

LEARNING OBJECTIVE



Letter Names and Sounds

DESCRIPTION

Children will name toys and games that correspond to each letter of the alphabet.

TARGETED SKILL(S):

- Identify letters.
- Produce letter sounds.
- Use knowledge of initial sounds to name words that relate to a theme.

 **SUITABLE FOR**
Whole class **PREP-TIME**
5 min. **DURATION OF ACTIVITY**
25 min.**MATERIALS**

- **We provide:** OPTIONAL: 'Letter Cards'
- **You find:** OPTIONAL: Lowercase alphabet letters; A bag (e.g., drawstring bag) or container, that is not see-through

PREPARATION

1. Print and cut out the 'Letter Cards' OR locate your own lowercase alphabet letters (one set).
2. Find a bag (or container) and place the 'Letter Cards' (or your own letters) in it.

What will we learn?

"Today, we are going to think of toys and games that begin with each letter of the alphabet!"

What do we know?

1. "We know a lot about toys! What can you tell us about them?"
2. "We also know a lot about games! What do you know about them?"
3. "What is your favourite toy or game? What (letter, sound) does it start with?"

Watch me first!

1. Ask the children to stand or sit in a circle.
2. "Now, let's think of some toys and games that start with each letter. I'll go first to show you how to play."
3. Take a 'Letter Card' from the bag and show the card to the children.
4. Say the letter-name and letter-sound (e.g., "t", /t/).
5. Model a think-aloud to name a toy or game that begins with the letter sound. For example, "Hmm, I need to think of a toy or game that starts with /t/. /t/... /t/... I know! A train! Train begins with /t/."
6. "Would you have chosen a (e.g., train) for the _____ (e.g., /t/) sound? What are some other toys or games that start with _____ (e.g., /t/)?" (e.g., tag, tic-tac-toe, tennis racket, truck, telephone, tea set, tractor, tiara, teddy bear, toboggan, tiger, turtle)

Let's try it!

1. Hand the bag to the child beside you and ask them to take a 'Letter Card'.
2. Ask the child to say the letter name and letter sound. Then, encourage them to think of a toy or game that begins with the letter.
3. If the child cannot name a toy or game after some time, they can ask for help. Ask the children: "Does anyone know a toy or game that begins with the ____ sound?"
4. Continue around the circle as each child takes a turn choosing a 'Letter Card' and saying its letter name and letter-sound, as well as naming a toy or game with their given letter. Support the children as needed.

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5. Send the bag around a second time to complete the remaining letters or do the remaining letters together as a class. Alternatively, complete the remaining letters on another day.
 6. If you wish, celebrate with a dance or cheer when the entire alphabet is complete!

What did we learn?

1. "Wow! We really do know a lot about toys and games! We also know a lot about letters and their sounds!"
2. "What was your favourite toy or game that we named today? What ____ (letter, sound) does it start with?"
3. "Can you think of another toy or game that begins with the (letter, sound) _____ (name of letter/sound)?"

Let's do more!

- Create a class alphabet book together (or each child can make an individual book). Have the children print one letter on each page and draw a toy or game that corresponds to each letter.
- Invite the children to draw the letters in the air every time a 'Letter Card' is pulled from the bag.

EXTENDING THE LESSON

Less Challenging



- Choose a few different letters to practise (e.g., b, k, d, s) rather than the entire alphabet. Alternatively, only omit a few letters from the activity (e.g., q, v, x, z).
- If the children cannot think of something for a particular letter, describe or share a hint about a toy or game. If you wish, see the provided 'Toy and Game Suggestions' sheet.
- Ask the children to work in pairs or small groups to think of ideas together.
- Some children may benefit from seeing pictures or actual toys to help them think of a toy or game. You could also have pictures of the toys/games on the wall to match rather than thinking of their own ideas.

More Challenging



- Challenge the children to think of as many toys and games as possible for their given letter.
- Ask the children to add descriptors and functions to their ideas (e.g., big hippopotamus, small animals, wooden blocks, red fire truck, metal cars, baby doll, action heroes, round marbles).
- Have small groups see if they can come up with toys and games for the entire alphabet.
- Ask each child to recite what the previous child(ren) said and then add a new letter and toy/game. For example:
 - Child 1: "/t/ is for train."
 - Child 2: "/t/ is for train, /b/ is for boat."
 - Child 3: "/t/ is for train, /b/ is for boat, /k/ is for kite."



TIPS

This alphabet activity can be repeated with countless themes such as children's names, food, clothing, animals, and items around the classroom, home, or outside.
