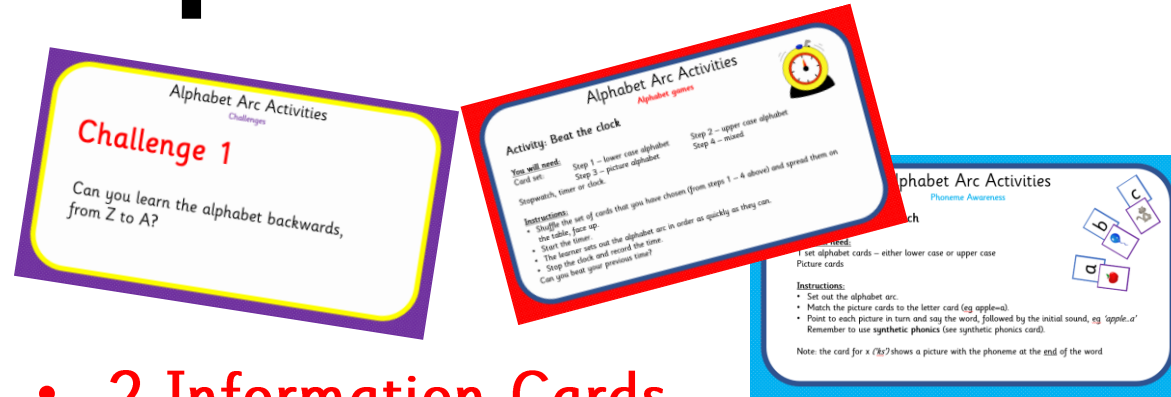


Alphabet Arc Activity Pack



- 2 Information Cards
- 15 Activity Cards
- 3 Challenge Cards
- 1 Pack Lower Case Alphabet Cards
- 1 Pack Upper Case Alphabet Cards
- 1 Pack Vowel Cards
- 1 Pack Picture Cards



Alphabet Arc Activities

Phonics Terminology

Phoneme - the smallest unit of sound within a word

Grapheme - one letter that represents a phoneme (sound), eg 'a' 'g'

Digraph - two letters that represent a phoneme (sound), eg 'sh' 'ch' 'ai' 'ow'

Trigraph - three letters that represent a phoneme (sound), eg 'igh'

Split digraph - a vowel digraph which is split by another letter, eg 'a-e' 'i-e'

Blending - putting sounds together to make a word (blending for reading)

Segmenting - breaking up a word into its sounds (segmenting for spelling)

GPC – Grapheme/Phoneme Correspondence – The match between phonemes (sounds) and graphemes (letters)

Alphabet Arc Activities

Synthetic Phonics

Letter Names – the name of the letter eg, ‘ay, bee, see, dee’

Synthetic Phonics – the **sound** the letter makes. Children use synthetic phonics when sounding out in reading or segmenting words for spelling

It is important that when we use synthetic phonics, we do not add an ‘uh’ or ‘er’ to the end of the consonant sound. For example:

Say ‘mmmm’, not ‘mer’

Say ‘ssssss’, not ‘suh’

Say ‘lllllll’, not ‘luh’

Say ‘sh’, not ‘sher’

Say ‘b’, not ‘buh’

For ‘x’, say ‘ksss’, not ‘ex’

Think about how a phoneme sounds when you say it in a word. Practise with letters such as ‘k’, ‘t’ and ‘b’ – be careful not to add the ‘uh’ sound on the end

Alphabet Arc Activities

Alphabet Order

Activity: Halves and Quartiles

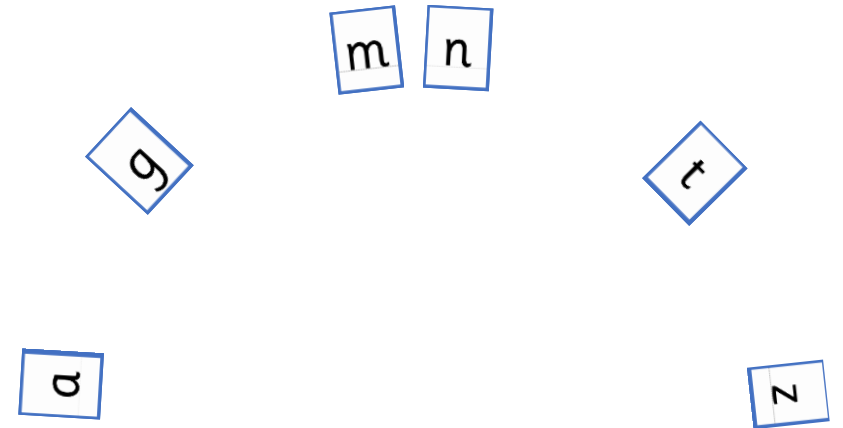
You will need:

A set of alphabet arc cards

Instructions:

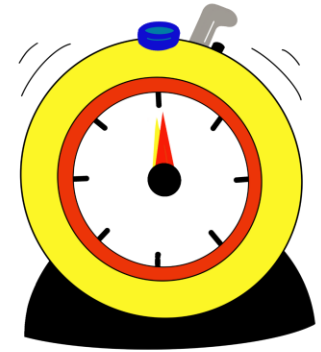
- Teach the markers for halves first – A, M, N and Z. Put them in place on the arc.
Memory aid for the middle letters: M = mouth, N = nose, 'My mouth and nose are in the middle of my face'.
- Teach the markers for quartiles – G and T. Put them in place on the arc.
- Complete the rest of the arc, taking notice of which letters go in each quartile.

Linked games – Alphabet Rap and Alphabet-ometer.



Alphabet Arc Activities

Alphabet games



Activity: Beat the clock

You will need:

Card set: Step 1 – lower case alphabet Step 2 – upper case alphabet
 Step 3 – picture alphabet Step 4 – mixed

Stopwatch, timer or clock.

Instructions:

- Shuffle the set of cards that you have chosen (from steps 1 – 4 above) and spread them on the table, face up.
 - Start the timer.
 - The learner sets out the alphabet arc in order as quickly as they can.
 - Stop the clock and record the time.
- Can you beat your previous time?

Alphabet Arc Activities

Alphabet Order

Activity: Kim's game

You will need:

A complete alphabet arc
2 players

Instructions:

- Player 1 turns around.
- Player 2 hides up to 5 cards (start with 1 or 2).
- Player 1 has to name the missing letters. How many can they name?

You can either replace the cards and swap roles, or just keep removing one more card at a time until you complete the deck

Linked Writing

Write out the alphabet with some letters missing. The learner fills in the gaps.

a b c _ e f _ h i j ...

Alphabet Arc Activities

Alphabet Order

Activity: Alphabet Rap

You will need:

A complete alphabet arc.

Instructions:

- Point to the letters as you say them.
- For this activity, use the letter **names** rather than the **sounds**.
- Can you make up your own song or rap?

Alphabet Rap

'a... b... a,b,c... a,b,c,d,e,f,g.

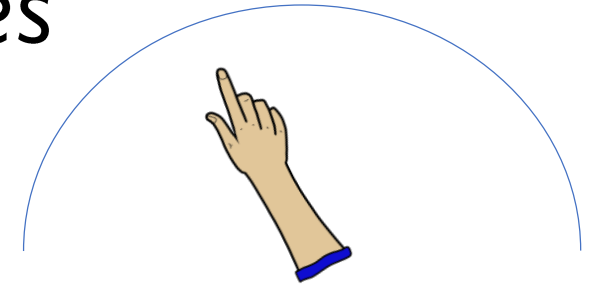
h... i... h,i,j... h,i,j,k,l,m,n.

o... p... o,p,q... o,p,q,r,s,t,u.

v... w... v,w,x... v,w,x,y,zzZ!'

Alphabet Arc Activities

Alphabet Order



Activity: Alphabet-ometer

You will need:

Step 1 – A complete alphabet arc facing up
A bag of letter cards for choosing - optional
2+ players

Step 2 – A complete alphabet arc facing down

Instructions:

- Set out the alphabet arc according to the step number (above)
- Player 1, 'the alphabet-ometer' puts their elbow in a fixed position in the middle of the arc
- Player 2 chooses a letter and says it out loud.
- Keeping their elbow in place, Player 1 has to point to the place in the alphabet where the letter is / where they think it is. Score 2 points for an exact guess, 1 point for choosing the card at either side of the correct letter.
- If there is more than one alphabet-ometer, points can be scored for the fastest and/or the most accurate.

Alphabet Arc Activities

Alphabet Order

Activity: Alphabet Buddies

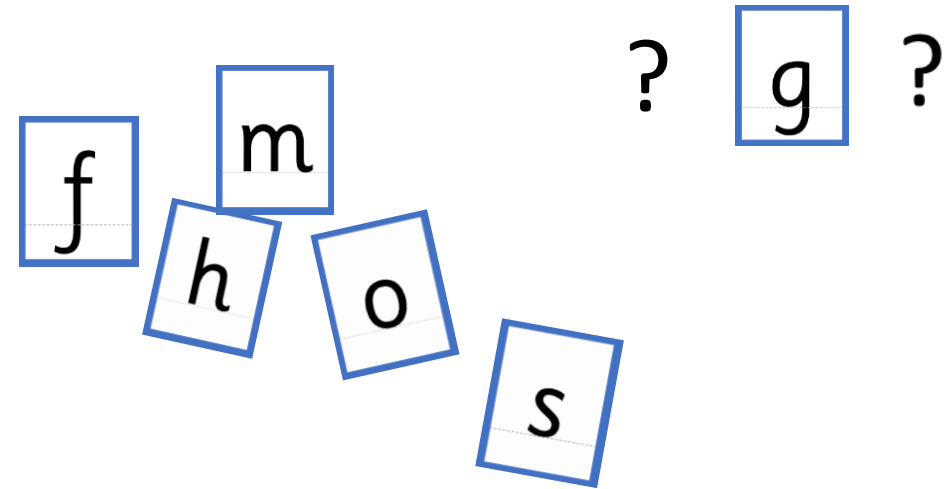
You will need:

Alphabet cards

Instructions:

- Shuffle the cards. Place all the cards facing upwards on the table.
- Pick a letter.
- The learner should find and place the letters that belong either side of the chosen letter, eg, the letter **g** is chosen – the learner should find and place the adjacent letters: **f – g – h**

You could also play a version of what's in the bag? Pick a card and do not let the other player see it. Give the player a clue: *'My letter comes in between ... and ...'*



Alphabet Arc Activities

Alphabet Order

Activity: Before or After?

You will need:

Alphabet cards

Bag – optional

For game 2, two players

Game 1 Instructions:

- Player 1 picks a card from the deck / from the bag and conceals it.
- Player 2 guesses the letter at random.
- Player 1 says whether their letter comes before or after their guess to indicate whether to move forwards or backwards through the alphabet.



Game 2 Instructions:

Play Your Cards Right

- Set out 5 random cards, face down.
- Turn over the first card.
- Player 1 guesses whether the next card comes before or after this card, using their knowledge of the alphabet to help them.
- Continue until all the cards are turned over.
- If all the cards were guessed correctly, the Player 1 wins the cards.
- Repeat with player 2 making the guesses.

Alphabet Arc Activities

Upper and Lower Case

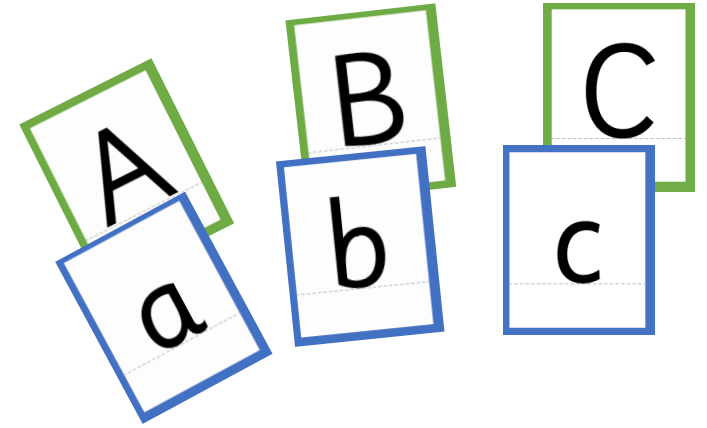
Activity: Capital Letters

You will need:

- 1 set of lower case alphabet cards
- 1 set of upper case alphabet cards

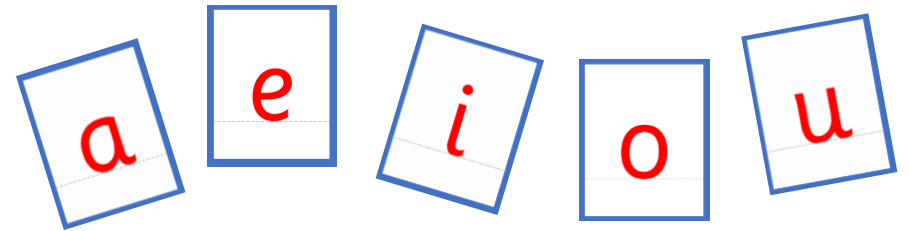
Instructions:

- Set out the lower case cards in the arc.
- The learner matches the capital letters to the lower case letters.
- Repeat, but this time set out the upper case letters in the arc. Match the lower case letters.
- Other games that can be adapted to support the learning of capital letters:
Beat the clock, Sound Bingo, Sound Pairs



Alphabet Arc Activities

Vowels



Activity: Vowels

You will need:

- 1 set alphabet cards – either lower case or upper case
- Red vowel cards

Instructions:

- Set out the alphabet arc.
 - Can the learner match the red vowels to the vowels in the arc.
 - Can the learner point to the cards and say the letter sounds?
 - Can they say the letter names?
 - Match the picture cards to the vowel cards
-
- Pick a picture card at random – does it start with a vowel sound?

All words in the English language contain a vowel sound.

These can be short sounds:

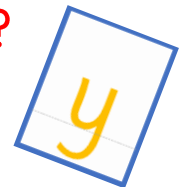
/a/ /e/ /i/ /o/ /u/

Or long sounds:

/ai/ /ee/ /igh/ /oh/ /ew/

Although not a vowel, the letter 'y' can make a vowel sound in words.

Can you find examples?



Alphabet Arc Activities

Phoneme Awareness

Activity: Sound Match

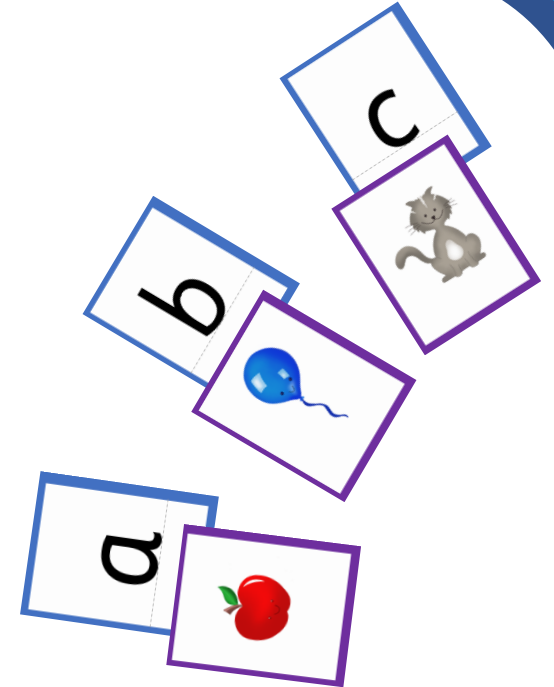
You will need:

1 set alphabet cards – either lower case or upper case
Picture cards

Instructions:

- Set out the alphabet arc.
- Match the picture cards to the letter card (eg apple=a).
- Point to each picture in turn and say the word, followed by the initial sound, eg 'apple...a'
Remember to use **synthetic phonics** (see synthetic phonics card).

Note: the card for x ('ks') shows a picture with the phoneme at the end of the word



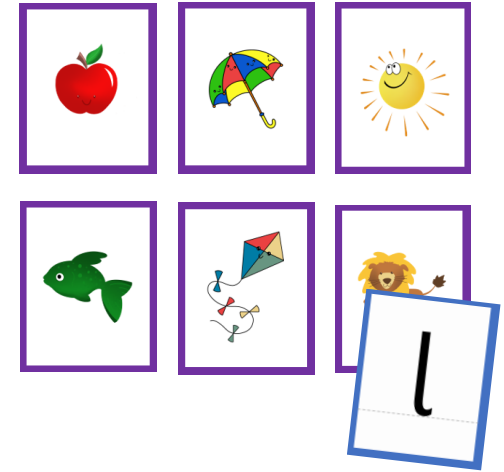
Alphabet Arc Activities

Phoneme Awareness

Activity: Sound Bingo

You will need:

- 1 set alphabet cards – either lower case or upper case
- Picture cards
- 2 or more players



Instructions:

- Shuffle the picture cards and deal (up to) 9 cards to each player. These are arranged face up on the table as shown.
- Shuffle the letter cards.
- Turn over 1 letter card at a time and say the letter **sound**. If a player has the corresponding picture (eg, apple=a), they place the letter on top of the picture.
- The first player to cover all of their pictures with letters shouts '*Bingo!*'. They are the winner.

Alphabet Arc Activities

Phoneme Awareness

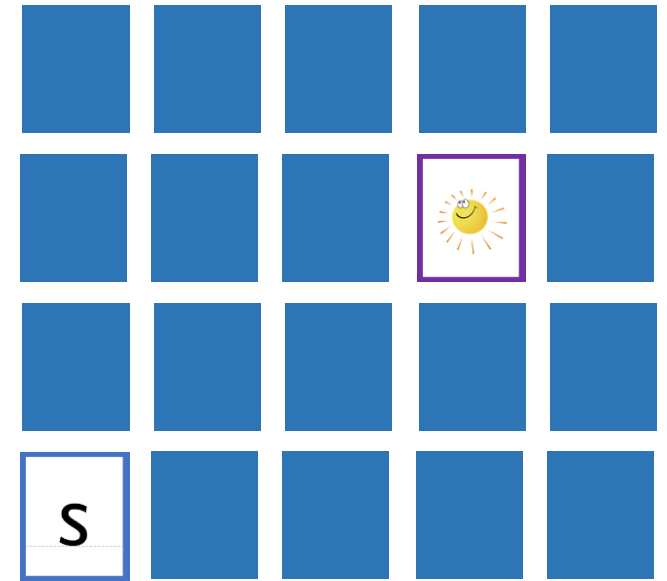
Activity: Sound Pairs

You will need:

- 1 set alphabet cards – either lower case or upper case
- Picture cards
- 2 players

Instructions:

- Pick up to 10 letter cards and their corresponding picture cards (eg apple=a).
- Shuffle the deck and spread them out face down on the table.
- Player 1 turns over two cards. If they are a pair (the initial sound of the picture and the letter sound match), the player keeps the cards. If not, return them to the table, face down. Players try to memorise their position.
- Players take it in turns to pick two cards until all the cards are removed.
- The player with the most cards wins.



Alphabet Arc Activities

Phoneme Awareness

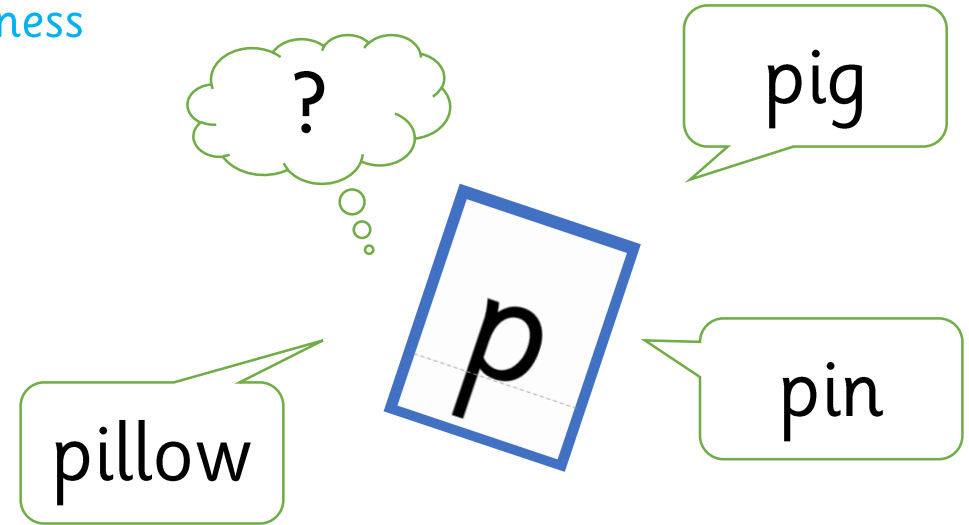
Activity: Hot Potato

You will need:

- 1 set alphabet cards – either lower case or upper case
- An object to pass around
- 2+ players

Instructions:

- Shuffle the cards.
- Turn one card over and say the sound.
- Pass the object to the next player. The player says a word beginning with that sound.
- Keep passing the object and saying a word beginning with that sound.
- If a player pauses for too long or repeats an earlier word, they keep the card.
- Play again with another card / sound.
- The winner is the one with the least number of cards when the game has ended.



Alphabet Arc Activities

Blending and Segmenting

Activity: Onset and Rime

You will need:

A complete alphabet arc

Instructions:

- Choose a vowel/consonant word ending and set it out in the centre of the arc, with each letter slightly apart.
- Point to each letter in turn and say it as you point to it, eg 'a'...'r'.
- Move the letters closer together and blend the sounds as you do it, eg 'aaaarrrrr', 'ar'.
- Choose an initial letter and place it in the centre of the arc and repeat as above, eg, 'c'...'ar', 'car'.
- The learner could have a go at writing the word.
- Repeat with other letters, eg 'ffffff ...ar', 'far' / 'p ... ar', 'par' / 't ... ar', ... 'tar'.
- You can extend by adding another letter to the end of the word, for example, card, part and blending in the same way

In a similar way to teaching readers about rhyme, teaching children about onset and rime helps them to recognise patterns within words.

Alphabet Arc Activities

Blending and Segmenting

Activity: Full Circle

You will need:

Alphabet cards

Instructions:

- Set out a word using the letters. The learner/s can write the word.
- Take turns to change one sound in the beginning, middle or end of the word to make a new word.
- Write the word.
- Repeat until no more words can be made.
- Challenge – can you get back to the first word on the list by changing only one sound at a time.

chip
chip
chin
thin
than
chat
chat
chap
chip

Alphabet Arc Activities

Challenges

Challenge 1

Can you learn the alphabet backwards,
from Z to A?

Alphabet Arc Activities

Challenges

Challenge 2

Can you find an animal for every letter of the alphabet? What about fruit? Or names?

A is for... B is for... C is for...

Alphabet Arc Activities

Challenges

Challenge 3

Can you write the alphabet in order?

Can you write it with your eyes closed?

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

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