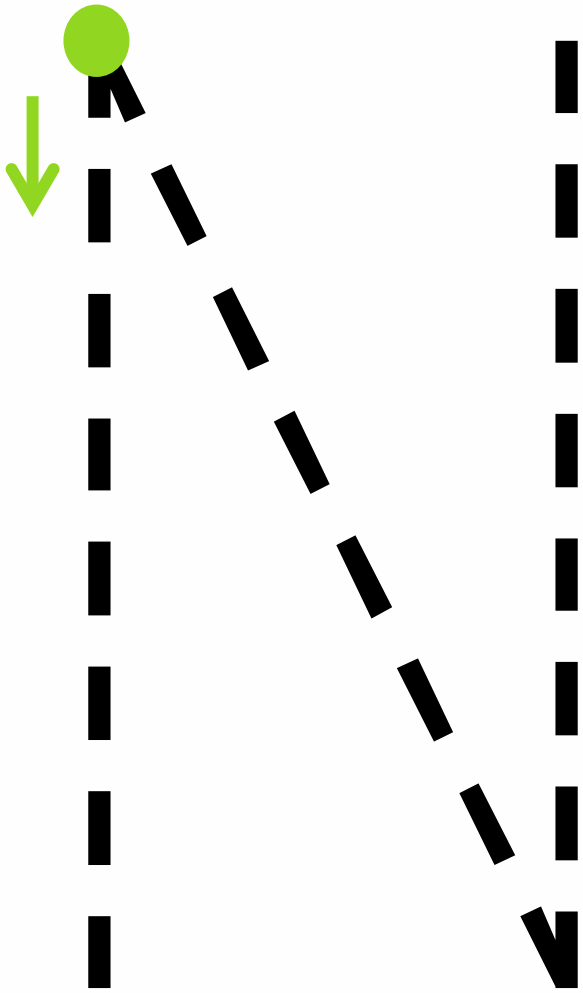
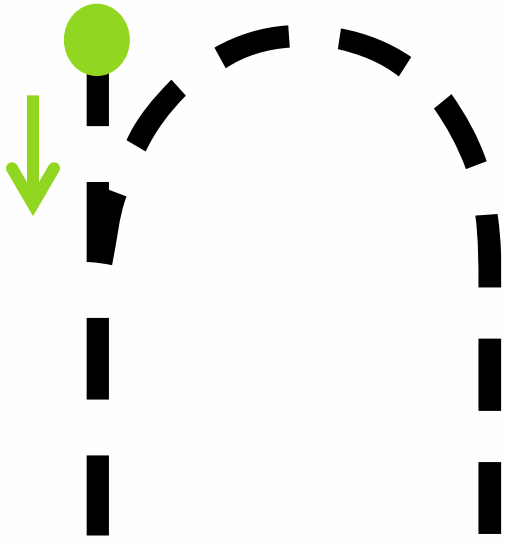


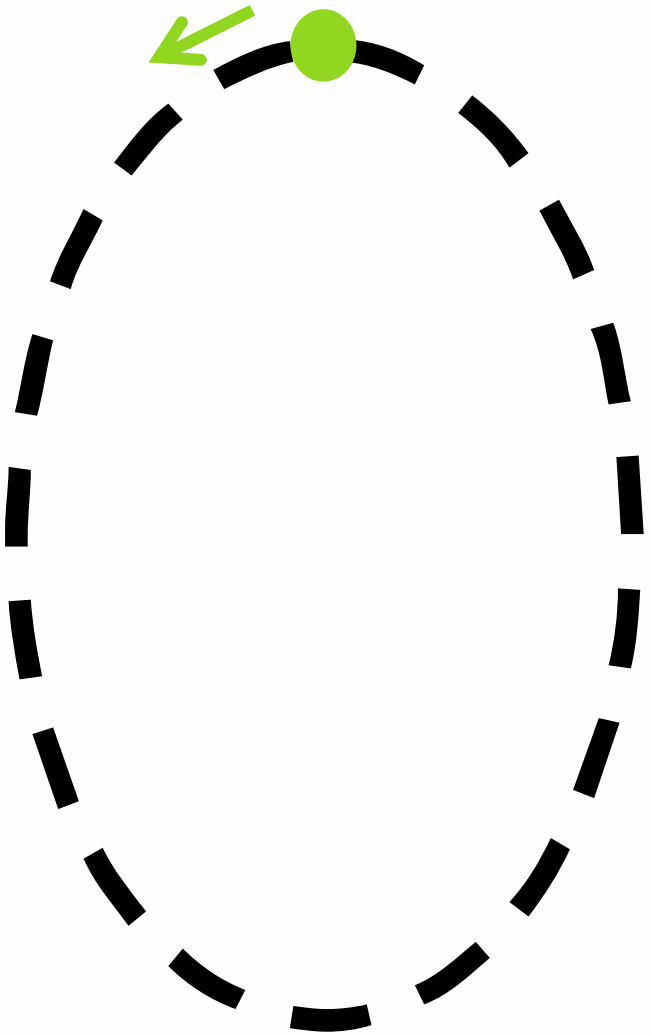


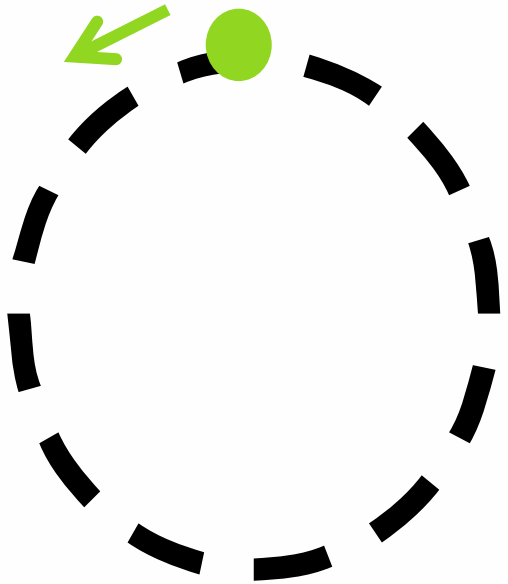
© Playdough to Plato 2014.



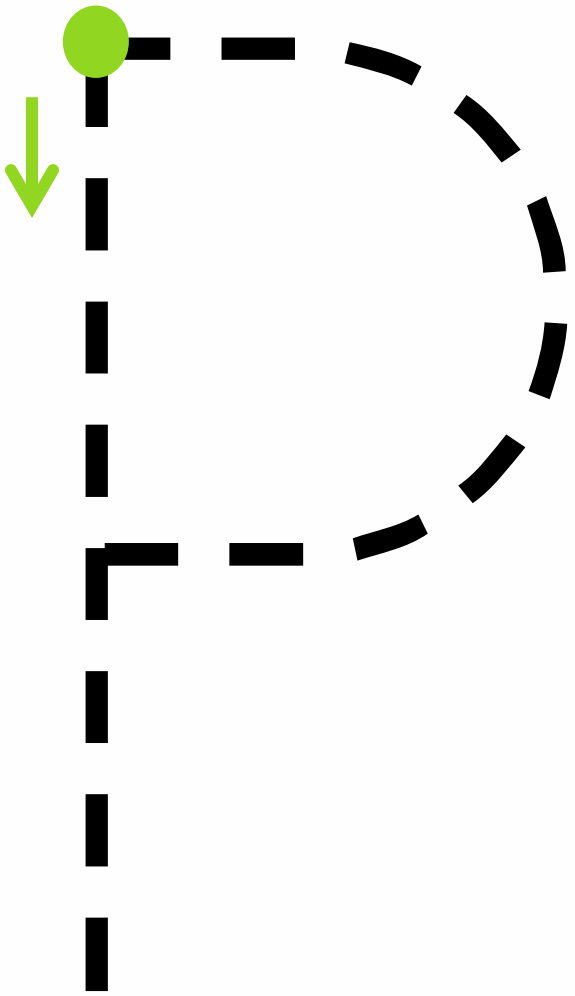


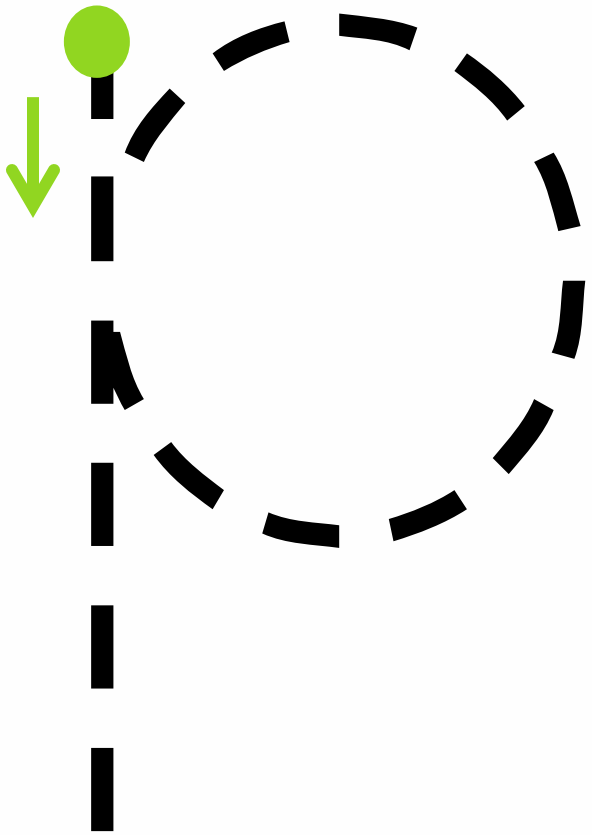
© Playdough to Plato 2014.

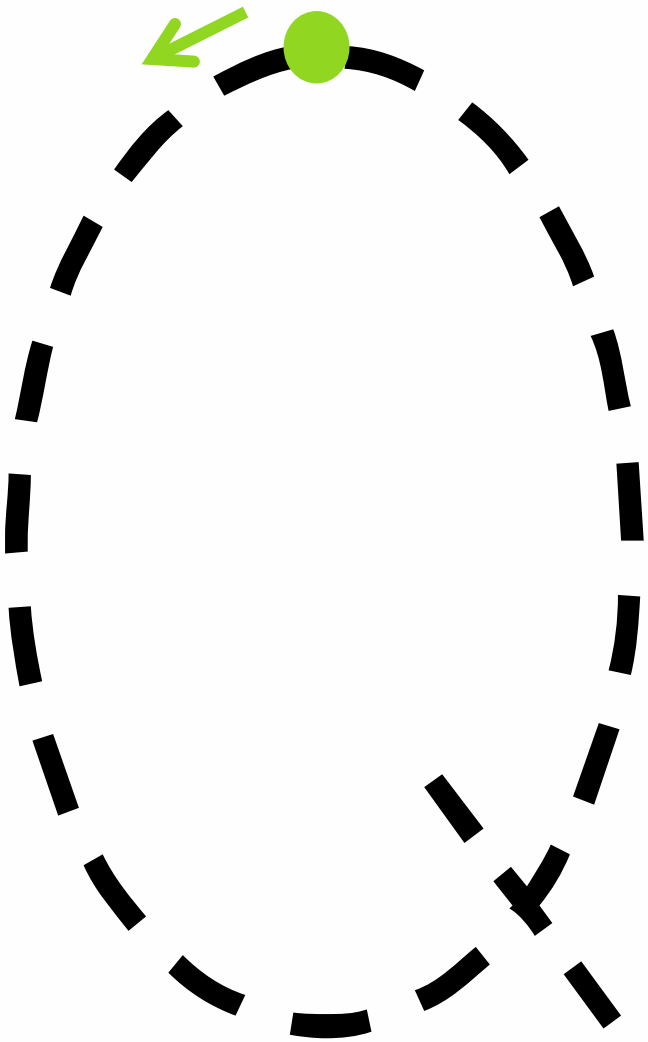


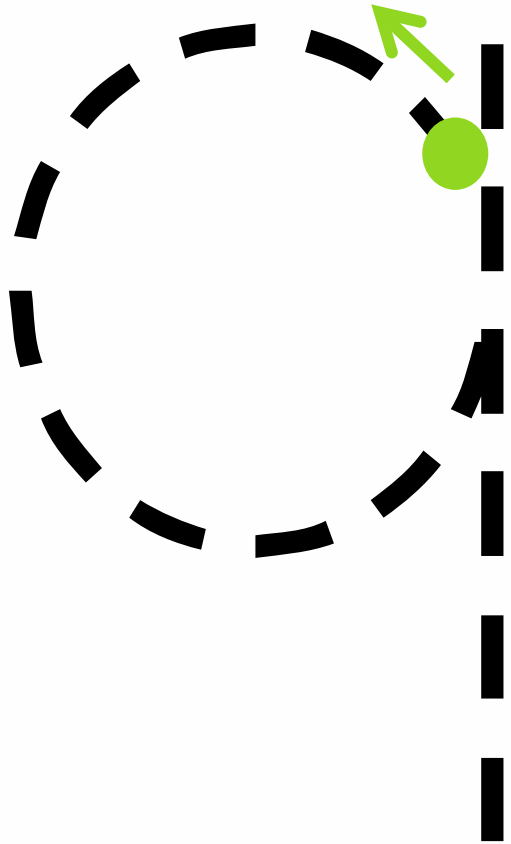


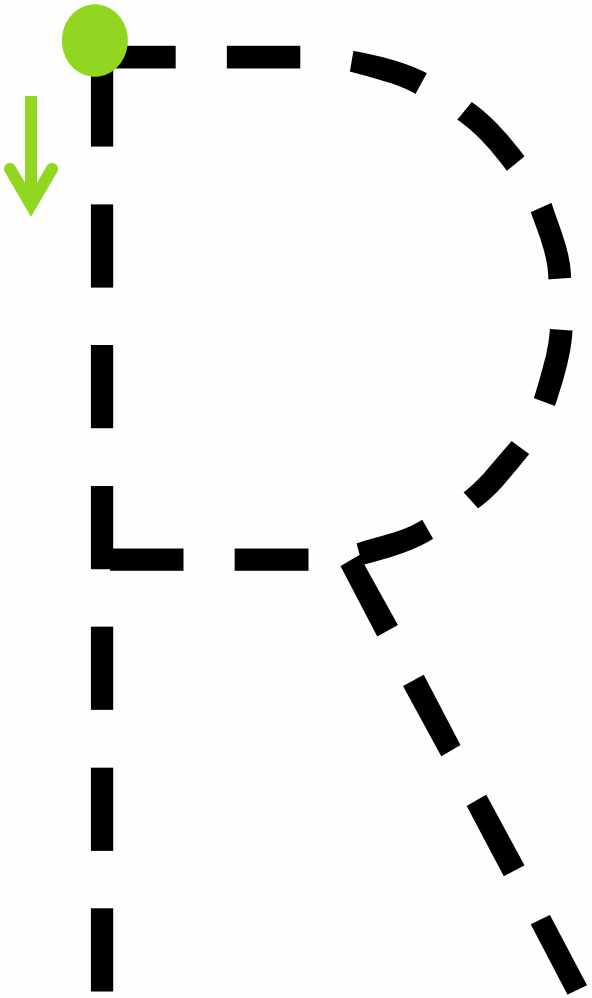
© Playdough to Plato 2014.

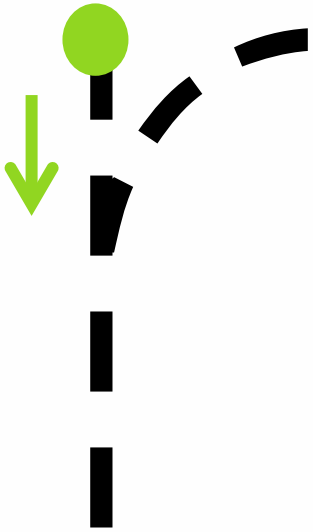




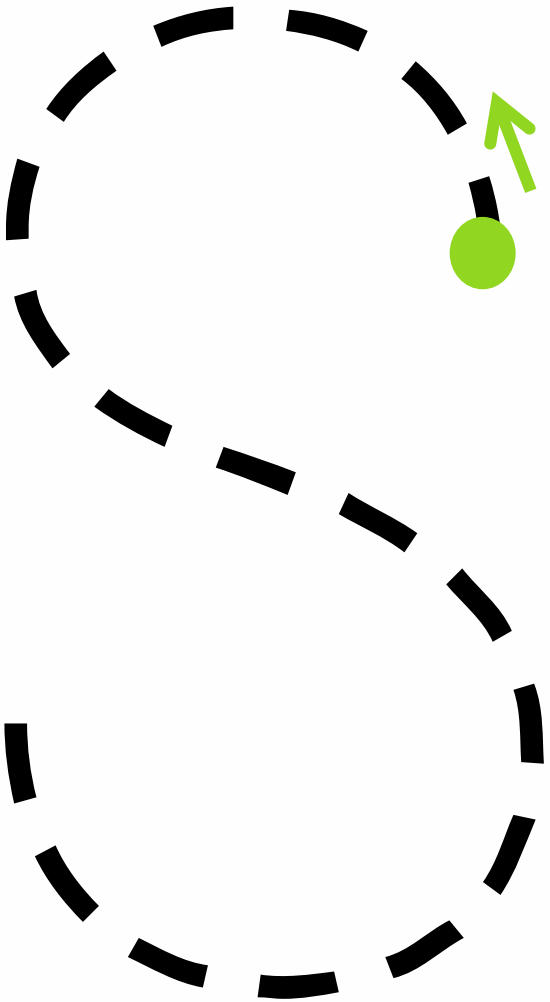


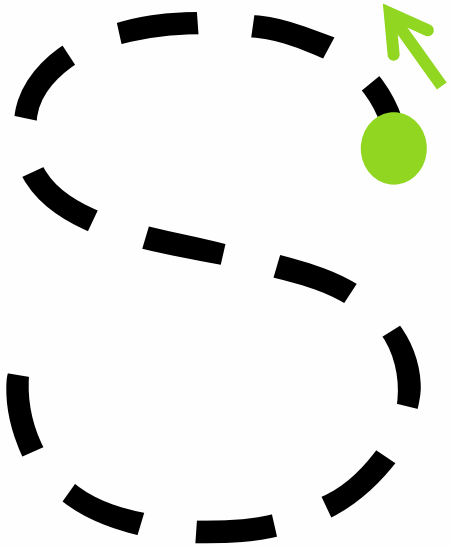




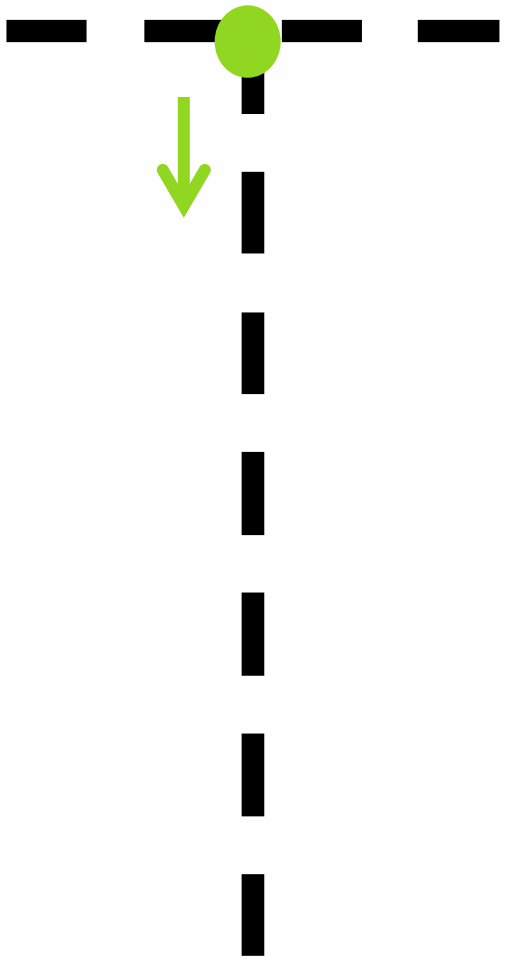


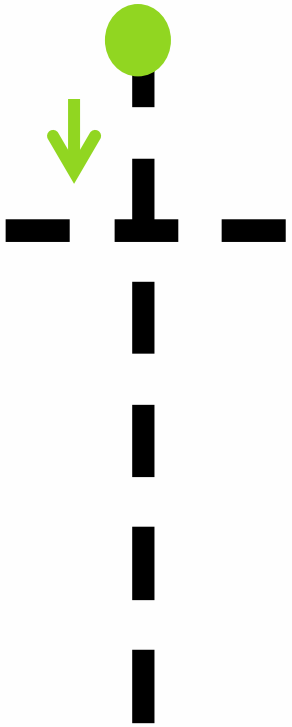
© Playdough to Plato 2014.



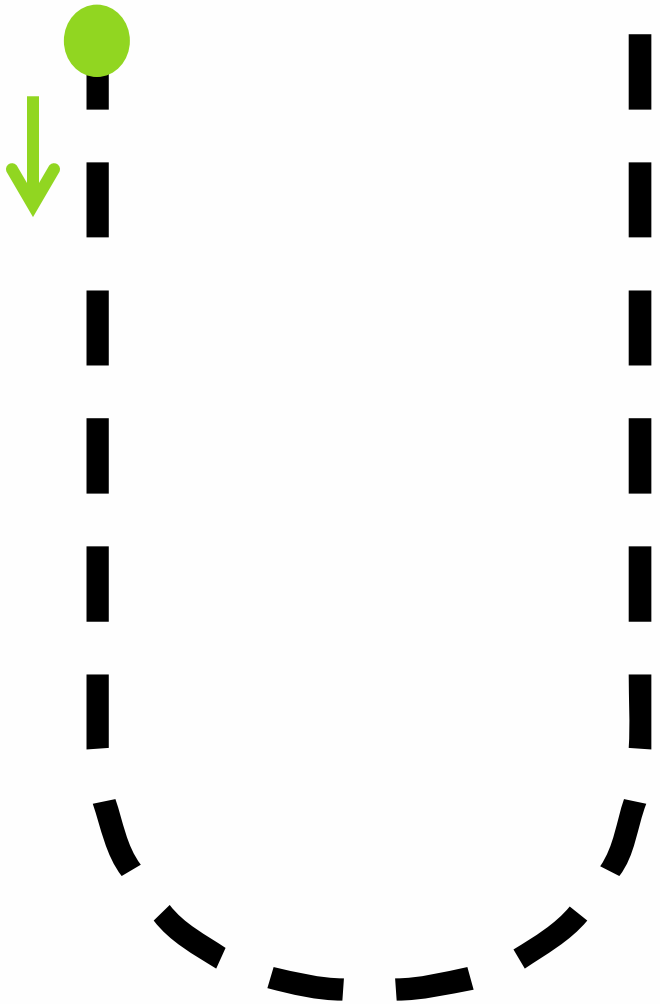


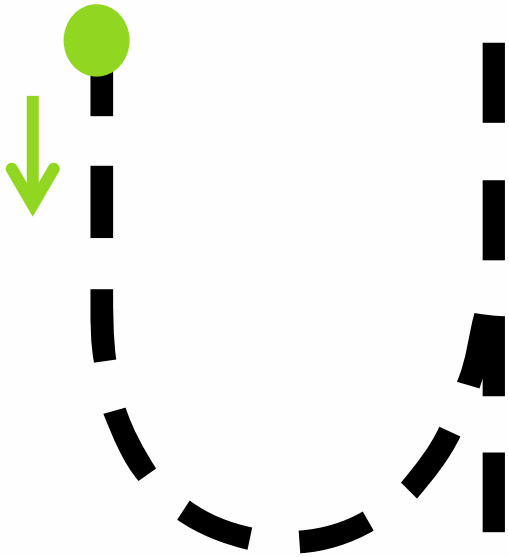
© Playdough to Plato 2014.



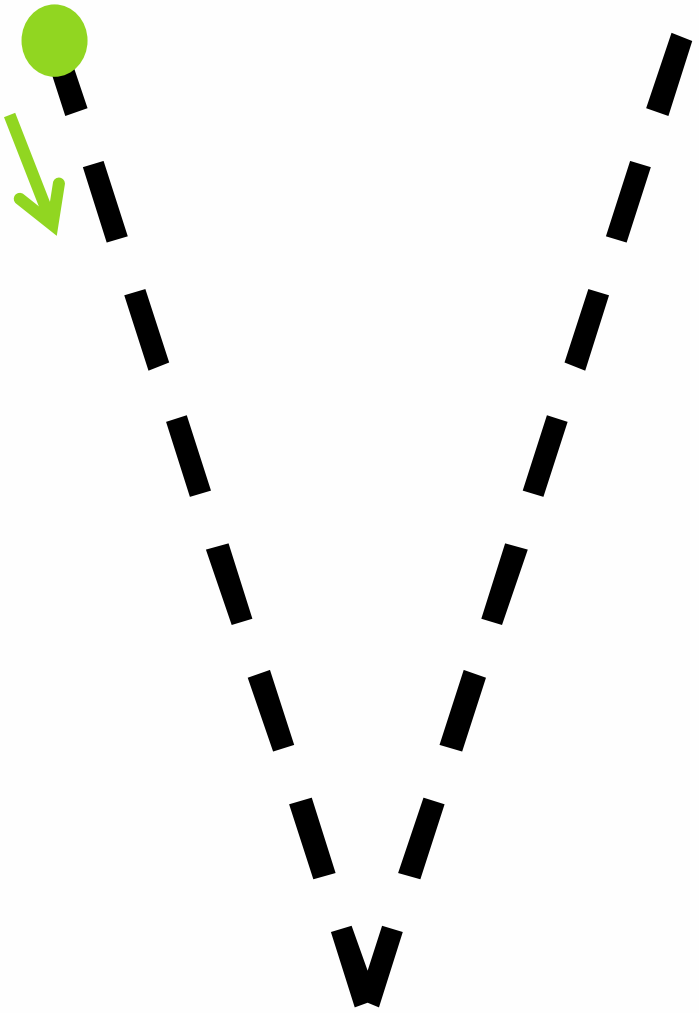


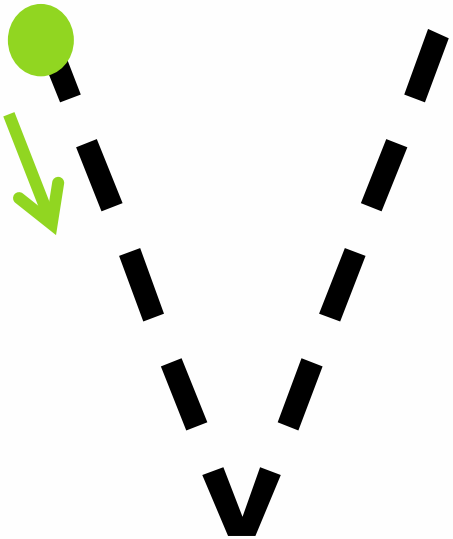
© Playdough to Plato 2014.



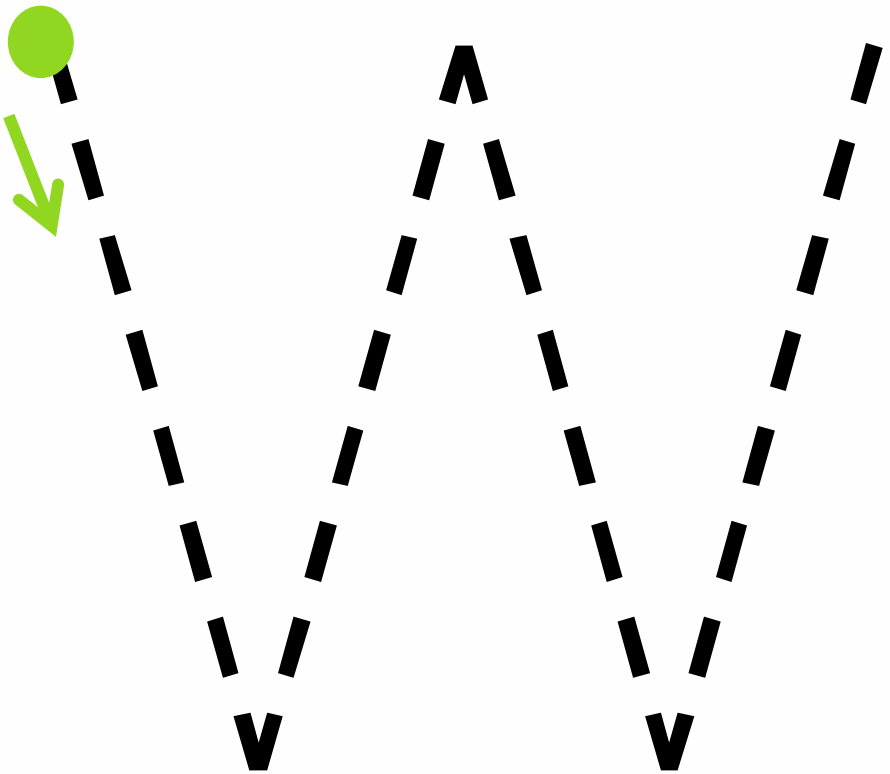


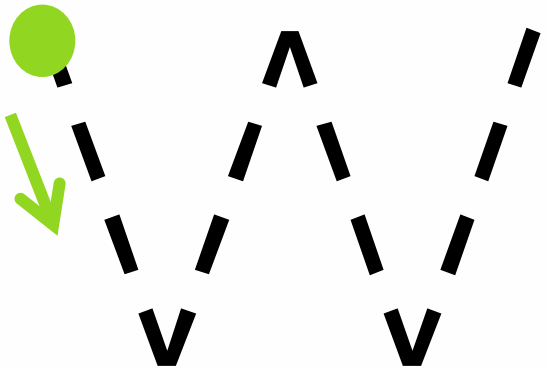
© Playdough to Plato 2014.



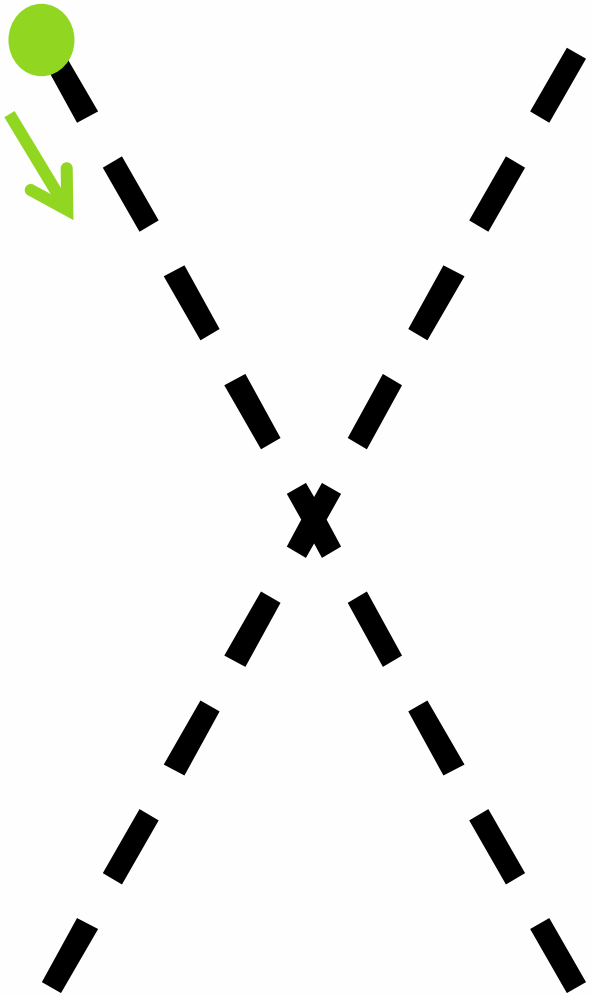


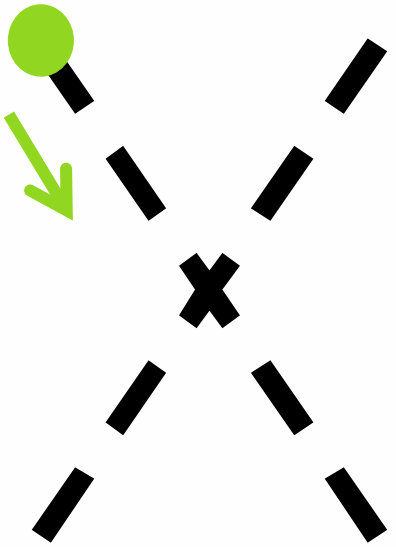
© Playdough to Plato 2014.



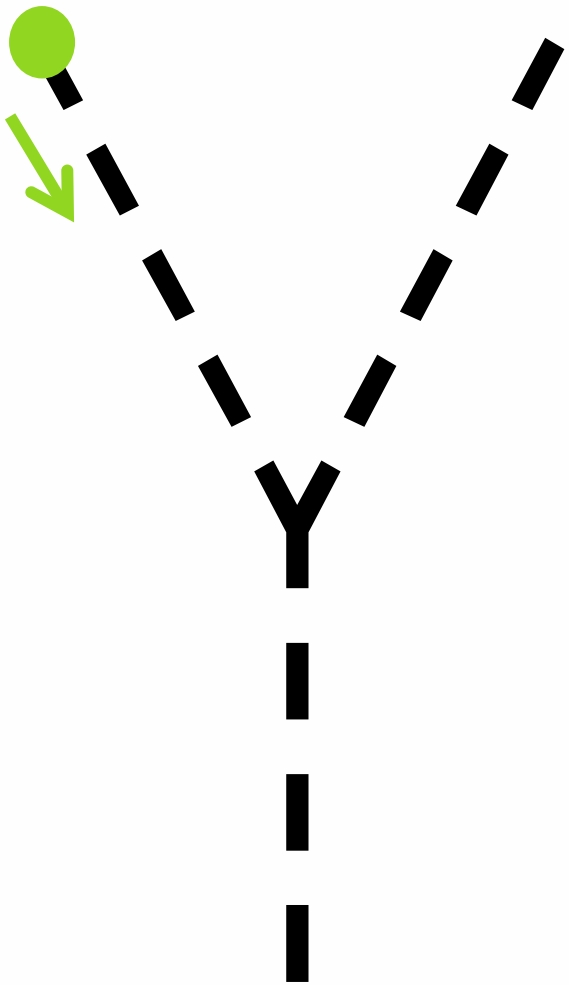


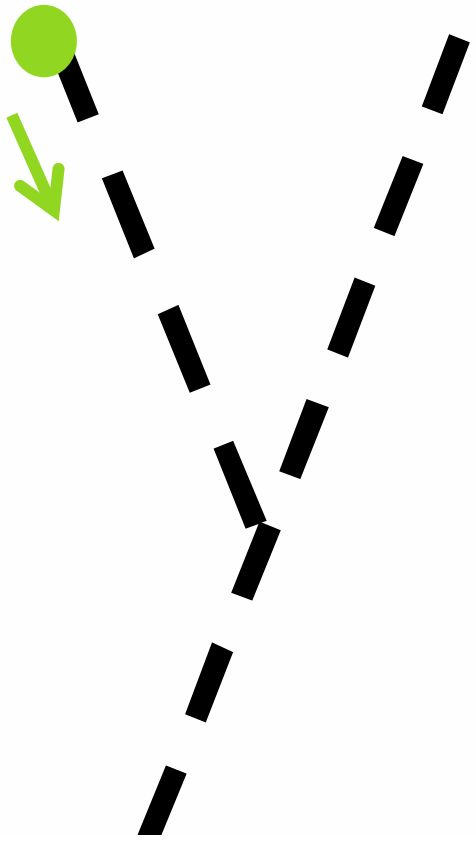
© Playdough to Plato 2014.

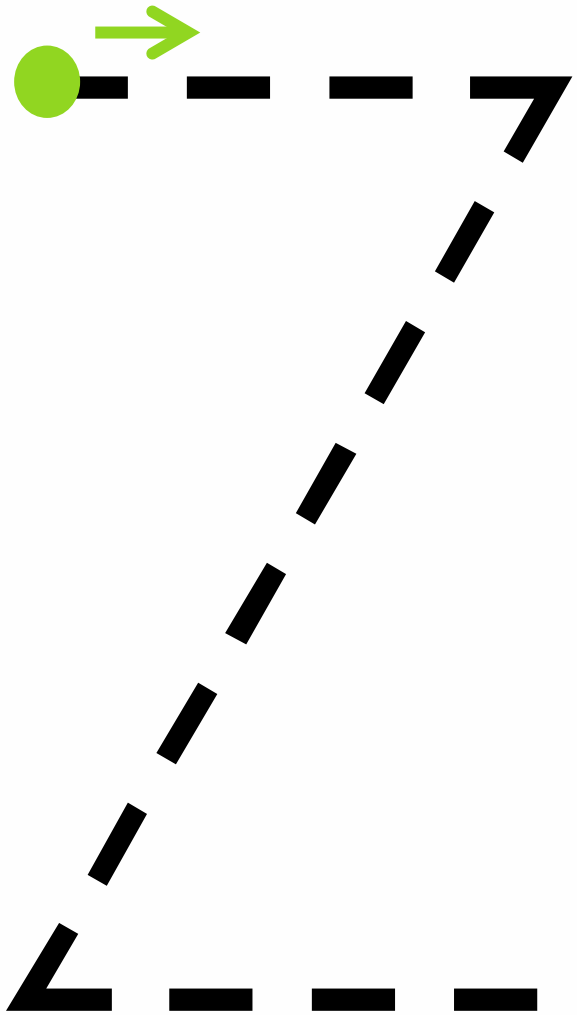


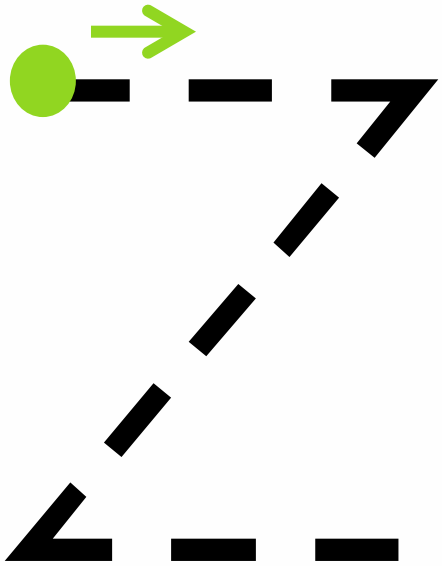


© Playdough to Plato 2014.









© Playdough to Plato 2014.

Teacher/Parent Instructions for

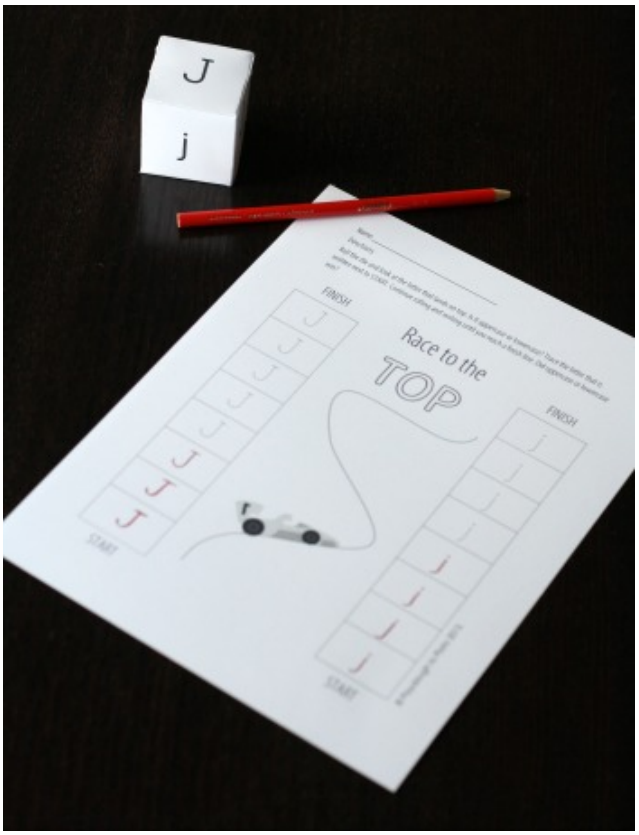
RACE TO THE TOP

Assembly tip: For extra durability, print the die on cardstock. If you'd like to use the same tracing sheets several times, laminate them and have students trace the letters with a thin tip dry erase marker.

1. Have students roll the die and look at the letter that lands on top.

2. Ask them to trace that letter in the box next to START.

3. They will continue rolling and writing until they reach a finish line.



Name _____

Roll the die and look at the letter that lands on top. Trace that letter in the box next to START. Continue rolling and writing until you reach a finish line. Did the uppercase or lowercase letter win?

FINISH

A

A

A

A

A

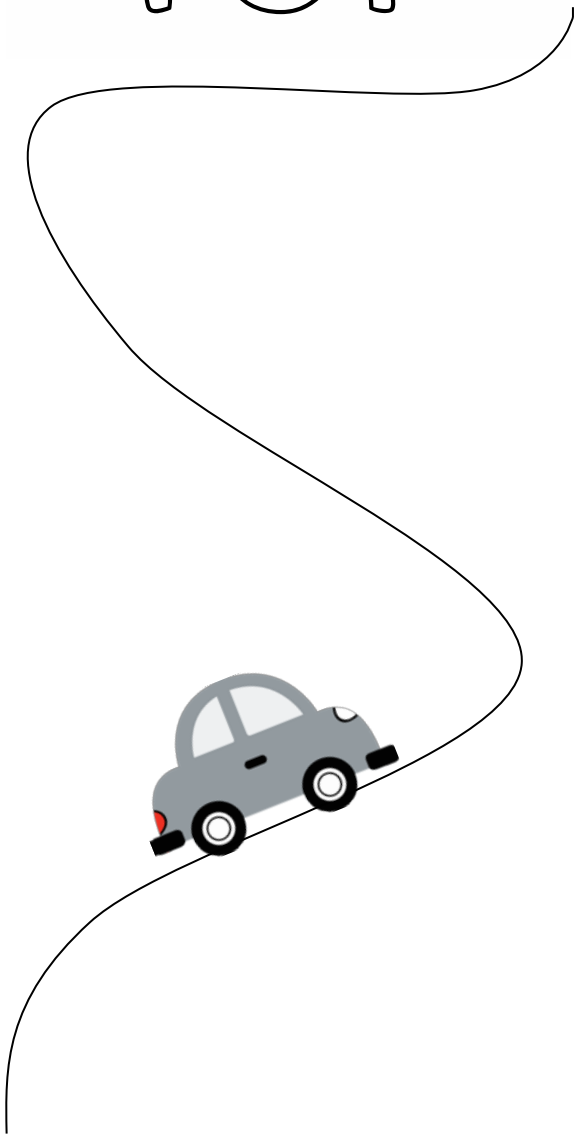
A

A

A

START

Race to the TOP



FINISH

a

a

a

a

a

a

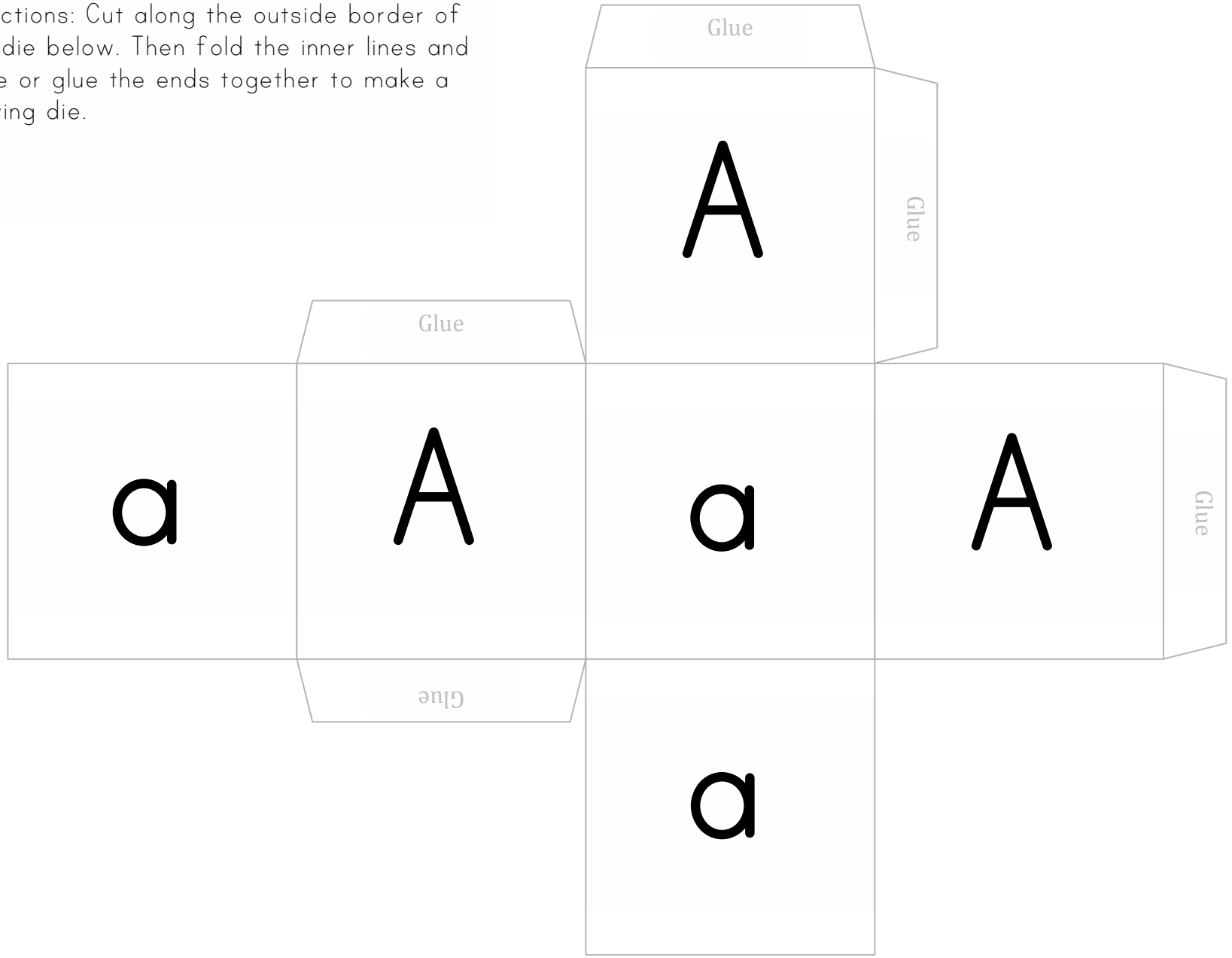
a

a

START

© Playdough to Plato 2013.

Directions: Cut along the outside border of the die below. Then fold the inner lines and tape or glue the ends together to make a playing die.



© Playdough to Plato 2014.

Name _____

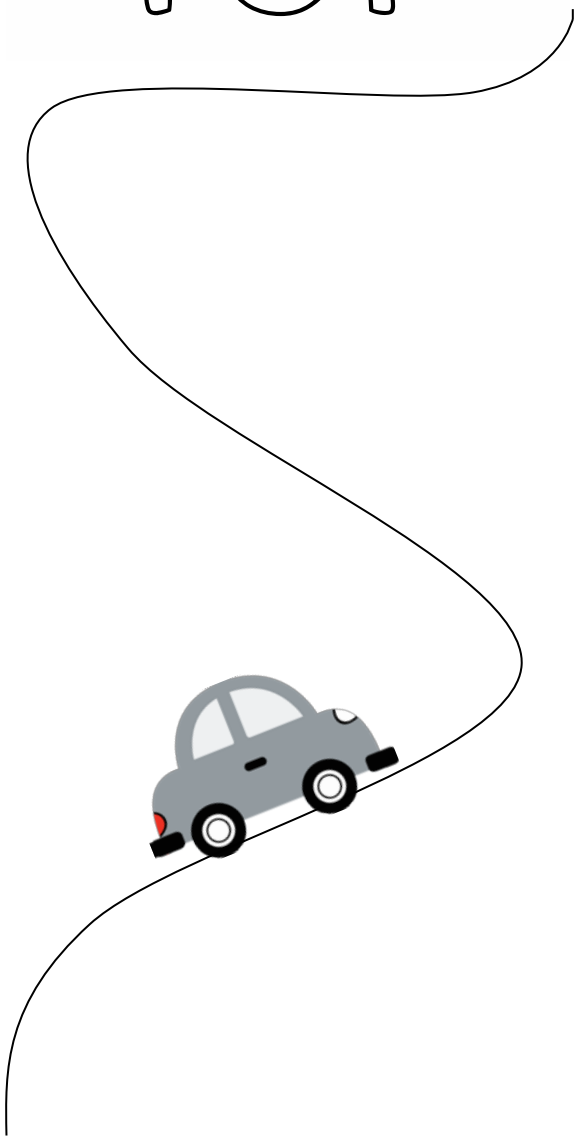
Roll the die and look at the letter that lands on top. Trace that letter in the box next to START. Continue rolling and writing until you reach a finish line. Did the uppercase or lowercase letter win?

Race to the TOP

FINISH

B
B
B
B
B
B
B
B

START



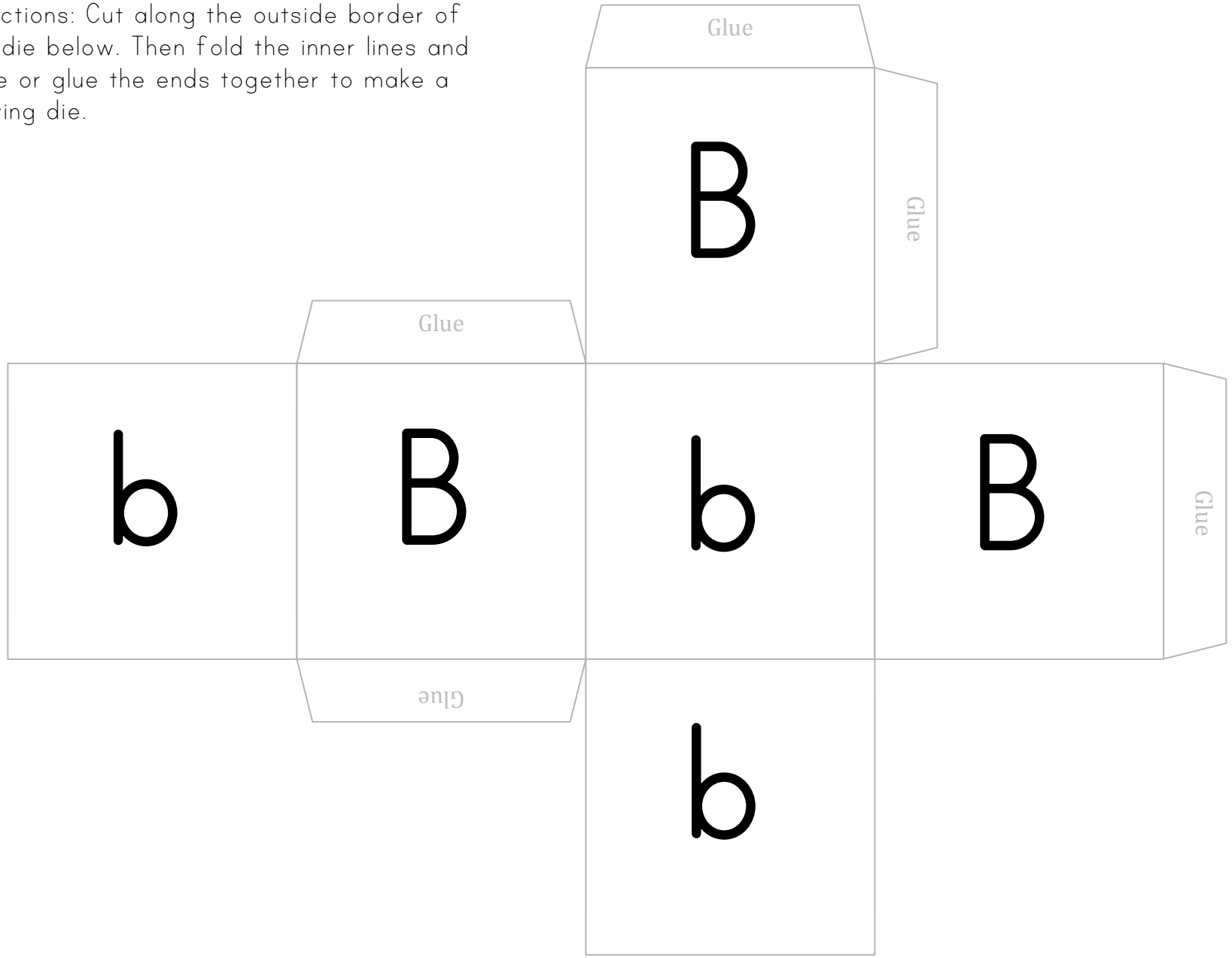
FINISH

b
b
b
b
b
b
b
b

START

© Playdough to Plato 2013.

Directions: Cut along the outside border of the die below. Then fold the inner lines and tape or glue the ends together to make a playing die.



© Playdough to Plato 2014.

Name _____

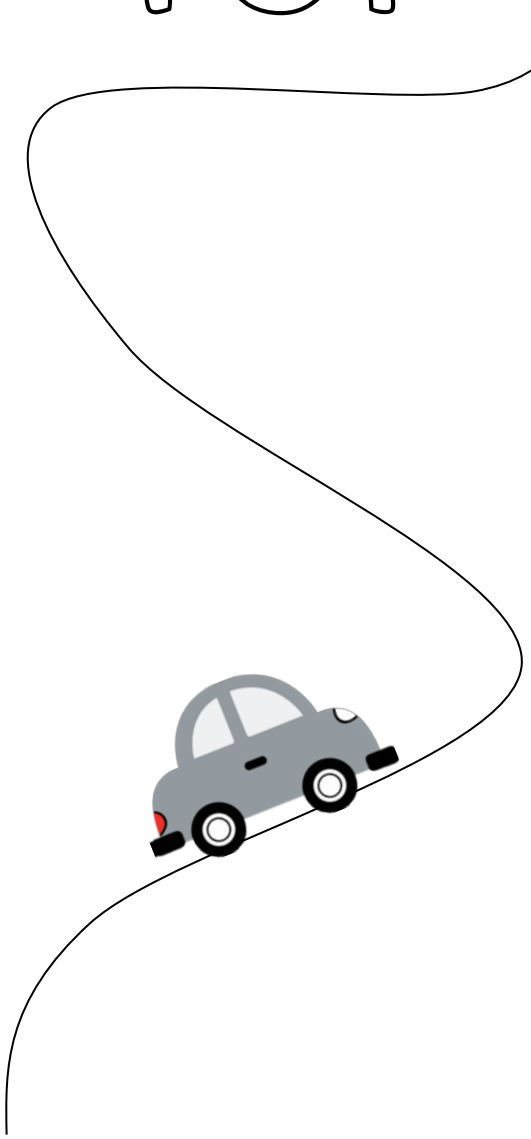
Roll the die and look at the letter that lands on top. Trace that letter in the box next to START. Continue rolling and writing until you reach a finish line. Did the uppercase or lowercase letter win?

Race to the TOP

FINISH

C
C
C
C
C
C
C
C

START



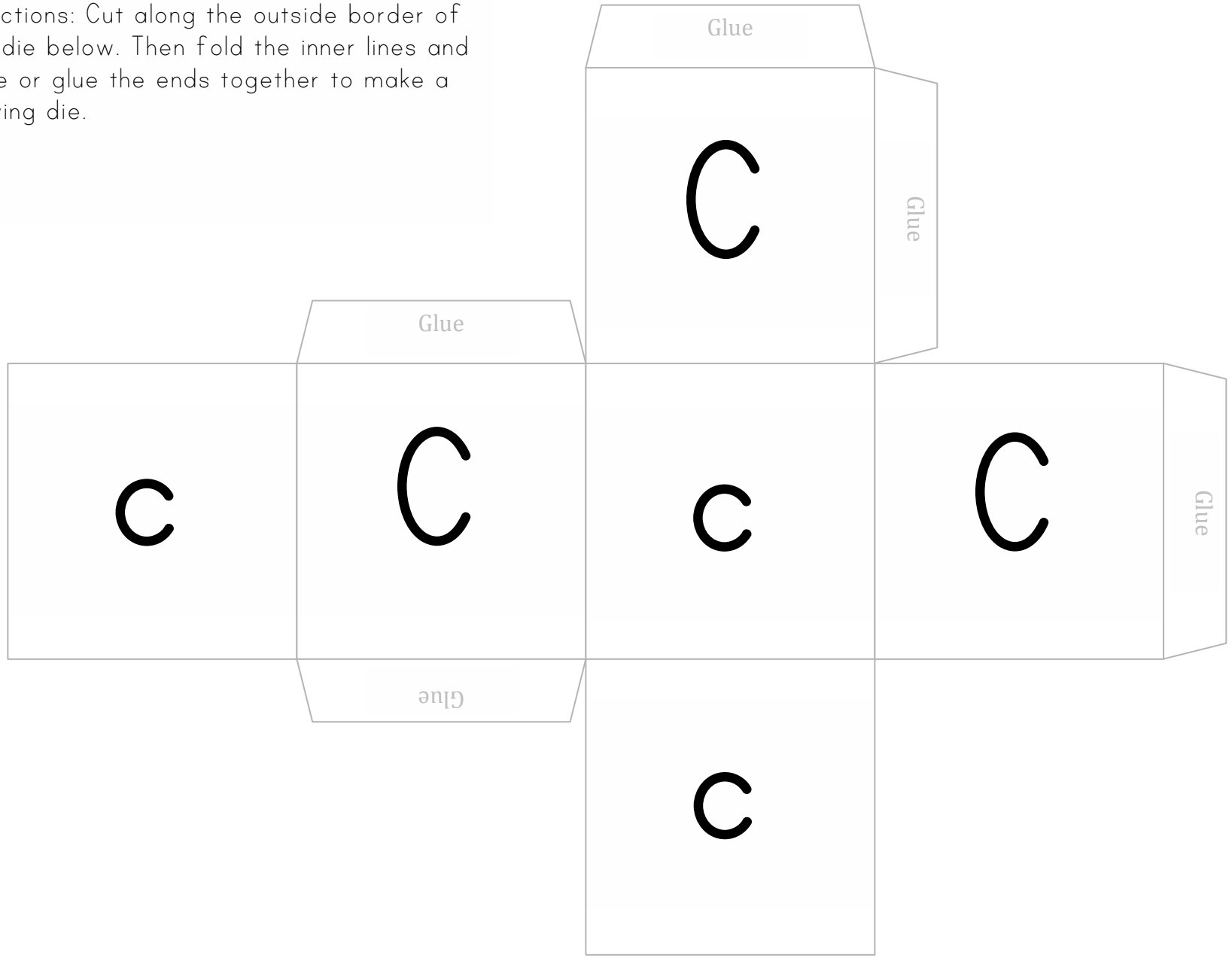
FINISH

c
c
c
c
c
c
c
c

START

© Playdough to Plato 2013.

Directions: Cut along the outside border of the die below. Then fold the inner lines and tape or glue the ends together to make a playing die.



© Playdough to Plato 2014.

Name _____

Roll the die and look at the letter that lands on top. Trace that letter in the box next to START. Continue rolling and writing until you reach a finish line. Did the uppercase or lowercase letter win?

FINISH

D

D

D

D

D

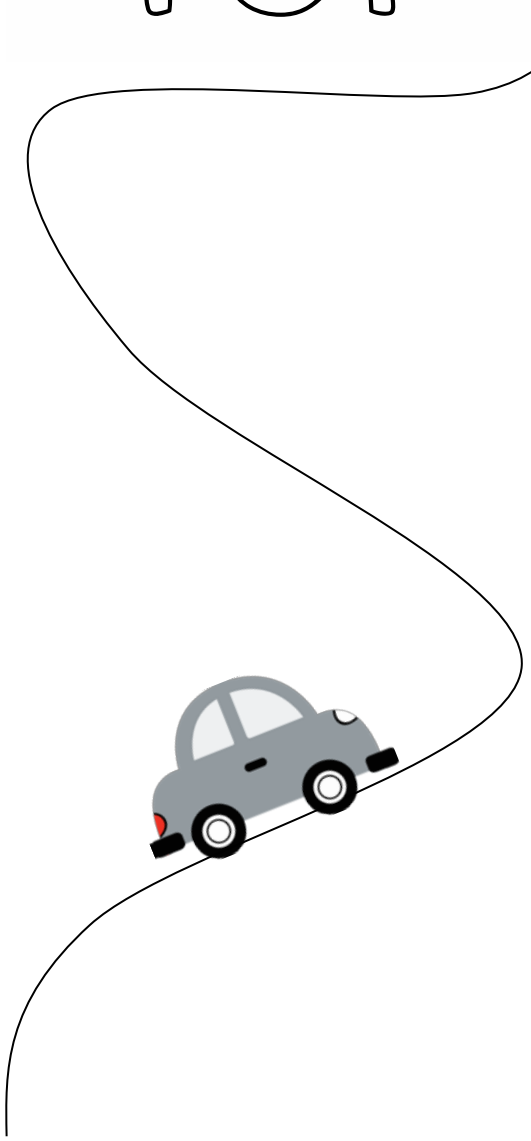
D

D

D

START

Race to the TOP



FINISH

d

d

d

d

d

d

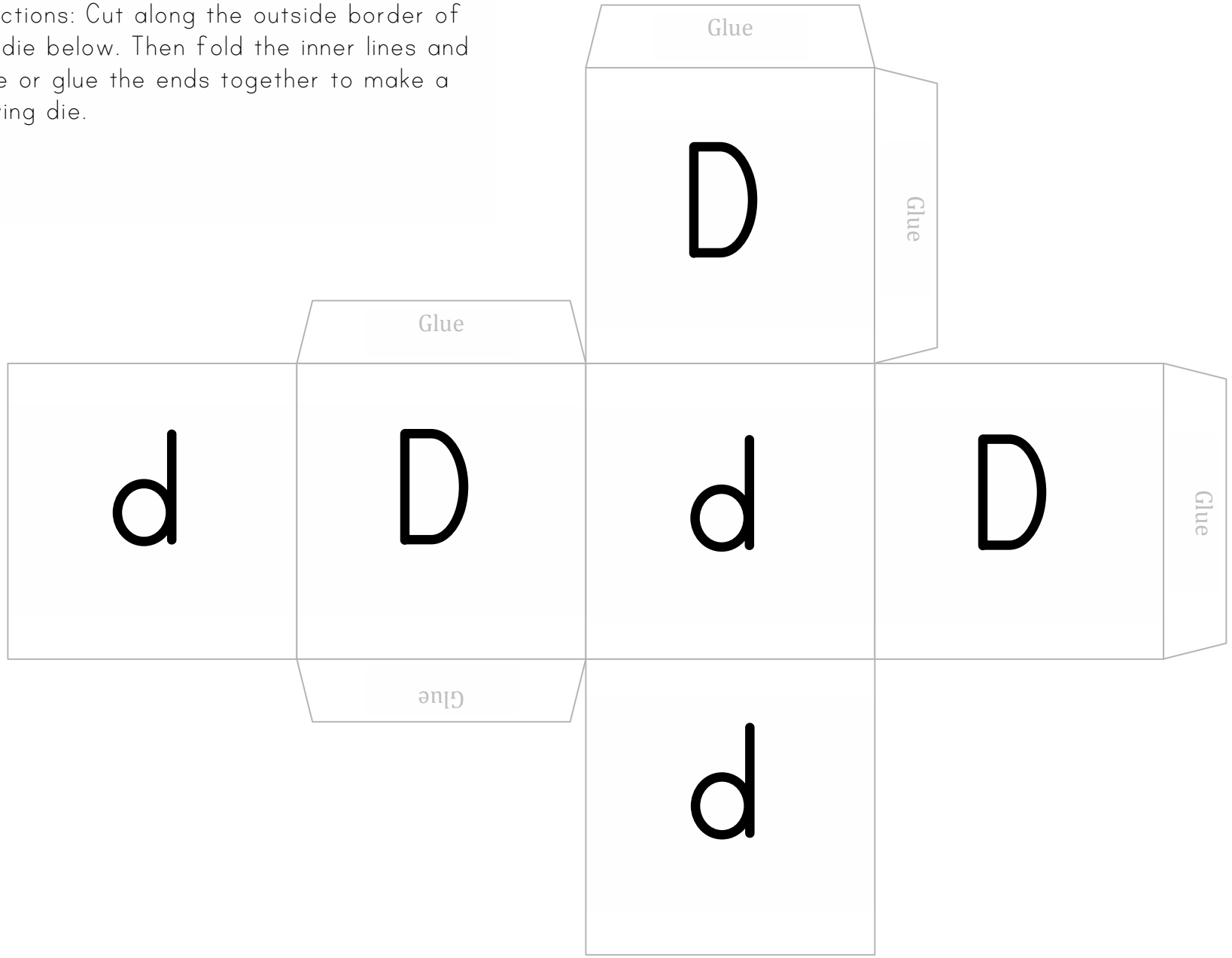
d

d

START

© Playdough to Plato 2013.

Directions: Cut along the outside border of the die below. Then fold the inner lines and tape or glue the ends together to make a playing die.



© Playdough to Plato 2014.

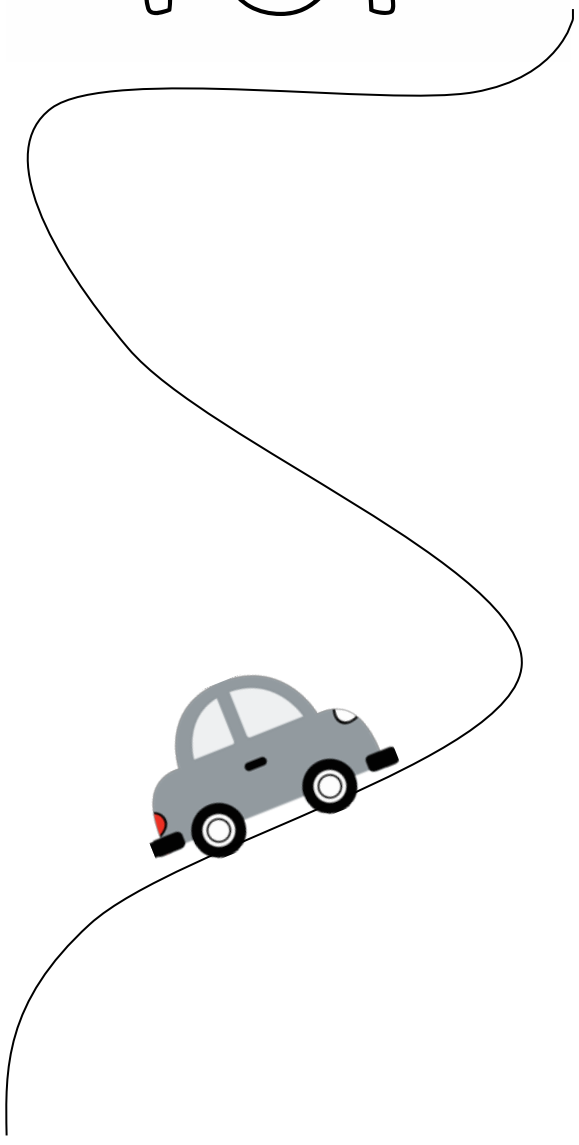
Name _____

Roll the die and look at the letter that lands on top. Trace that letter in the box next to START. Continue rolling and writing until you reach a finish line. Did the uppercase or lowercase letter win?

FINISH

Race to the TOP

FINISH

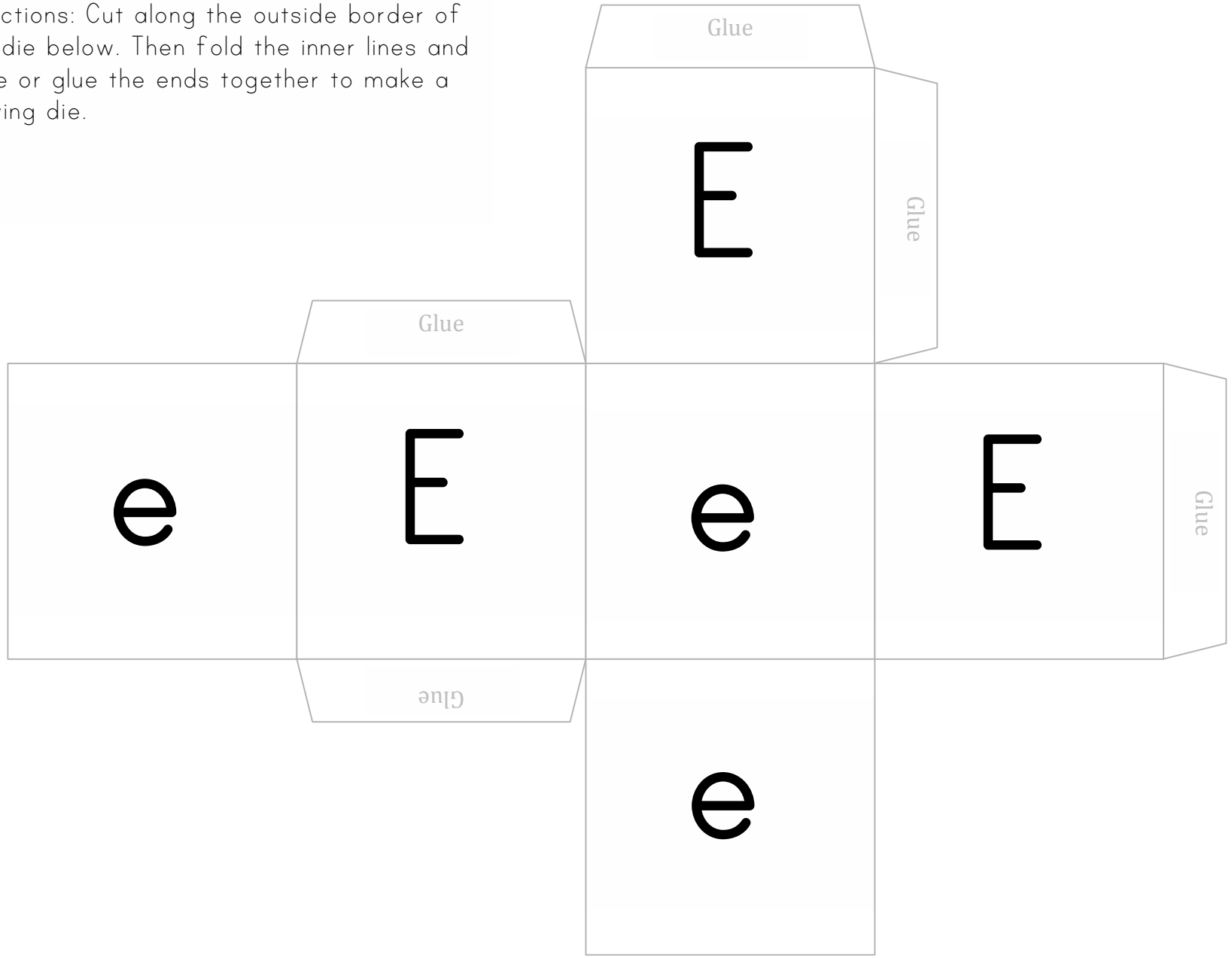


START

START

© Playdough to Plato 2013.

Directions: Cut along the outside border of the die below. Then fold the inner lines and tape or glue the ends together to make a playing die.



© Playdough to Plato 2014.

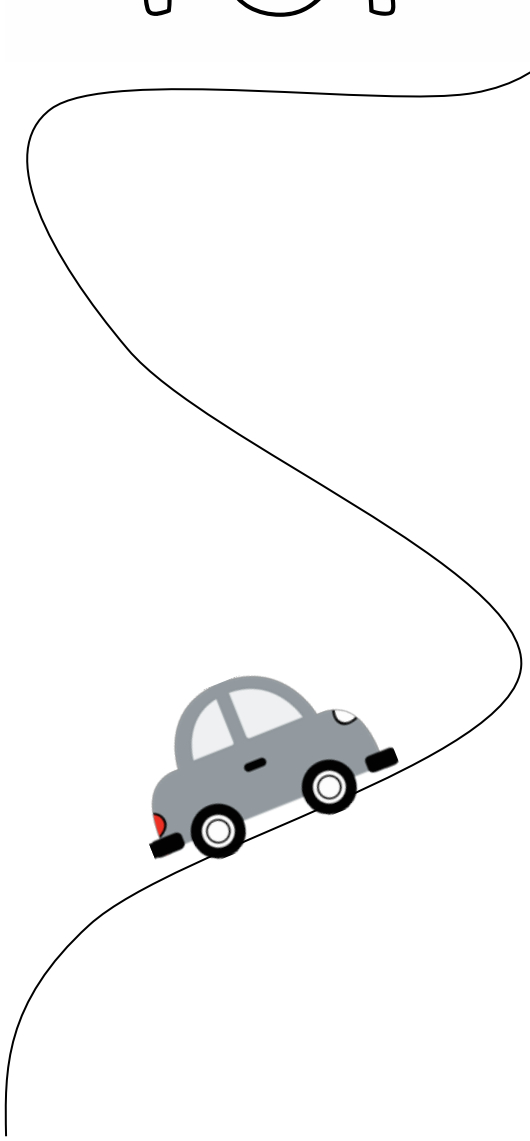
Name _____

Roll the die and look at the letter that lands on top. Trace that letter in the box next to START. Continue rolling and writing until you reach a finish line. Did the uppercase or lowercase letter win?

FINISH

Race to the TOP

FINISH

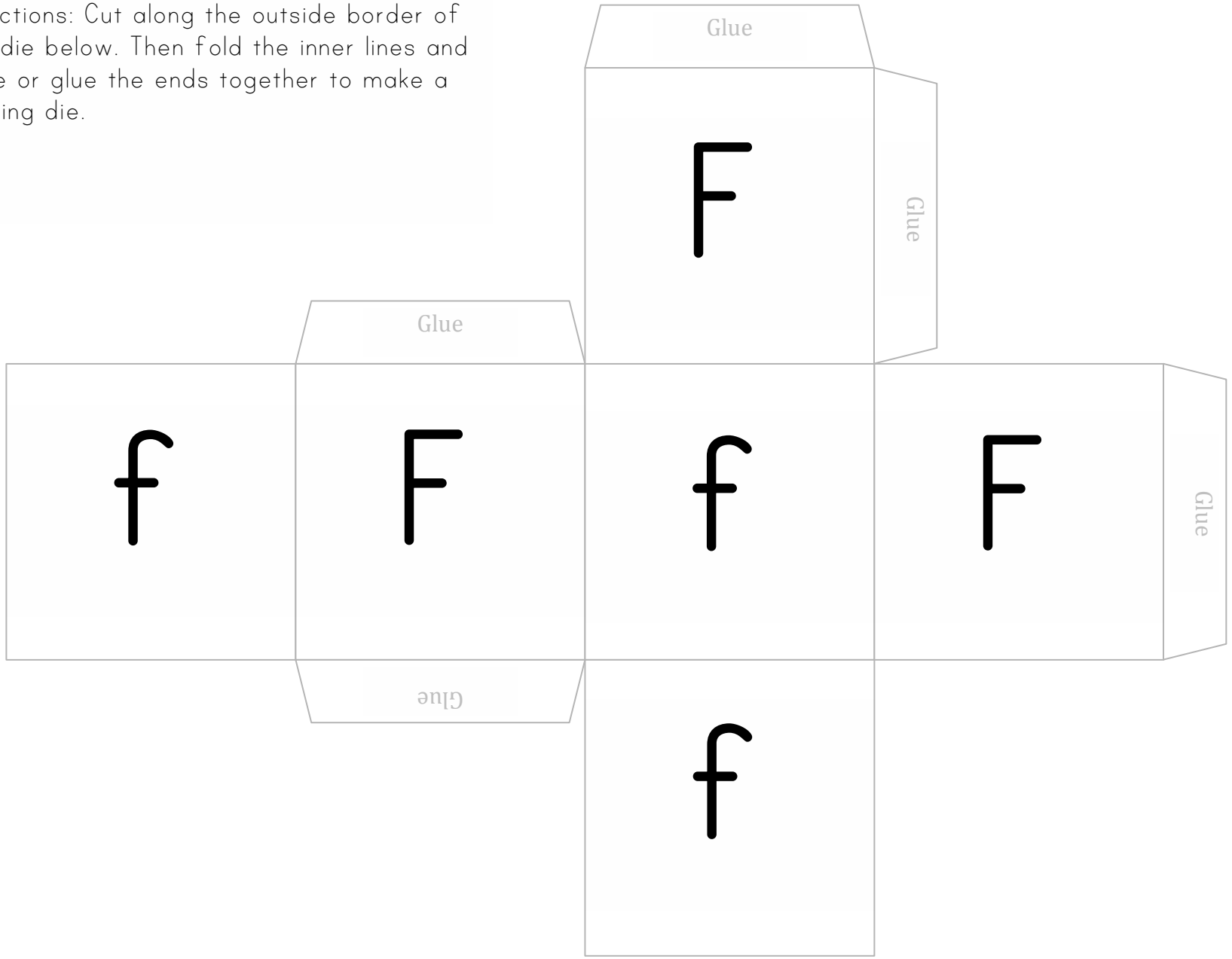


START

START

© Playdough to Plato 2013.

Directions: Cut along the outside border of the die below. Then fold the inner lines and tape or glue the ends together to make a playing die.



© Playdough to Plato 2014.

Name _____

Roll the die and look at the letter that lands on top. Trace that letter in the box next to START. Continue rolling and writing until you reach a finish line. Did the uppercase or lowercase letter win?

FINISH

G

G

G

G

G

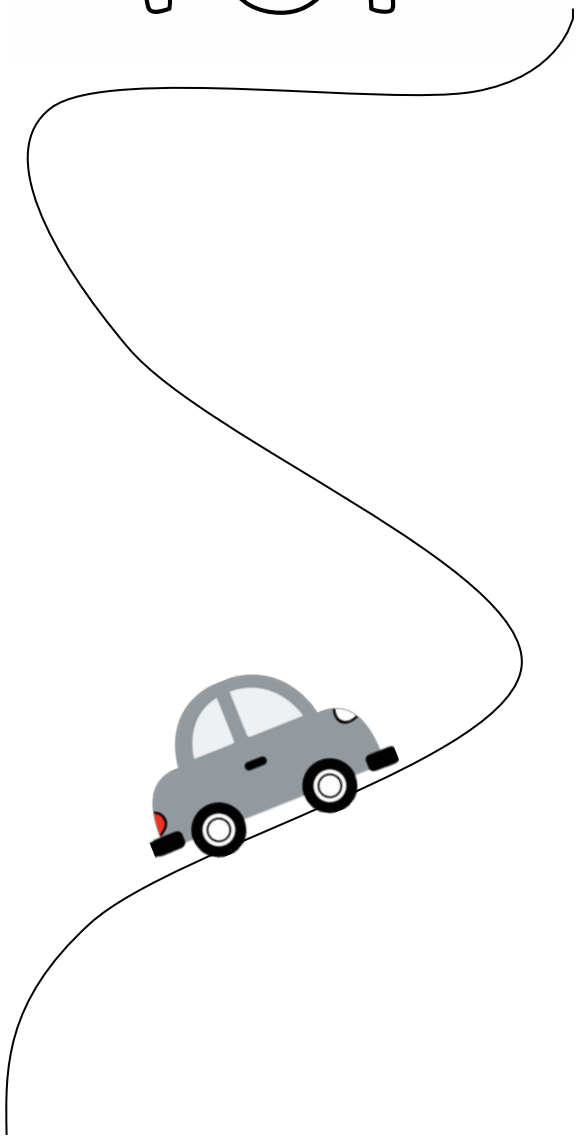
G

G

G

START

Race to the TOP



FINISH

g

g

g

g

g

g

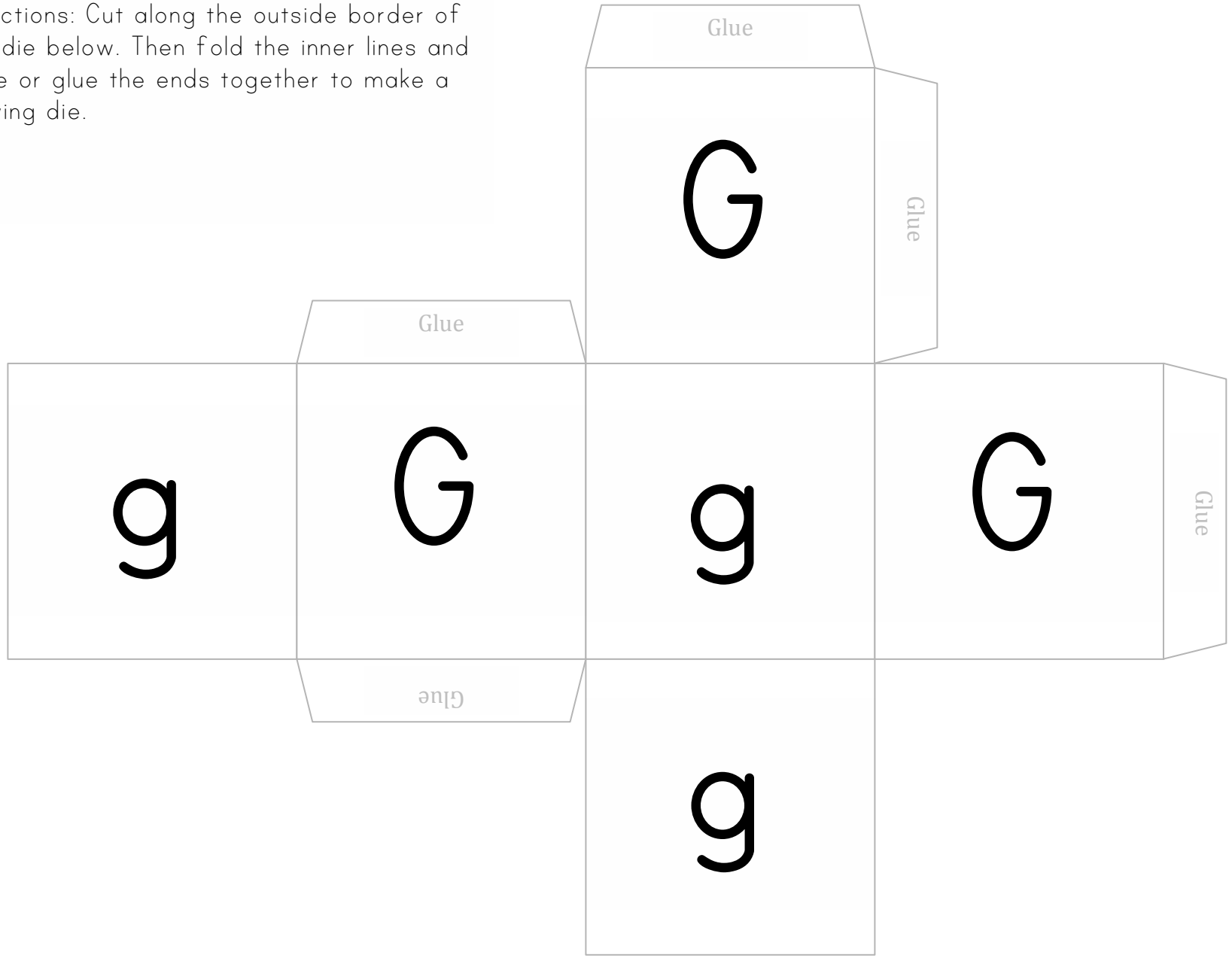
g

g

START

© Playdough to Plato 2013.

Directions: Cut along the outside border of the die below. Then fold the inner lines and tape or glue the ends together to make a playing die.



© Playdough to Plato 2014.

Name _____

Roll the die and look at the letter that lands on top. Trace that letter in the box next to START. Continue rolling and writing until you reach a finish line. Did the uppercase or lowercase letter win?

FINISH

H

H

H

H

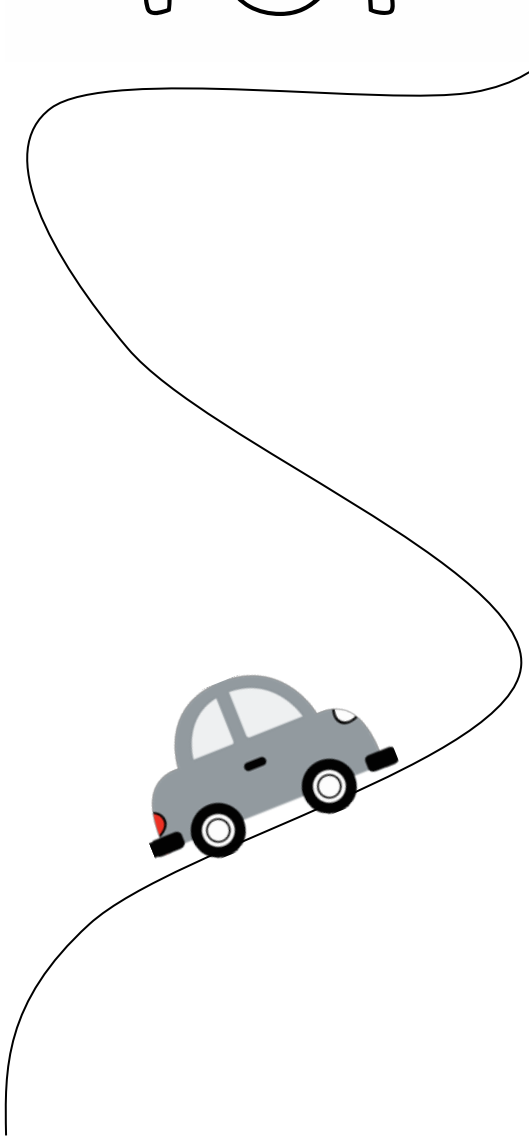
H

H

H

START

Race to the TOP



FINISH

h

h

h

h

h

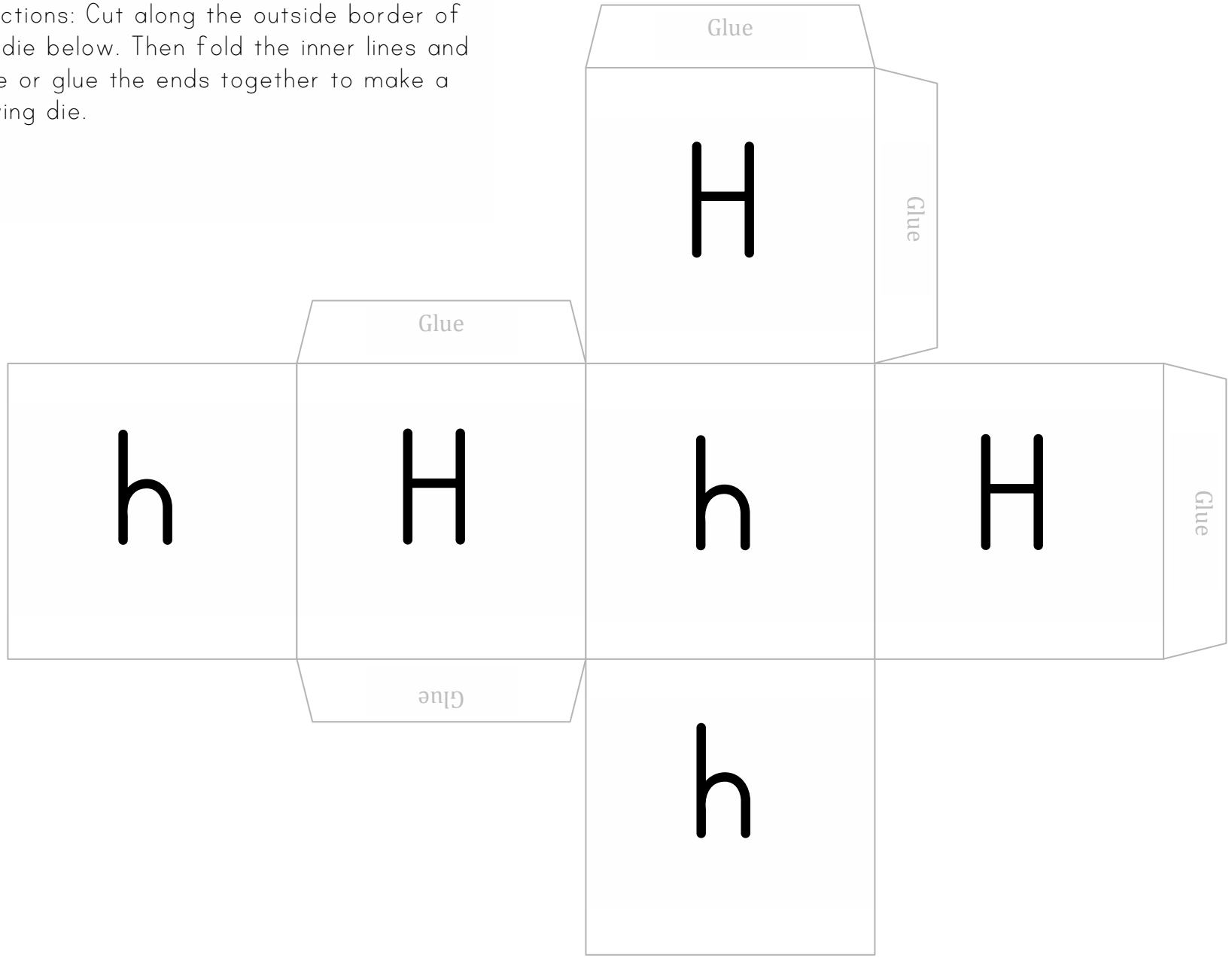
h

h

START

© Playdough to Plato 2013.

Directions: Cut along the outside border of the die below. Then fold the inner lines and tape or glue the ends together to make a playing die.



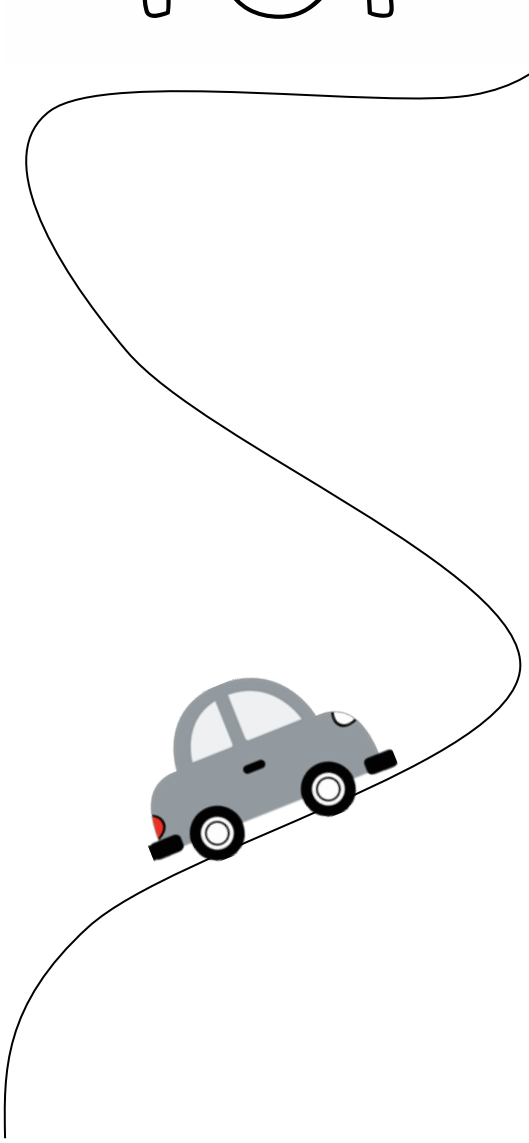
© Playdough to Plato 2014.

Name _____

Roll the die and look at the letter that lands on top. Trace that letter in the box next to START. Continue rolling and writing until you reach a finish line. Did the uppercase or lowercase letter win?

FINISH

Race to the TOP



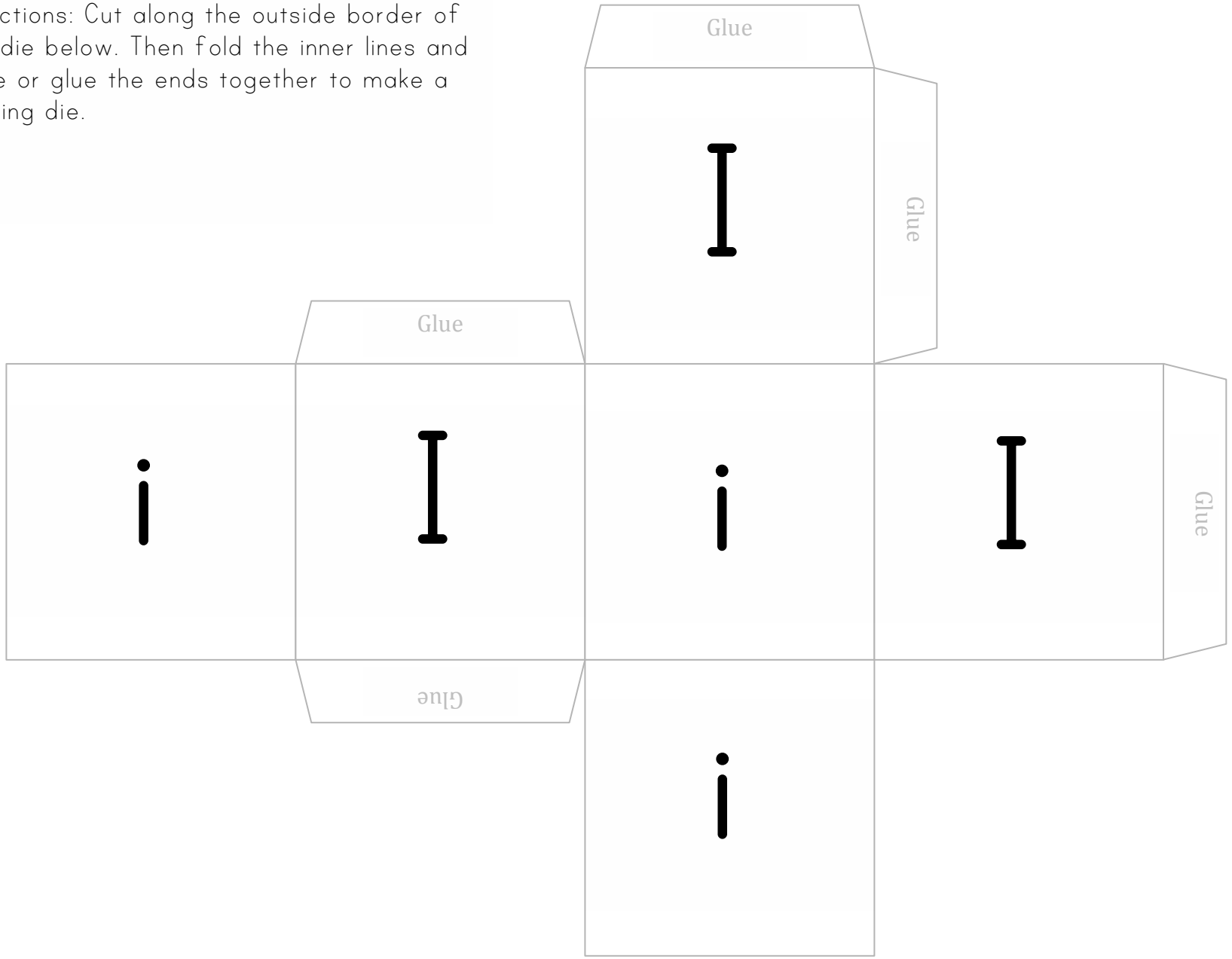
FINISH

START

START

© Playdough to Plato 2013.

Directions: Cut along the outside border of the die below. Then fold the inner lines and tape or glue the ends together to make a playing die.



© Playdough to Plato 2014.

Name _____

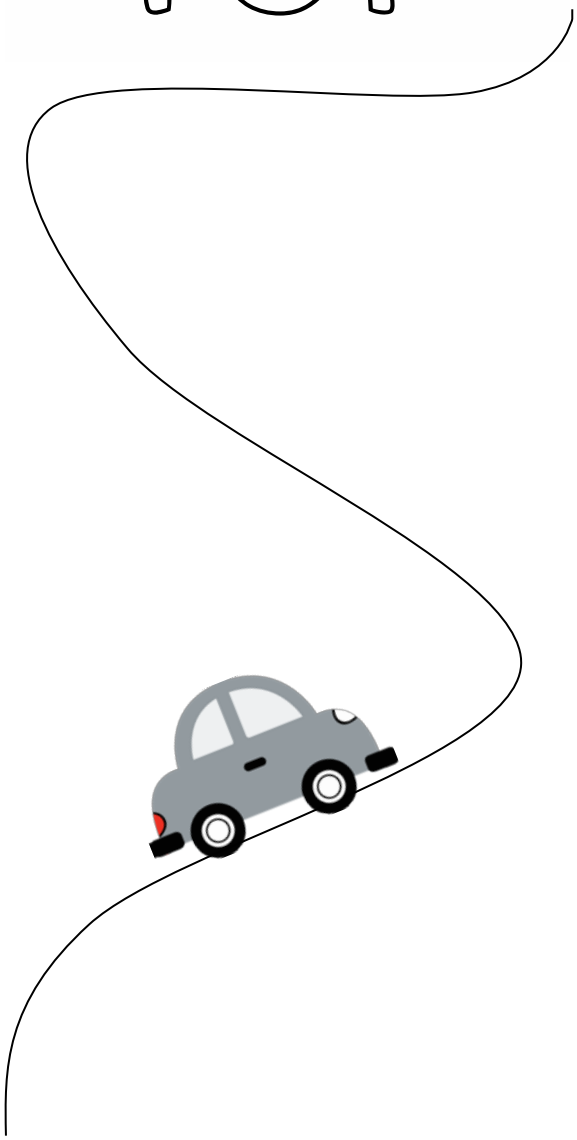
Roll the die and look at the letter that lands on top. Trace that letter in the box next to START. Continue rolling and writing until you reach a finish line. Did the uppercase or lowercase letter win?

Race to the TOP

FINISH

J
J
J
J
J
J
J
J

START



FINISH

j
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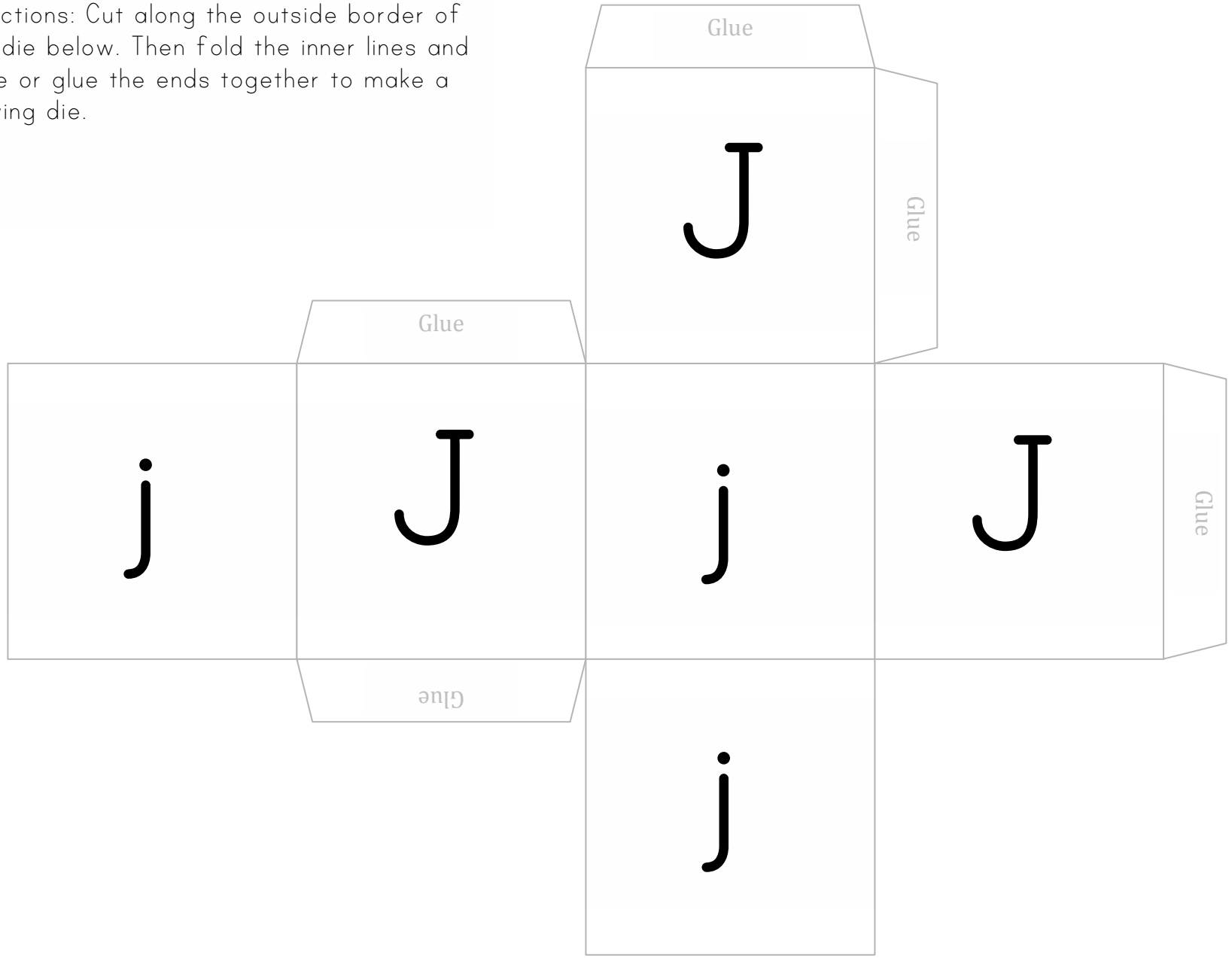
j

START

© Playdough to Plato 2013.

Directions: Cut along the outside border of the die below. Then fold the inner lines and tape or glue the ends together to make a playing die.



© Playdough to Plato 2014.

Name _____

Roll the die and look at the letter that lands on top. Trace that letter in the box next to START. Continue rolling and writing until you reach a finish line. Did the uppercase or lowercase letter win?

FINISH

K

K

K

K

K

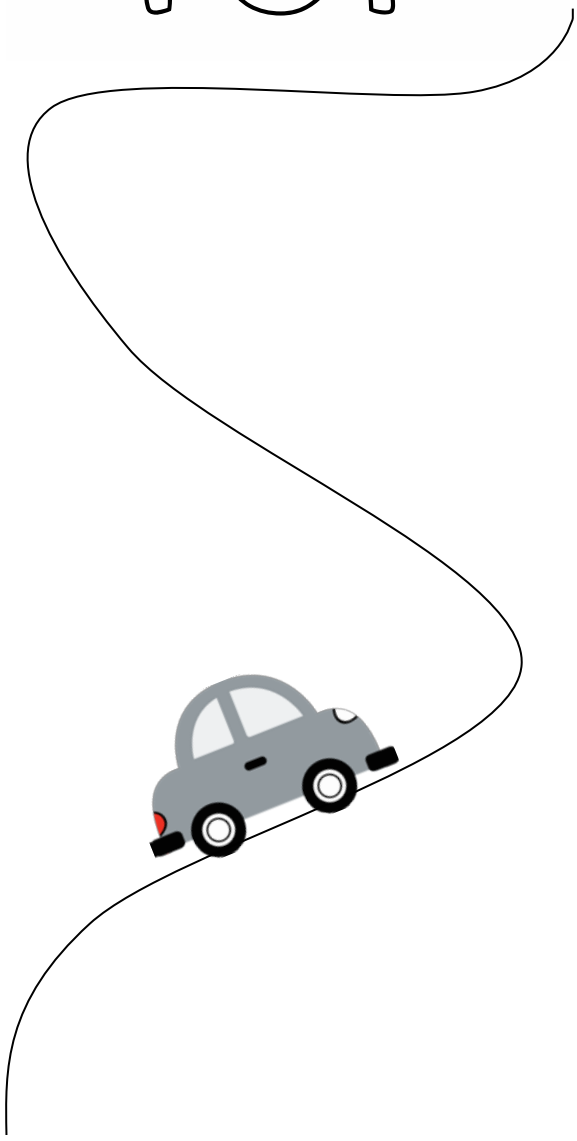
K

K

K

START

Race to the TOP



FINISH

k

k

k

k

k

k

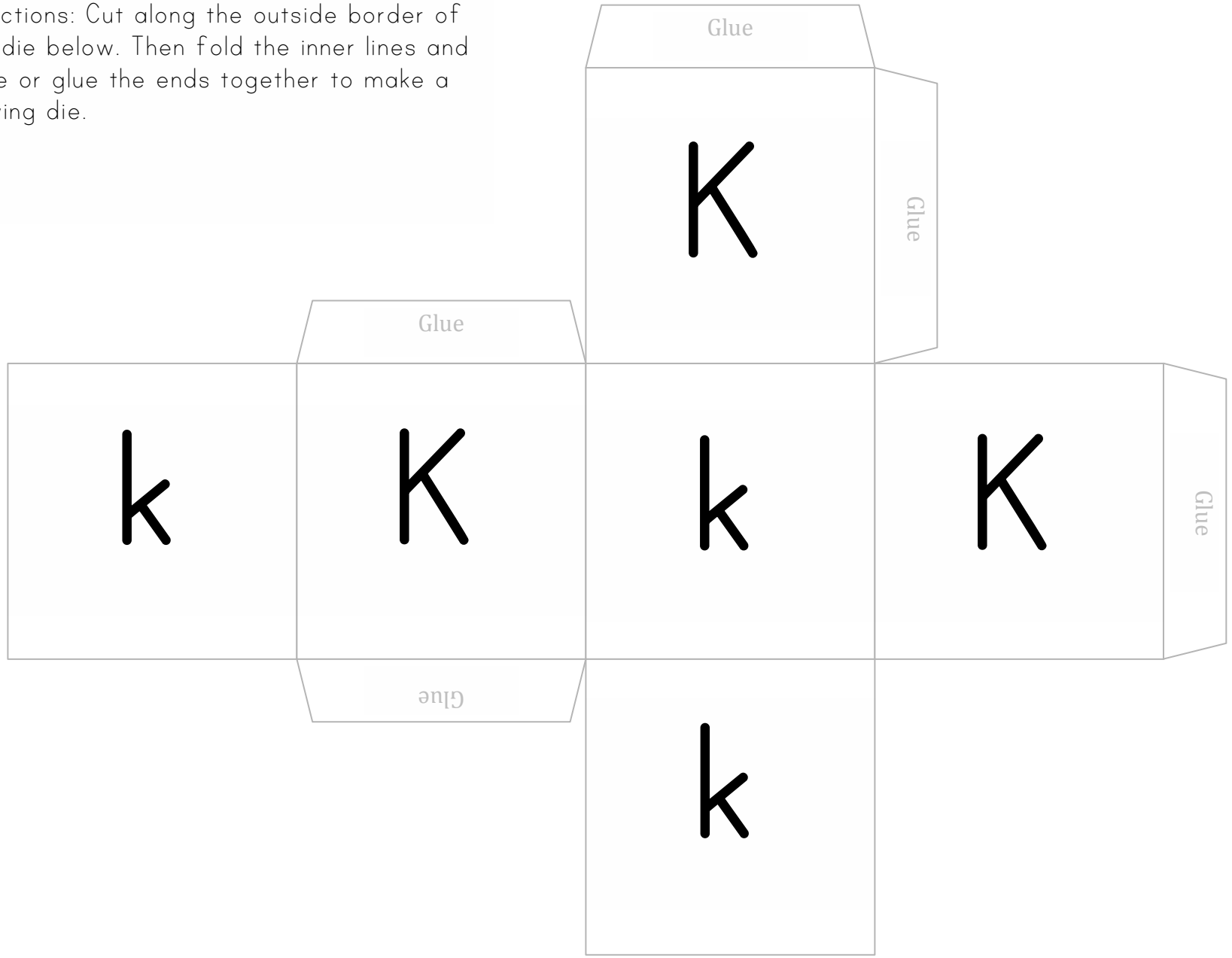
k

k

START

© Playdough to Plato 2013.

Directions: Cut along the outside border of the die below. Then fold the inner lines and tape or glue the ends together to make a playing die.



© Playdough to Plato 2014.

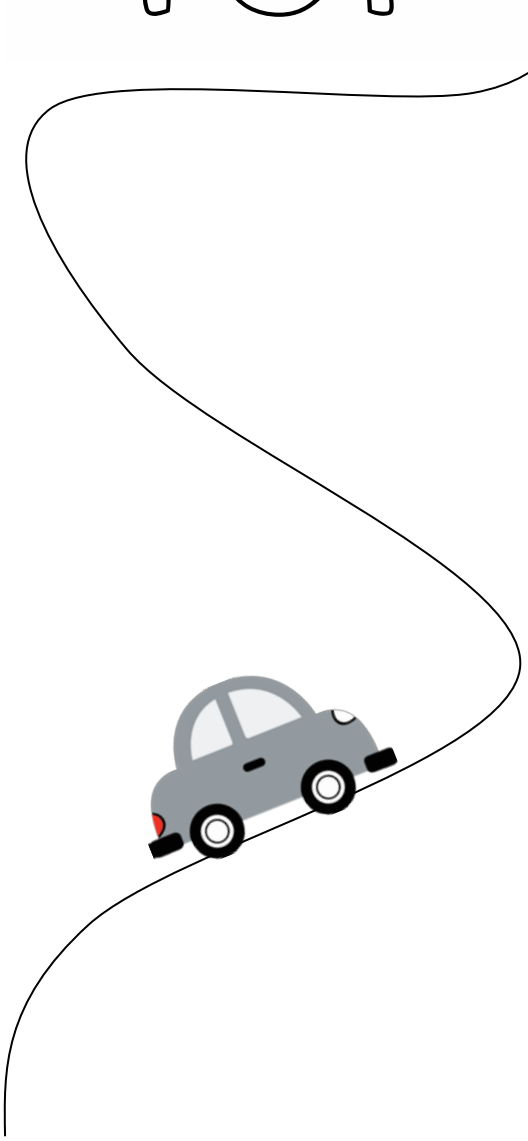
Name _____

Roll the die and look at the letter that lands on top. Trace that letter in the box next to START. Continue rolling and writing until you reach a finish line. Did the uppercase or lowercase letter win?

FINISH

Race to the TOP

FINISH

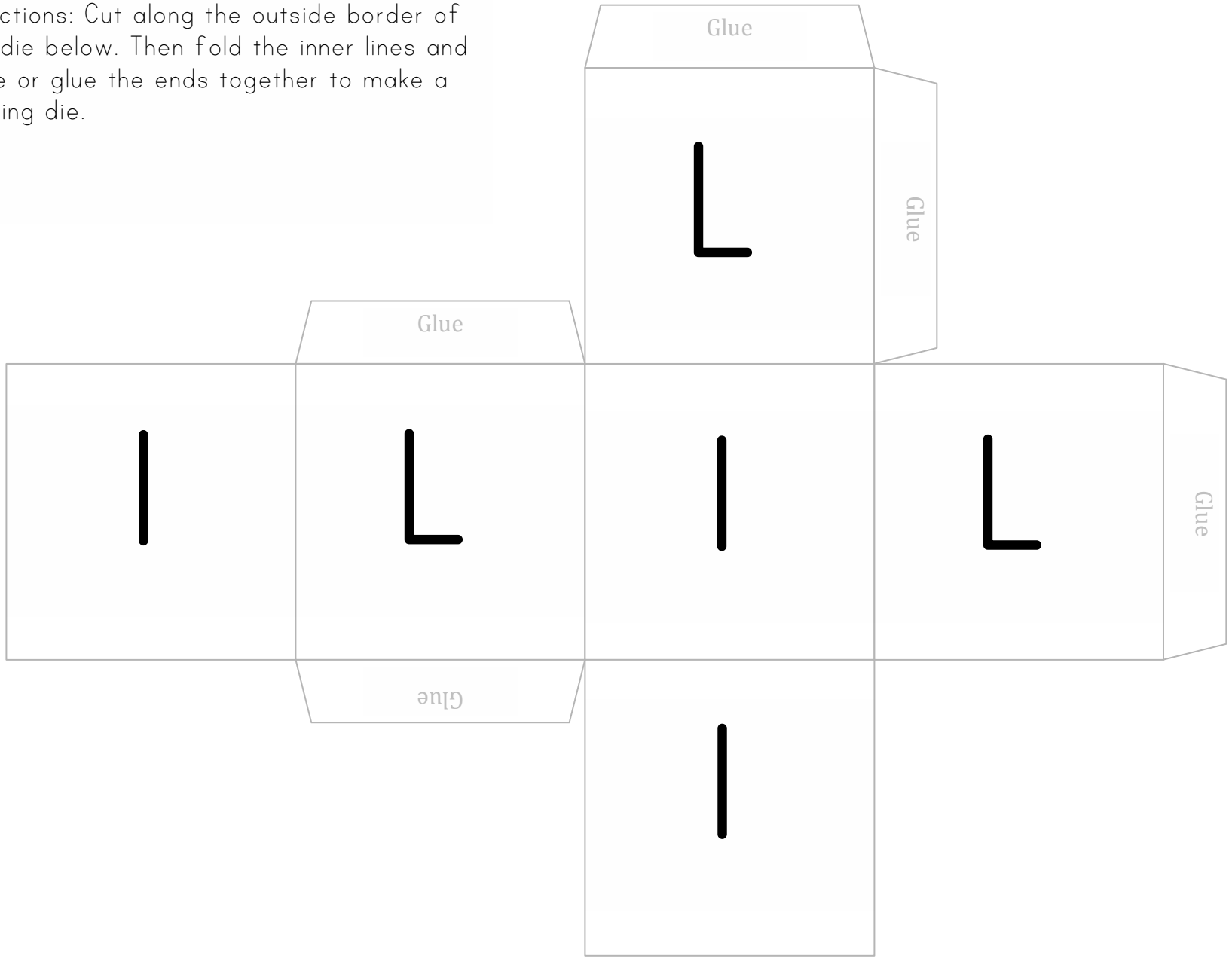


START

START

© Playdough to Plato 2013.

Directions: Cut along the outside border of the die below. Then fold the inner lines and tape or glue the ends together to make a playing die.



© Playdough to Plato 2014.

Name _____

Roll the die and look at the letter that lands on top. Trace that letter in the box next to START. Continue rolling and writing until you reach a finish line. Did the uppercase or lowercase letter win?

Race to the TOP

FINISH

M
M
M
M
M
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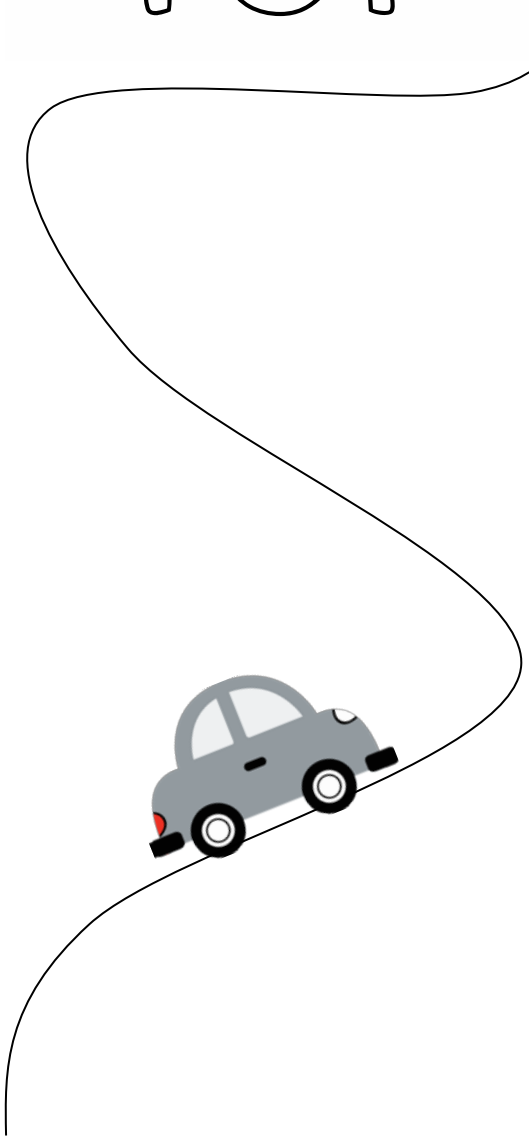
M
M

START



FINISH

m
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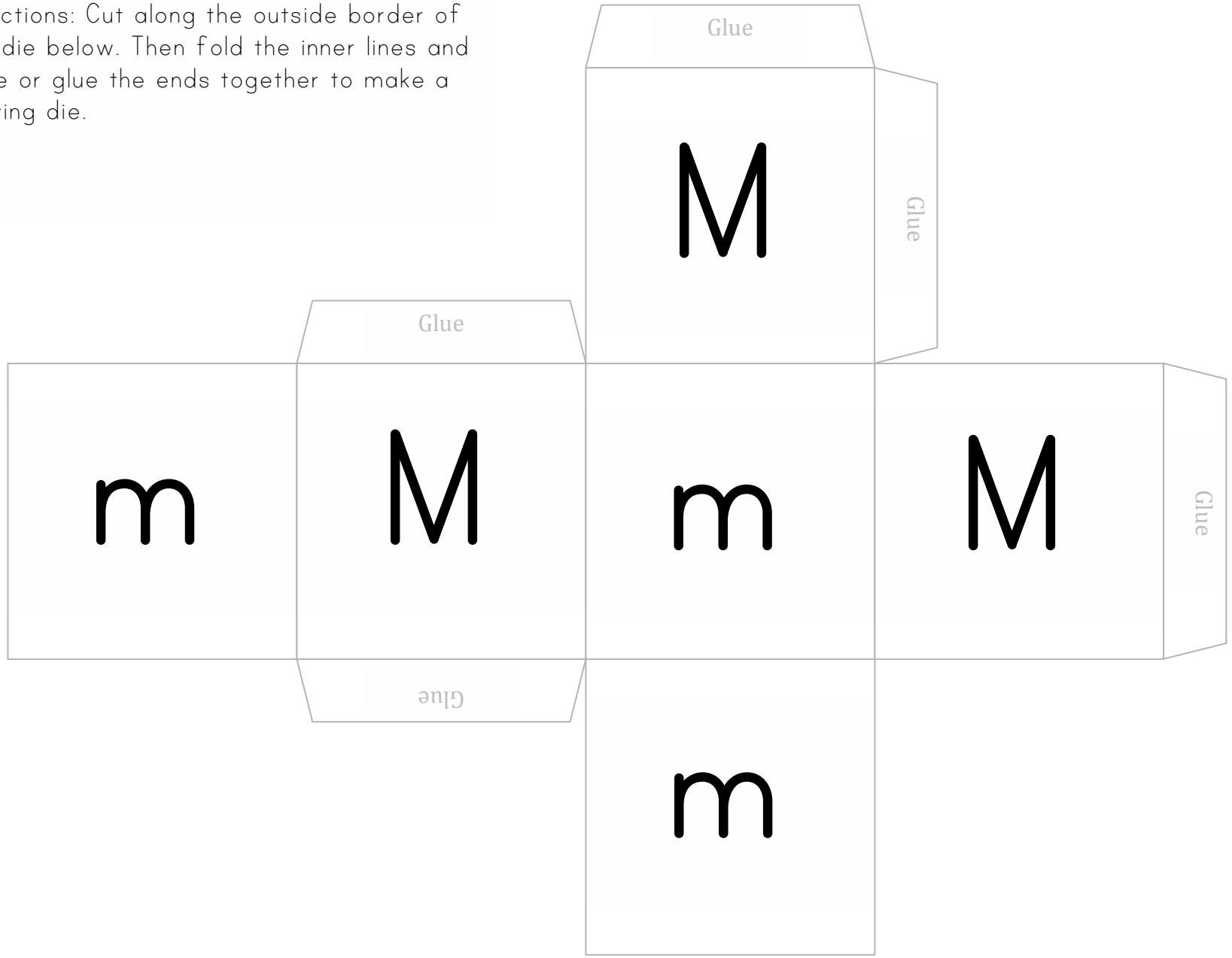
START

© Playdough to Plato 2013.

Directions: Cut along the outside border of the die below. Then fold the inner lines and tape or glue the ends together to make a playing die.



© Playdough to Plato 2014.

Name _____

Roll the die and look at the letter that lands on top. Trace that letter in the box next to START. Continue rolling and writing until you reach a finish line. Did the uppercase or lowercase letter win?

FINISH

N

N

N

N

N

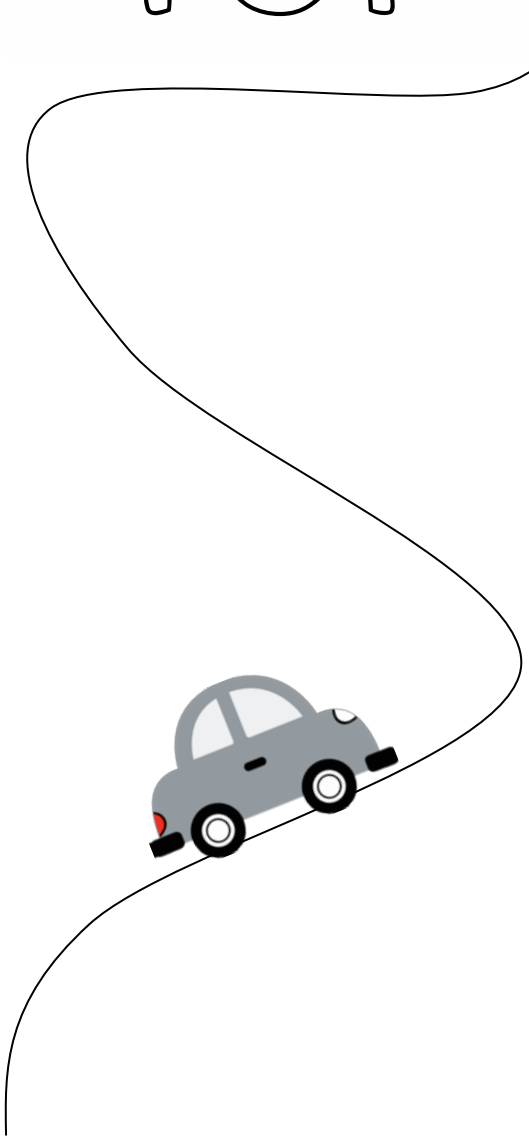
N

N

N

START

Race to the TOP



FINISH

n

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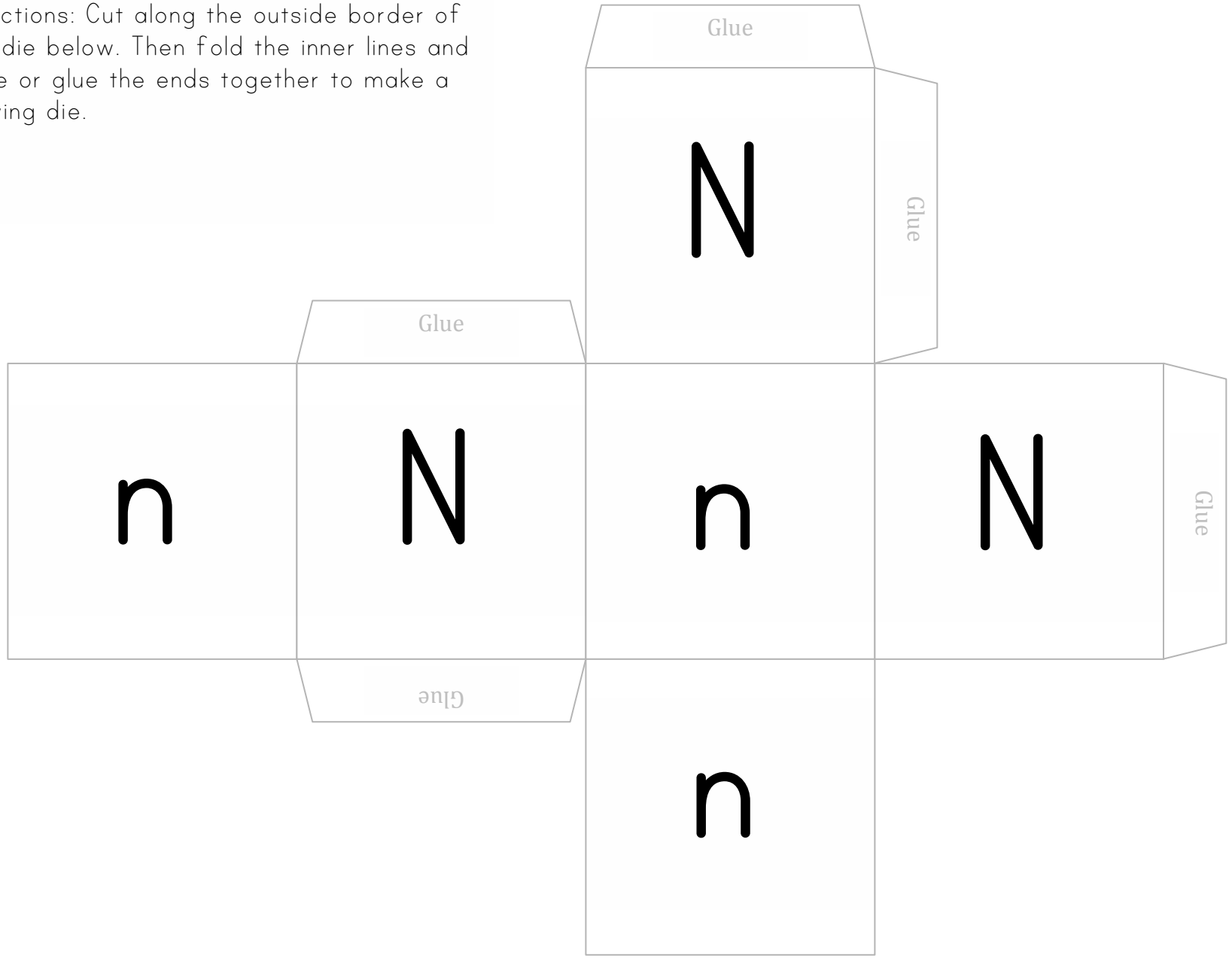
START

© Playdough to Plato 2013.

Directions: Cut along the outside border of the die below. Then fold the inner lines and tape or glue the ends together to make a playing die.



© Playdough to Plato 2014.

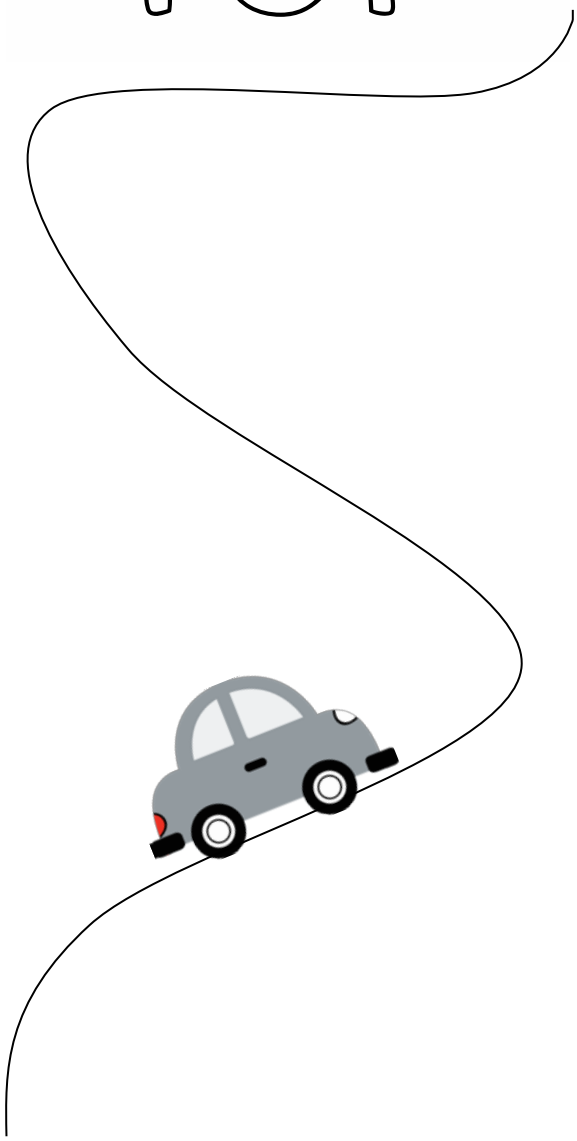
Name _____

Roll the die and look at the letter that lands on top. Trace that letter in the box next to START. Continue rolling and writing until you reach a finish line. Did the uppercase or lowercase letter win?

Race to the TOP

FINISH

START

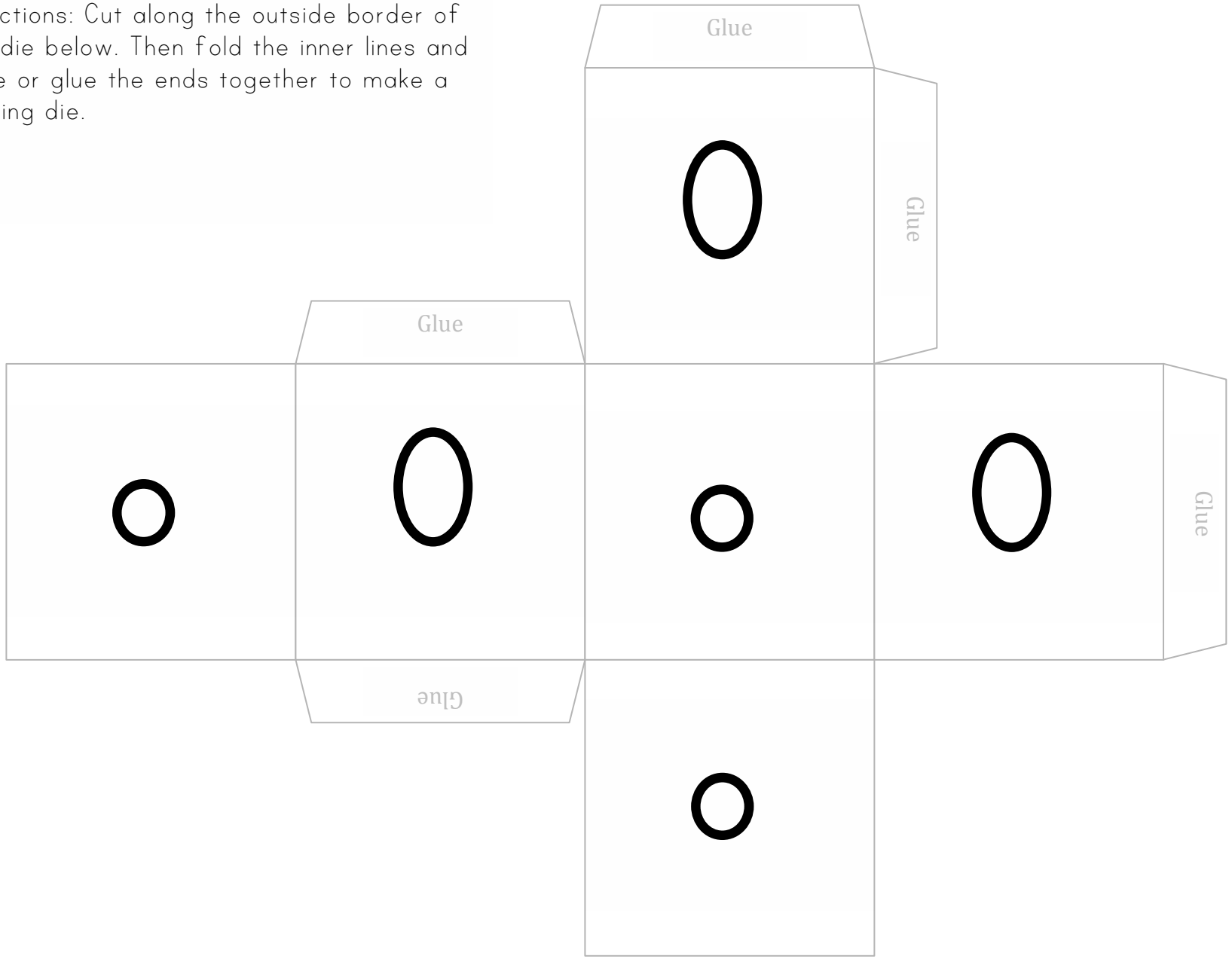


FINISH

START

© Playdough to Plato 2013.

Directions: Cut along the outside border of the die below. Then fold the inner lines and tape or glue the ends together to make a playing die.



© Playdough to Plato 2014.

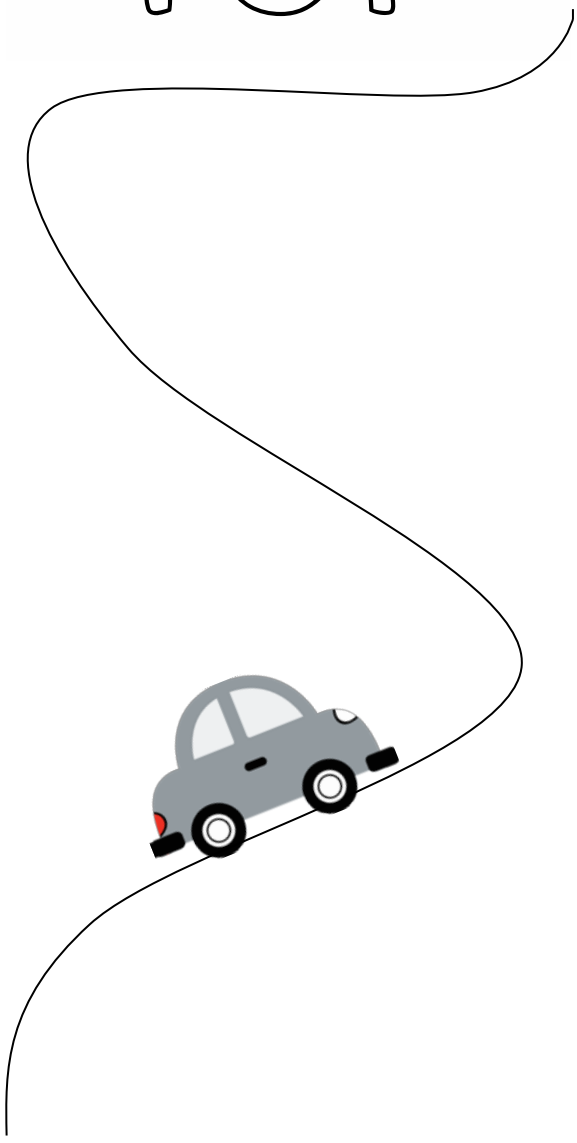
Name _____

Roll the die and look at the letter that lands on top. Trace that letter in the box next to START. Continue rolling and writing until you reach a finish line. Did the uppercase or lowercase letter win?

FINISH

Race to the TOP

FINISH



p	p
p	p
p	p
p	p
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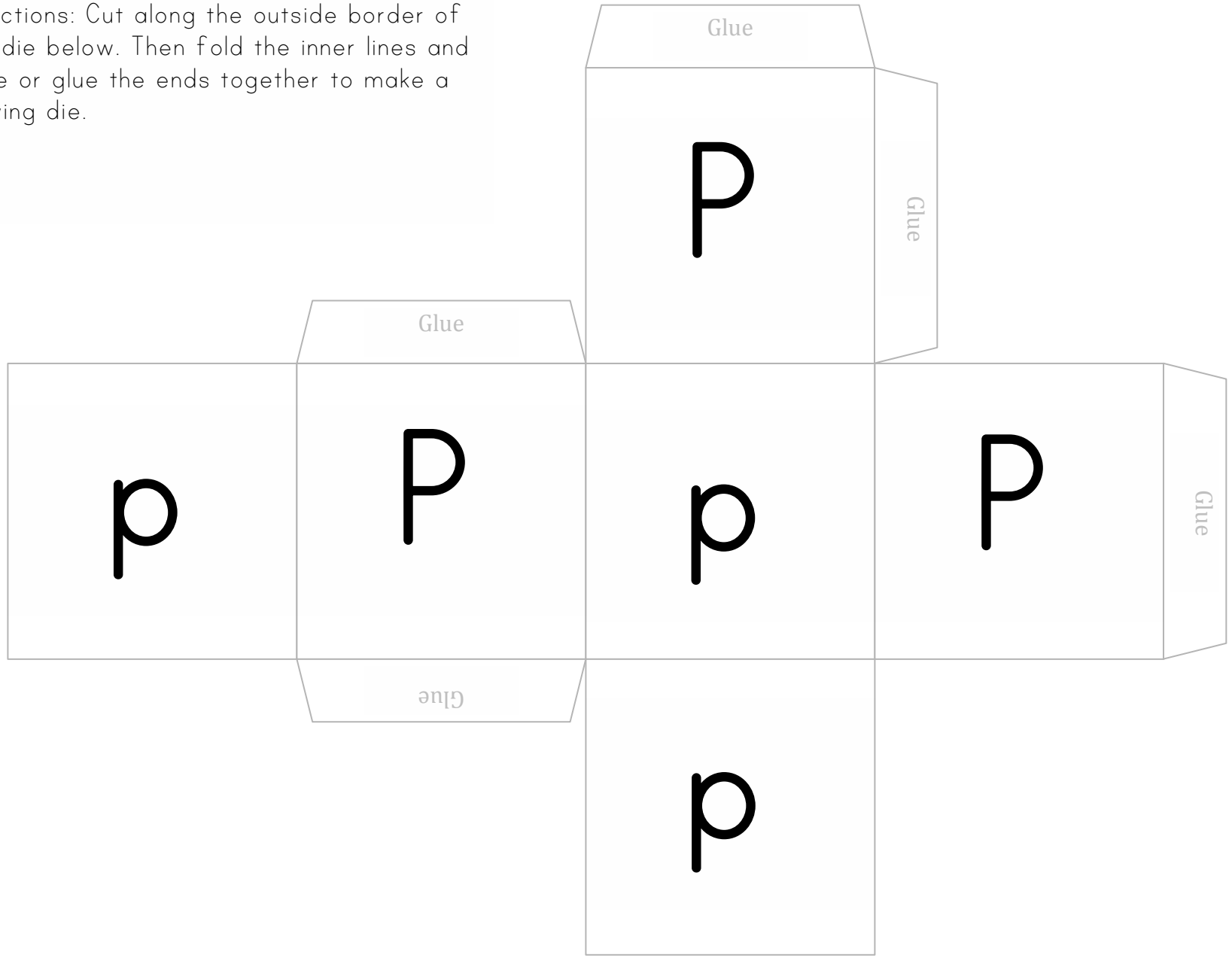
START START

© Playdough to Plato 2013.

Directions: Cut along the outside border of the die below. Then fold the inner lines and tape or glue the ends together to make a playing die.



© Playdough to Plato 2014.

Name _____

Roll the die and look at the letter that lands on top. Trace that letter in the box next to START. Continue rolling and writing until you reach a finish line. Did the uppercase or lowercase letter win?

Race to the TOP

FINISH

Q
Q
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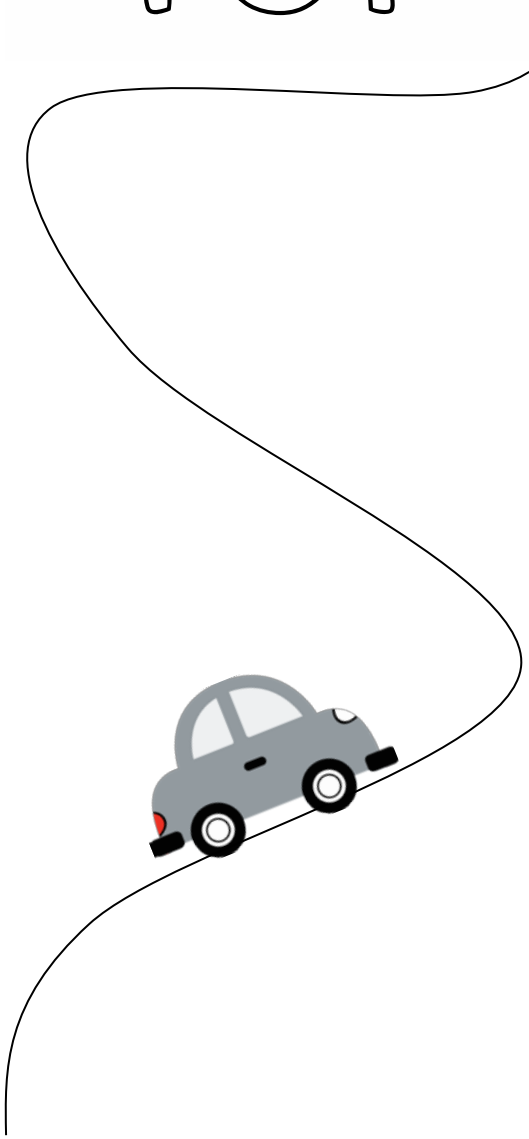
Q

START



FINISH

q
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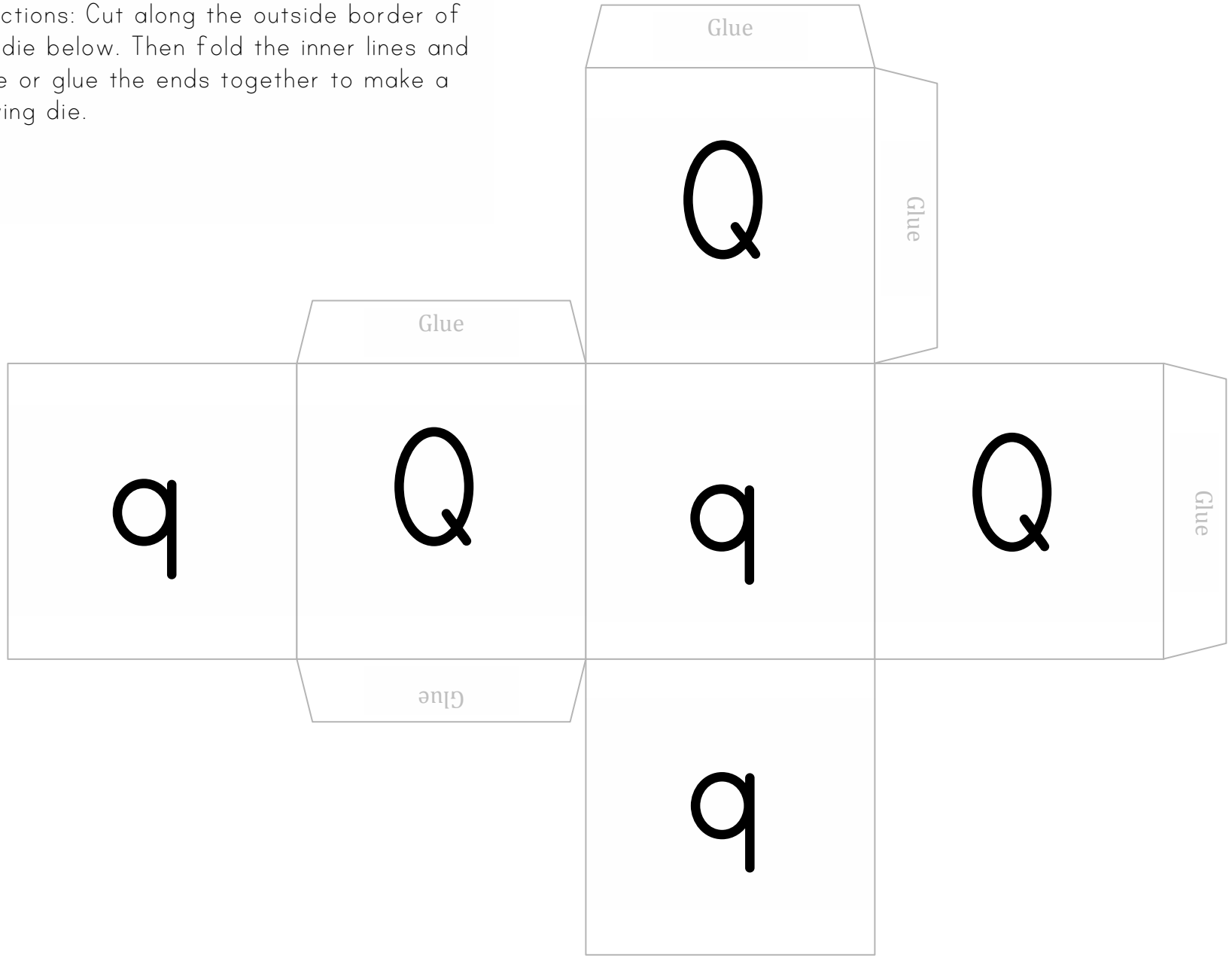
START

© Playdough to Plato 2013.

Directions: Cut along the outside border of the die below. Then fold the inner lines and tape or glue the ends together to make a playing die.



© Playdough to Plato 2014.

Name _____

Roll the die and look at the letter that lands on top. Trace that letter in the box next to START. Continue rolling and writing until you reach a finish line. Did the uppercase or lowercase letter win?

Race to the TOP

FINISH

R
R
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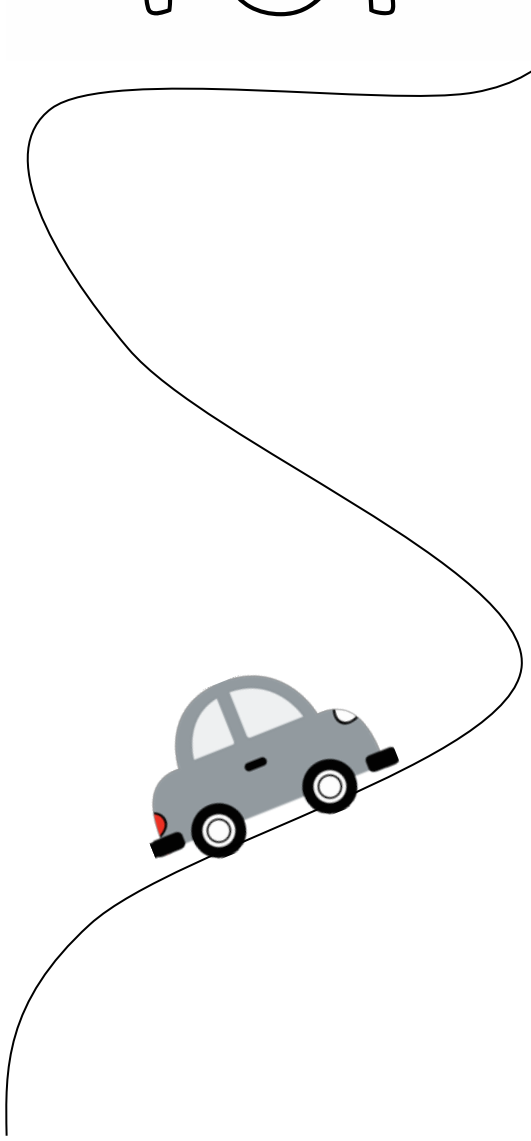
R

START



FINISH

r
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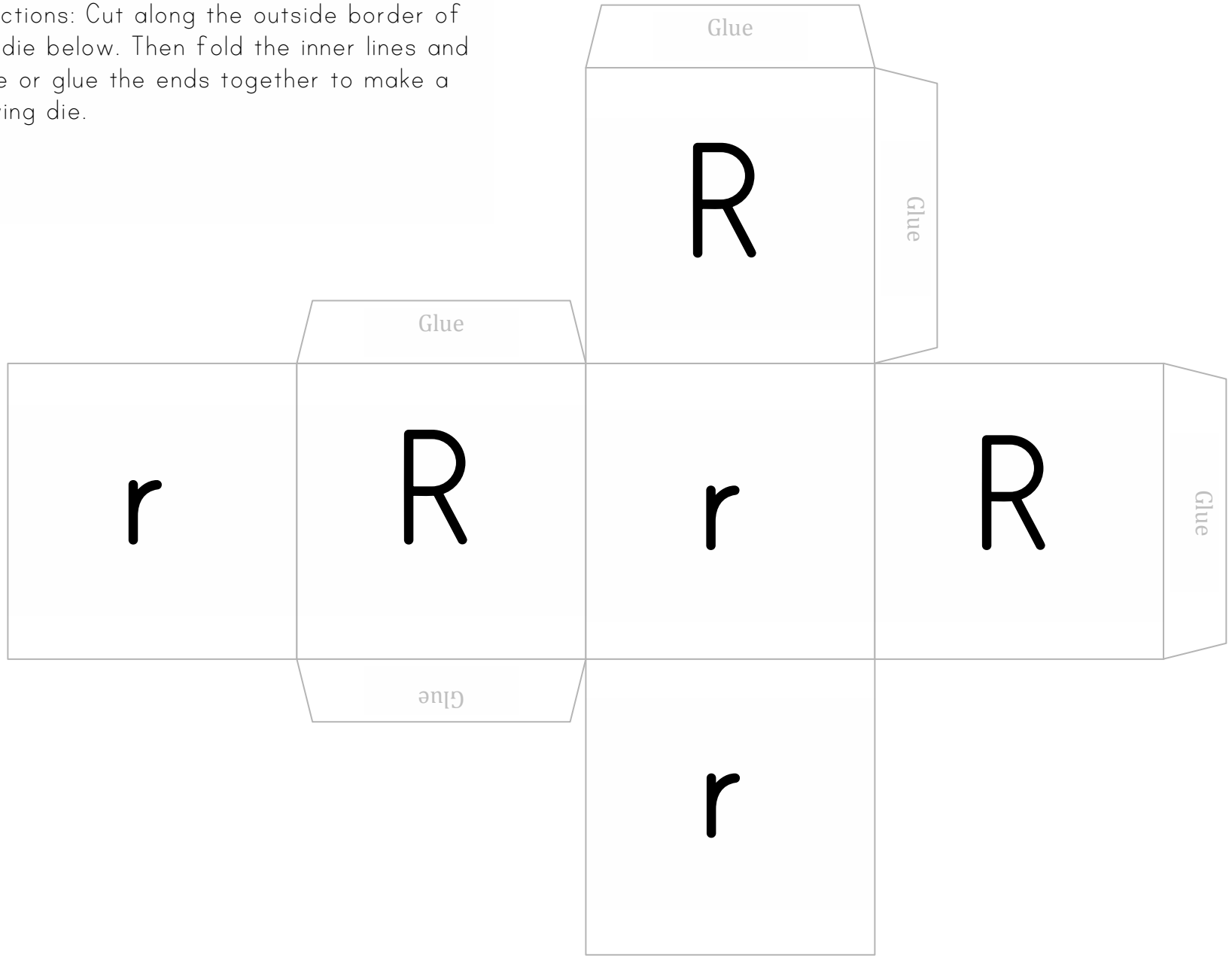
START

© Playdough to Plato 2013.

Directions: Cut along the outside border of the die below. Then fold the inner lines and tape or glue the ends together to make a playing die.



© Playdough to Plato 2014.

Name _____

Roll the die and look at the letter that lands on top. Trace that letter in the box next to START. Continue rolling and writing until you reach a finish line. Did the uppercase or lowercase letter win?

FINISH

s

s

s

s

s

s

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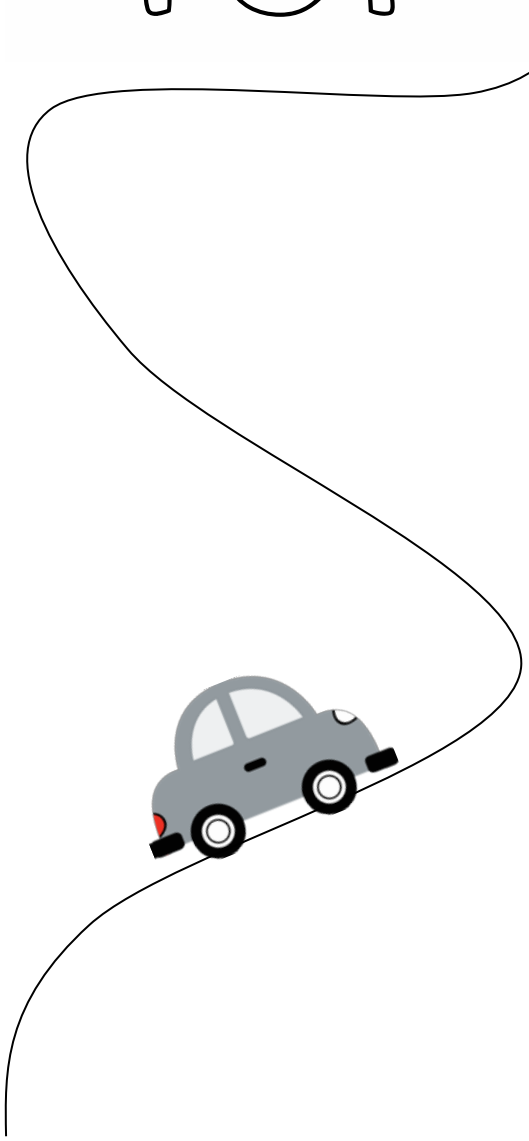
s

START

Race to the TOP



FINISH

s

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START

© Playdough to Plato 2013.

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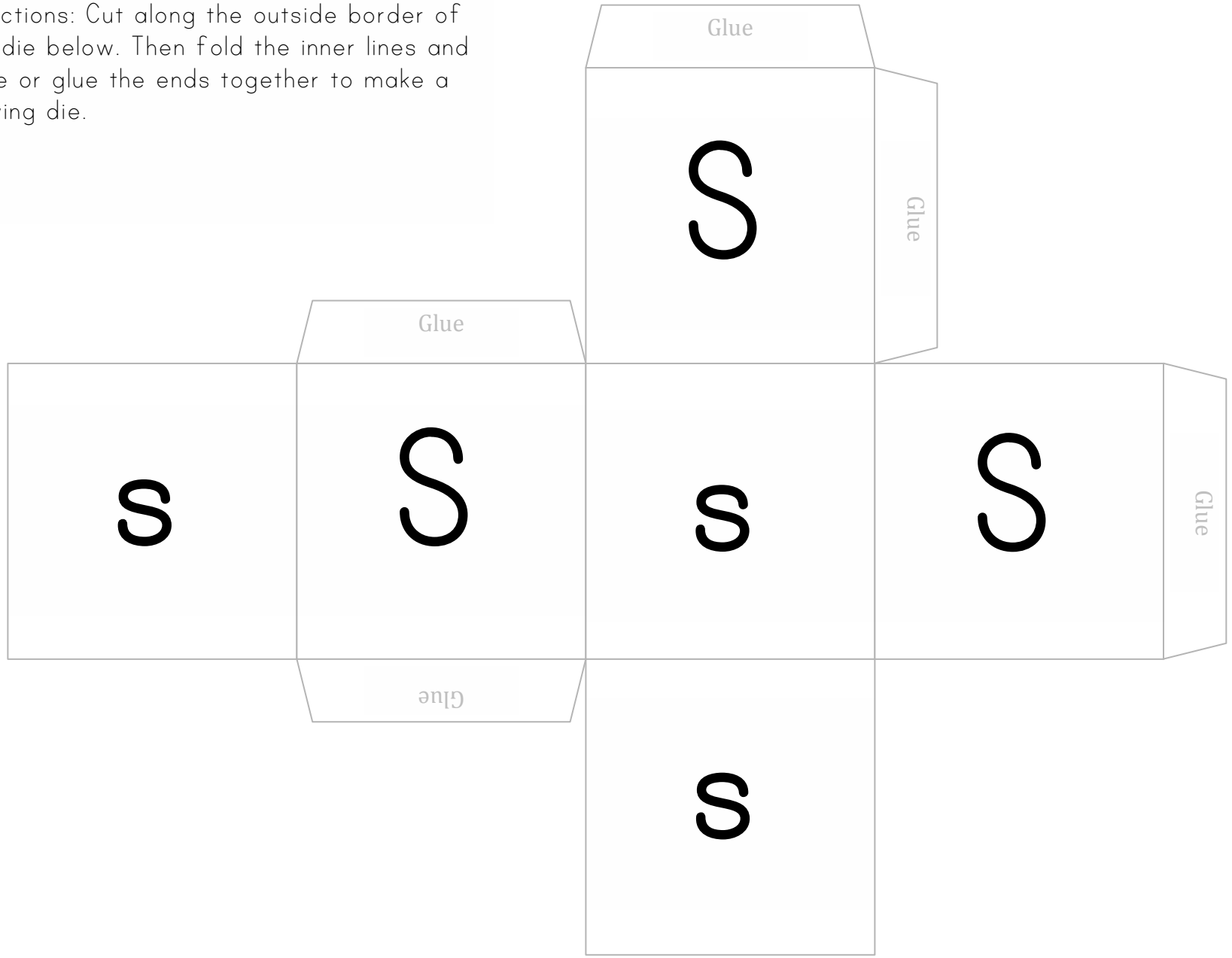


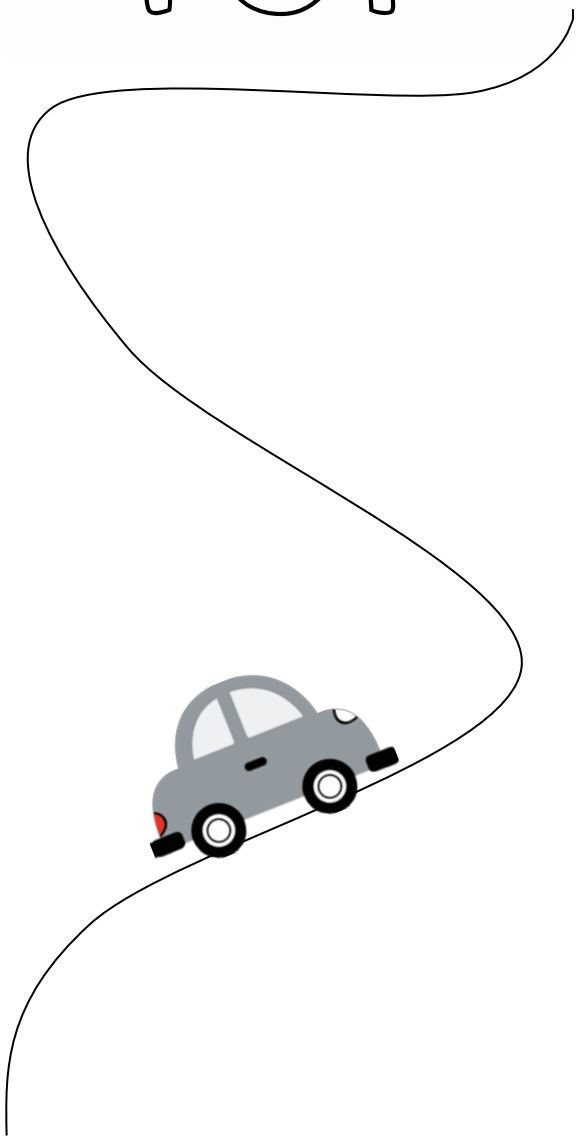
© Playdough to Plato 2014.

Name _____

Roll the die and look at the letter that lands on top. Trace that letter in the box next to START. Continue rolling and writing until you reach a finish line. Did the uppercase or lowercase letter win?

FINISH

Race to the TOP



FINISH

START

START

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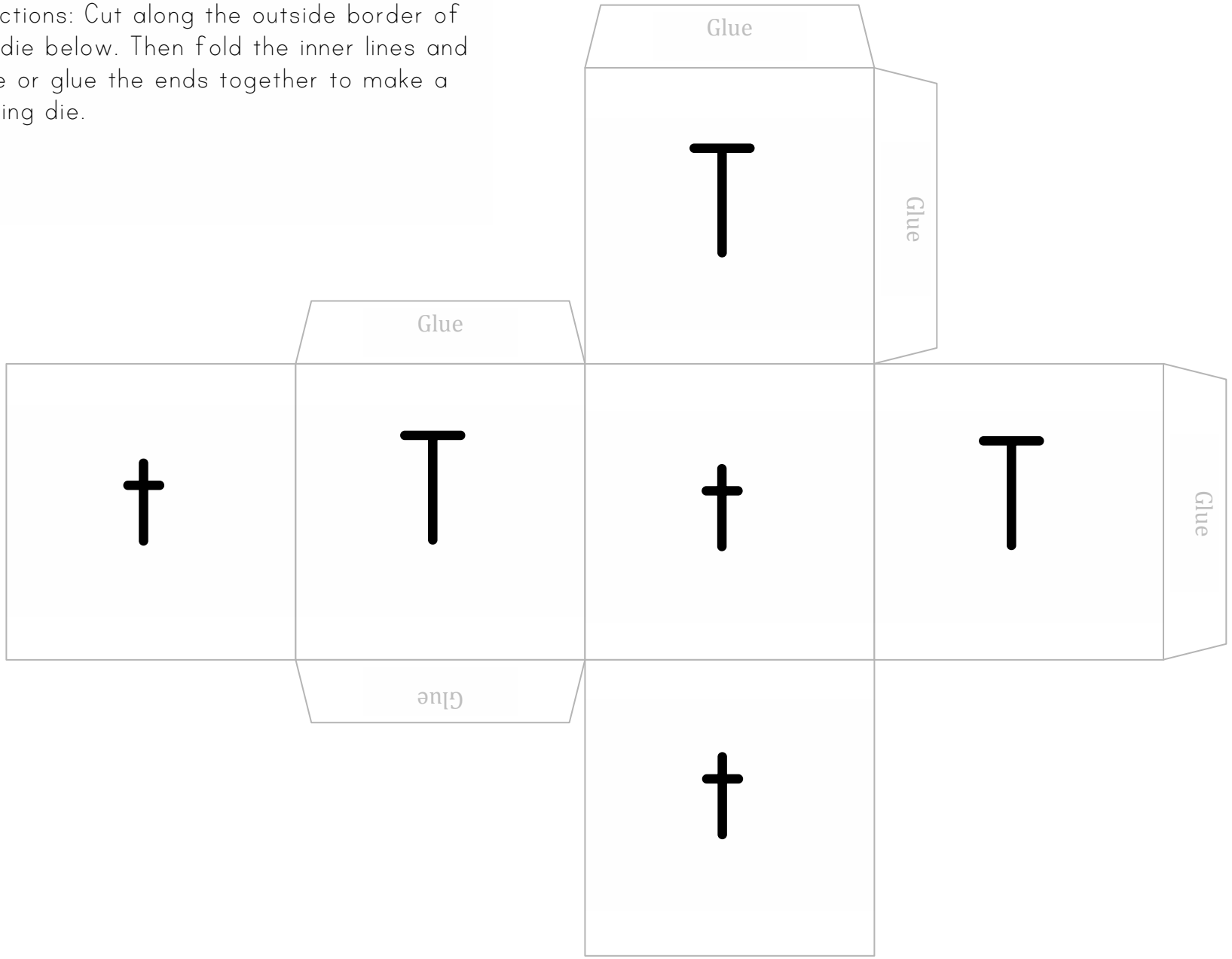

© Playdough to Plato 2014.

Name _____

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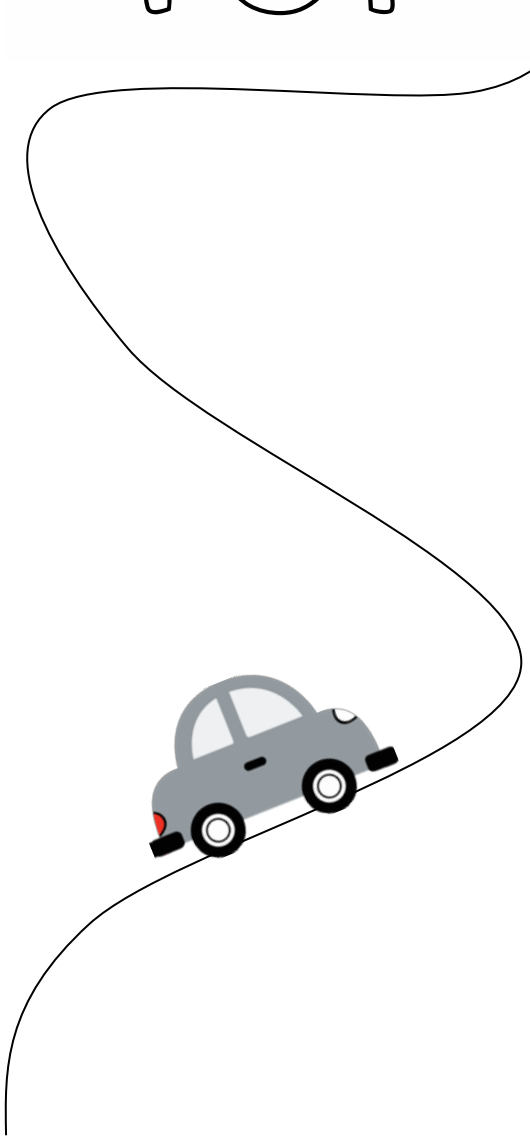
FINISH

Race to the TOP

FINISH



U
U
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START

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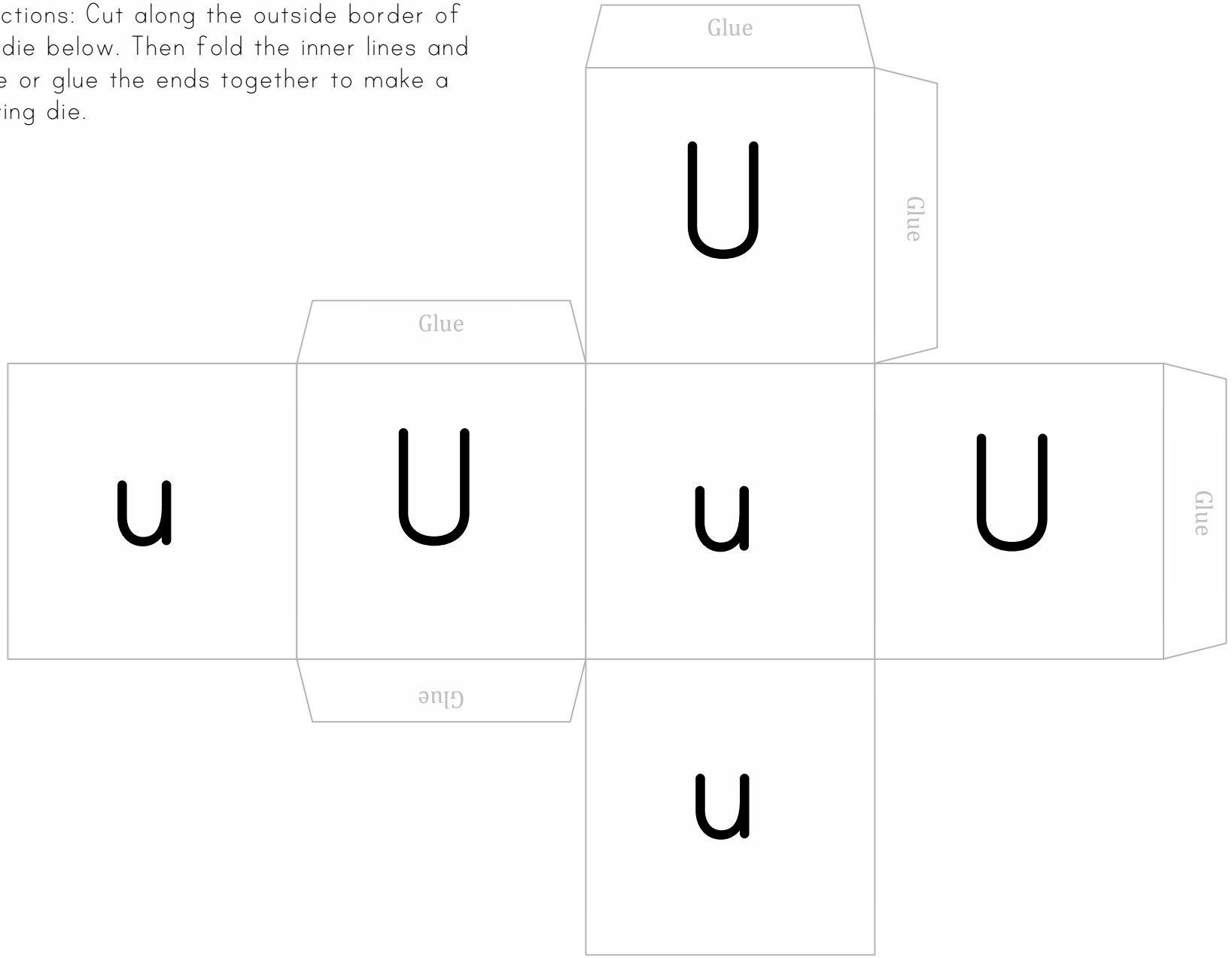
START

© Playdough to Plato 2013.

Directions: Cut along the outside border of the die below. Then fold the inner lines and tape or glue the ends together to make a playing die.



© Playdough to Plato 2014.

Name _____

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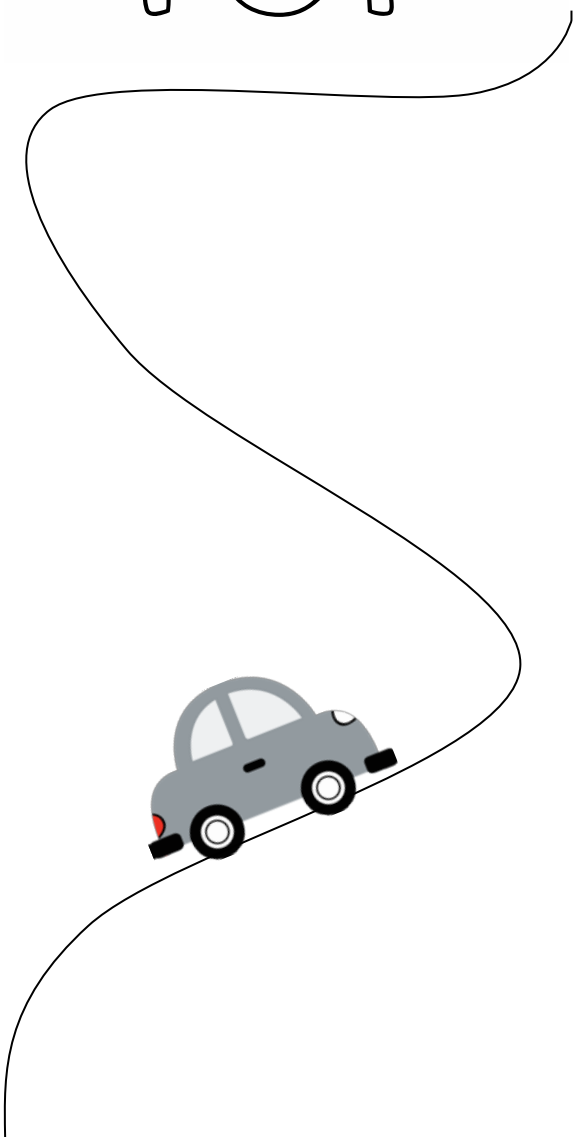
Race to the TOP

FINISH

FINISH



START

START

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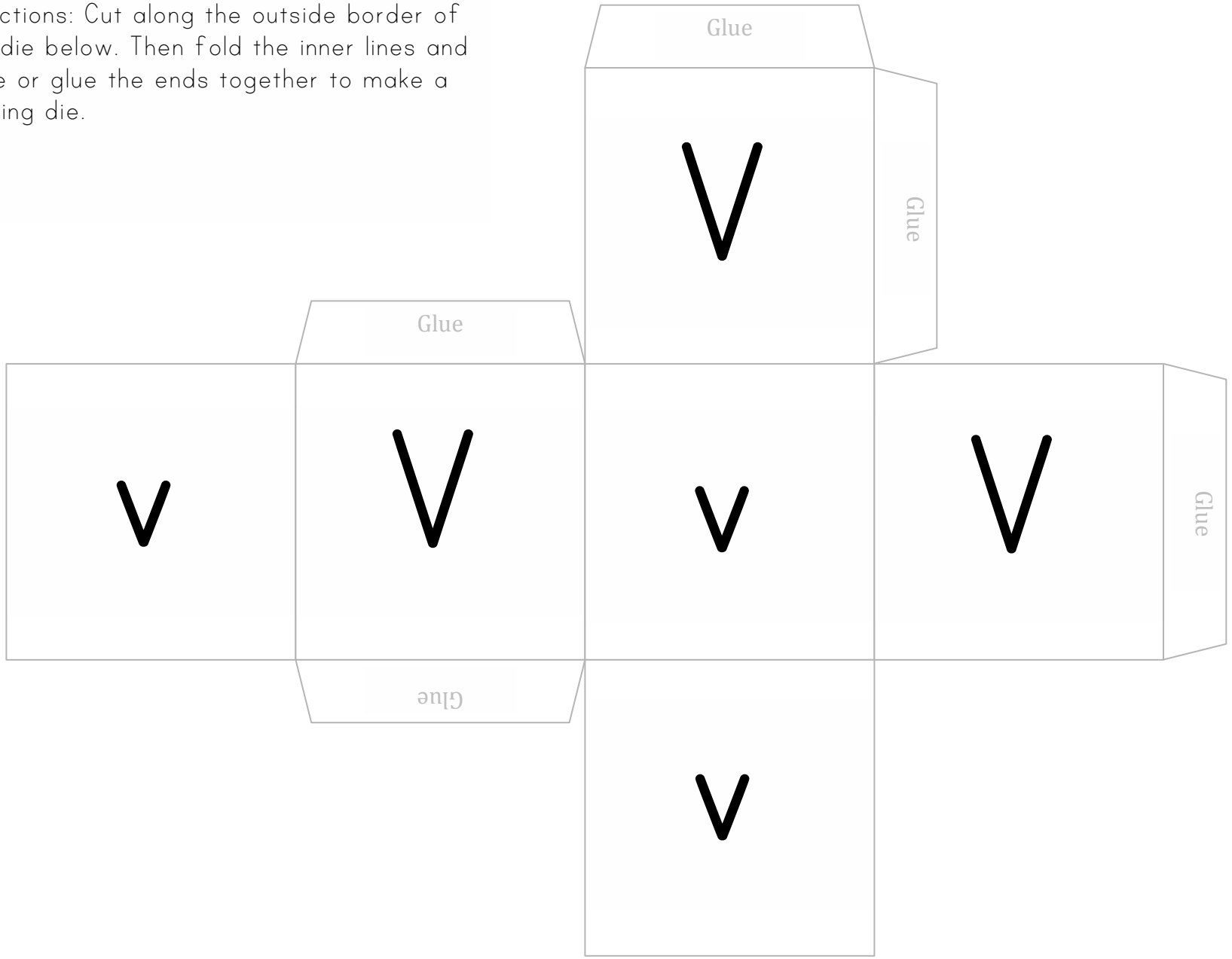


© Playdough to Plato 2014.

Name _____

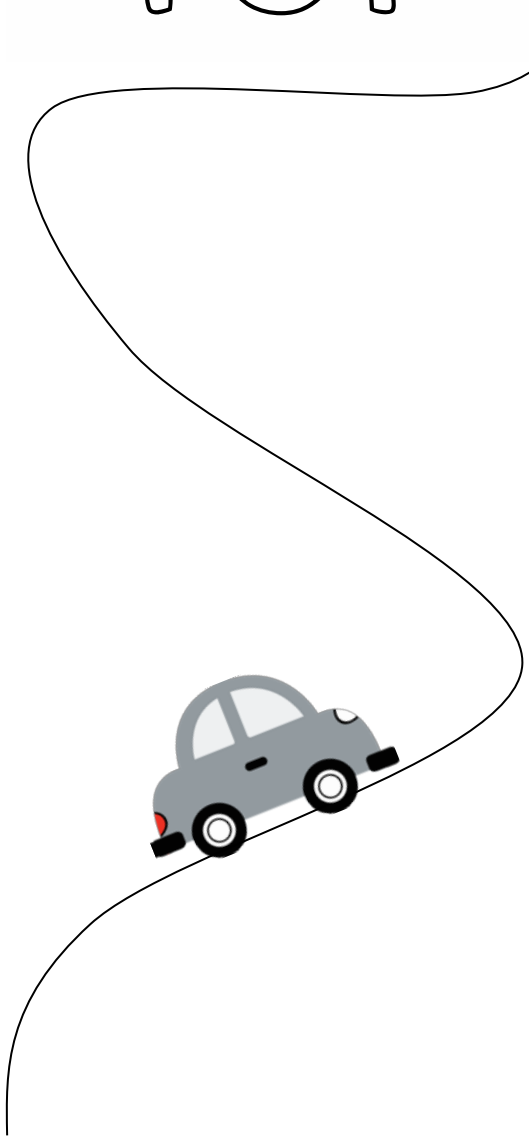
Roll the die and look at the letter that lands on top. Trace that letter in the box next to START. Continue rolling and writing until you reach a finish line. Did the uppercase or lowercase letter win?

FINISH

W
W
W
W
W
W
W
W

START

Race to the TOP



FINISH

w
w
w
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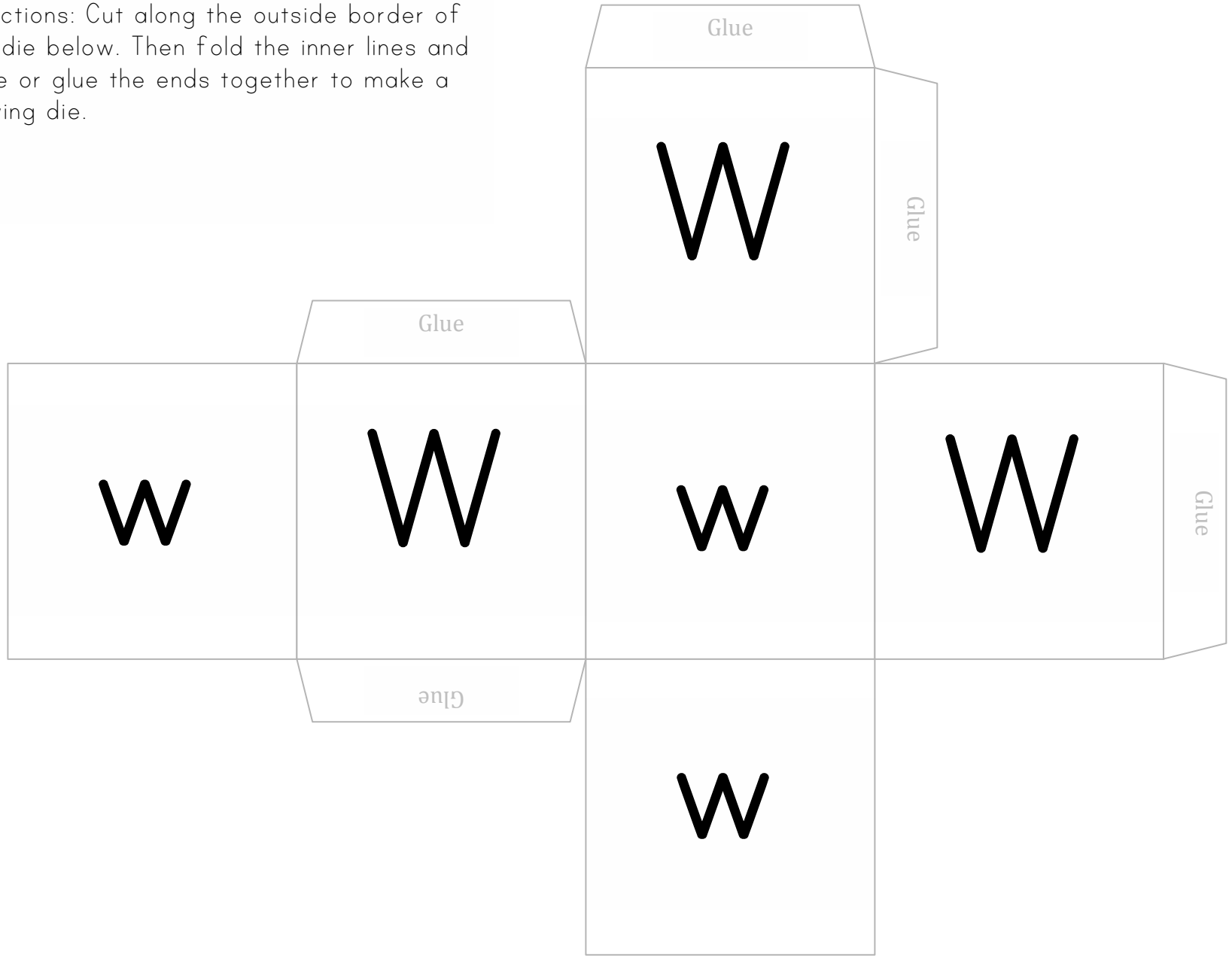
w

START

© Playdough to Plato 2013.

Directions: Cut along the outside border of the die below. Then fold the inner lines and tape or glue the ends together to make a playing die.



© Playdough to Plato 2014.

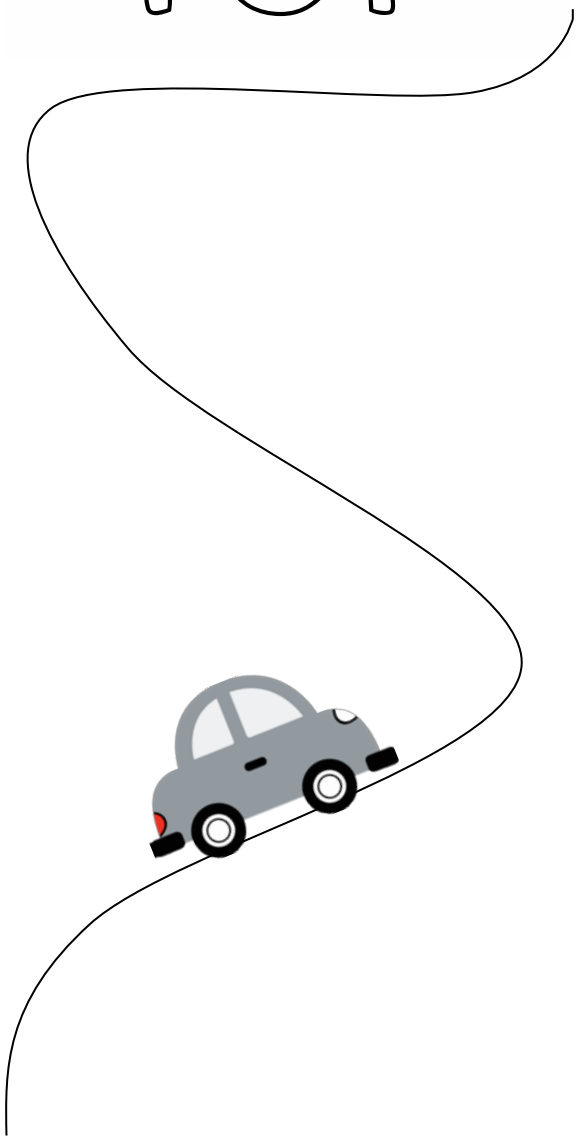
Name _____

Roll the die and look at the letter that lands on top. Trace that letter in the box next to START. Continue rolling and writing until you reach a finish line. Did the uppercase or lowercase letter win?

FINISH

Race to the TOP

FINISH



START

START

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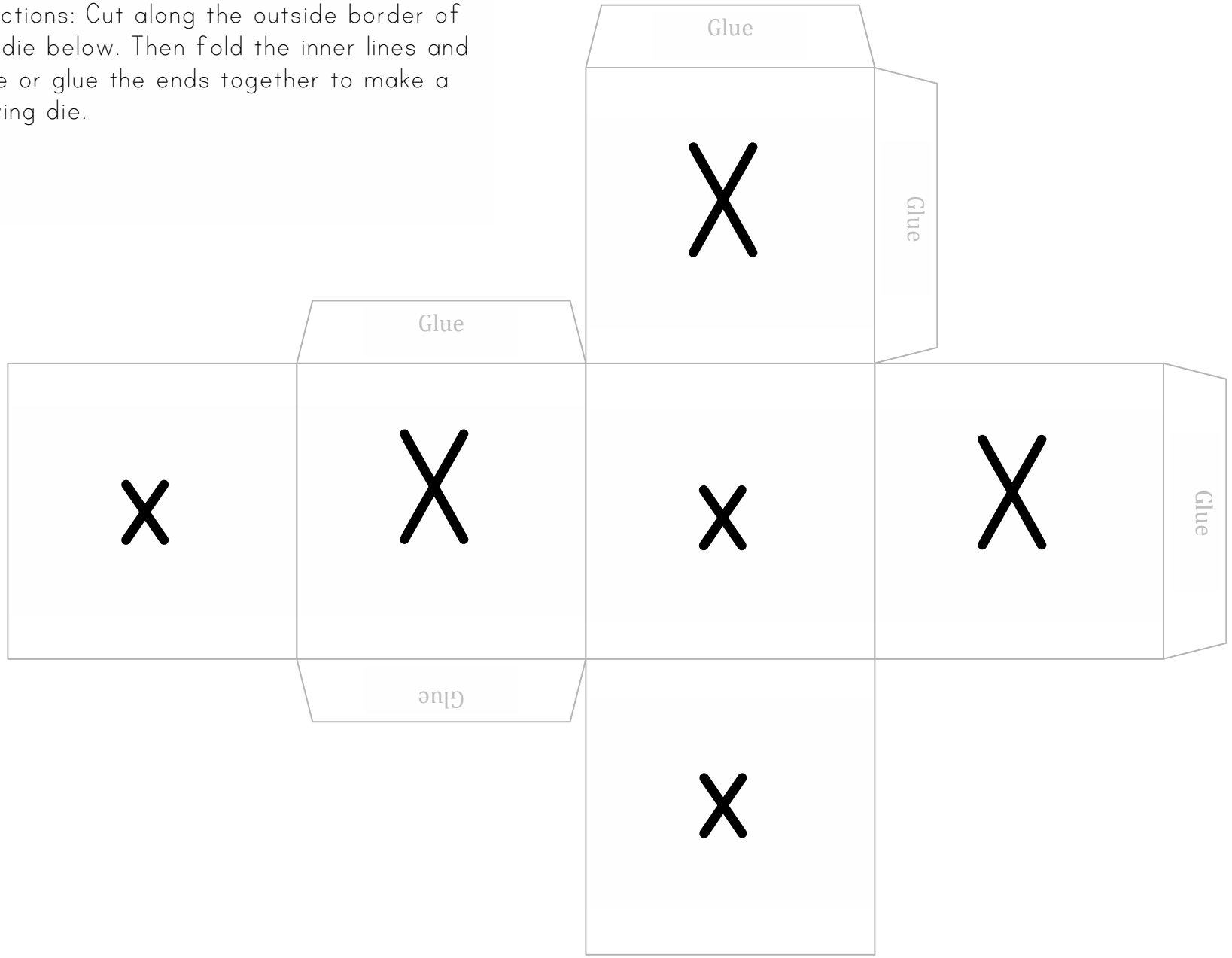
Directions: Cut along the outside border of the die below. Then fold the inner lines and tape or glue the ends together to make a playing die.



© Playdough to Plato 2014.

Name _____

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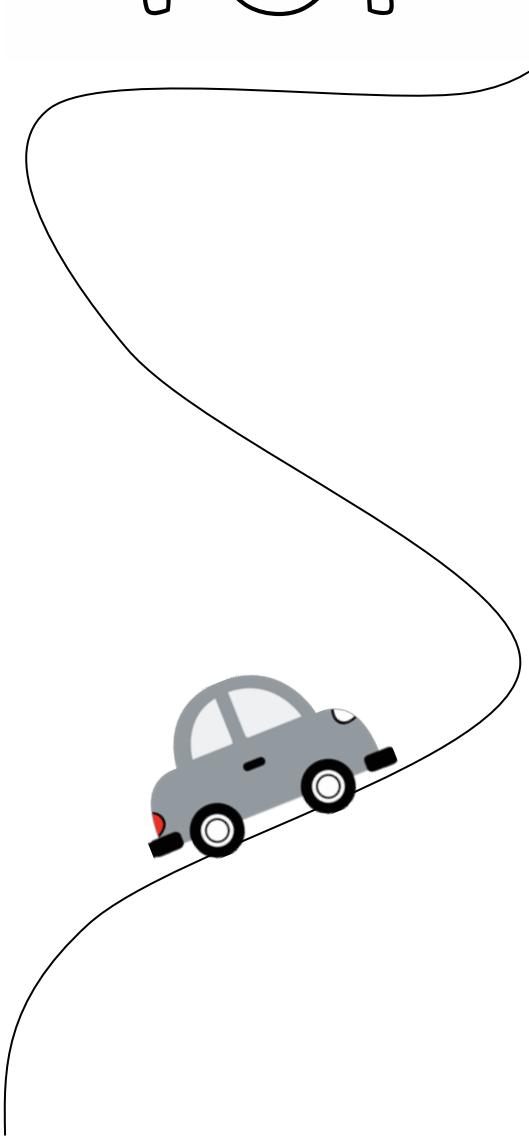
FINISH

Race to the TOP



FINISH

START

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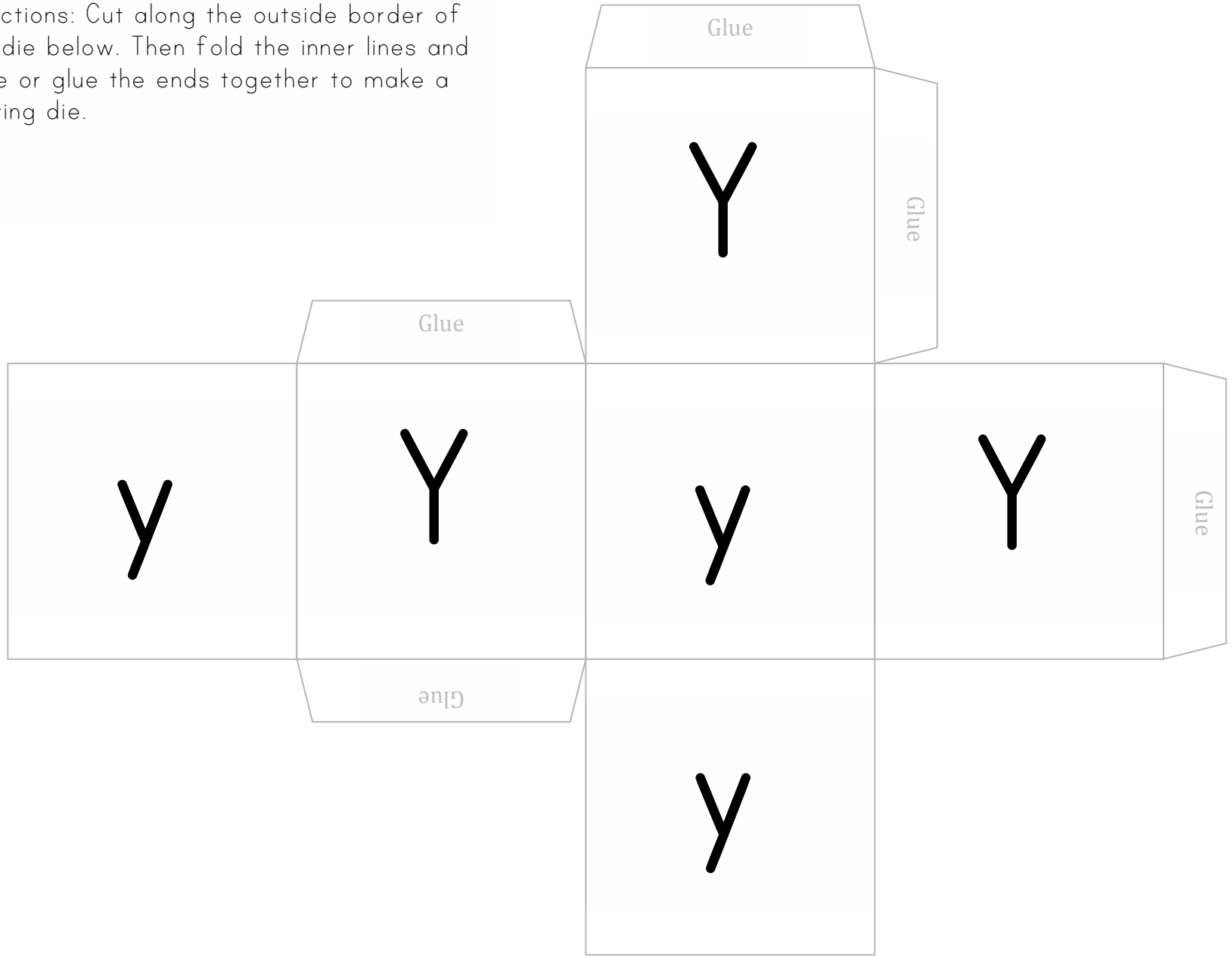

© Playdough to Plato 2014.

Name _____

Roll the die and look at the letter that lands on top. Trace that letter in the box next to START. Continue rolling and writing until you reach a finish line. Did the uppercase or lowercase letter win?

FINISH

z
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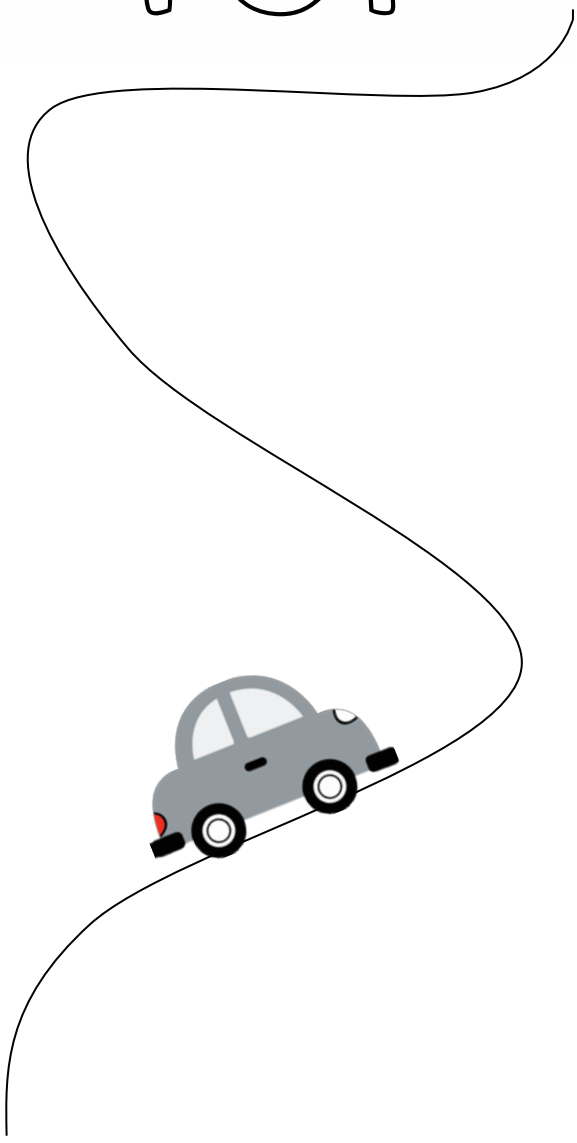
START

Race to the TOP



FINISH

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START

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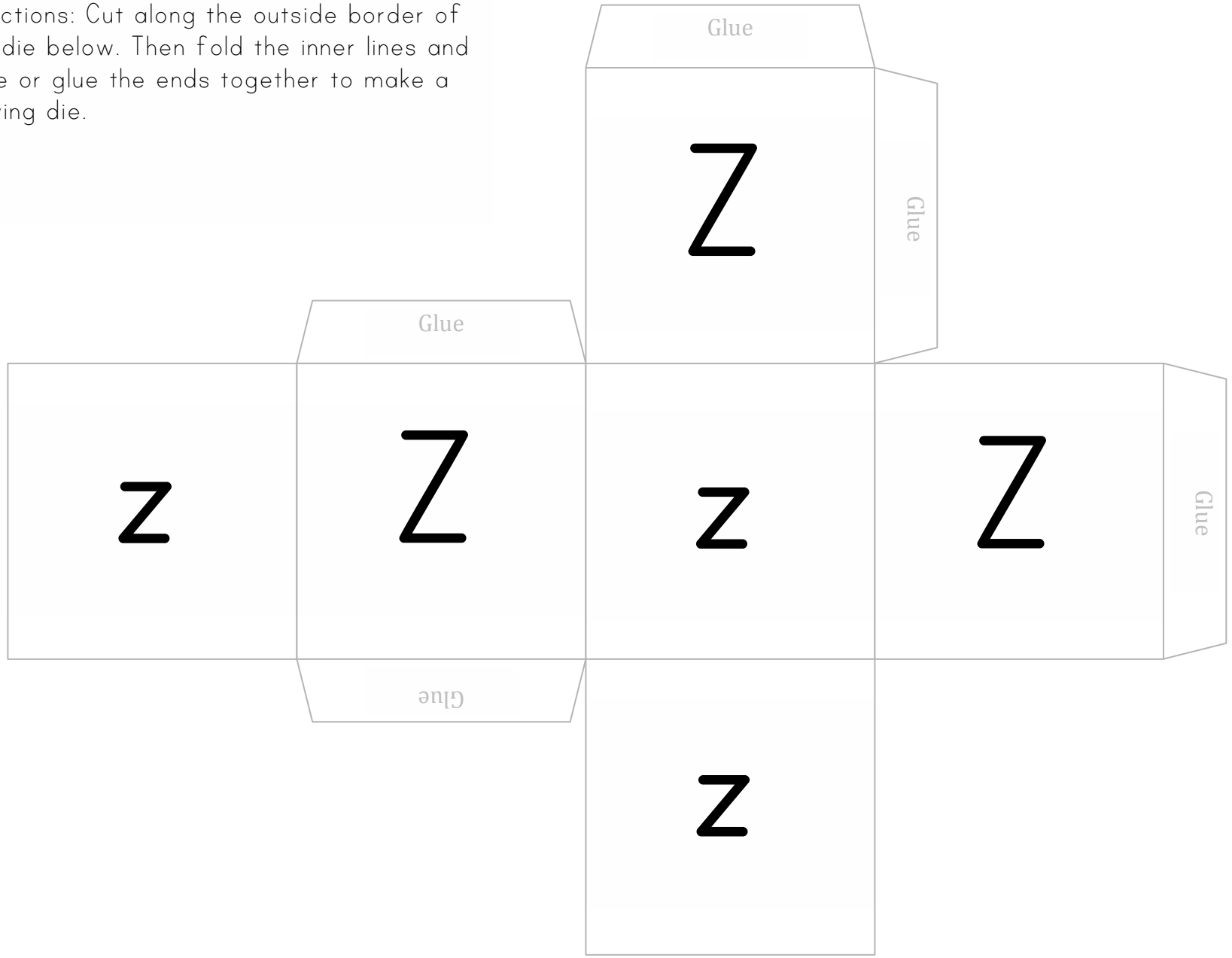

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