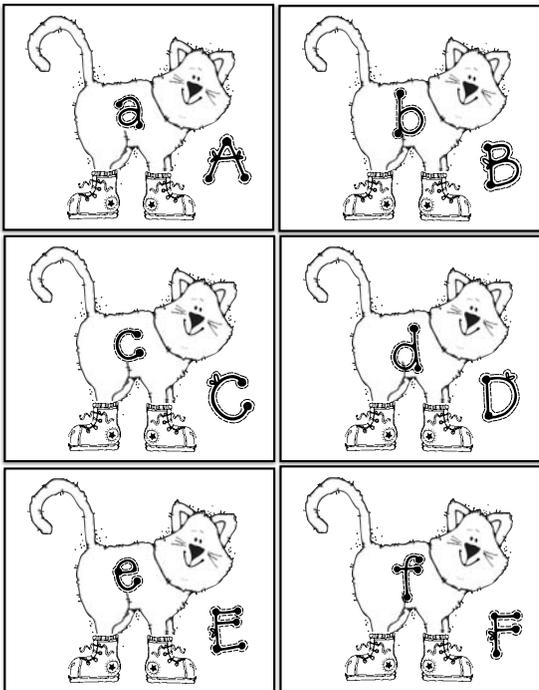
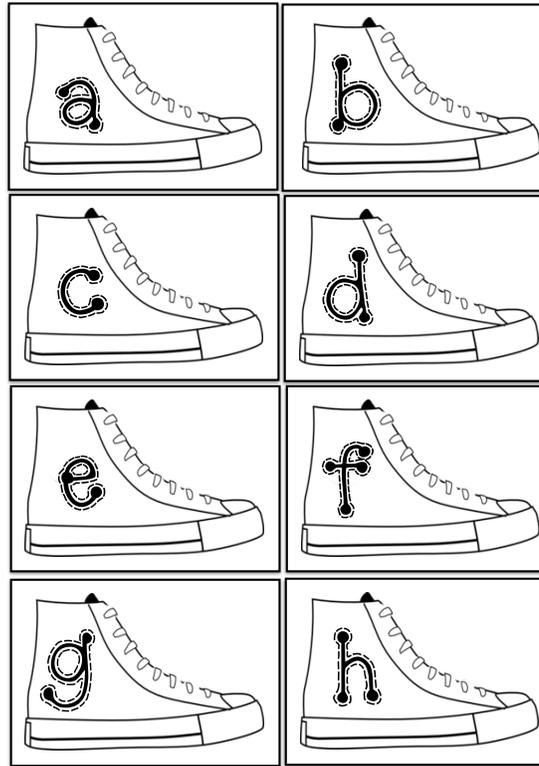
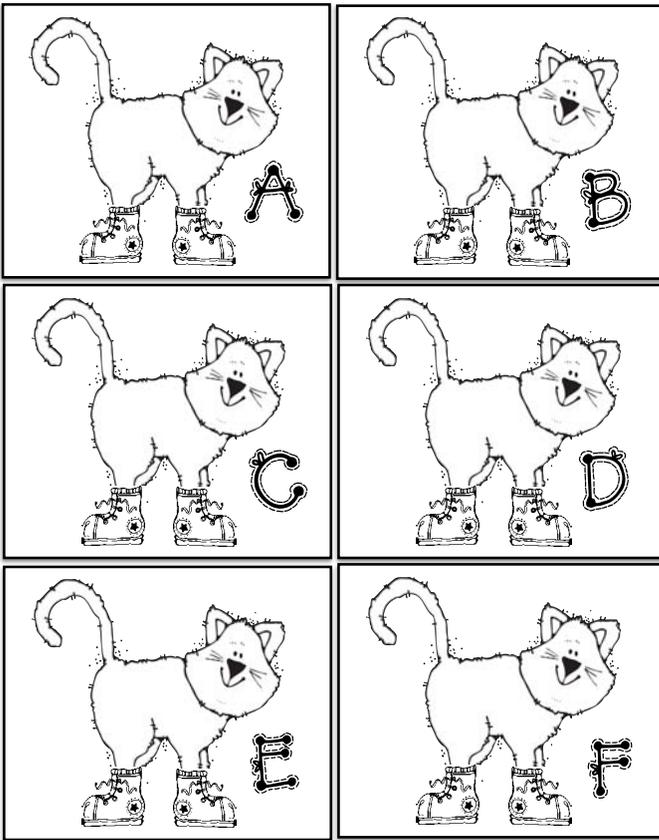




Identify the lowercase letters.

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



Match the uppercase letter to the lowercase one.

I	n
J	p
K	m
L	o
M	l
N	j
O	k
P	i

Match the uppercase letter to the lowercase one.

A	b
B	d
C	a
D	f
E	c
F	e
G	h
H	g

I spy lowercase letters.

Trace and then write the letters.

I spy my name.

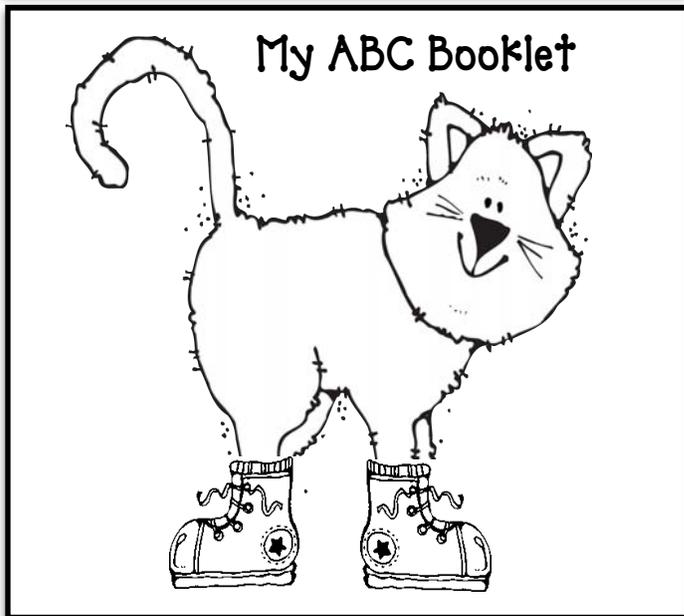
a b c d e f g h i j

k l m n o p q r s

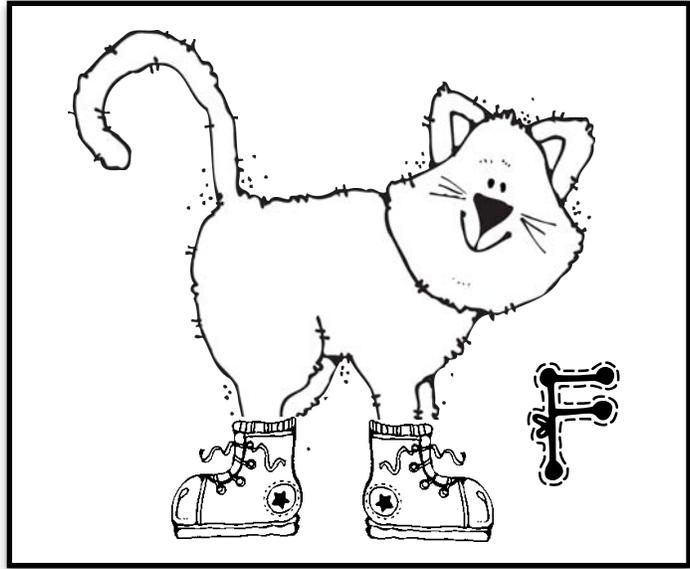
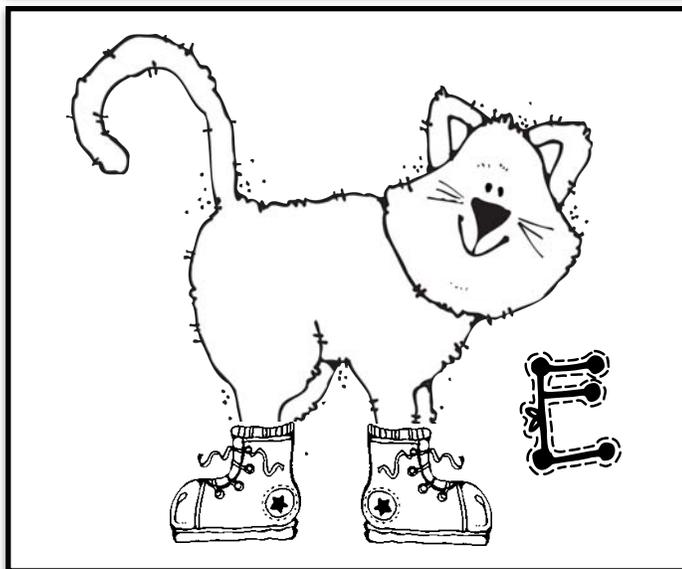
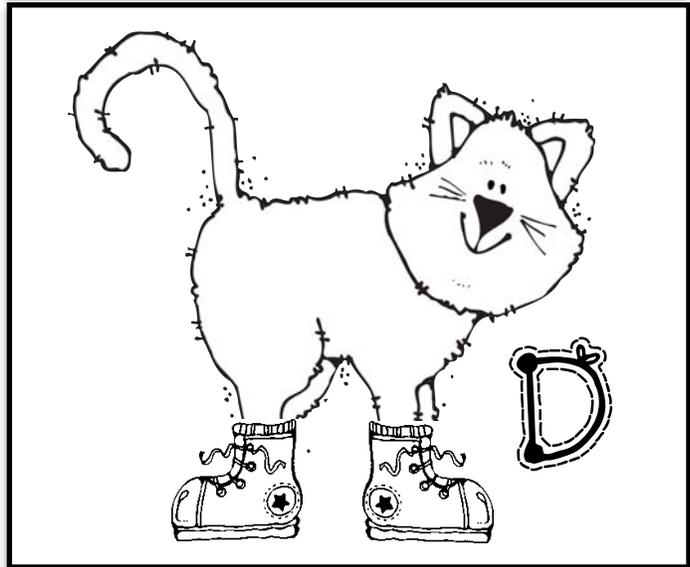
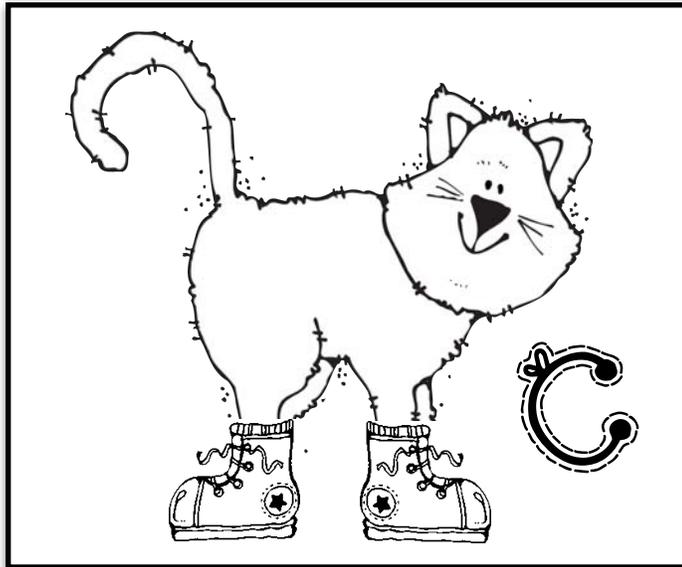
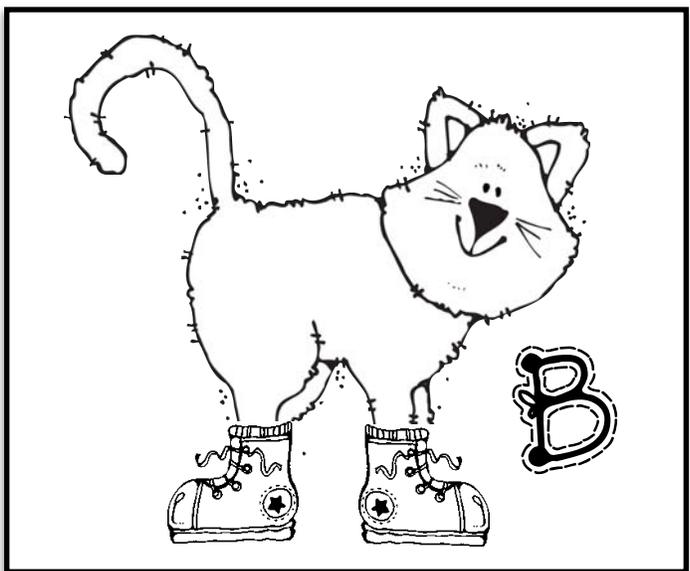
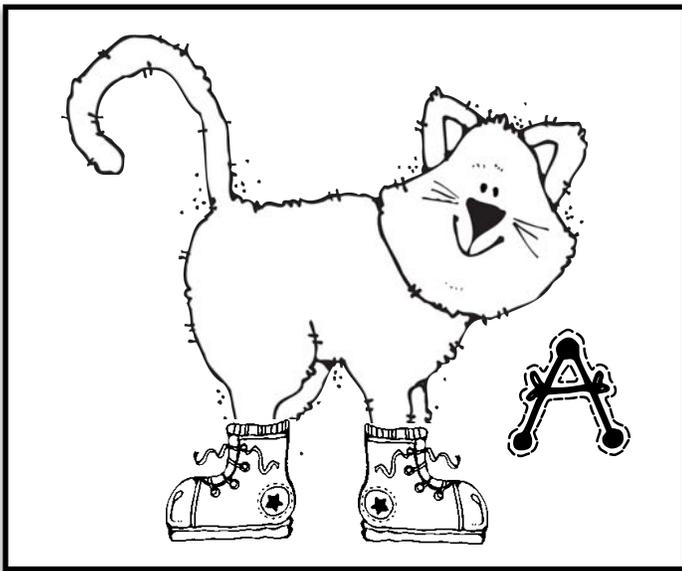
t u v w x y z

I spy my favorite letter.

z a to z

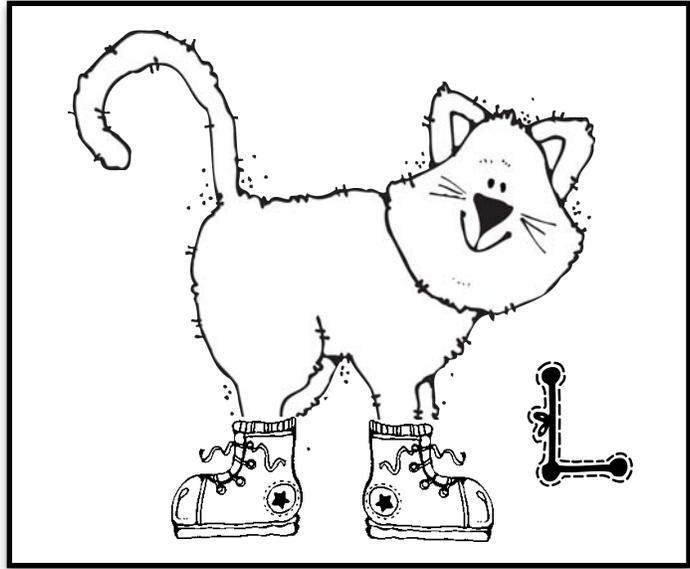
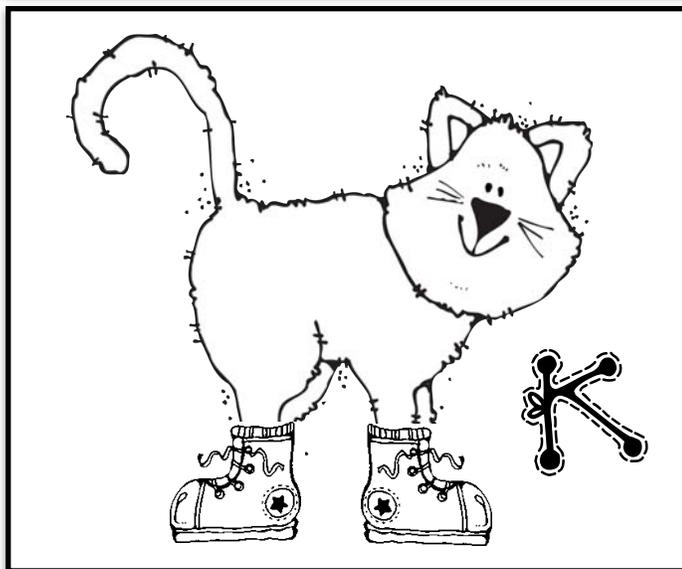
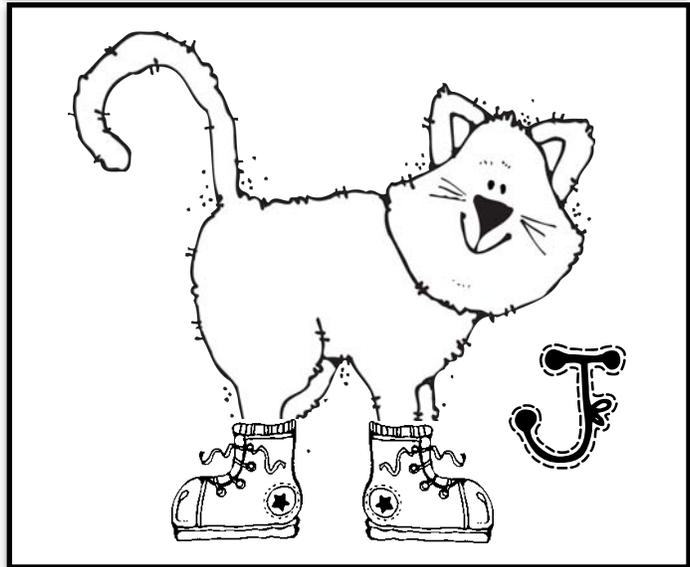
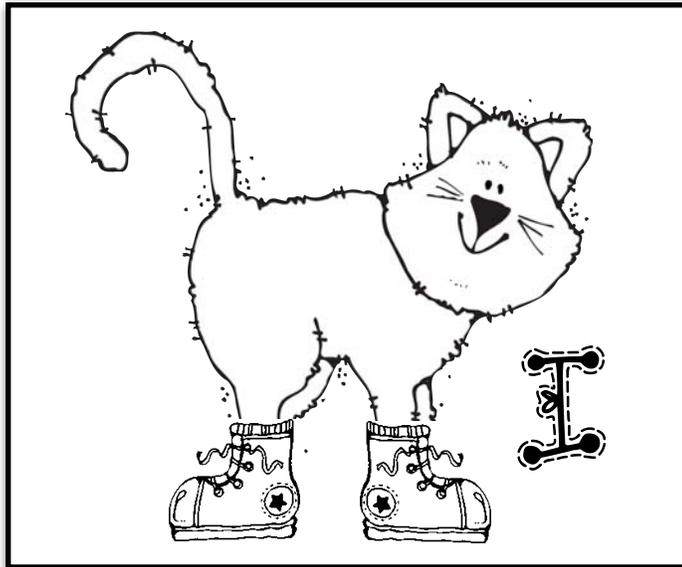
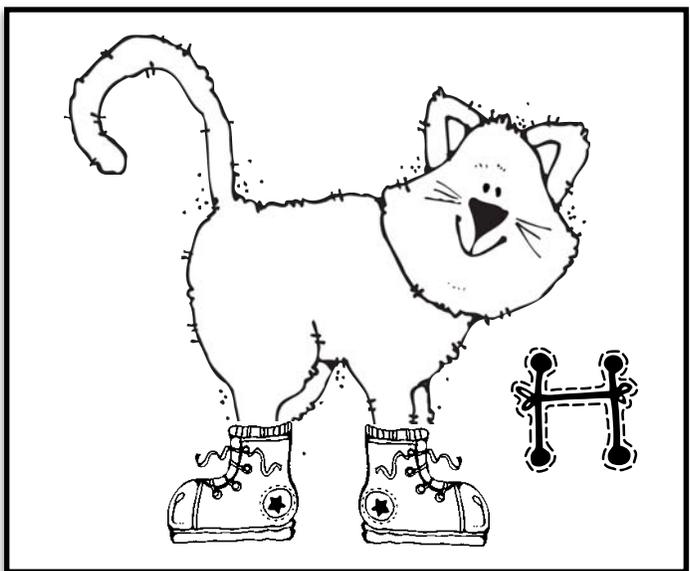
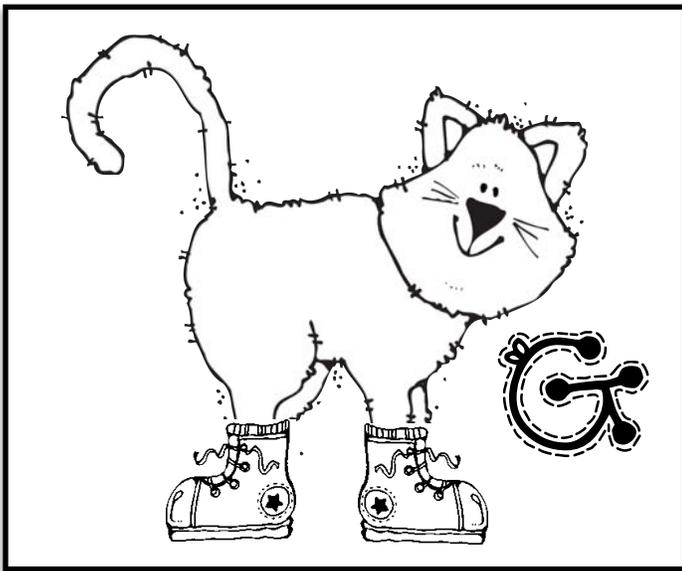


Alpha Cat Packet



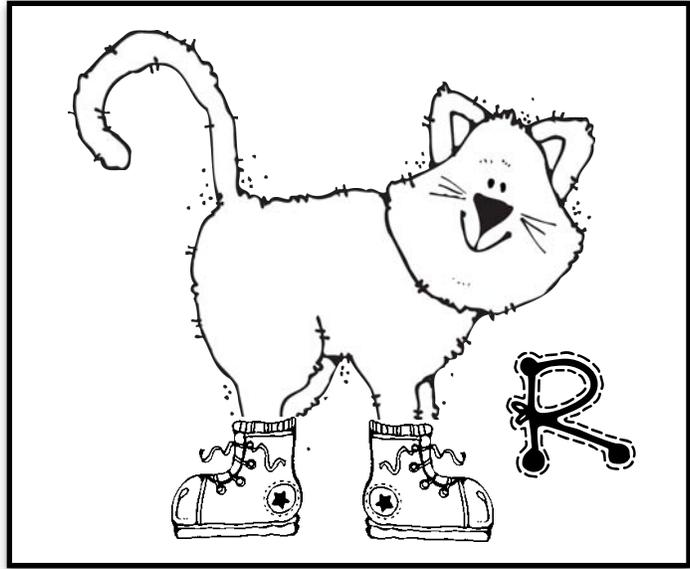
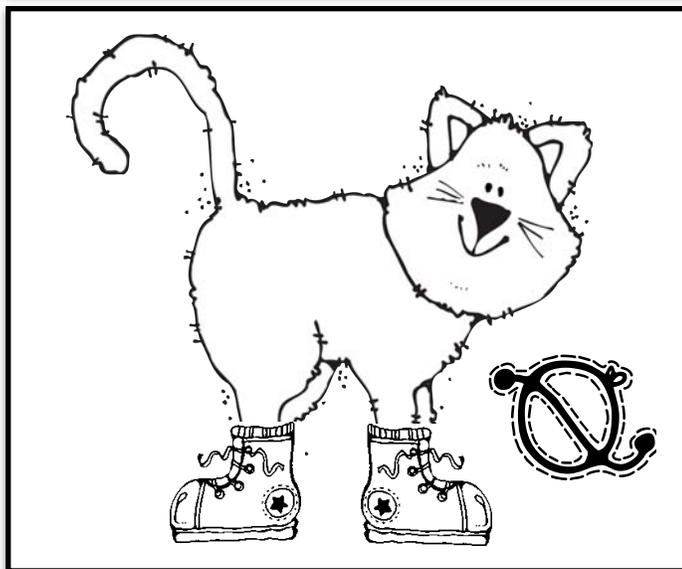
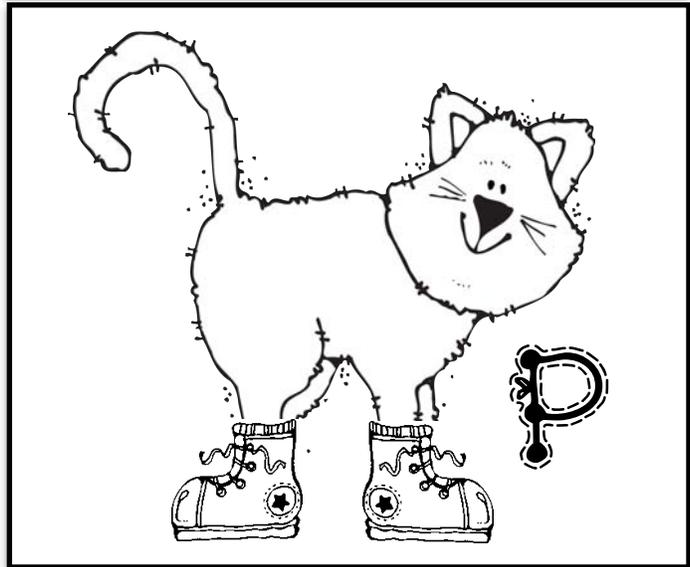
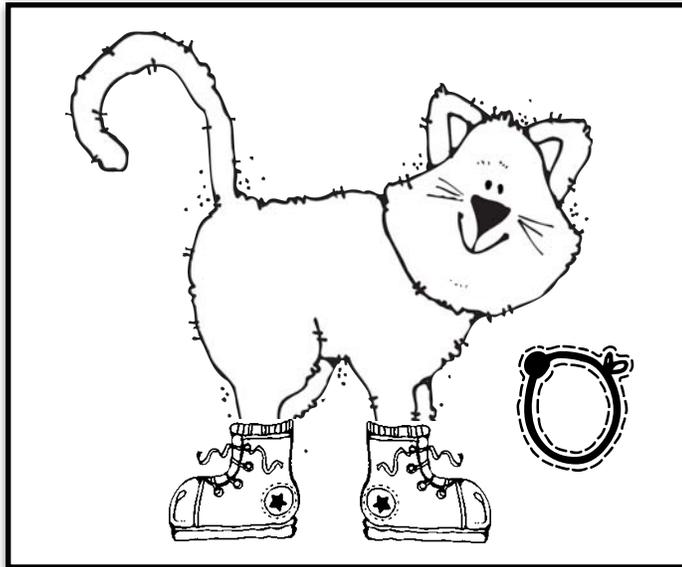
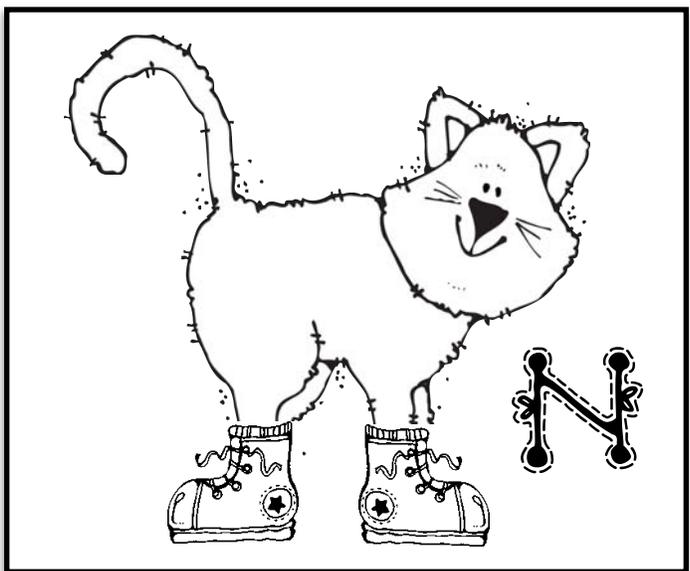
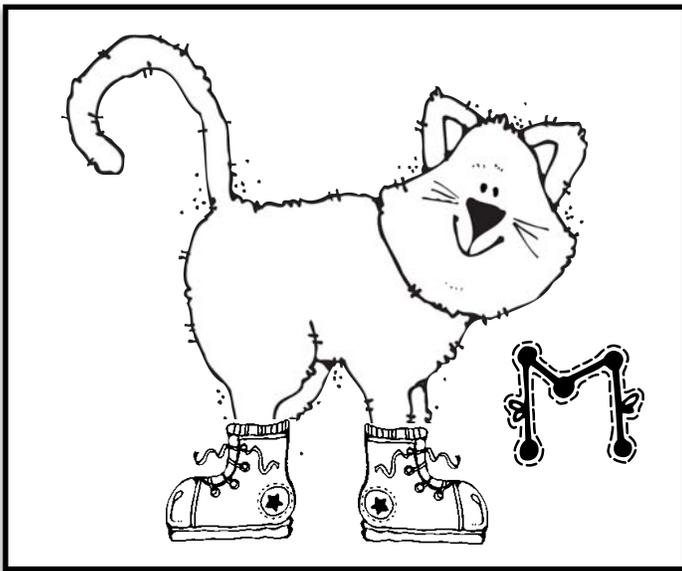
TeachWithMe.com
Clip art by djinkers.com

Students match the uppercase letter cats, with the lowercase letter shoe. Besides playing Memory Match & "Have; Who Has?" games, students can add the cover, trim and sequence the alphabet cards and then collate into an Itty Bitty booklet.



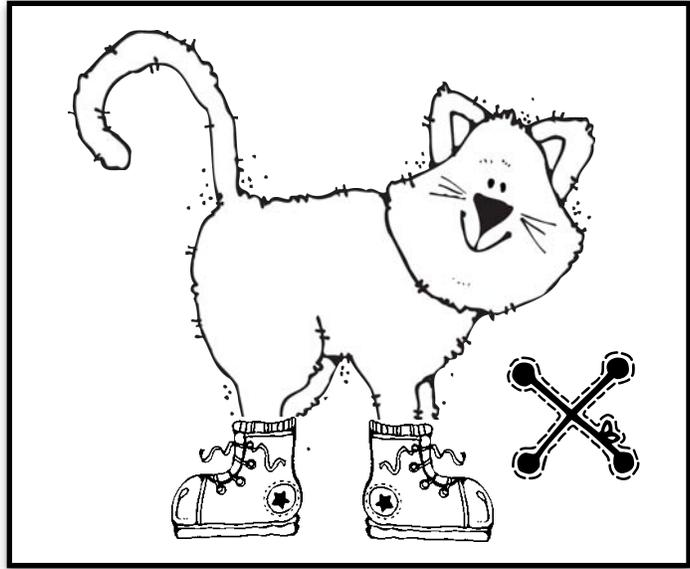
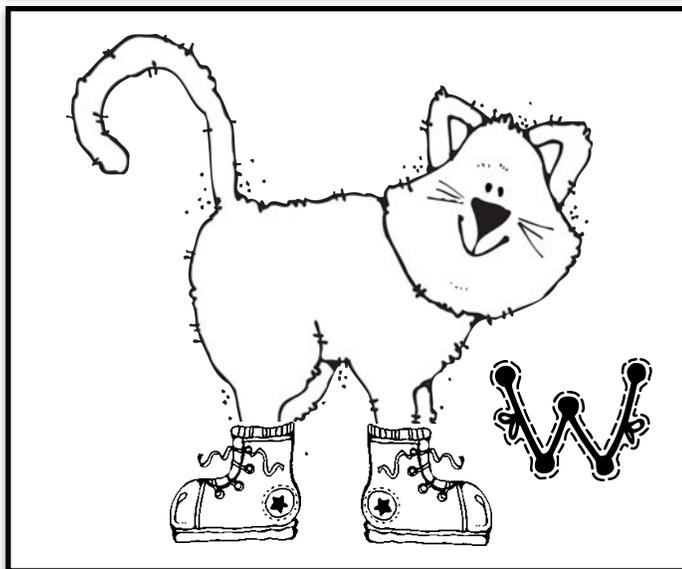
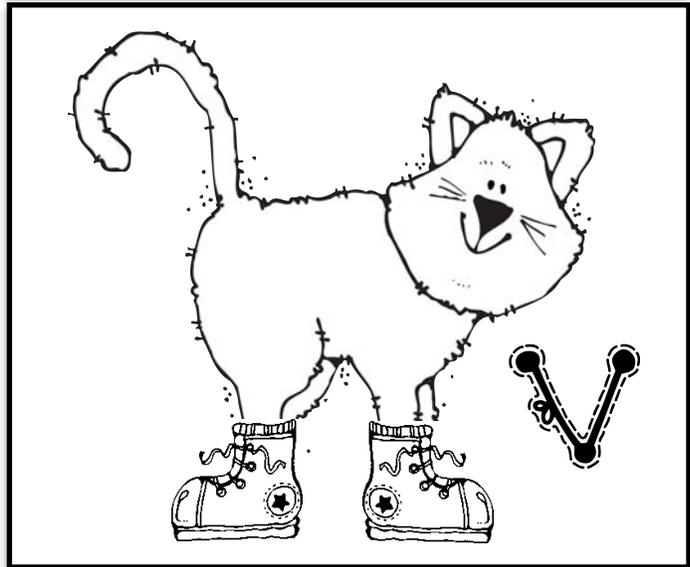
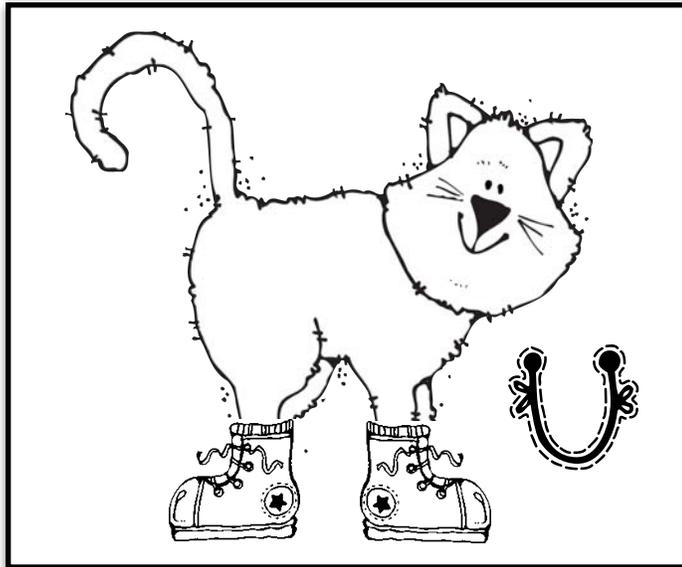
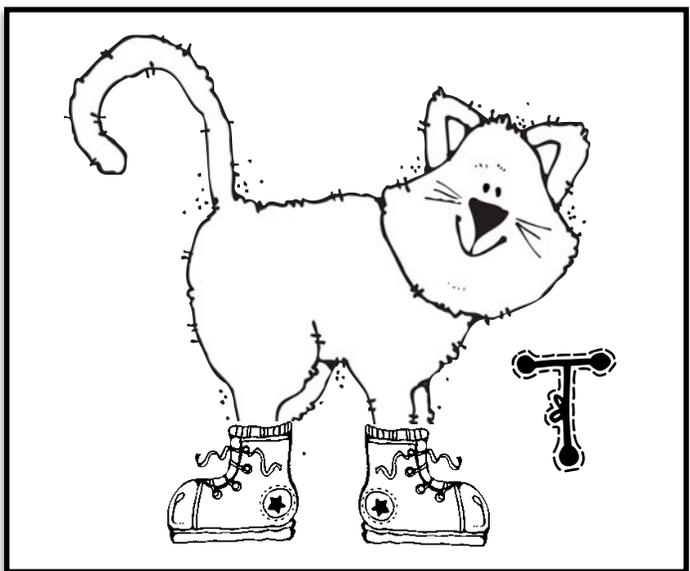
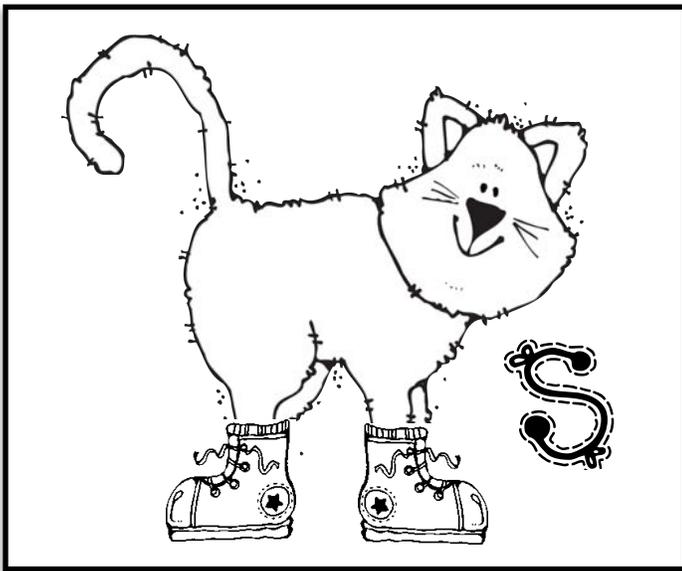
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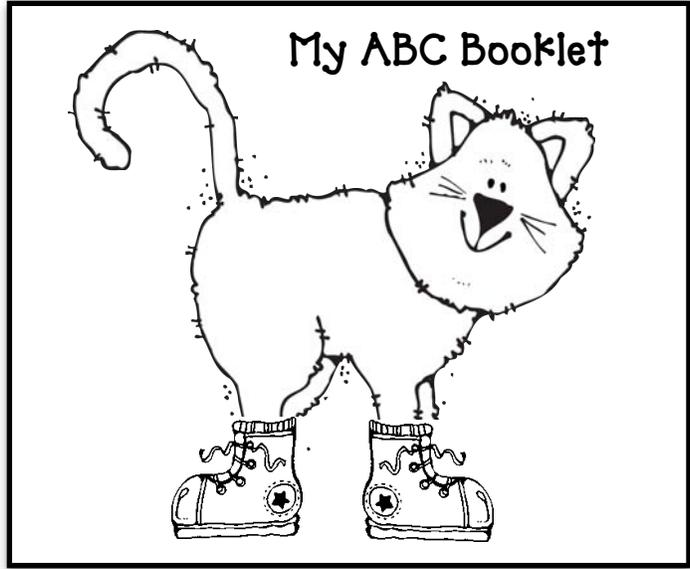
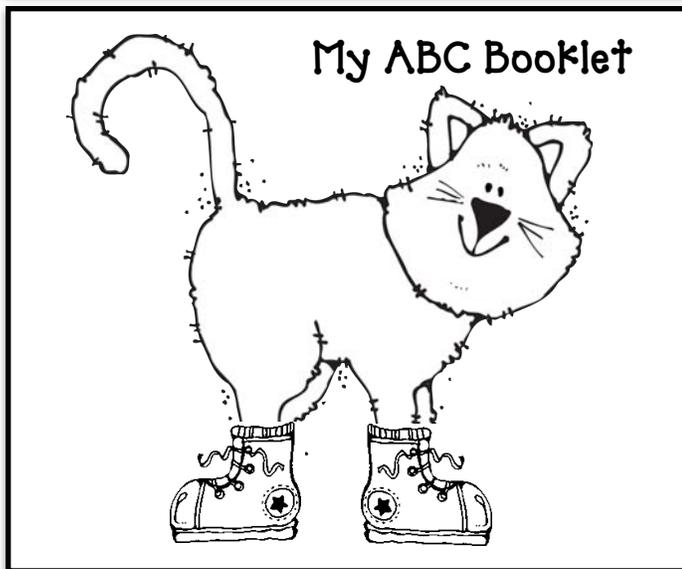
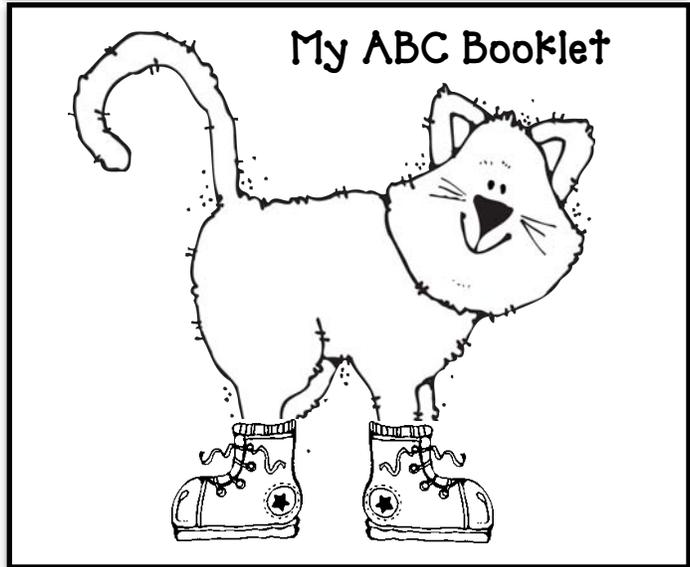
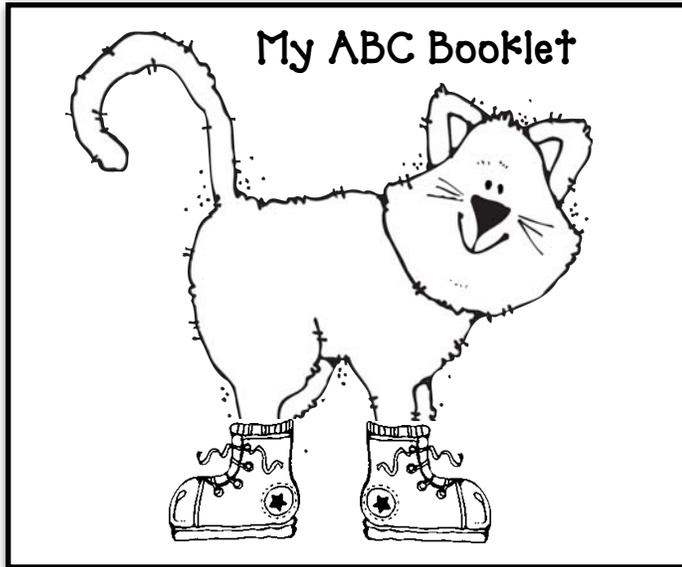
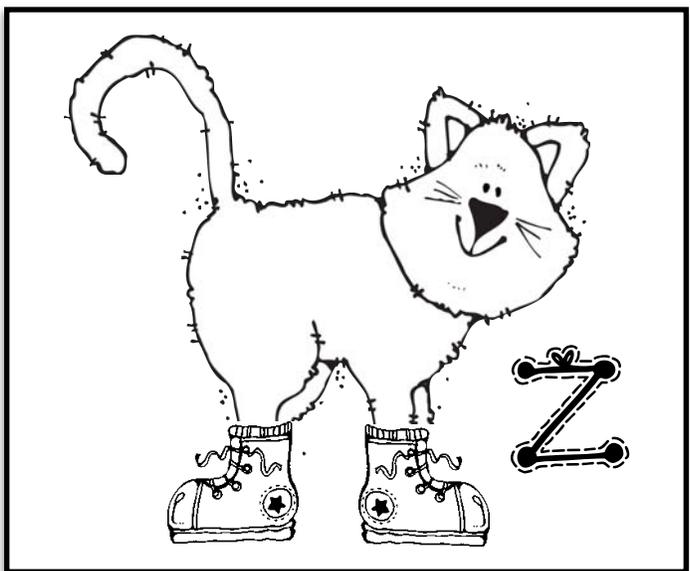
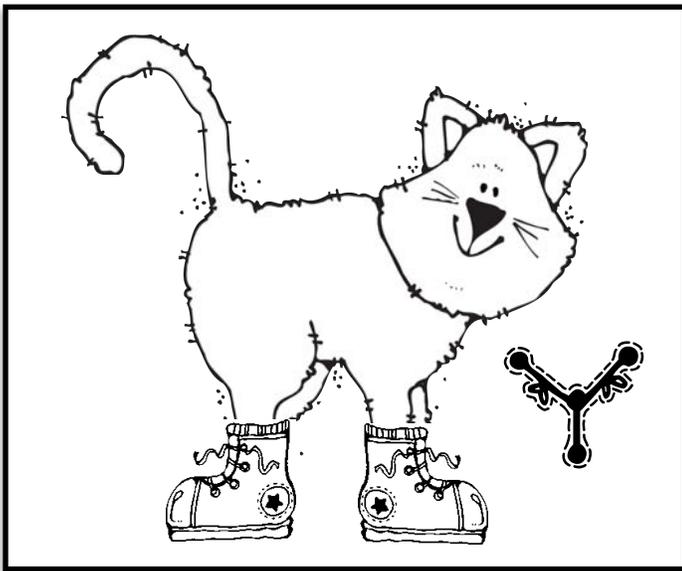
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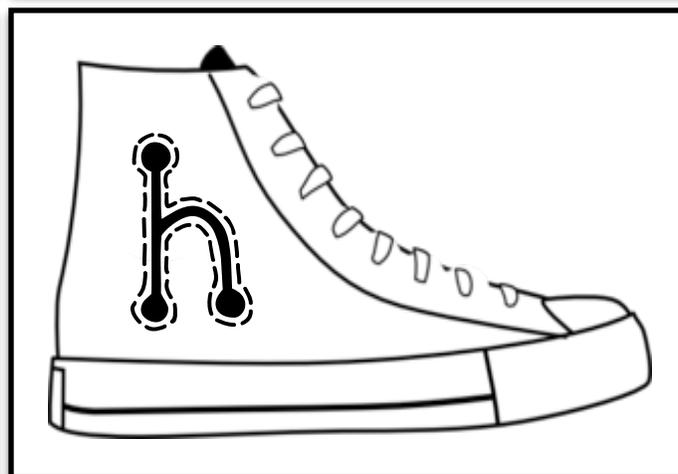
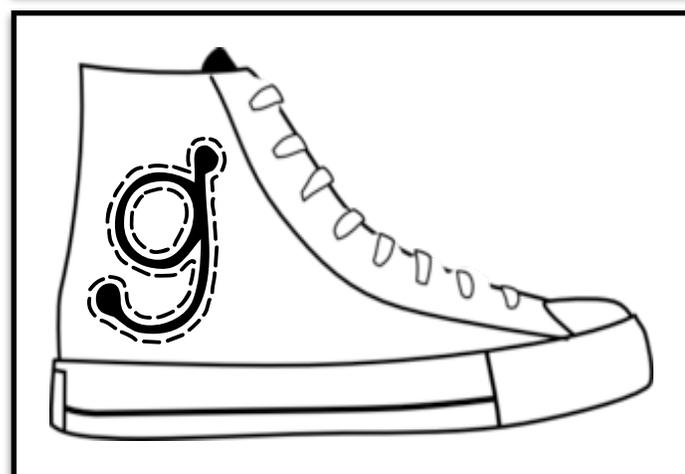
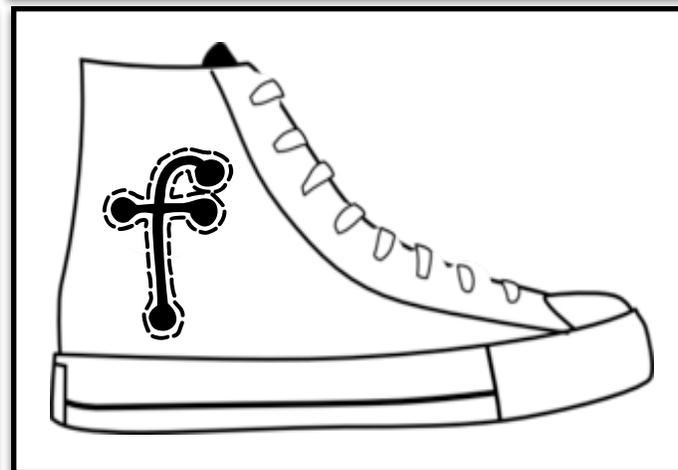
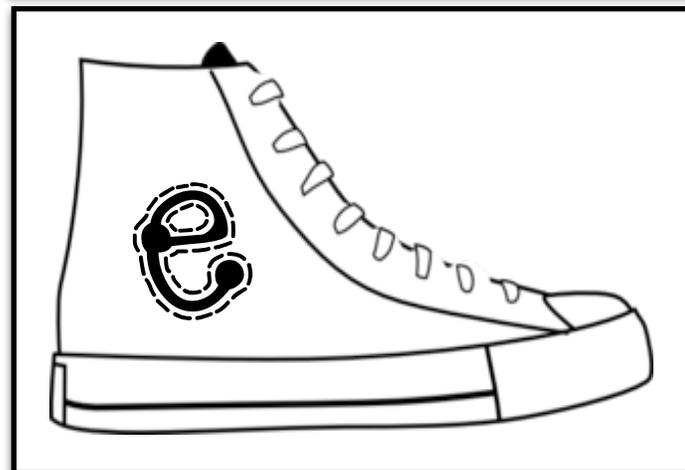
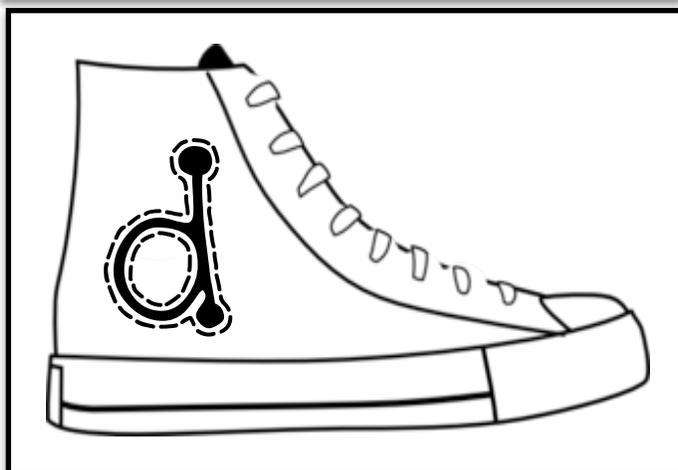
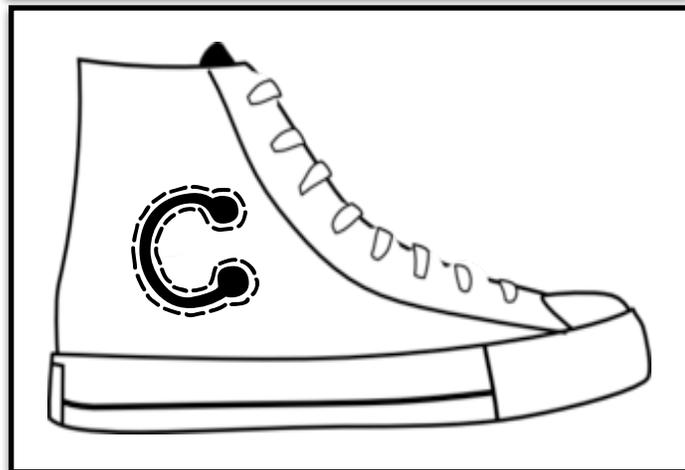
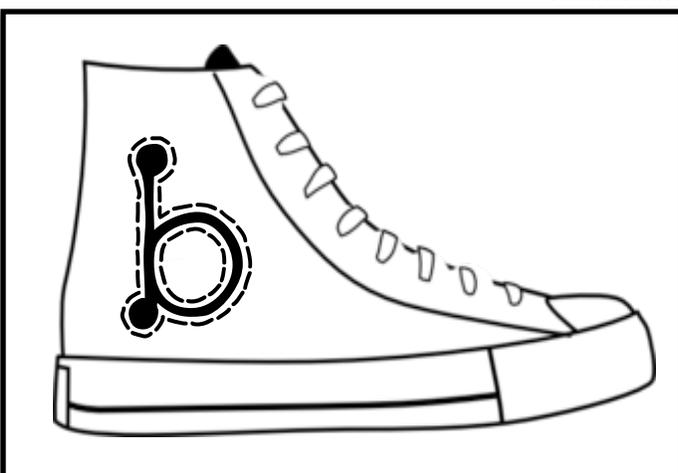
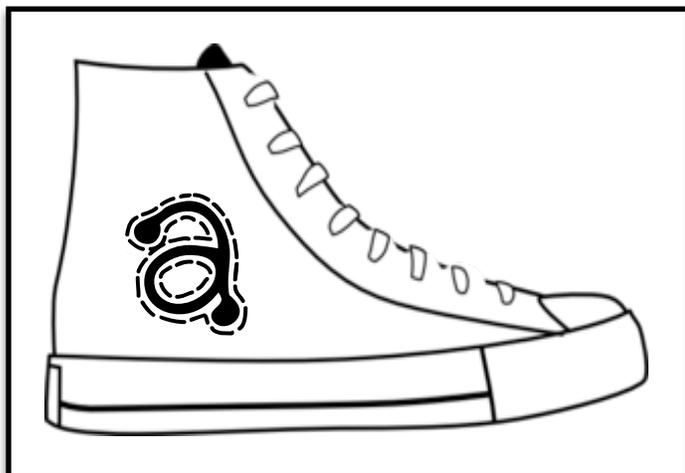
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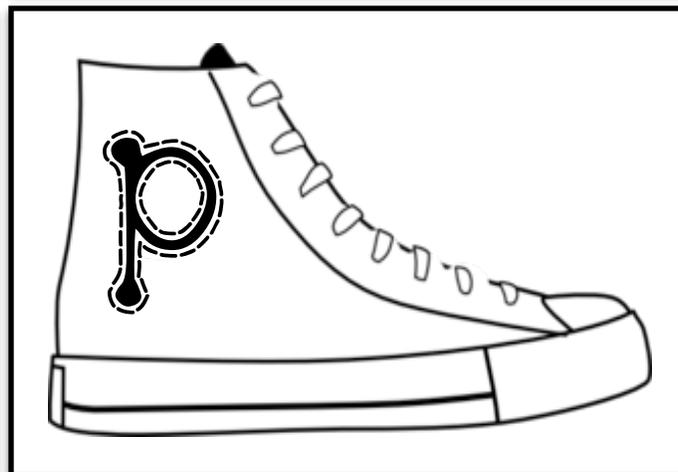
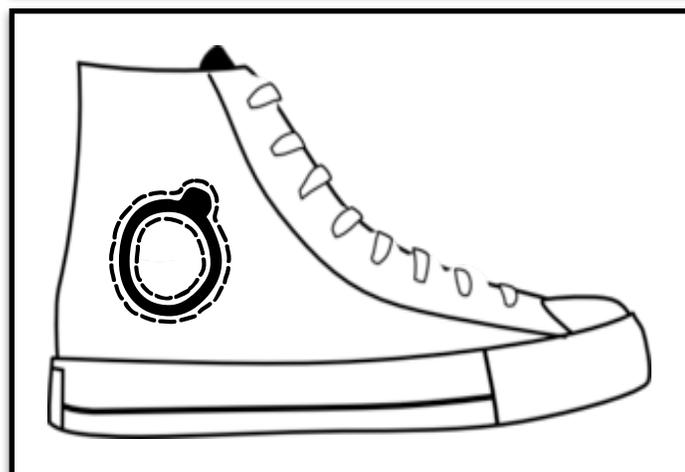
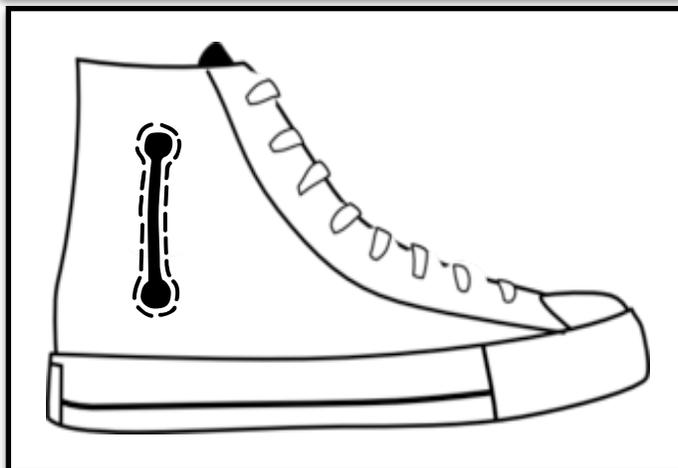
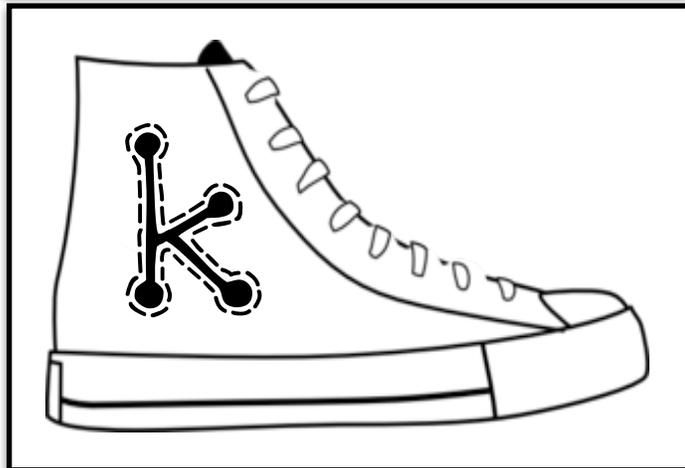
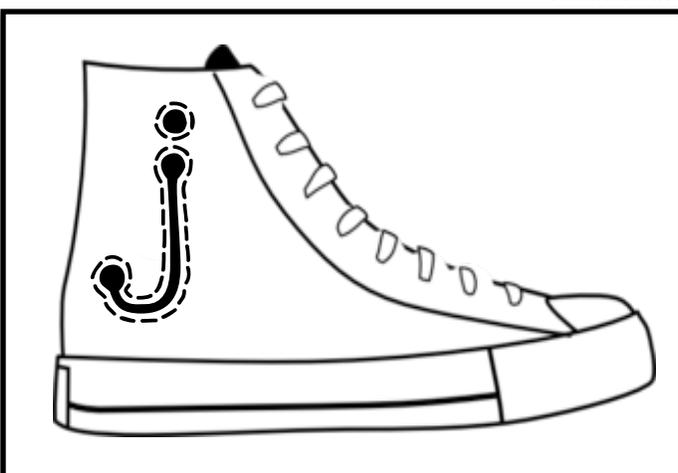
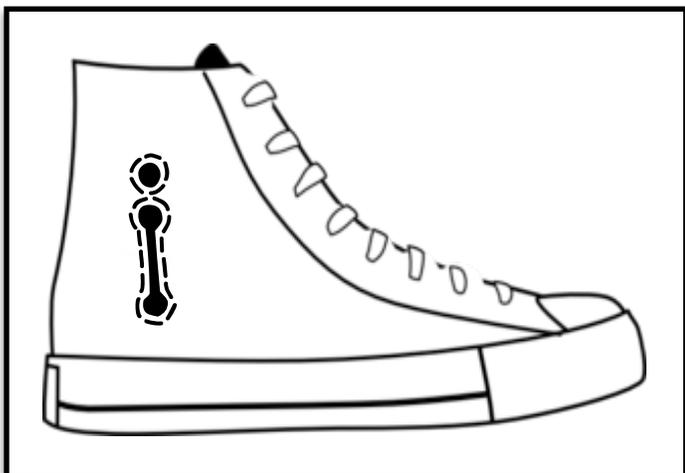
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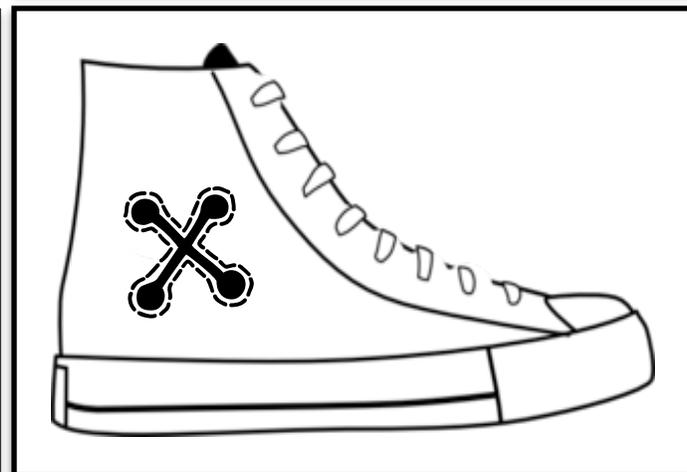
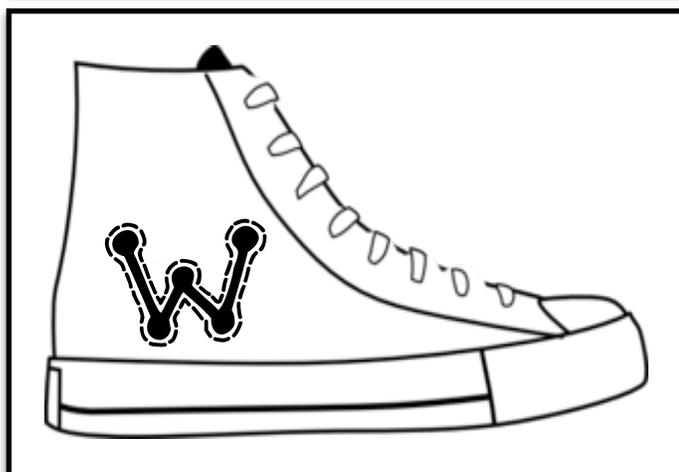
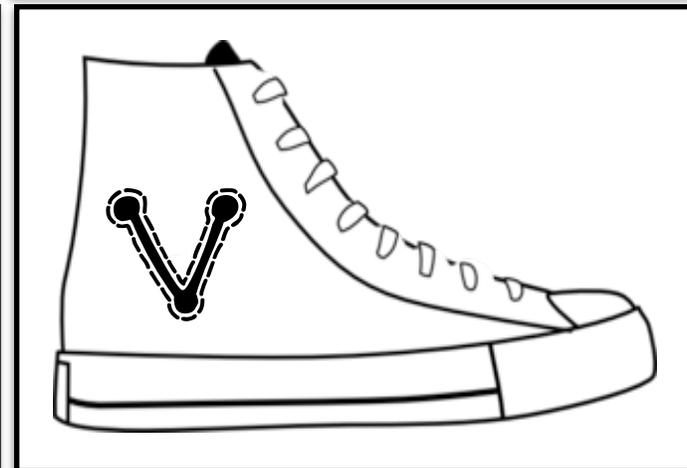
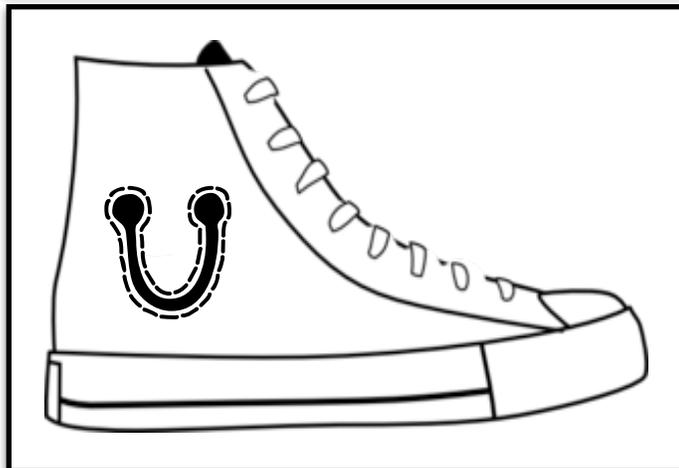
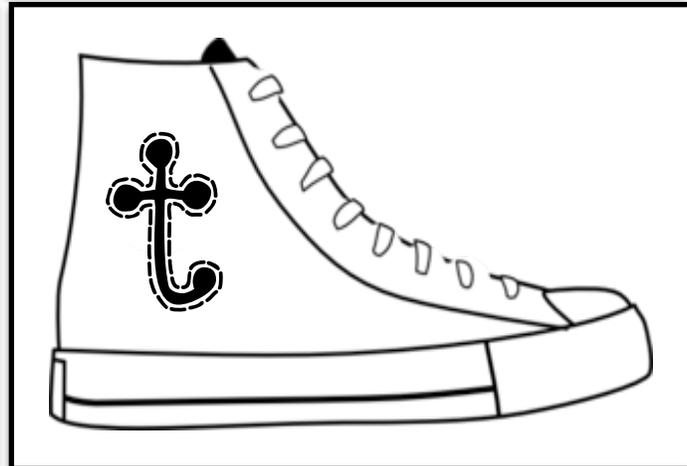
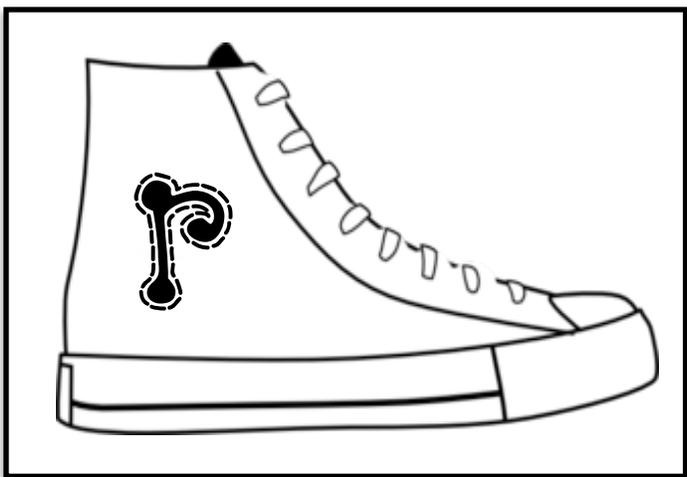
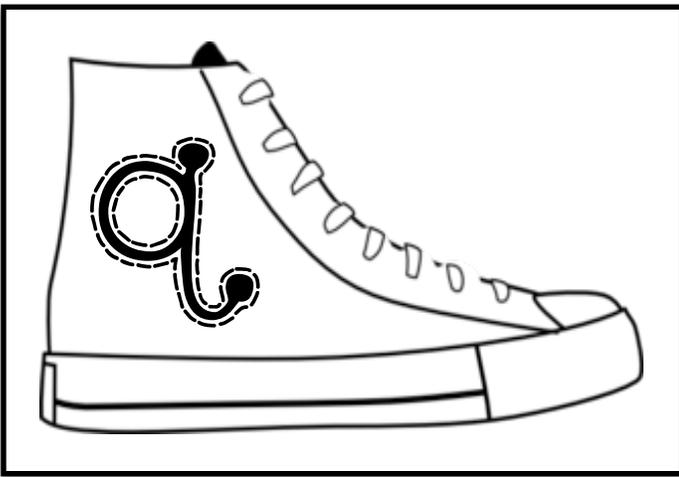
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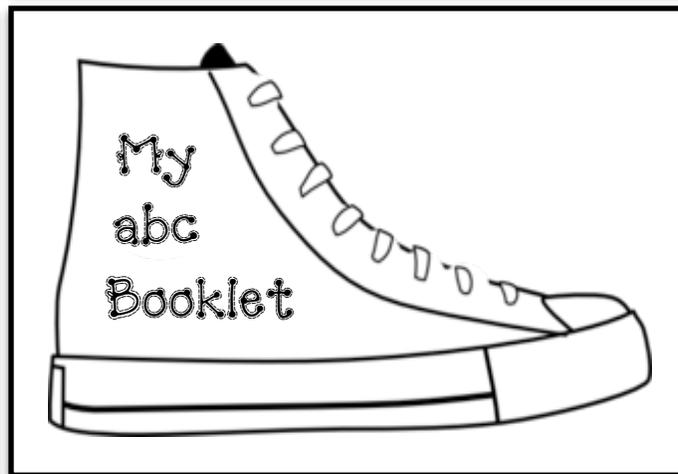
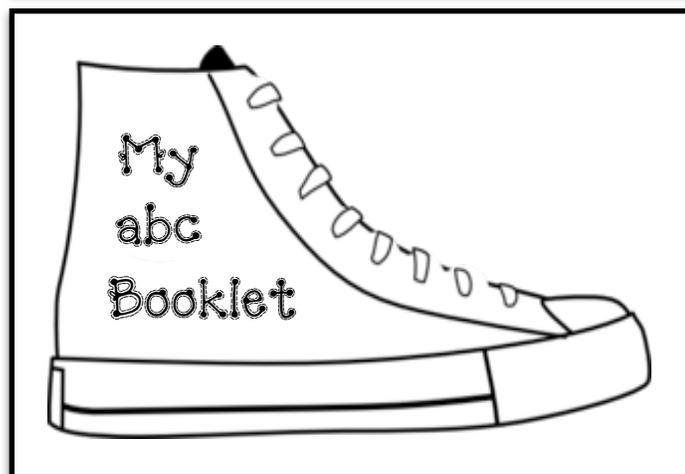
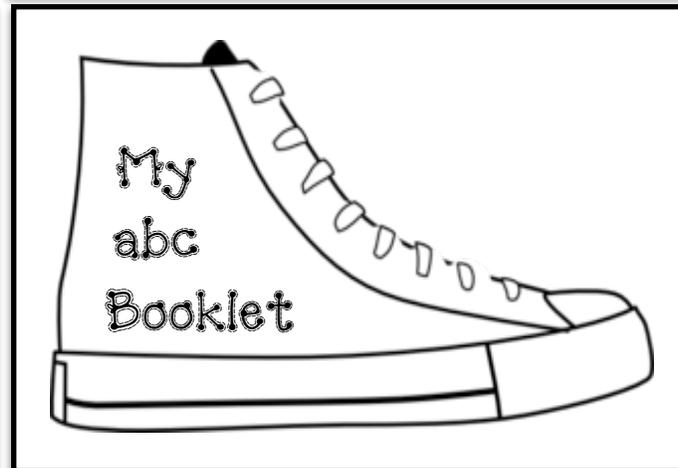
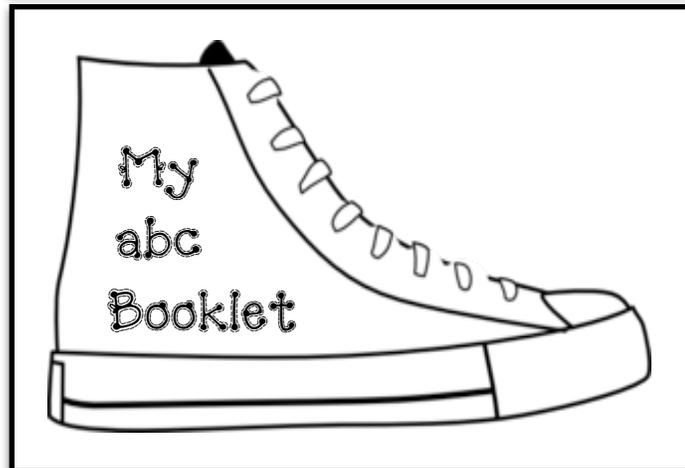
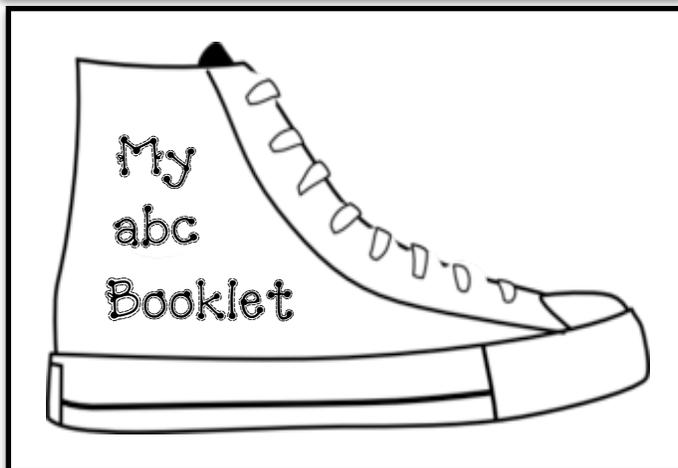
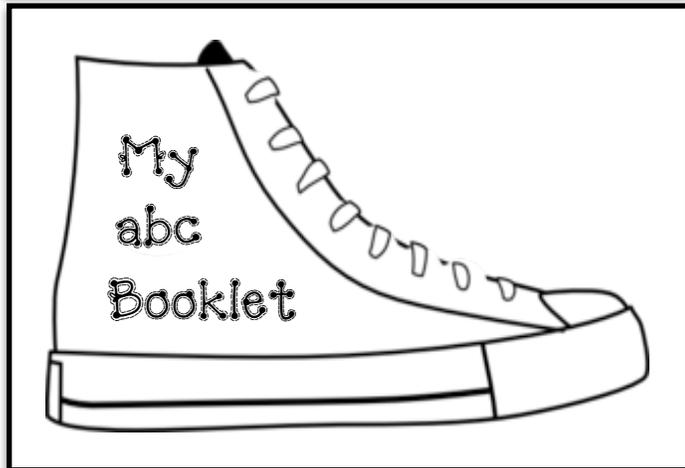
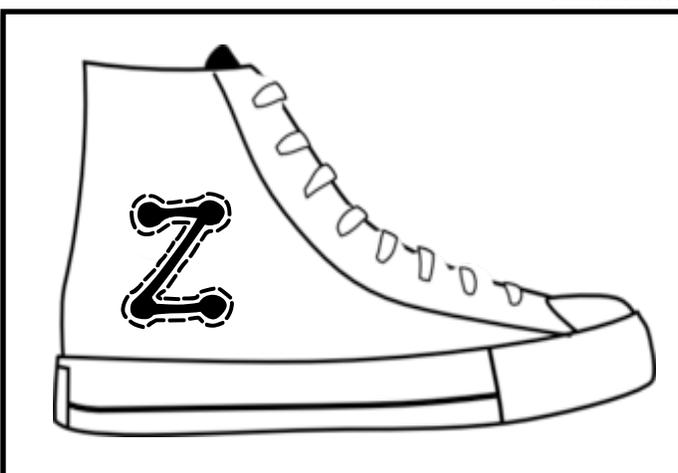
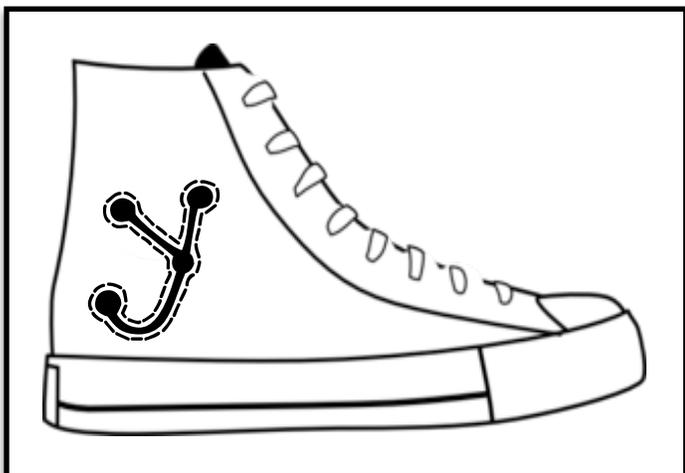
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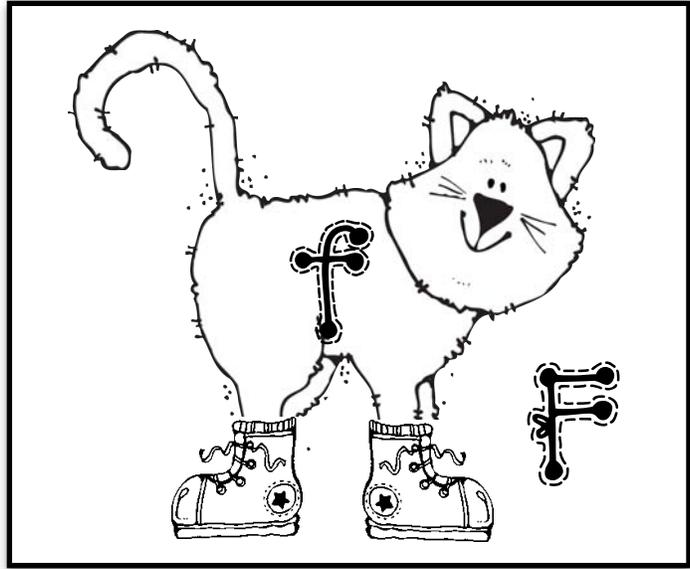
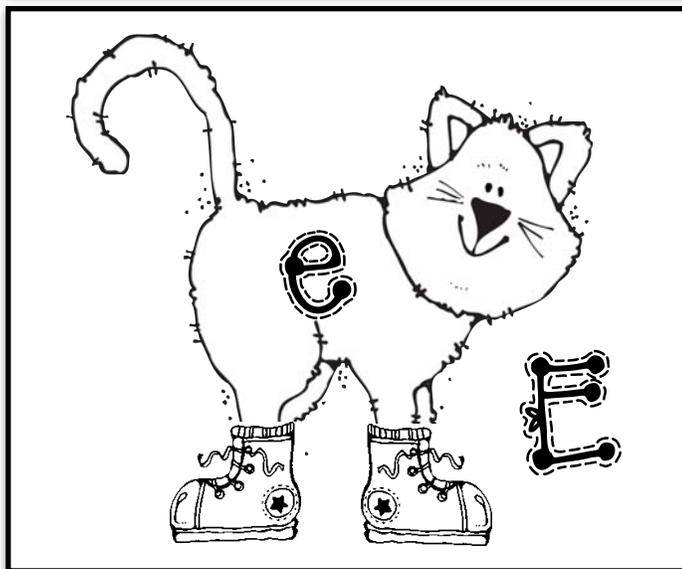
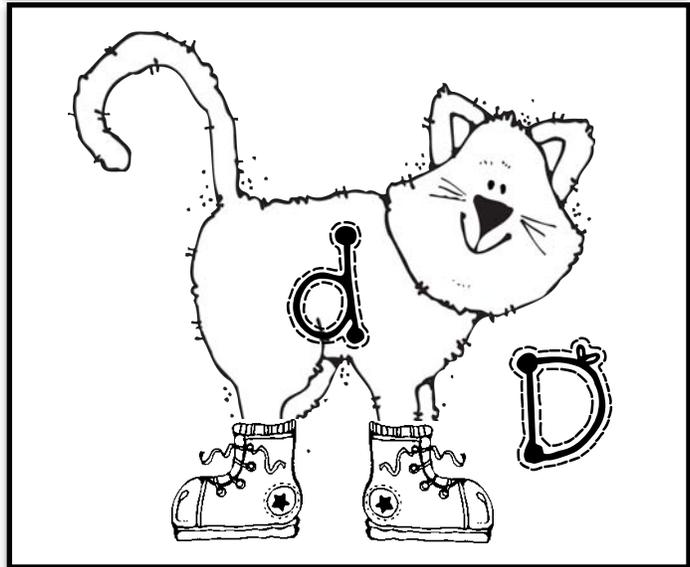
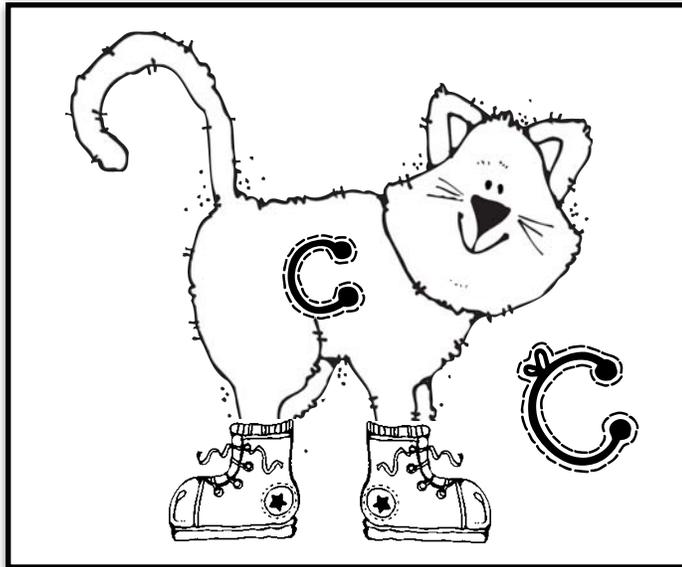
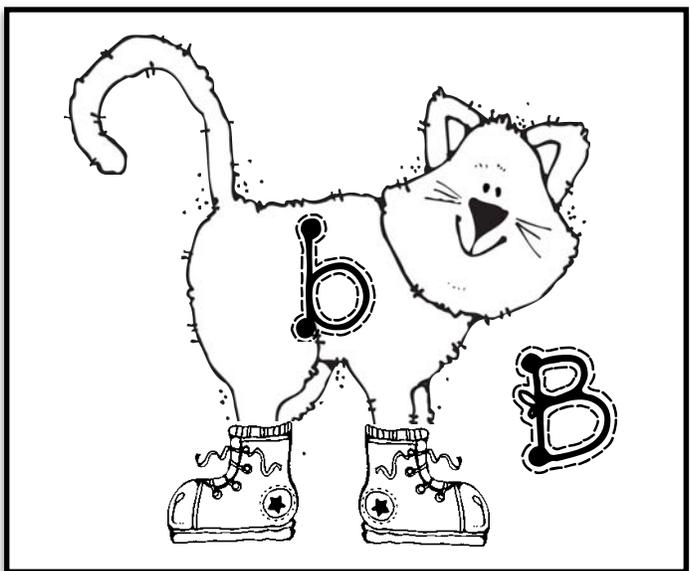
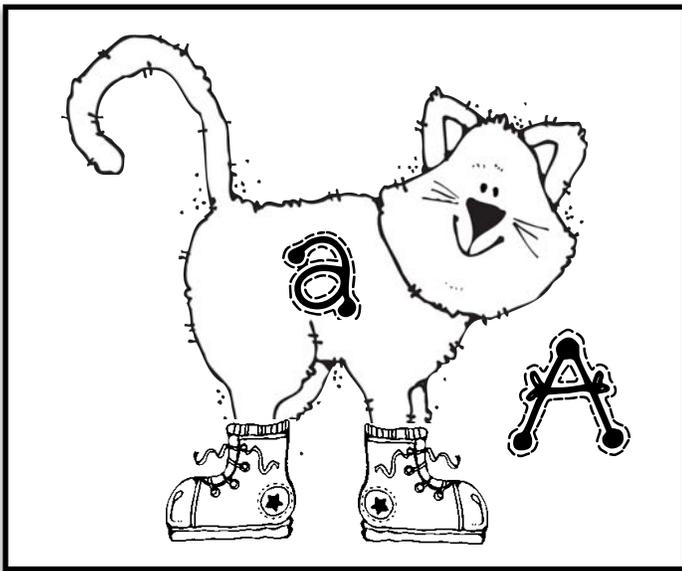
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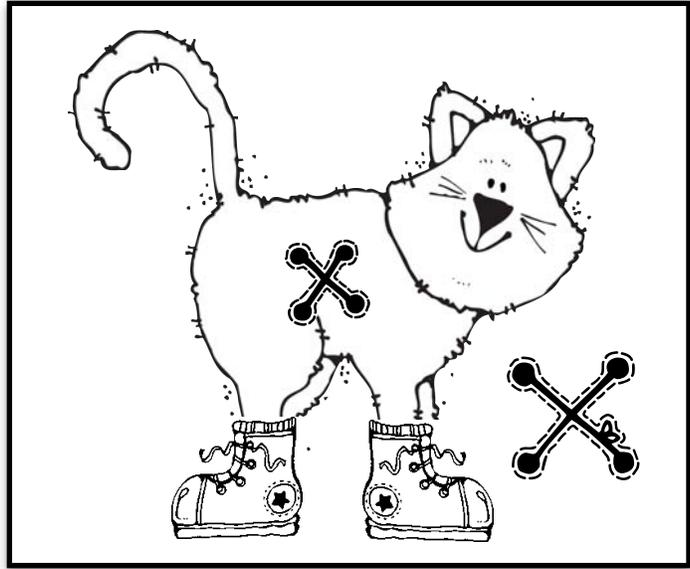
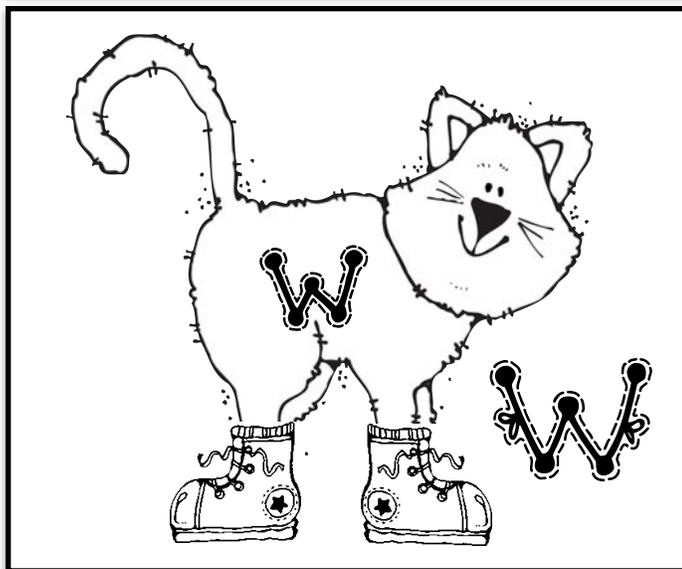
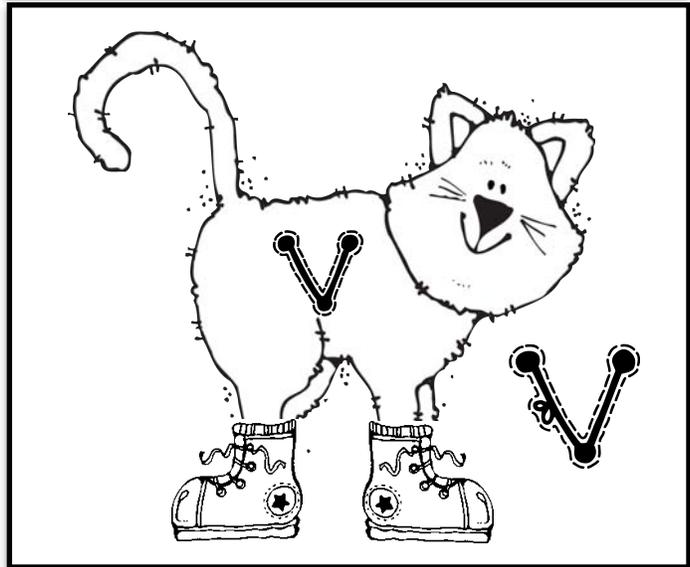
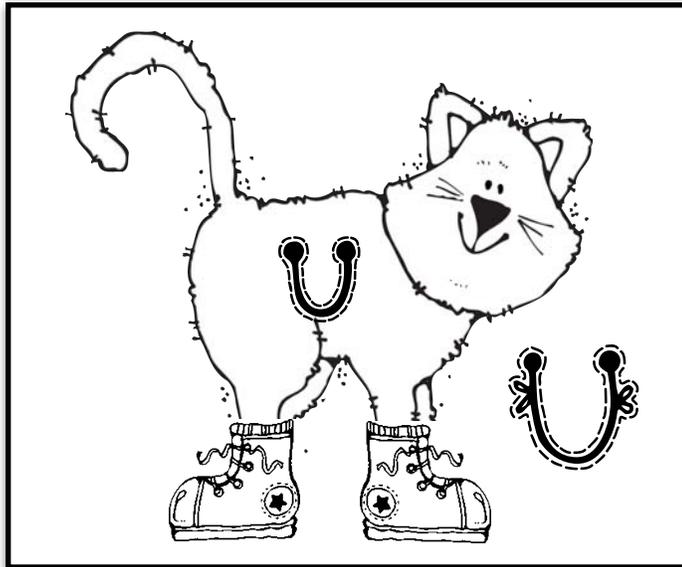
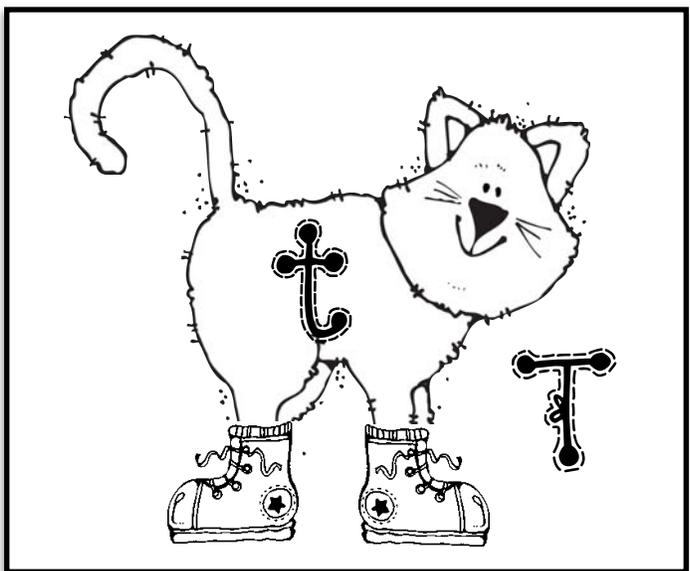
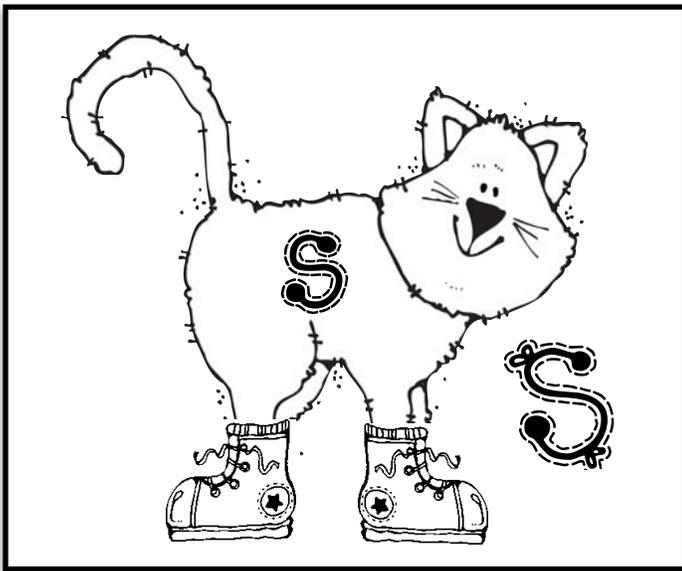
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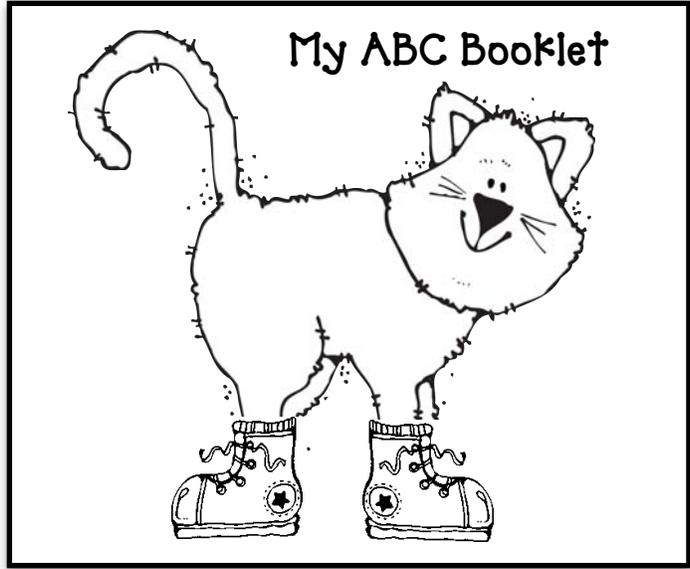
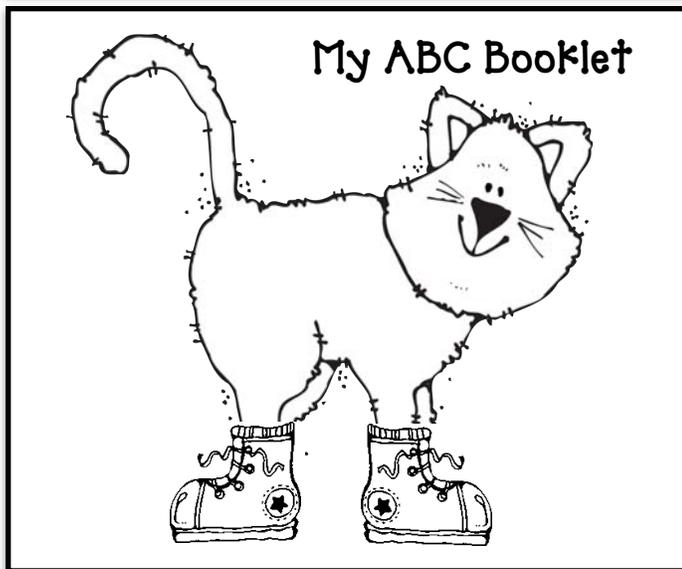
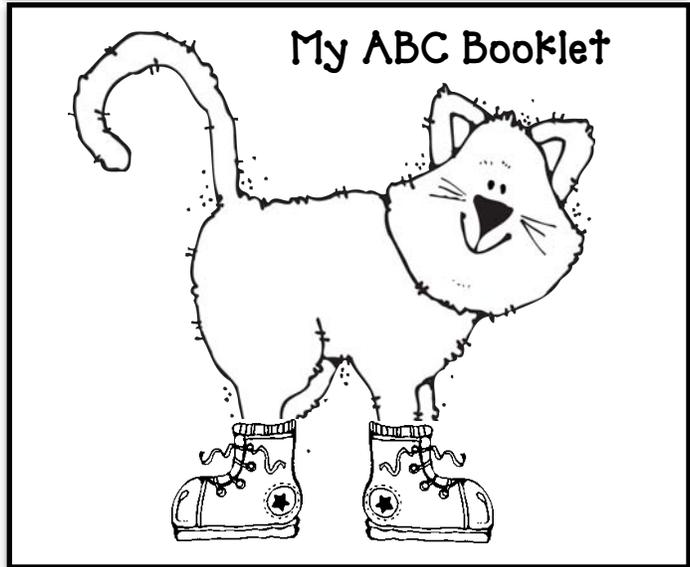
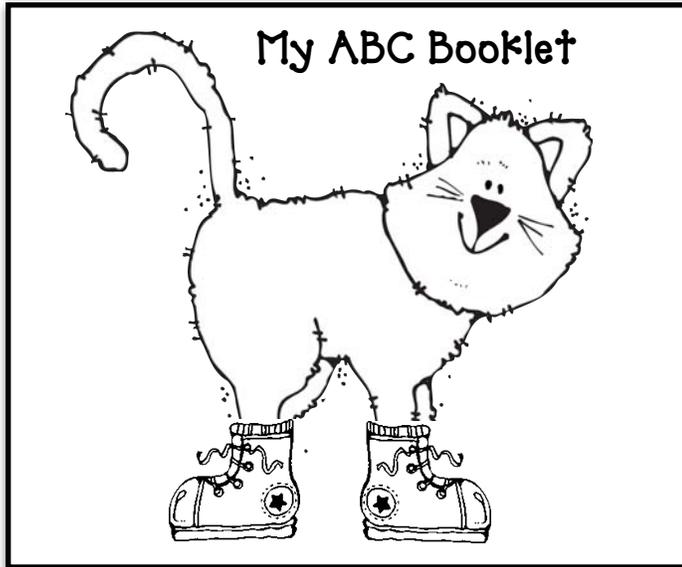
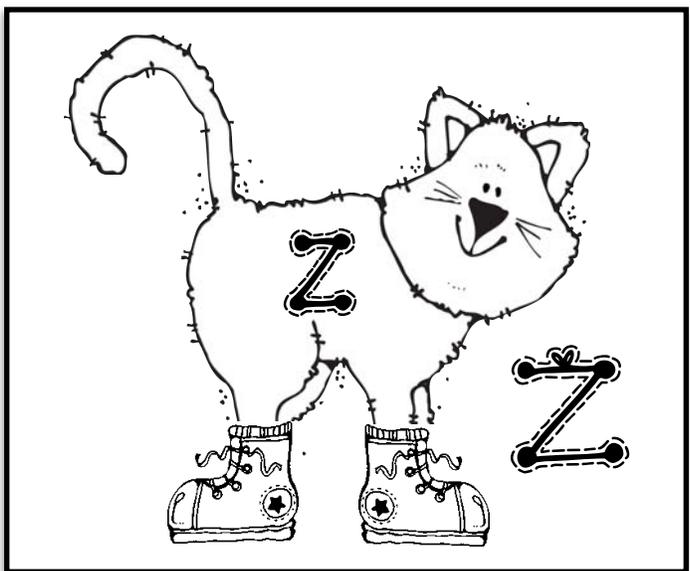
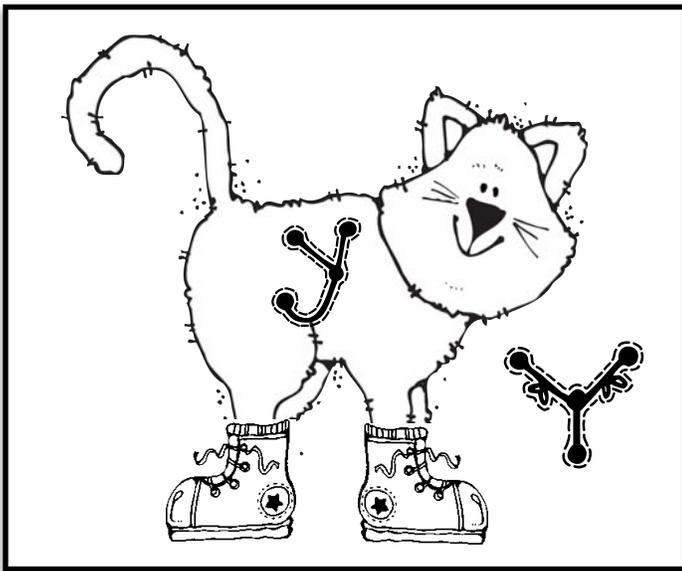


Students match the uppercase letter cats, with the lowercase letter shoe.

Besides playing Memory Match & "Have; Who Has?" games, students can add the cover, trim and sequence the alphabet cards and then collate into an Itty Bitty booklet.







Match the uppercase letter to the lowercase one.



I

n



p



m



o



l



j



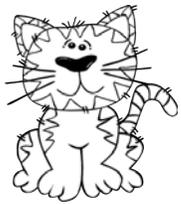
k



i



J



K



L



M



N



O



P

Match the uppercase letter to the lowercase one.



A

b



B

d



C

a



D

f



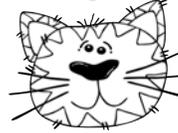
E

c



F

e



G

h



H

g



Match the uppercase letter to the lowercase one.



Q



R



S



T



U



V



W



X

S



W



q



v



t



x



u



r



Match the uppercase letter to the lowercase one.



A



B



C



D



F



F



G

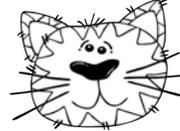


H

b



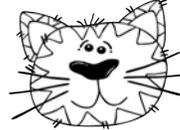
d



a



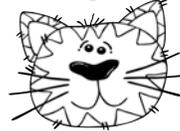
f



c



e



h



g





I spy uppercase letters.

Trace and then write the letters.

I spy my name:

=====

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

=====

I spy my favorite letter.

=====

A to Z





I spy lowercase letters.

Trace and then write the letters.

=====

I spy my name:

a b c d e f g h i j

=====

k l m n o p q r s

=====

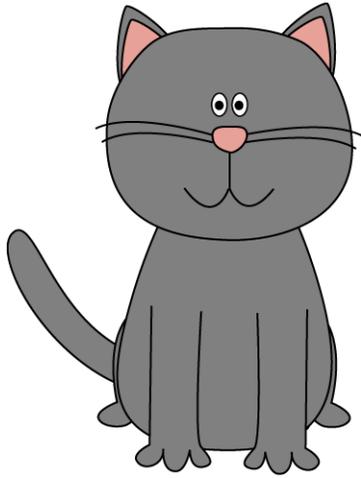
t u v w x y z

=====

I spy my favorite letter.

=====





Identify the
uppercase
letters.

You can have the student point to the letters identifying the 1st, 2nd and 3rd rows.

You can also ask students to point to the **A** then the **B** etc.

Circle the correct letters on your recording sheet and write any incorrect letter in the box.
i.e. Jon says the Q is an O.

You can run off a copy, to send home to parents, so they can work one-on-one with a struggling student.

TeachWithMe.com
Clip art by mycutegraphics.com

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

Uppercase Letter Assessment.

Knows the UPPERCASE LETTERS that are circled. Write the incorrect letter in the boxes.

Name: _____

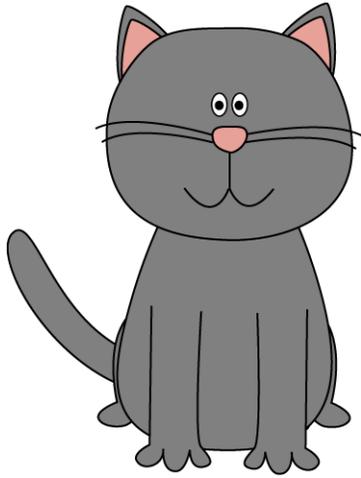
Date:

Date:

Date:

Date:

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



Identify the
lowercase
letters.

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

Lowercase Letter Assessment.

Knows the LOWERCASE LETTERS that are circled. In the boxes write the incorrect letter.

Name: _____

Date:

Date:

Date:

Date:

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



Alphabet Cards

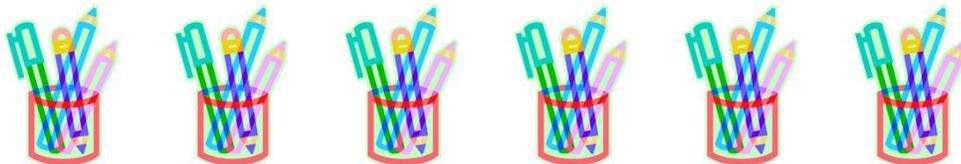
What else can you do with alphabet cards?

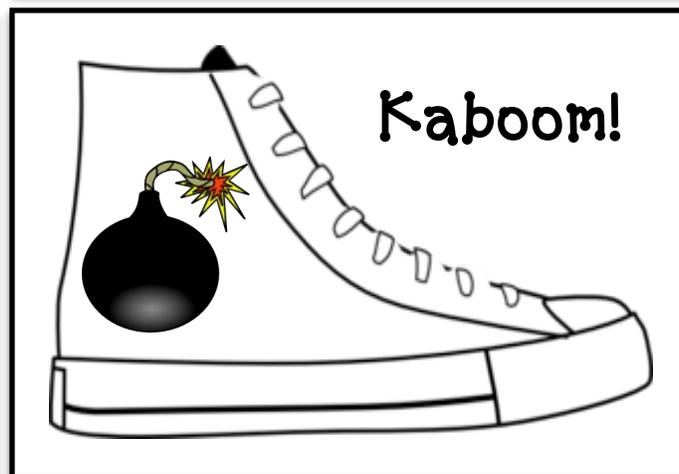
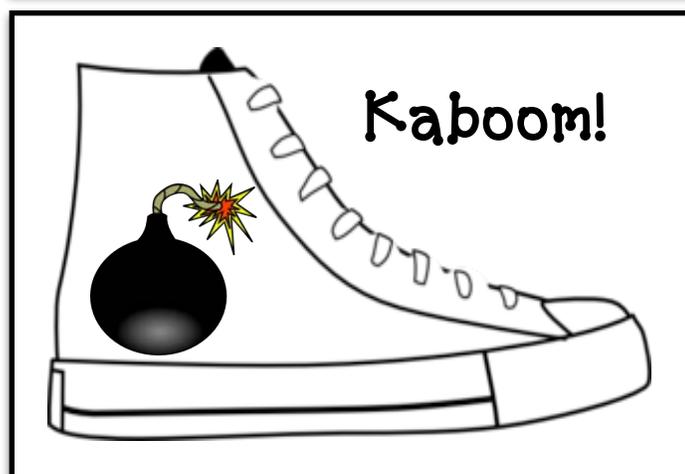
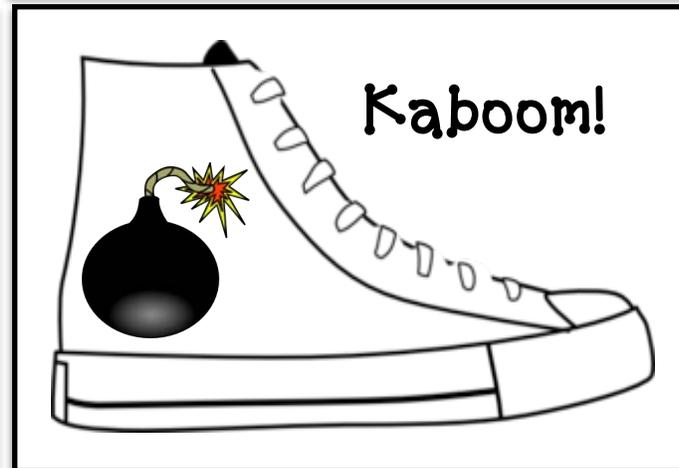
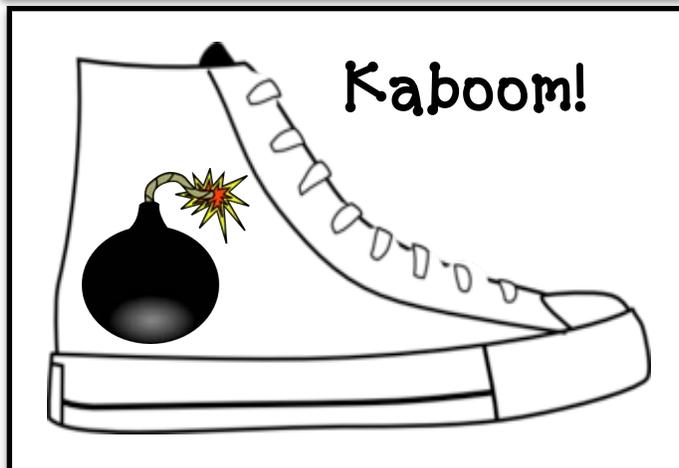
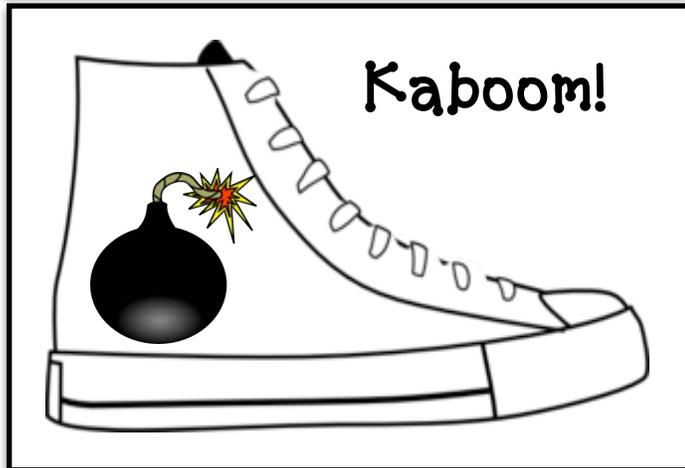
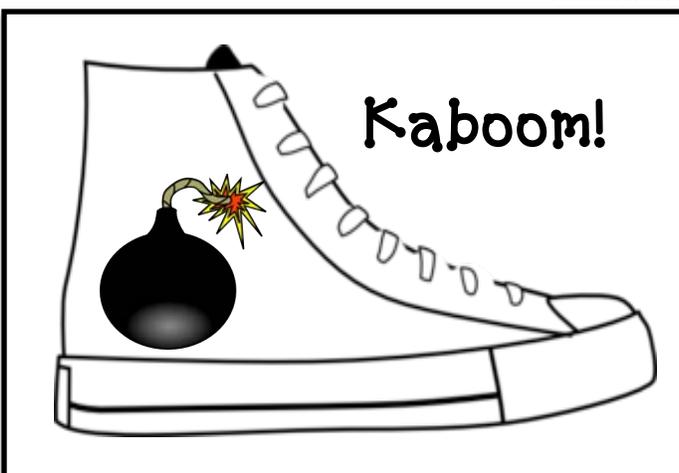
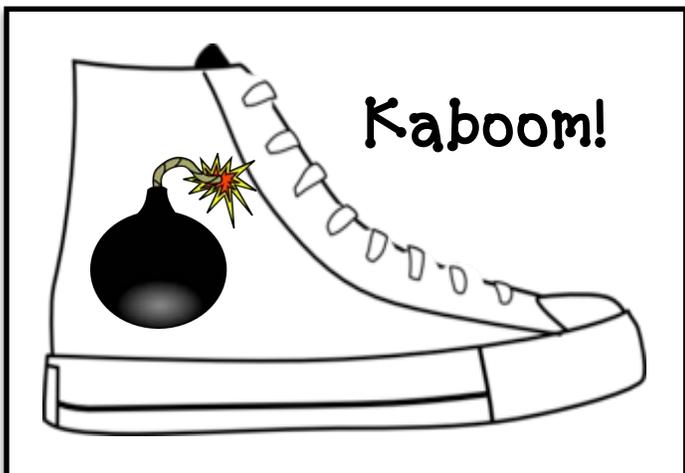
- Cut them up and use them as puzzles.
- Print and laminate and put on a split ring and use as flashcards for your students.
- Print and laminate and sprinkle them on the floor. Have students collect the cards before the timer rings. After the timer rings, have students gather on the carpet and sequence the cards. You can put upper and lowercase letters together, or sequence 2 separate lines. To reinforce recognition, call on children to share a letter that they found.
- Run off sets on two different colors of paper so that you can make **Memory Match** games. This will make the game easier to play and expedite time.
- Students can either match lowercase letters to uppercase letters or upper to upper and lower-to-lower.
- Put a set in a bag, basket or box and have students pull out a card and read the letter. If they can't, they are out of the game.
- You can also have them start saying the ABC's from that letter.
- They can pick a card and tell if it is a consonant or vowel.
- They can pick a card and give a word that starts with that letter.
- They can pick a card and give a student's name that starts with that letter. If there are none, they say zero.

- They can pick a card and give the sound(s) the letter makes.
- Put some Kaboom bomb cards in the container along with a set of upper and lowercase letter cards.
- Children take 2 cards out of the basket. Teacher calls on the student who has the uppercase letter A to start the game, that child reads their letter card and asks for the lowercase matching card.
- That child with that card reads it and gives their card to that child. They then read their other card and ask for their match.
- Play continues 'til all of the cards are gone.
- When the bomb cards are added, a child must use the bomb Kaboom card when they are called on for a match.
- They show the bomb card, everyone yells "Kaboom" and both children are out of the game.
- Run off copies of the cards. Students cut out the cards, put them in order, and staple on a construction paper cover, to make an Itty Bitty flip booklet, that they can share them with their families to reinforce lessons learned at school.
- Collating their books is a great way to sequence the letters.
- Play *"I Have, Who Has?"*
- Make sure you have only enough pairs of cards so that things come out equal to the number of students present that day.
- One student starts and says: *"I have "uppercase A" who has lowercase a?"* The child with the lowercase letter card gives that child their card.
- Play continues 'til all of the cards are gone.

- You can spice this game up by adding the "Kaboom" cards to this game as well.
- Have students choose a partner and play "Speed" against them.
- Each student mixes up their cards. Together they say, *"Ready-Set-Go!"*
- Each student puts their cards in ABC order. The 1st one to do so is the winner.
- Another version of "Speed" is the following: Each child has a set of cards that is in the same order as their partner's. They place them face down. They say 1-2 flip and then flip a card over. The first one to read the card takes the cards. The student with the most cards wins.
- Students mix up their pack of cards, and reinforce vowels and consonants.
- Students take turns flipping over cards. The first one to say whether it is a vowel or consonant gets the card.
- You could also play that they have to give a word that begins with that letter. i.e. A student flips over the B card, one of the children exclaims: "Boy!" they get the card.
- Display the cards on the wall in ABC order. Each day take a "mystery" letter away. Choose a different child each day to guess which letter is missing.
- As students become familiar with the letters, jumble them up instead of keeping them in ABC order.
- Use them as flashcards.
- Use them as pocket cards.
- Place a card behind a seasonal shape on your white board and choose a child to guess what letter the mouse has stolen today.
- Sort vowels and consonants.

- Sort upper and lowercase letters.
- Use them in **Daily 5** for "Word Work" & have students make CVC words, word wall words, spelling words, spell their name etc.
- Pass them out and have students "feed" them to a container of some sort.
- I've given you a blank template so that you can program it with whatever else you may think of: numbers, shapes, equations etc.
- Label a set of clothespins (You can buy them at The Dollar Store) with upper and lowercase letters. For great fine motor fun, have students clip the matching letter clothespin to the corresponding alphabet card.
- Students can clip uppercase letter clothespins to uppercase letter alphabet cards, or have them clip the lowercase clothespins to the uppercase alphabet cards, and the uppercase clothespins to the lowercase alphabet cards.
- Make a double set of cards. Cut one set in half vertically, and another set in half horizontally. Students put the puzzles together and decide if that letter is symmetrical.
- Use the above cards and have students draw in the missing half.
- If you think of more ideas, I'd enjoy hearing from you: diane@teachwithme.com





Students match the uppercase letter cats, with the lowercase letter shoe.

Besides playing Memory Match & "Have; Who Has?" games, students can add the cover, trim and sequence the alphabet cards and then collate into an Itty Bitty booklet.