

START

## Alphabet Board Games

Have fun using the alphabet game boards to reinforce both letter names and the sounds they make.

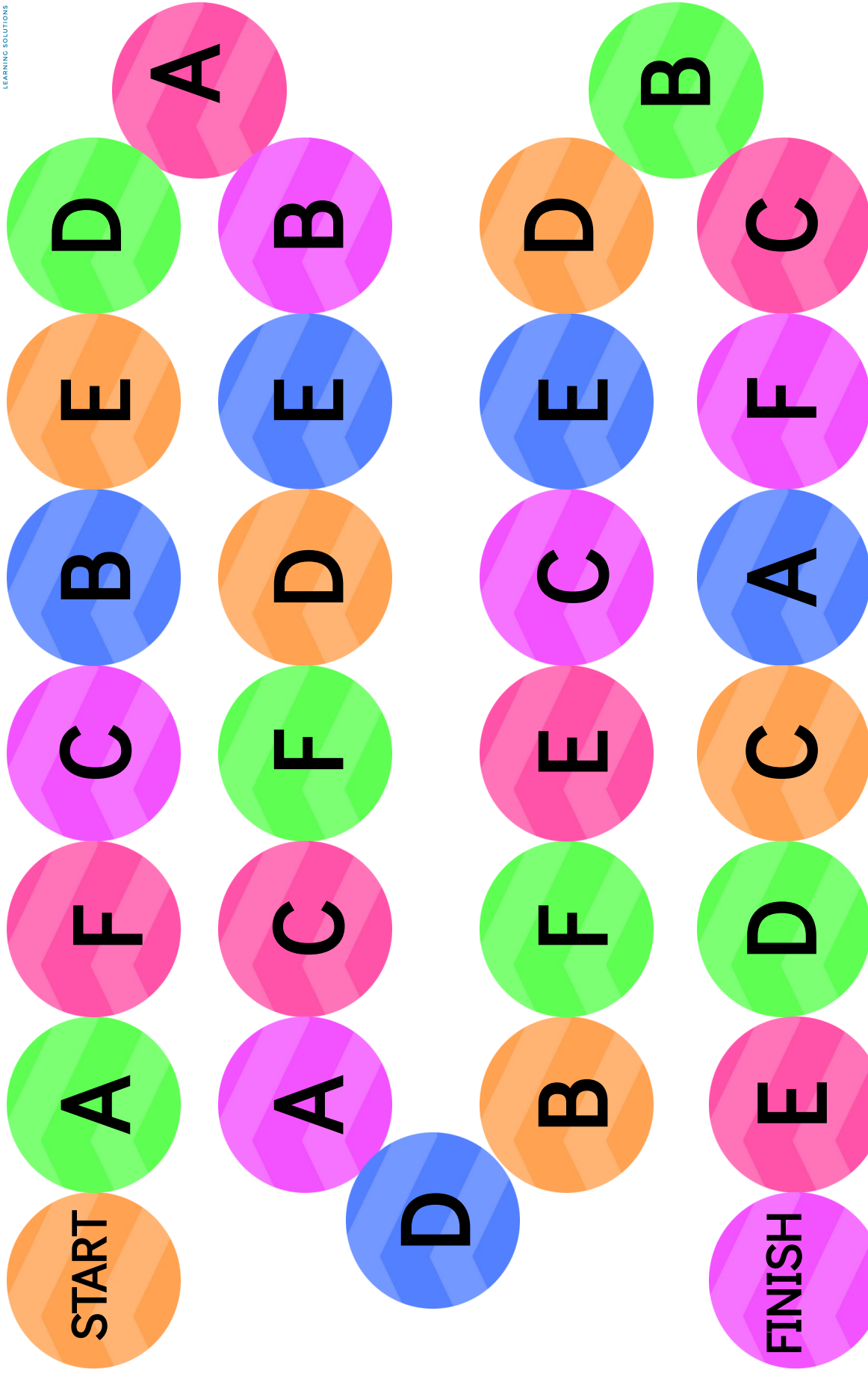
The following directions are on every game board:

Directions: The first player rolls the die and then moves his/her game piece (any object will work) that number of spaces. When he/she lands on the space, the letter should be identified along with the sound that letter makes. Support should be used if child needs confidence with this skill. Game players can make up the penalties (like move back one or two spaces for an incorrect response) as needed. Take turns. First one to finish wins!

**BONUS:** Once these game boards are mastered, have students make up their own game!

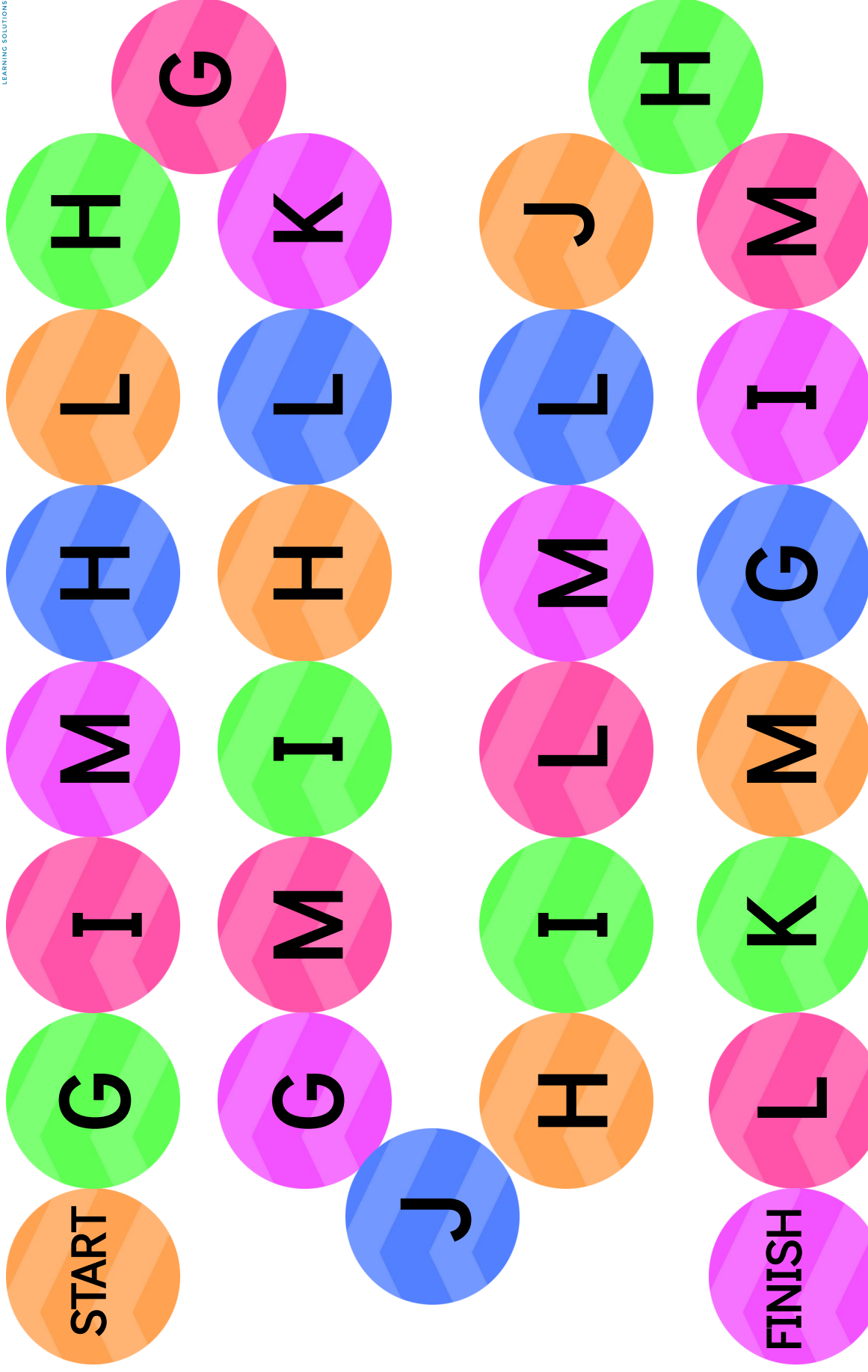
FINISH

# Name That Sound! (A-F)



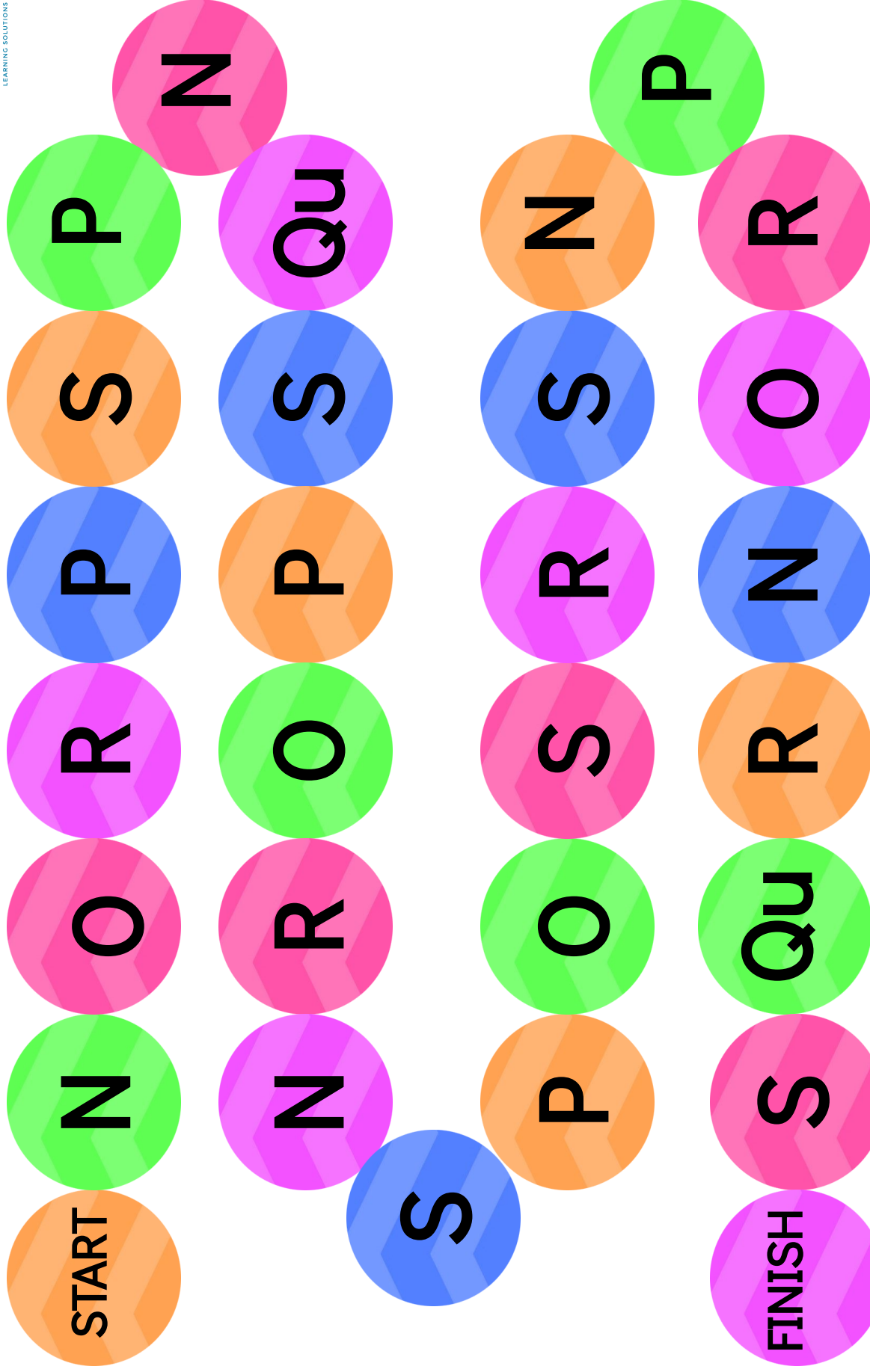
Directions: The first player rolls the die and then moves his/her game piece (any object will work) that number of spaces. When he/she lands on the space, the letter should be identified along with the sound that letter makes. Support should be used if child needs confidence with this skill. Game players can make up the penalties (like move back one or two spaces for an incorrect response) as needed. First one to finish wins!

# Name That Sound! (G-M)



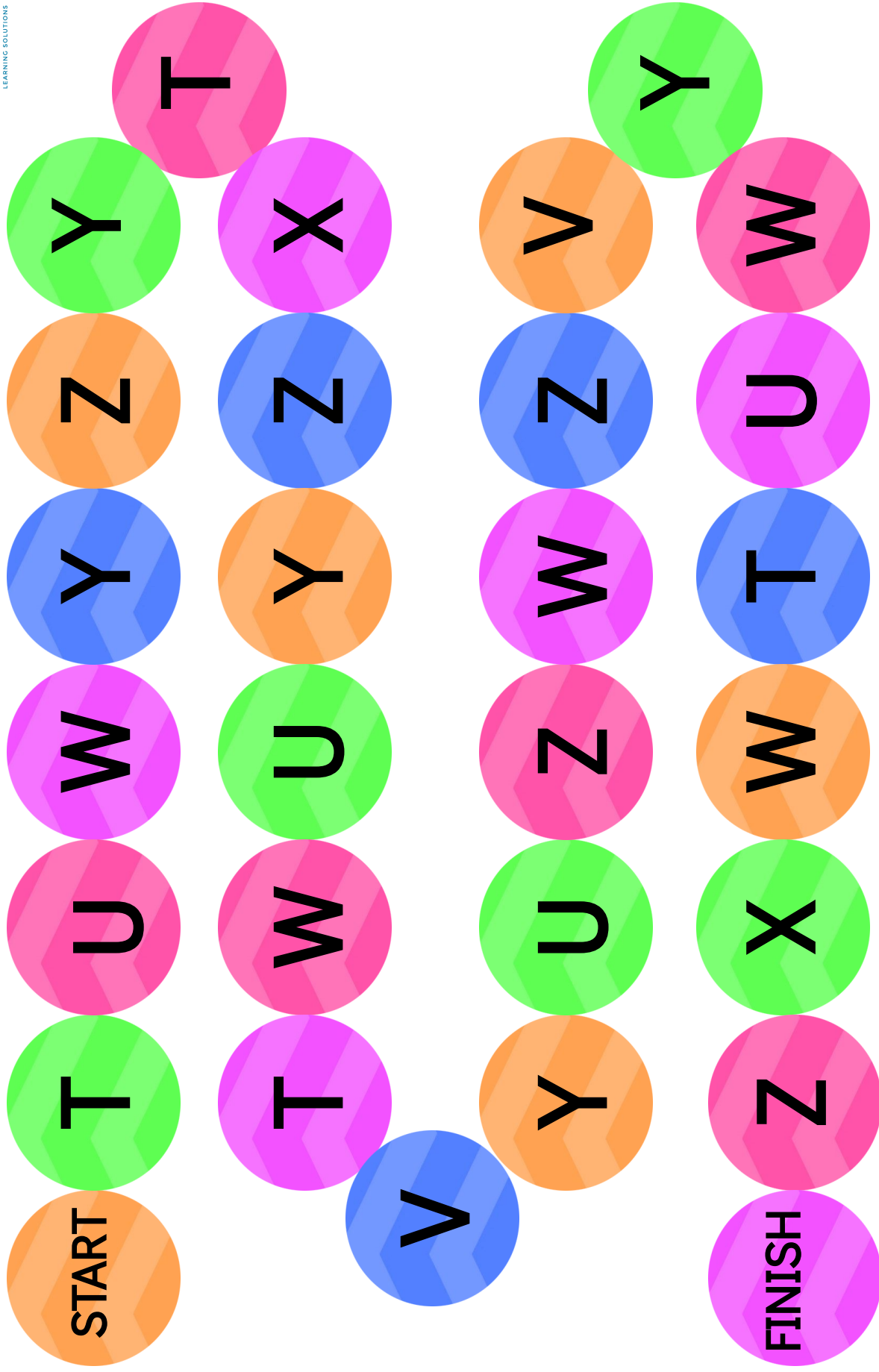
Directions: The first player rolls the die and then moves his/her game piece (any object will work) that number of spaces. When he/she lands on the space, the letter should be identified along with the sound that letter makes. Support should be used if child needs confidence with this skill. Game players can make up the penalties (like move back one or two spaces for an incorrect response) as needed. Take turns. First one to finish wins!

# Name That Sound! (N-S)



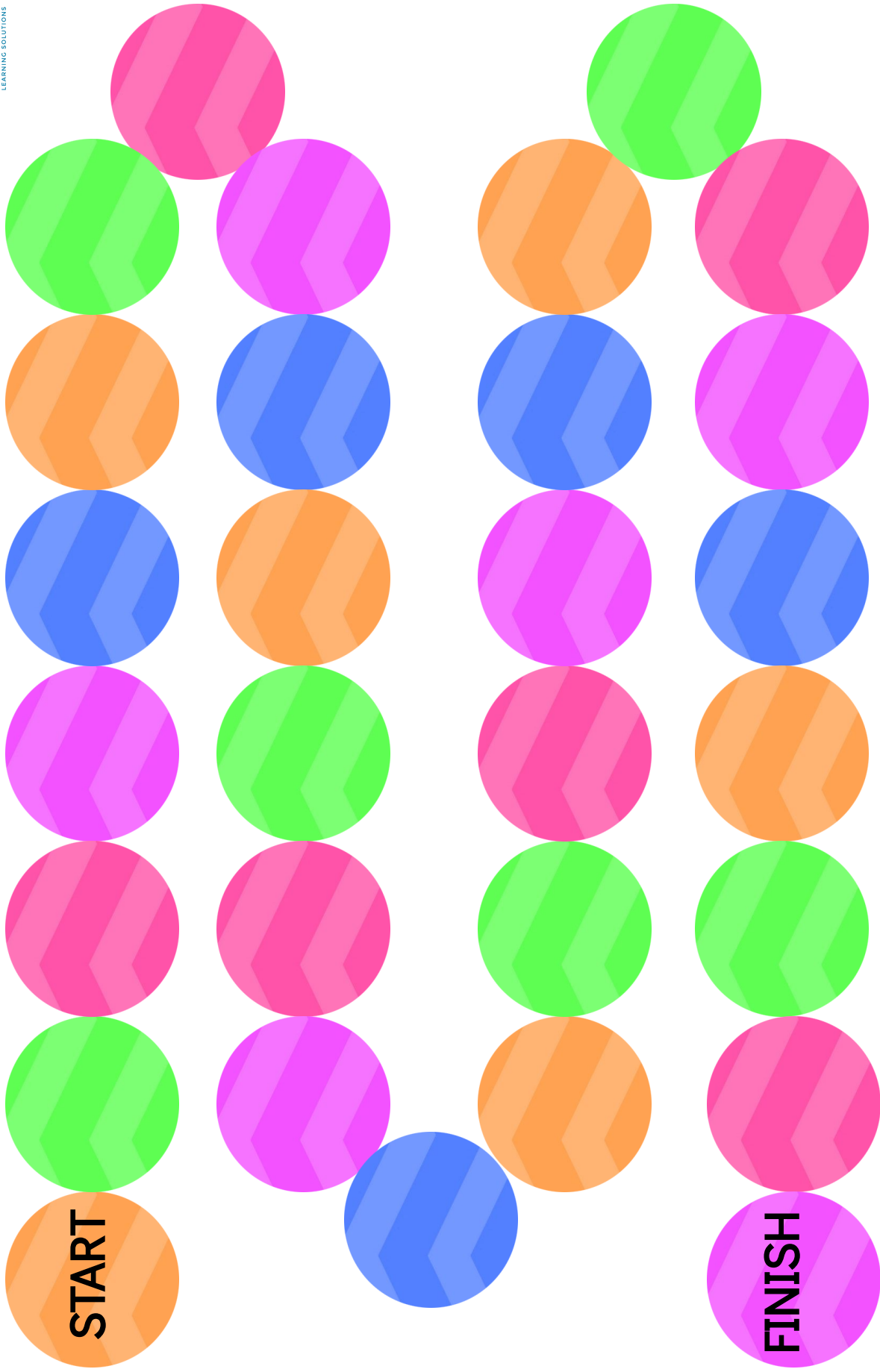
Directions: The first player rolls the die and then moves his/her game piece (any object will work) that number of spaces. When he/she lands on the space, the letter should be identified along with the sound that letter makes. Support should be used if child needs confidence with this skill. Game players can make up the penalties (like move back one or two spaces for an incorrect response) as needed. Take turns. First one to finish wins!

# Name That Sound! (T-Z)



Directions: The first player rolls the die and then moves his/her game piece (any object will work) that number of spaces. When he/she lands on the space, the letter should be identified along with the sound that letter makes. Support should be used if child needs confidence with this skill. Game players can make up the penalties (like move back one or two spaces for an incorrect response) as needed. Take turns. First one to finish wins!

Game: \_\_\_\_\_



Directions: (make up your own game directions and rules here). Give it a creative title!