

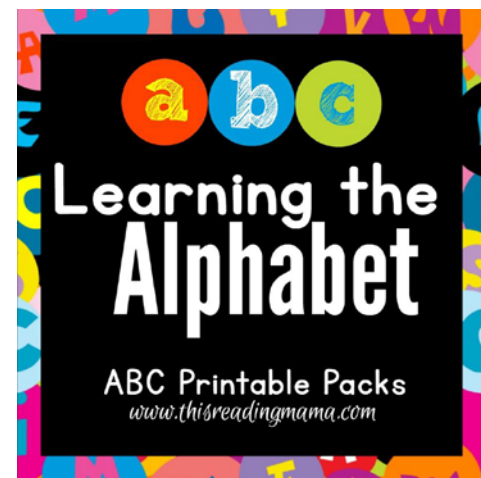
Learning the Alphabet

Included in this Letter Rr Pack are:

- Letter book (color and black/white)
- Tracing Page
- Letter Lacing Cards
- Roll and Race! (sorting upper and lowercase letters)
- Cut & Paste Letter Sounds
- Letter Puzzles
- Roll a Sound
- Letter coloring pages (or adapt another way)
- Do-a-Dot pages
- 10-grid
- Playdough Mat (open-ended)
- Covering the Number (1-10)
- Counting cards

Learning Objectives Covered: letter sounds, letter names (for upper and lowercase), vocabulary, beginning handwriting, fine motor skills, one-to-one correspondence, & number identification to 10

Read more about
Learning the Alphabet or
purchase the bundle pack
for \$10 [HERE](#).



*If you are teaching a young child the alphabet, the key is to BE FLEXIBLE and OPEN to his/her interests. Your child does NOT have to do every activity for each letter. These are only suggested activities. Feel free to adapt them for your own child/student. I certainly do! Find the teaching supplies I recommend for these packs [HERE](#) and even more alphabet activities and teaching ideas in our [4-part Alphabet Series](#).

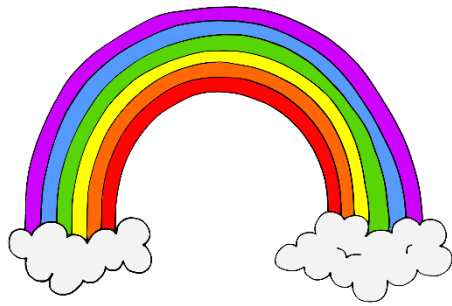


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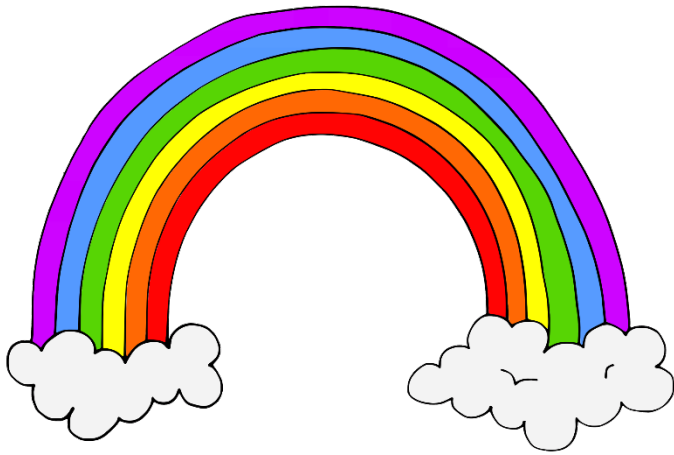
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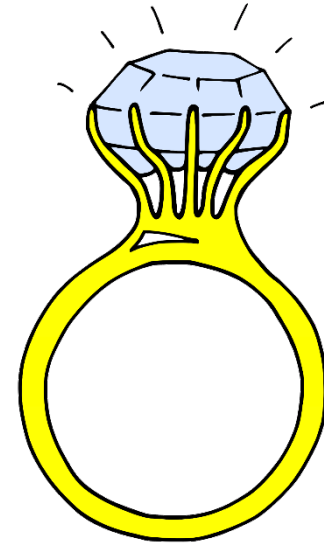
It Begins With Rr



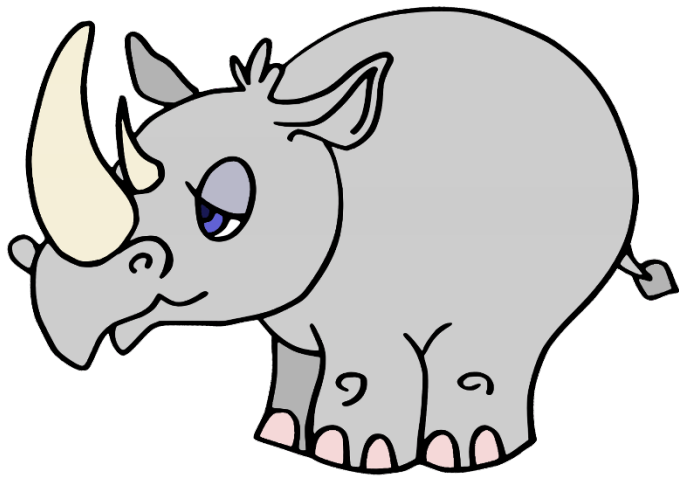
Cut along dotted line. Staple book together here.



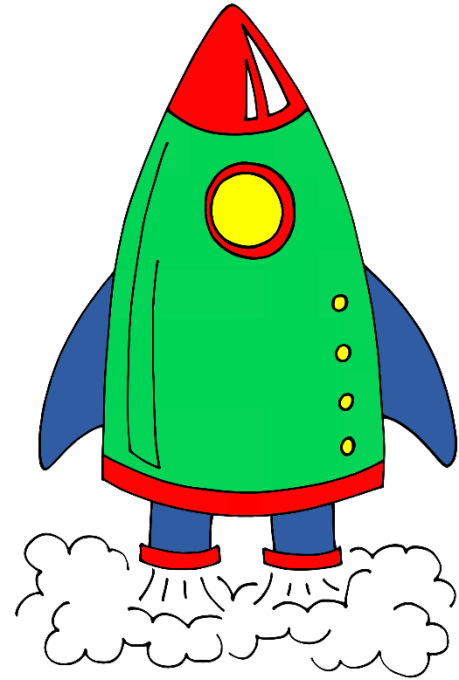
rainbow



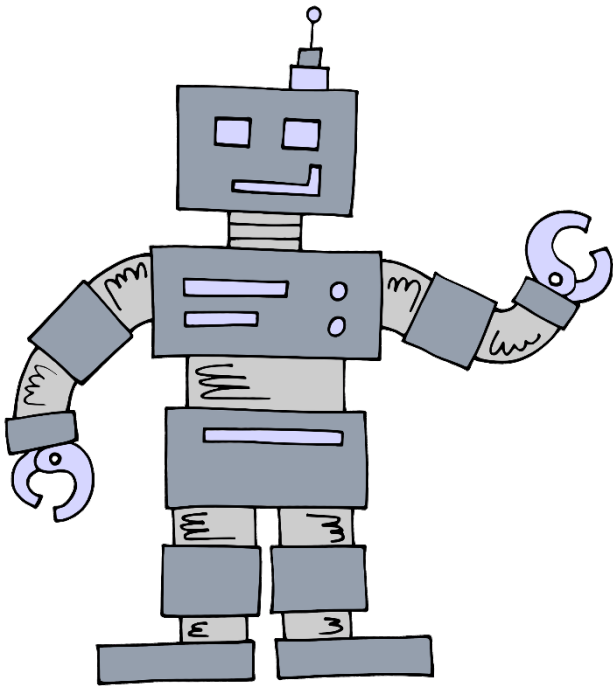
ring



rhinoceros



rocket

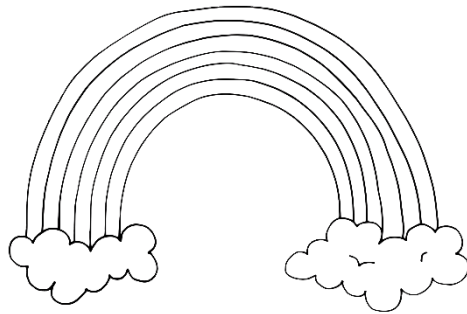


robot

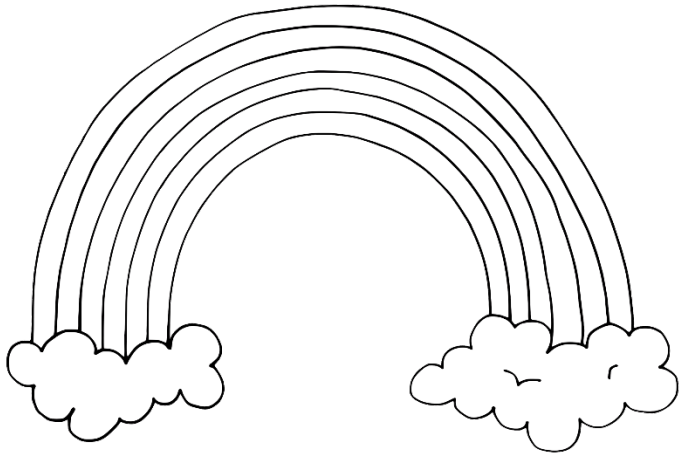


rain

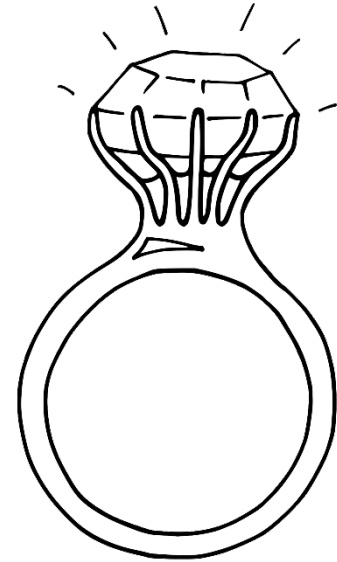
It Begins With Rr



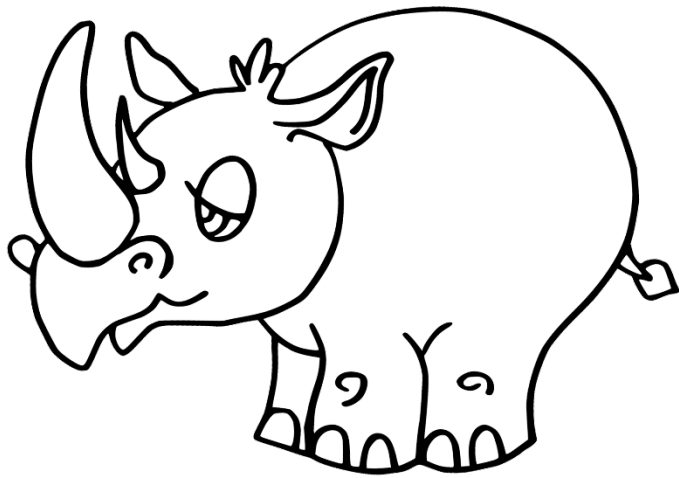
Cut along dotted line. Staple book together here.



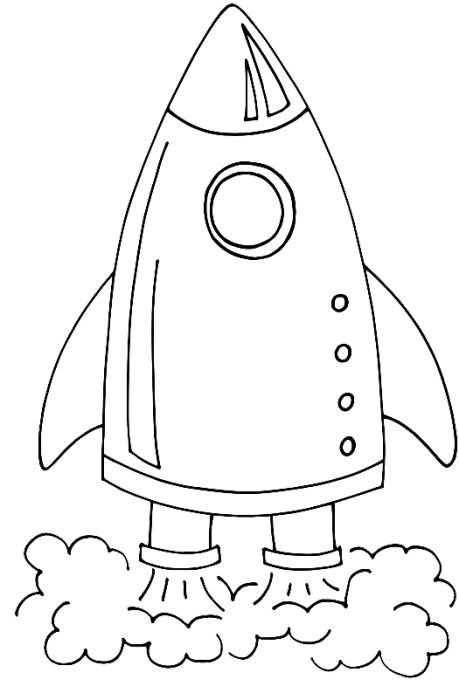
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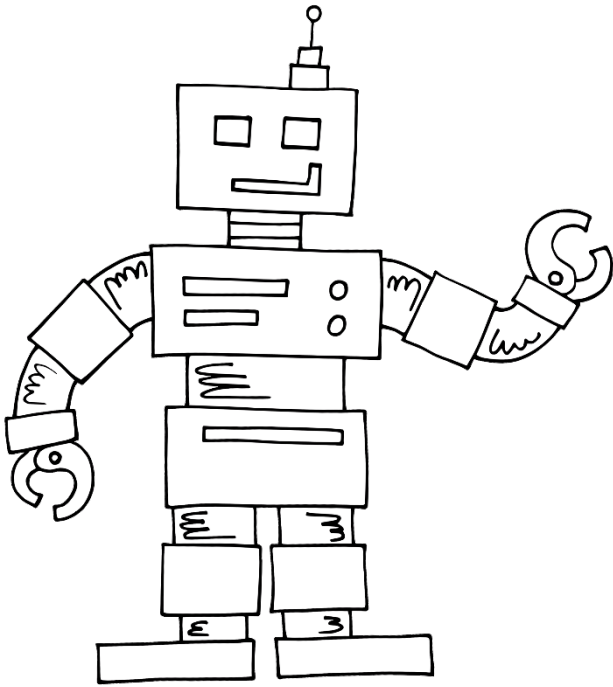
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rhinoceros



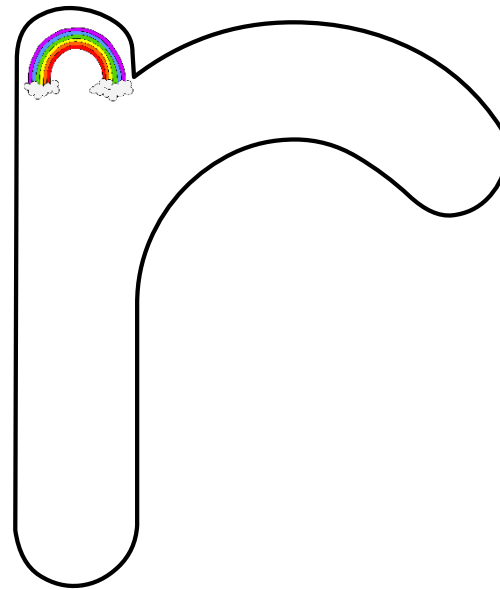
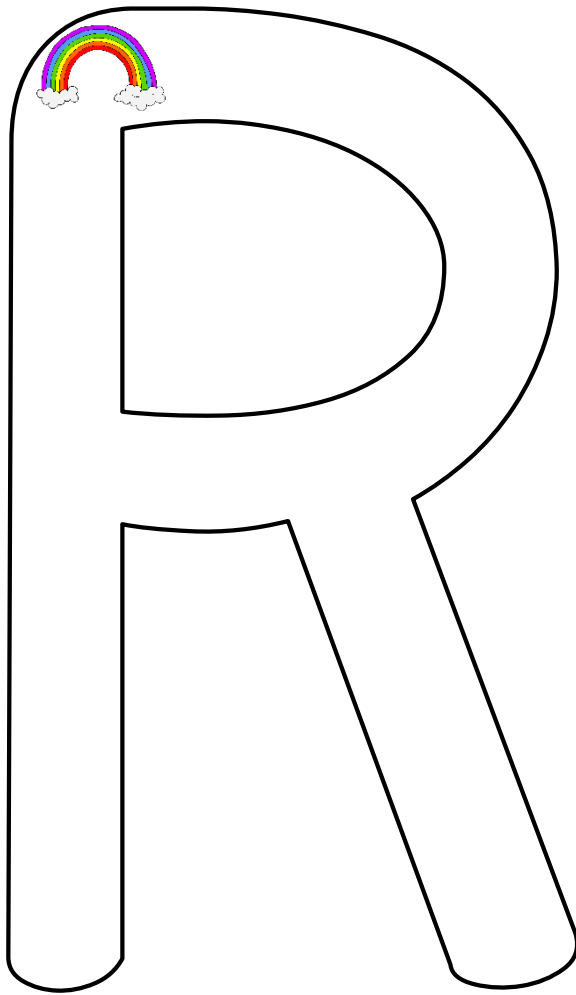
rocket



robot

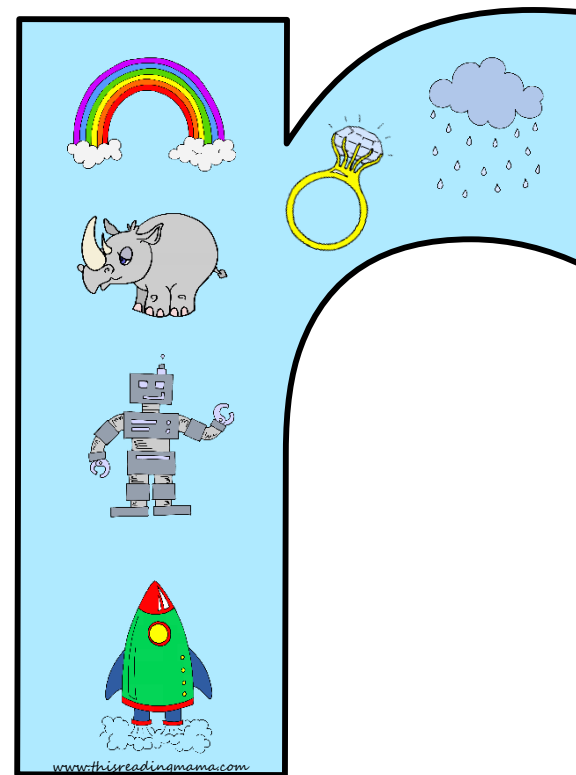
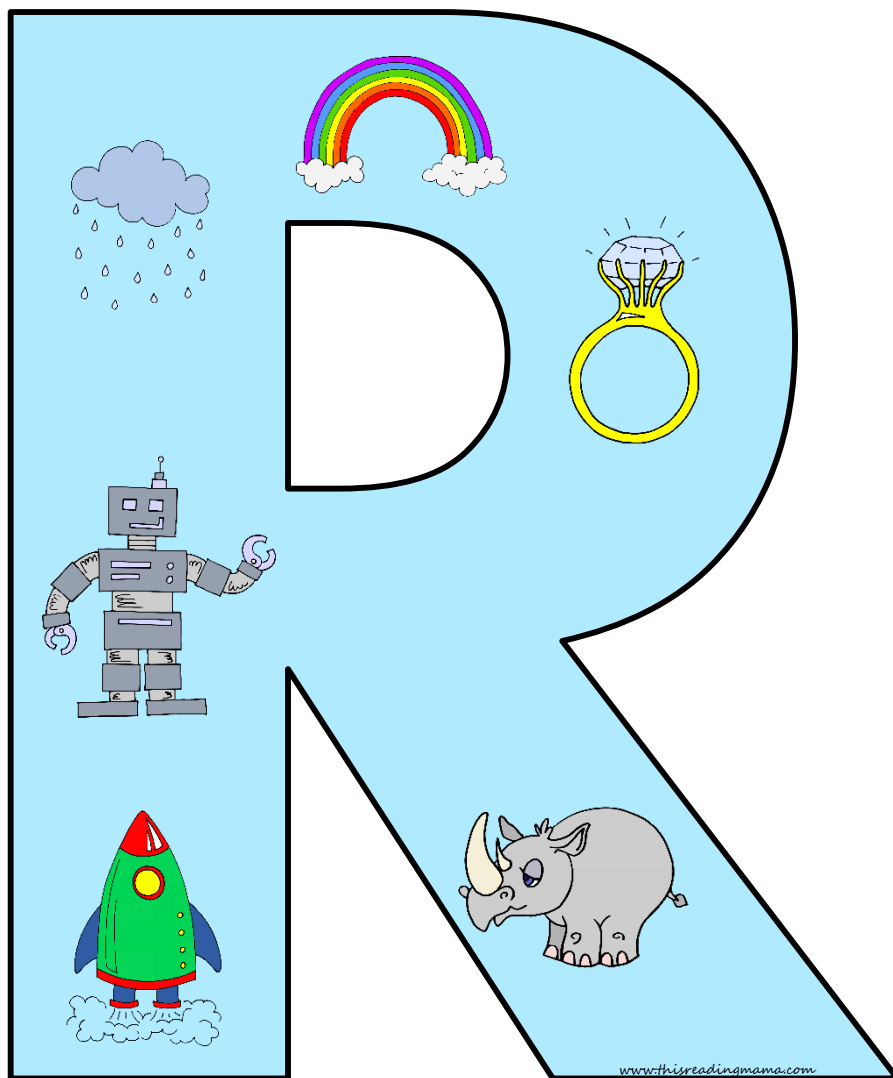


rain

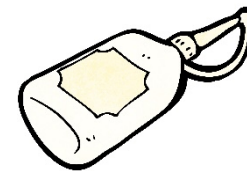


Letter Lacing Cards

Print onto cardstock. Laminate. Cut out and hole punch around the outside edge to make lacing cards.



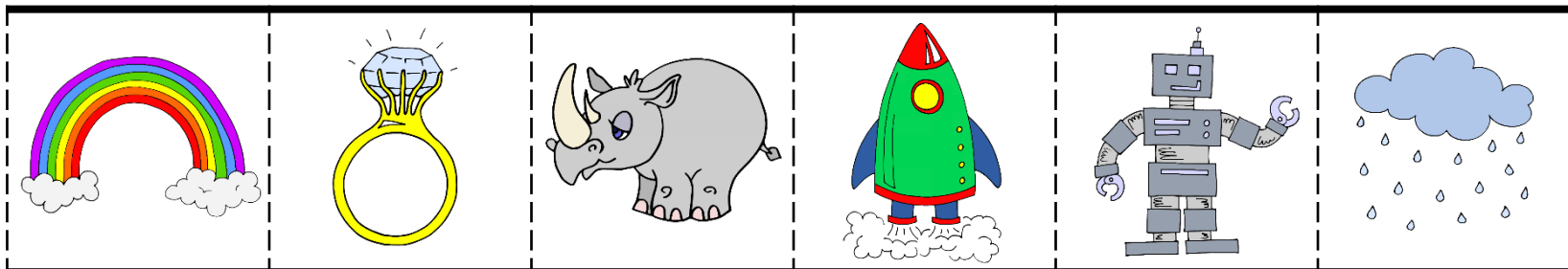
Cut & Paste Letter Sounds



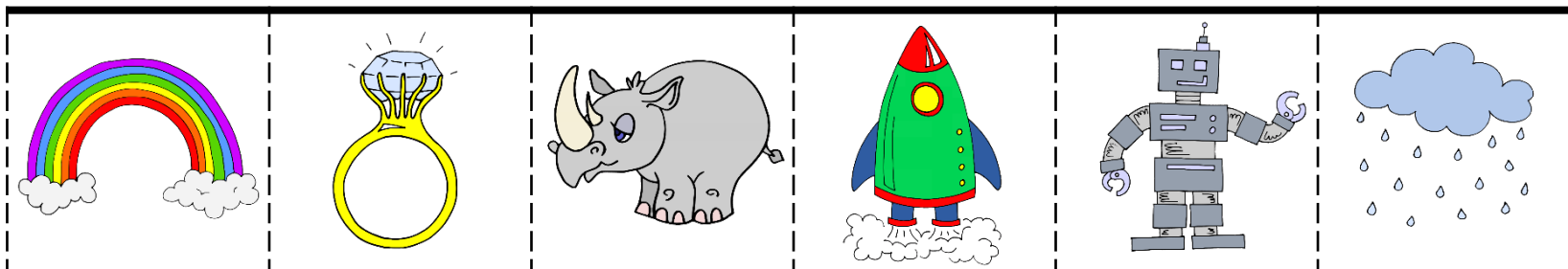
There are several ways this activity can be done.

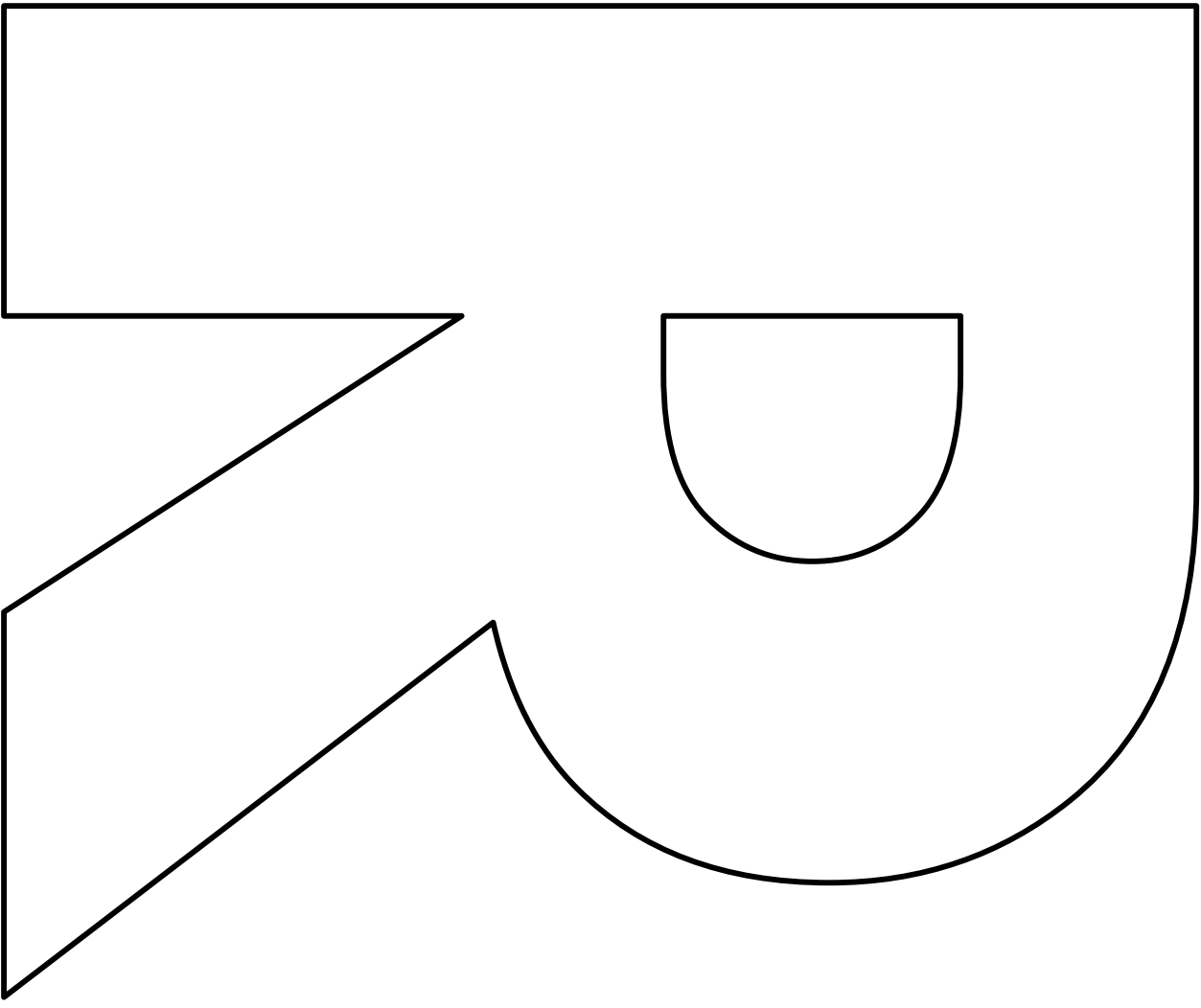
1. Cut out the images below. You can 1- help your child to paste them onto the letters (either uppercase or lowercase OR both) or 2- cut along the dark, horizontal lines. Then help your child cut the strips on the dotted vertical lines.
2. Glue down the pictures inside or around the letters on the blank letter pages provided next in this download.
3. Talk about the pictures and emphasize the beginning sound by repeating it. For example, if you were gluing down A pictures, you might sound like, "A is for /a/-/a/-apple."
4. Find pictures in magazines to cut out and glue into the letters.
5. Use stamps or alphabet stickers to cover the letter.
6. Glue down objects that start with that letter. For example, for the letter M, you could glue down mini marshmallows. Be creative! You'd be surprised how many things you already have in your kitchen or home that fit each letter. The dollar store also makes a great place to find objects.

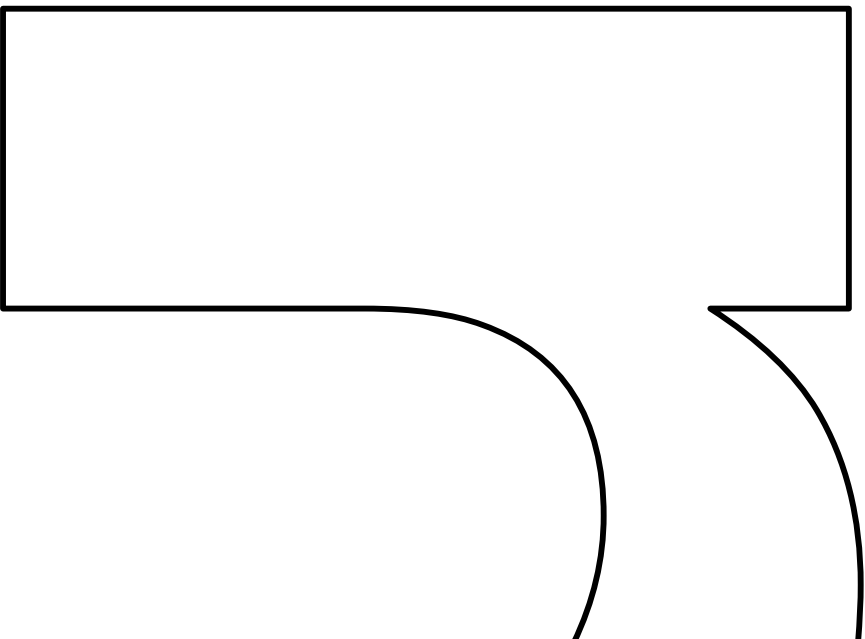
uppercase images



lowercase images





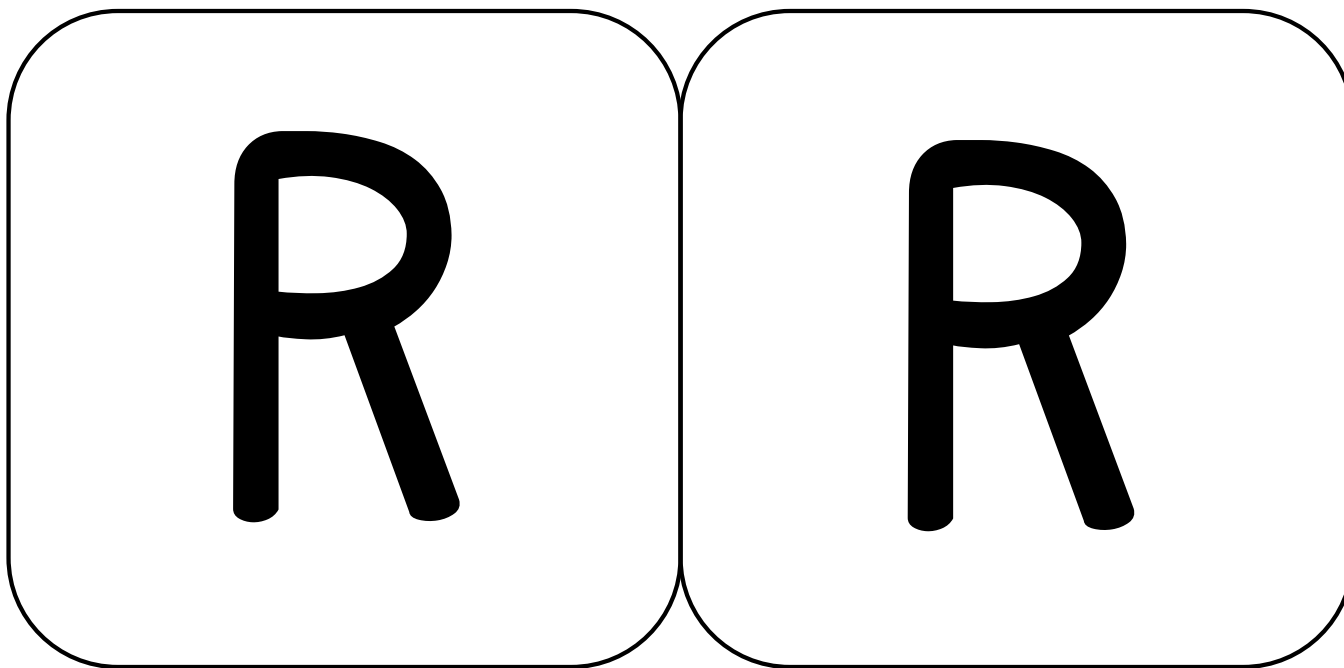


Roll and Race!

This activity calls for one Photo Stacking Block (find out more about these [here](#)). If you don't have photo stacking blocks, then you can adapt this activity without them or make your own with Priority Mail boxes.

Prepare by: 1- cutting apart upper and lowercase inserts, 2- placing them into 1 Photo Stacking Block, 3- cutting apart Letter Cards, and 4- printing off one game board. (The child can play the game by himself or he can play with another player.)

Play by: Roll the die. If it lands on an uppercase letter, take one uppercase letter card and place it on the first rung of the uppercase ladder. If it lands on a lowercase letter, take one lowercase letter card and place it on the first rung of the lowercase ladder. Play continues in this manner, until either the upper or lowercase letter reaches the top. Whichever one gets there first is the "winner". *(To change up the activity a bit, upper and lower case stamps could be used or older children may be able to write the letters.)*



R

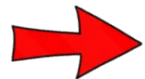
r

r

r

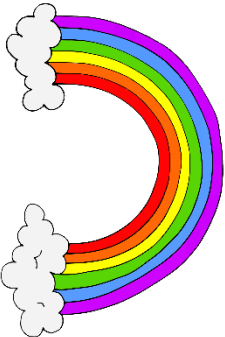
6	
5	
4	
3	
2	
1	

R



Roll and Race!

Roll the die with upper and lowercase letters.
Race to see which kind of letter gets to the top first!



Learning the Alphabet
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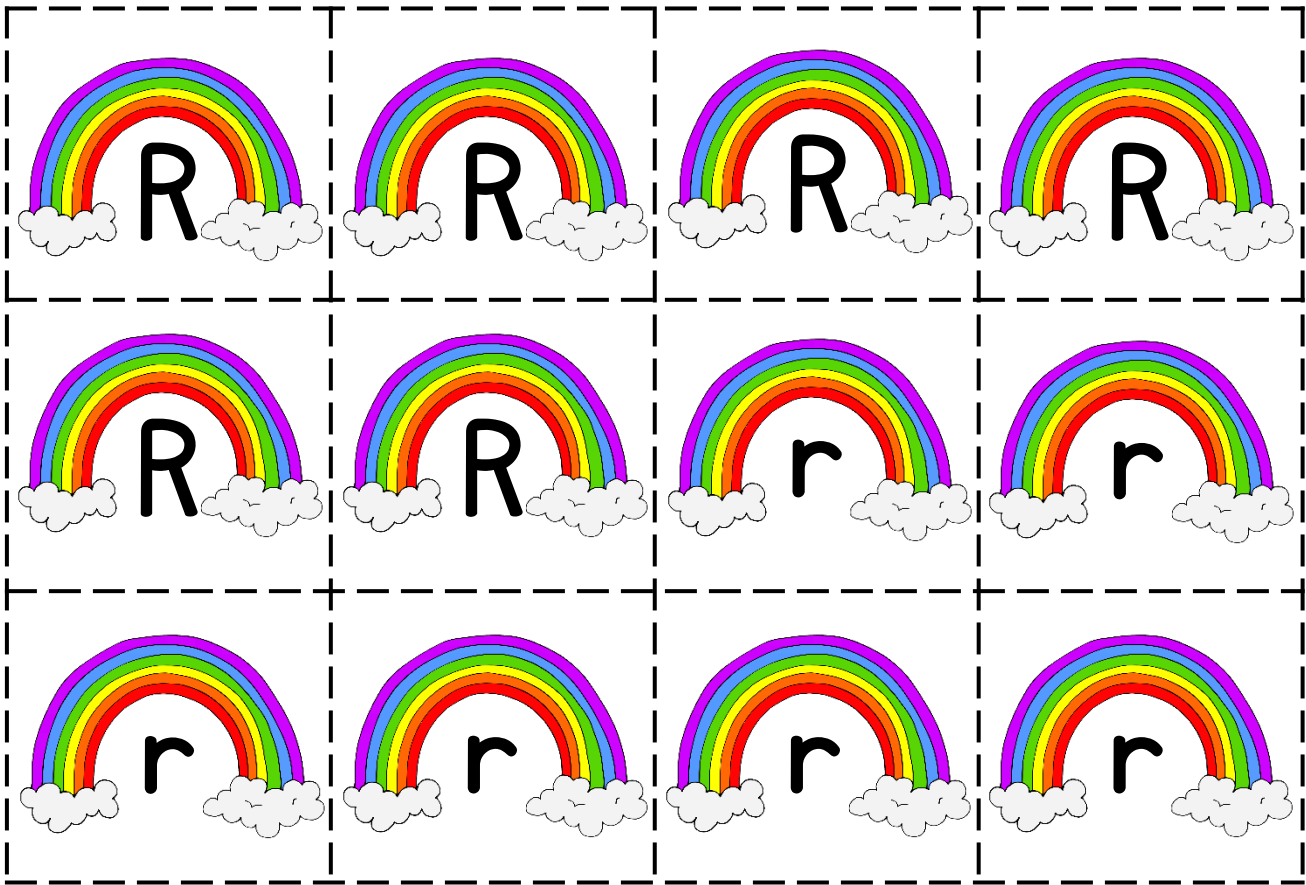


6	
5	
4	
3	
2	
1	

r

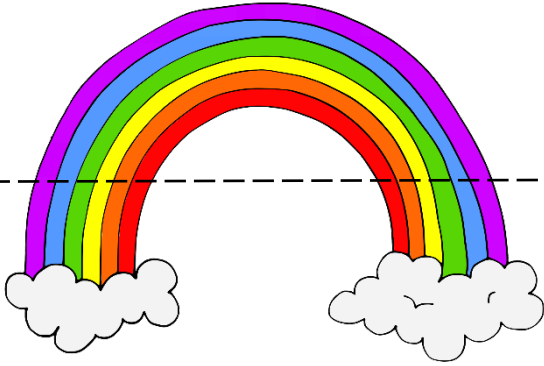
Letter Cards

Cut apart and use for Roll and Race! You could also use upper and lowercase stamps to play this game.

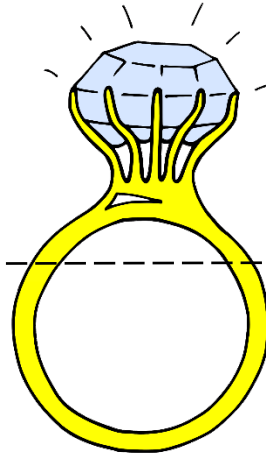
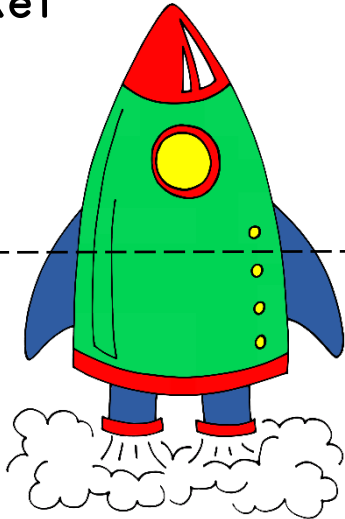


Directions: Beforehand, cut apart pictures on the darker lines to make 6 individual puzzles. If your child is ready, ask your child to cut on the dotted lines. Then match up the pieces like puzzles. Puzzle pieces could be re-worked on another day and even glued down.

rainbow

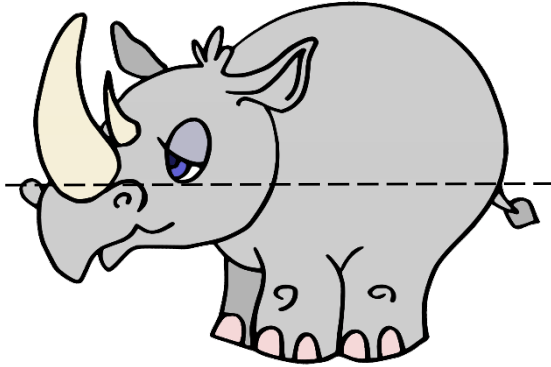


rocket

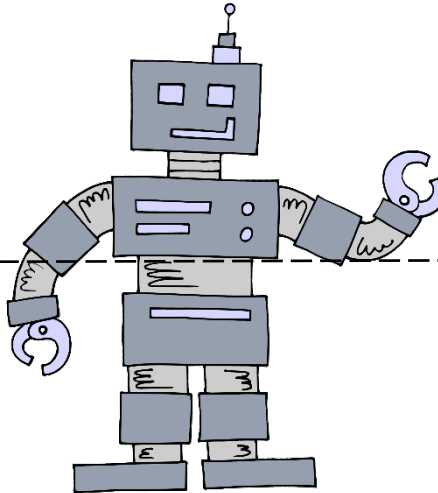


ring

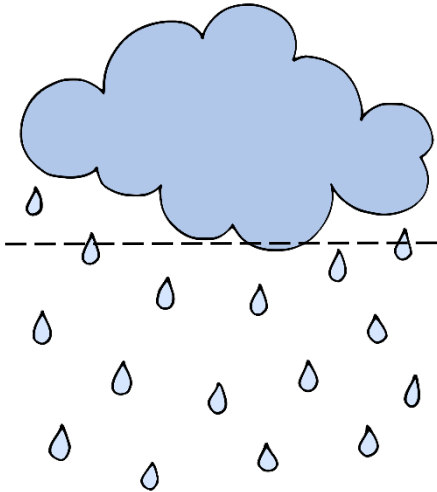
rhinoceros



robot



rain

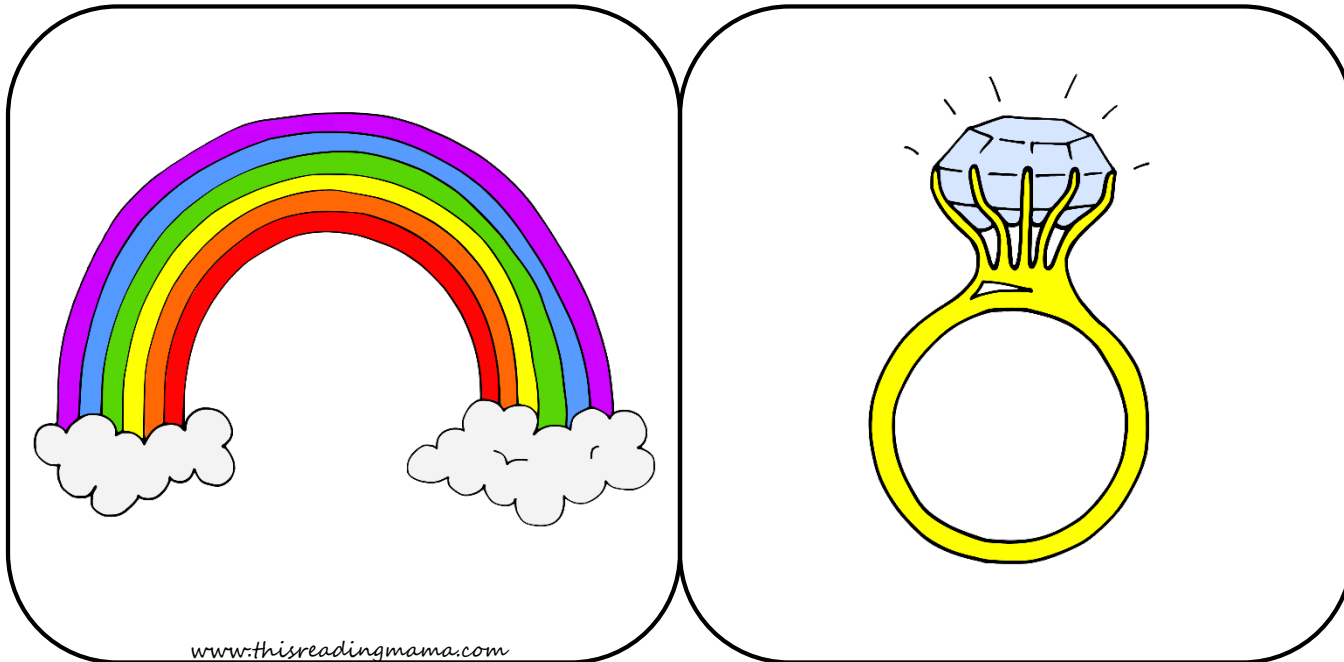


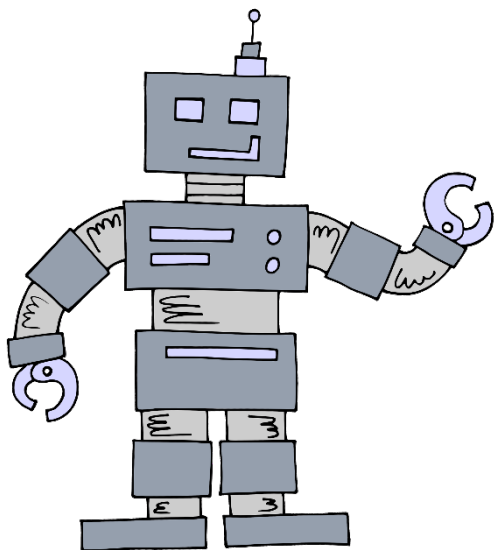
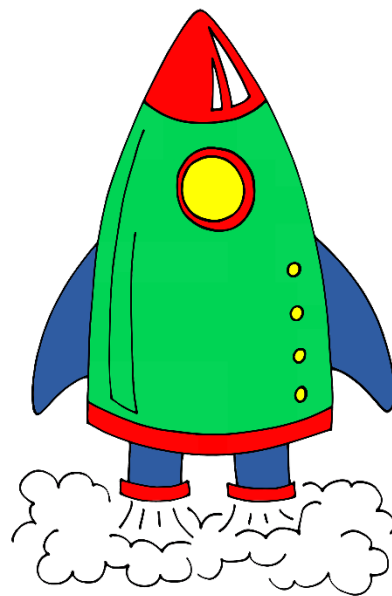
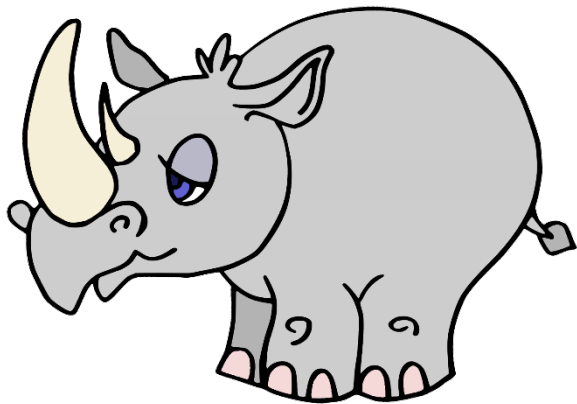
Roll a Letter Sound

This activity calls for 2 Photo Stacking Blocks (find out more about these [here](#)). If you don't have photo stacking blocks, then you can adapt this activity without them or make your own with Priority Mail boxes.

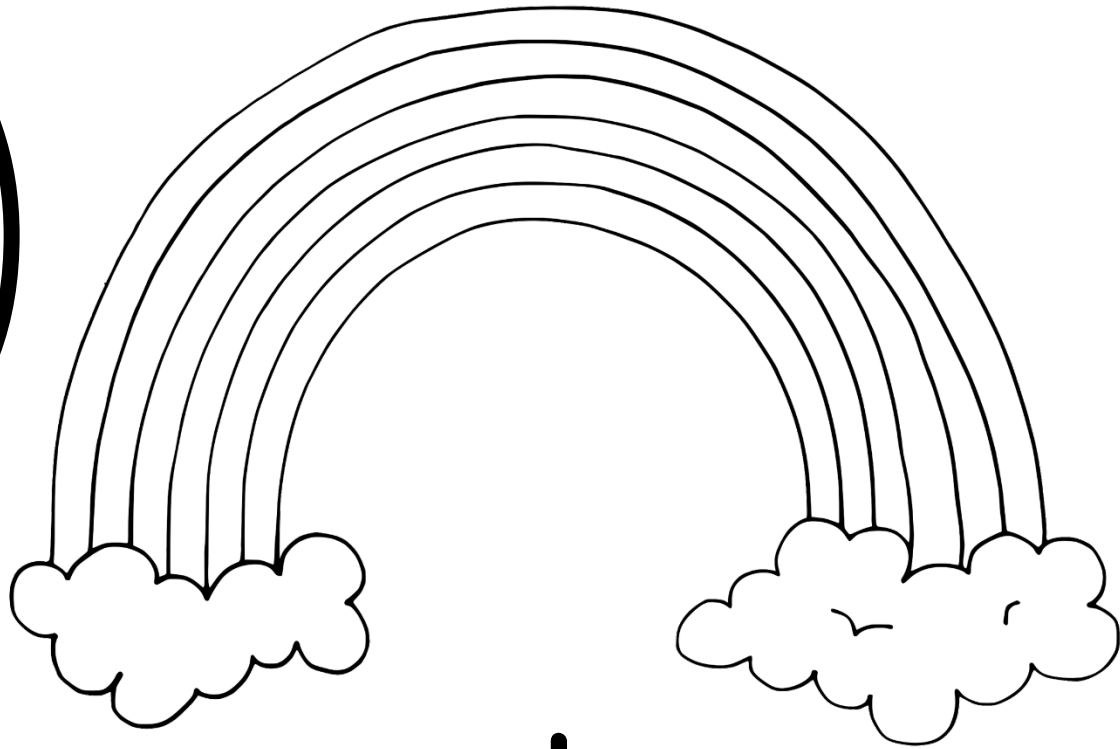
This rolling activity is extremely simple way to build vocabulary and listen for beginning sounds and can be combined with letters to incorporate some phonics or combined with other letters to practice telling the difference between letter sounds.

- Print TWO copies of the pictures (12 total) onto cardstock.
- Insert 6 into one cube and 6 into another cube.
- The child rolls the two cubes and says each picture.
- The child tells whether the pictures match or not (great vocabulary builder).
- OR mix up beginning sounds into TWO stacking blocks. For example, place 3 letter A pictures into one die and 3 in another. Do the same with the letter M. Roll and match beginning sounds.

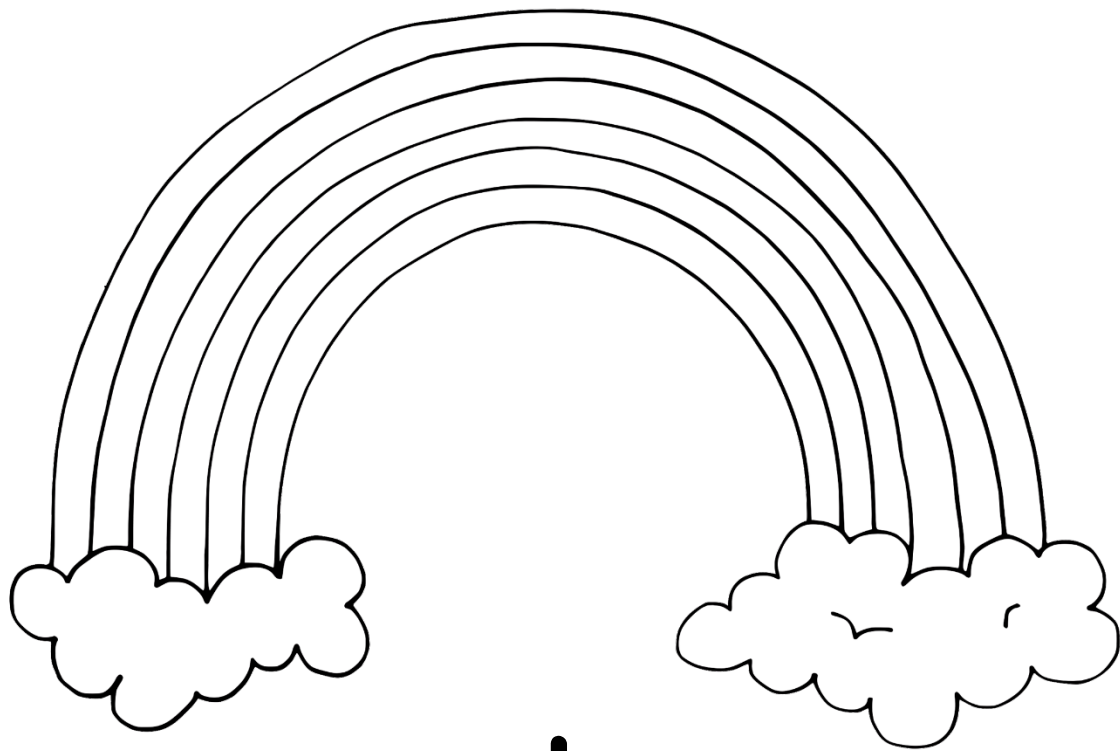
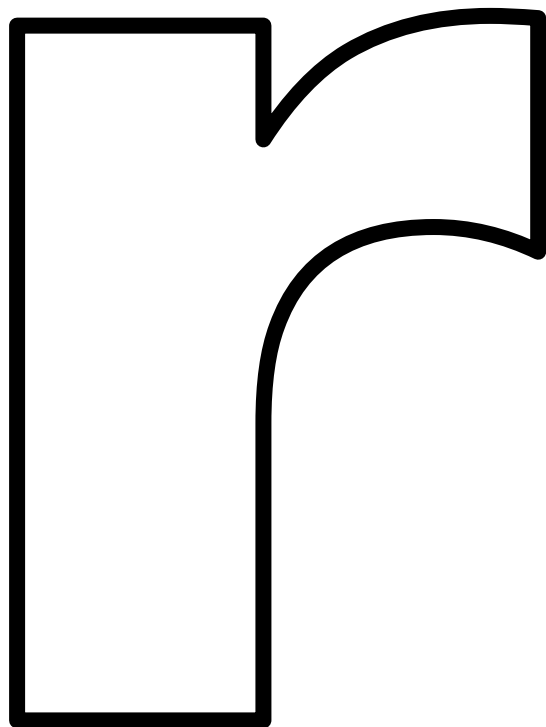




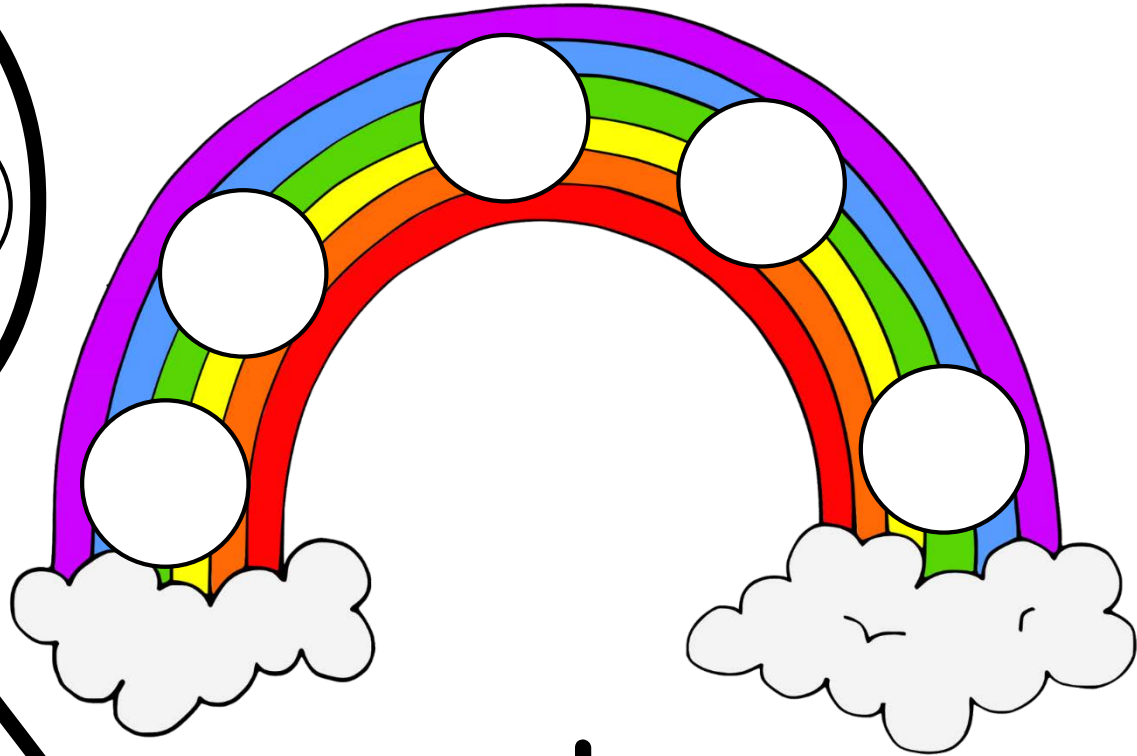
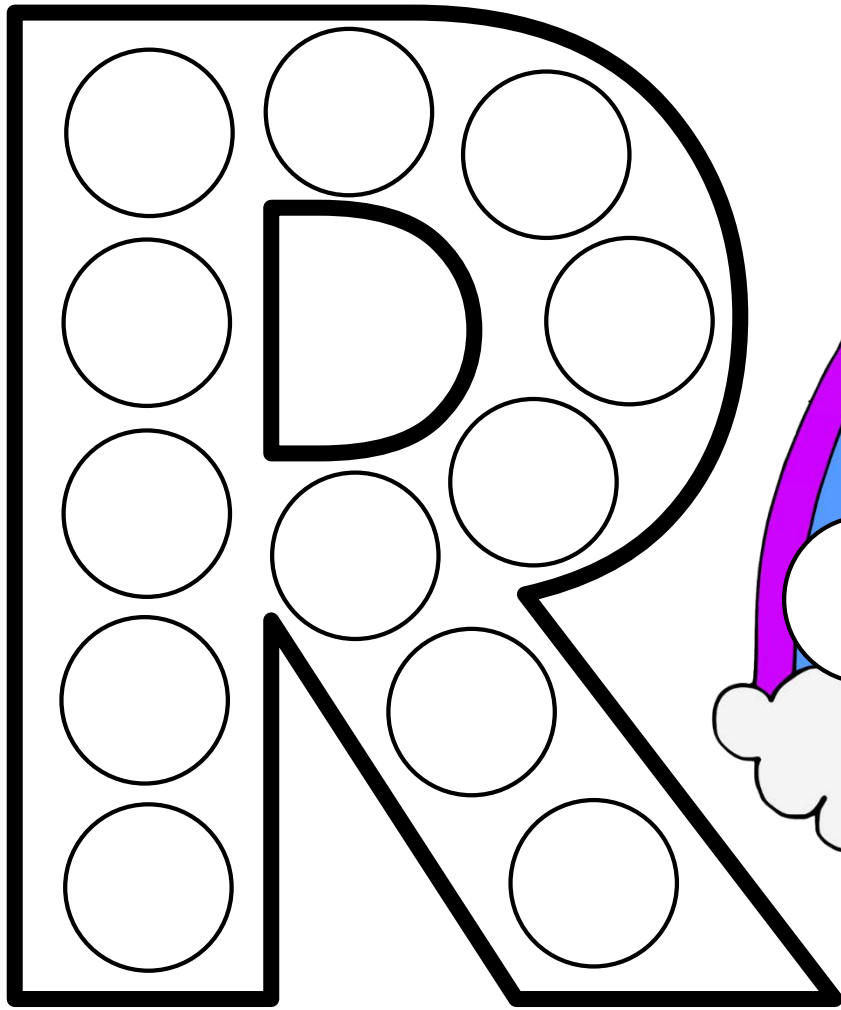
R



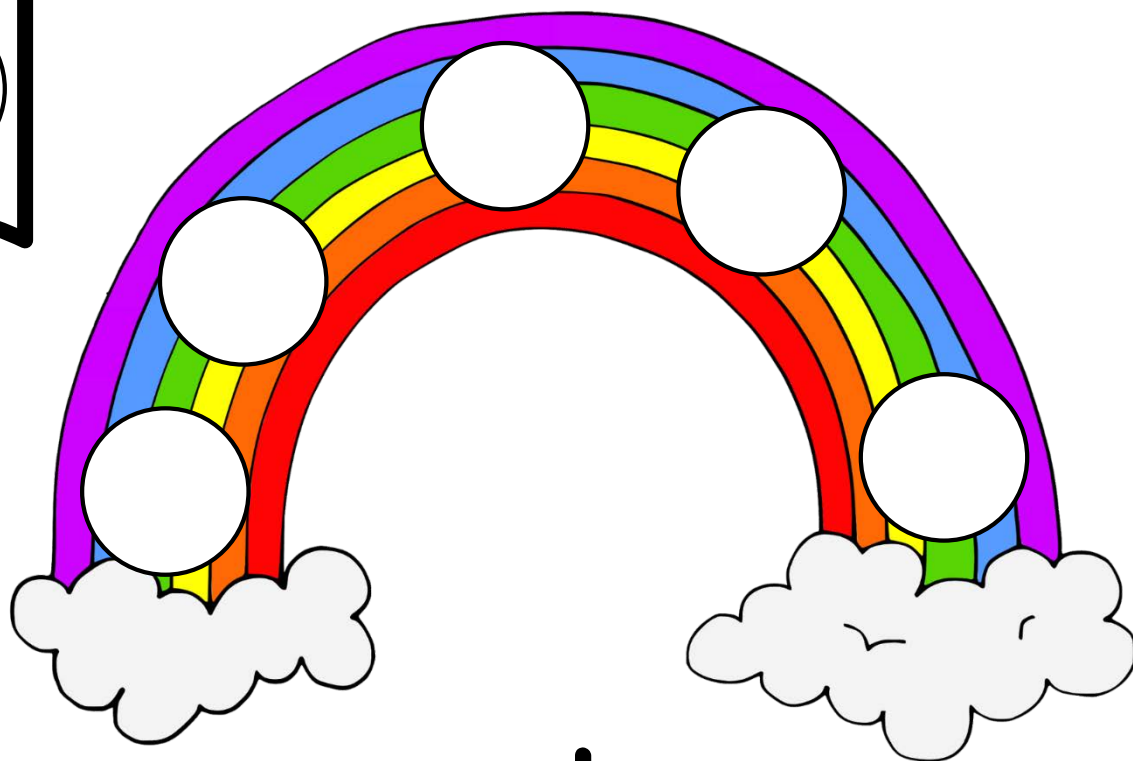
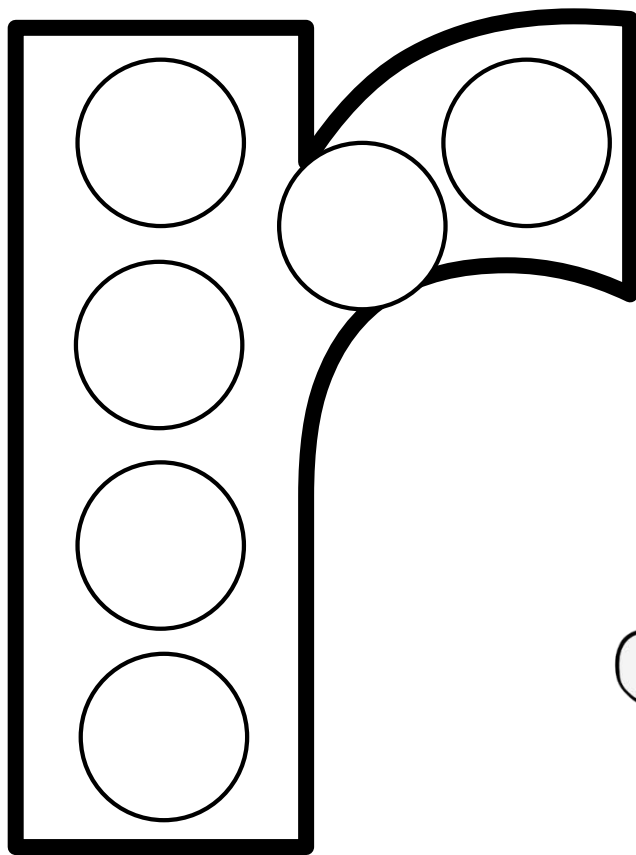
rainbow



rainbow



rainbow

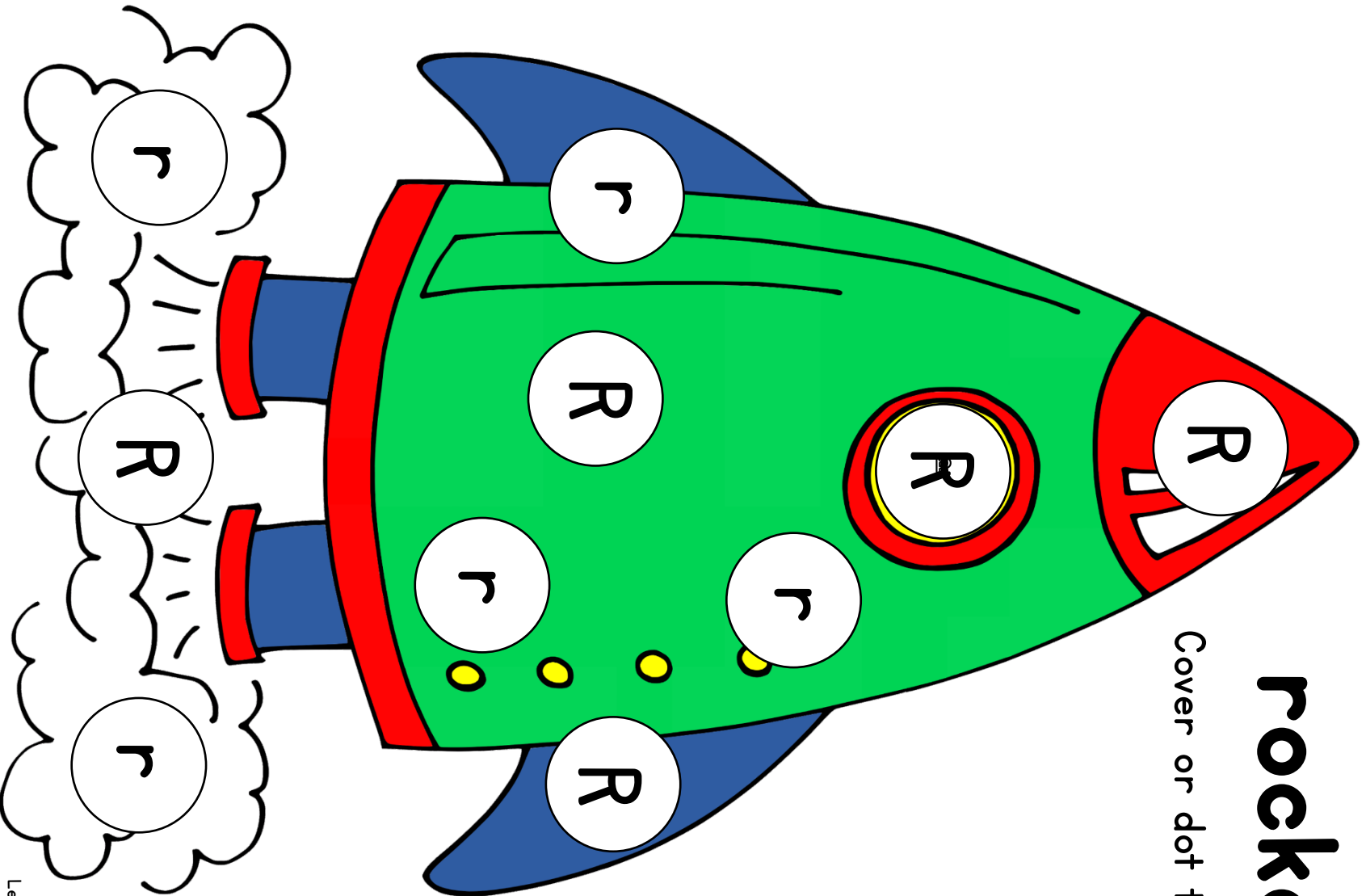


rainbow

Rr is for

rocket

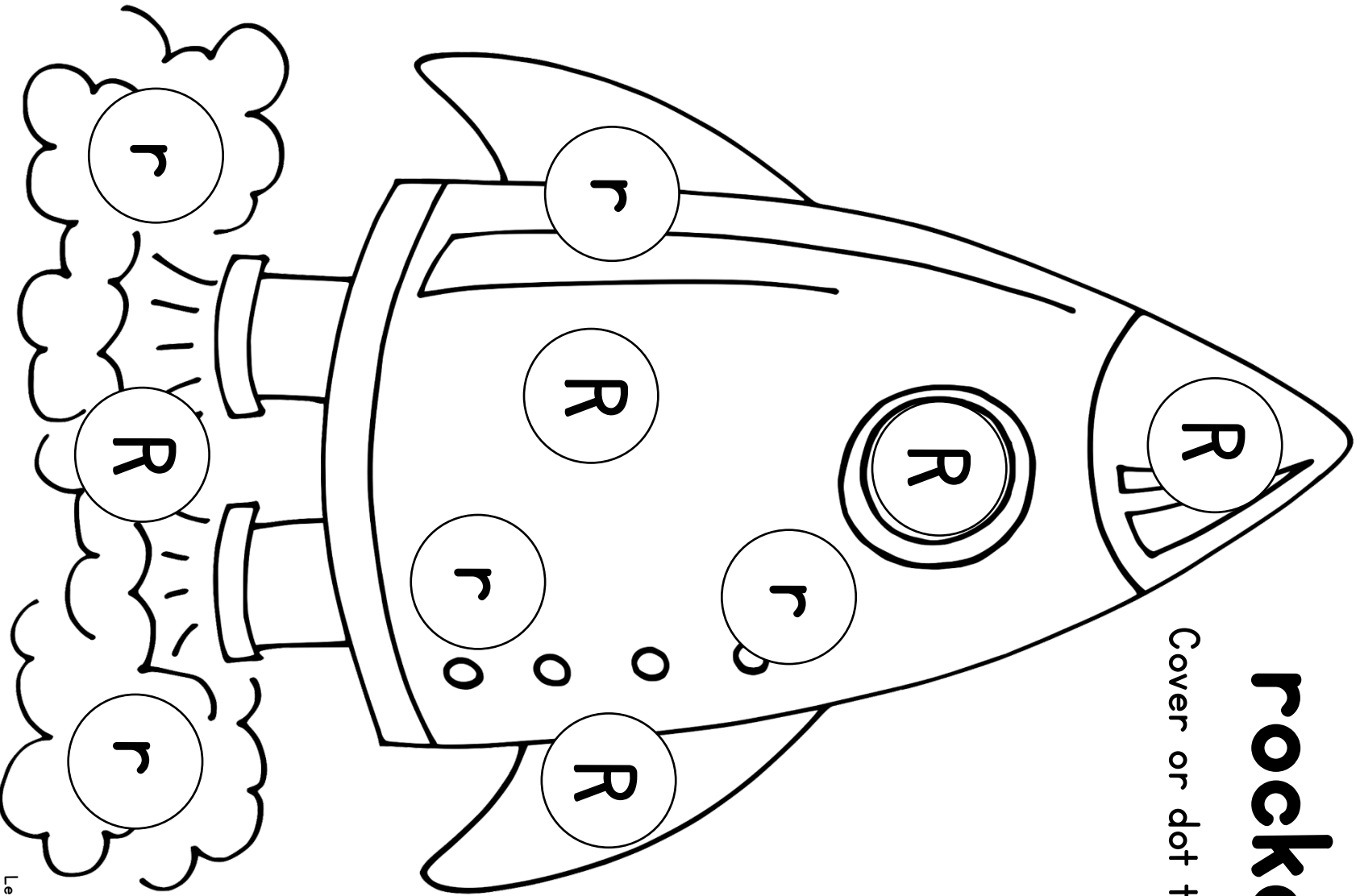
Cover or dot the r's.



Rr is for

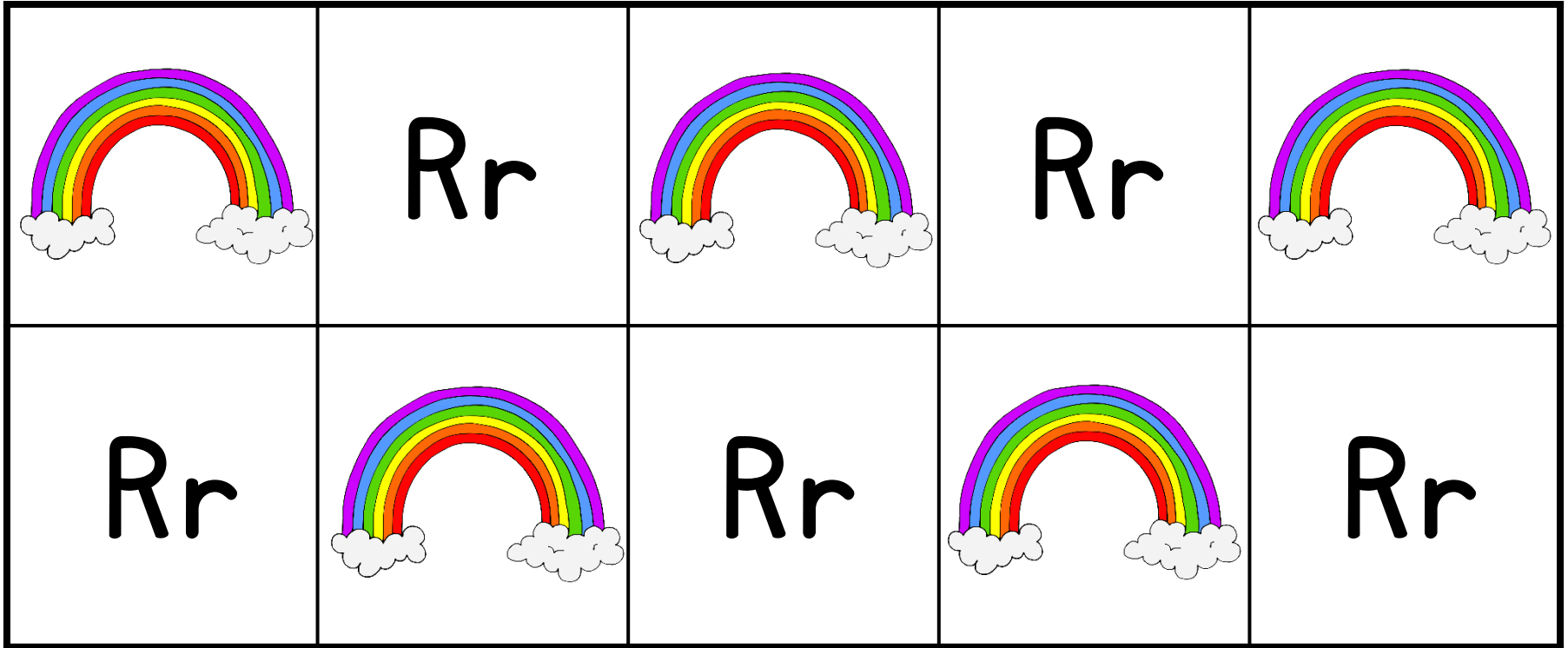
rocket

Cover or dot the *r*'s.



Letter Rr

10-Grid



Label a die 1-3. The child rolls the die and uses counters or other kinds of small manipulatives to cover the 10-grid. Encourage the child to start at the top left and move to the right with a return sweep, like we do in reading.

Cut apart the number cards. Turn them over in a pile. The child draws a number card (1-10) and adds that many objects on the playdough mat. Count them together then take them off. Repeat as many times as the child likes. Feel free to let the child play with the mat the way she would like as well.

1

2

3

4

5

6

7

8

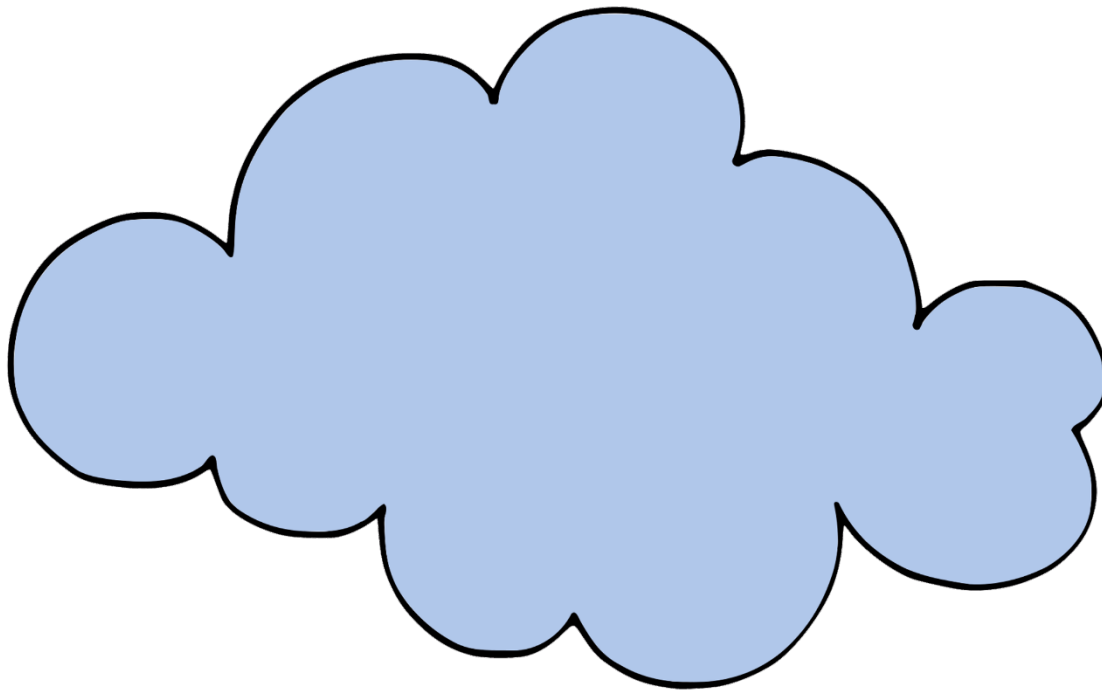
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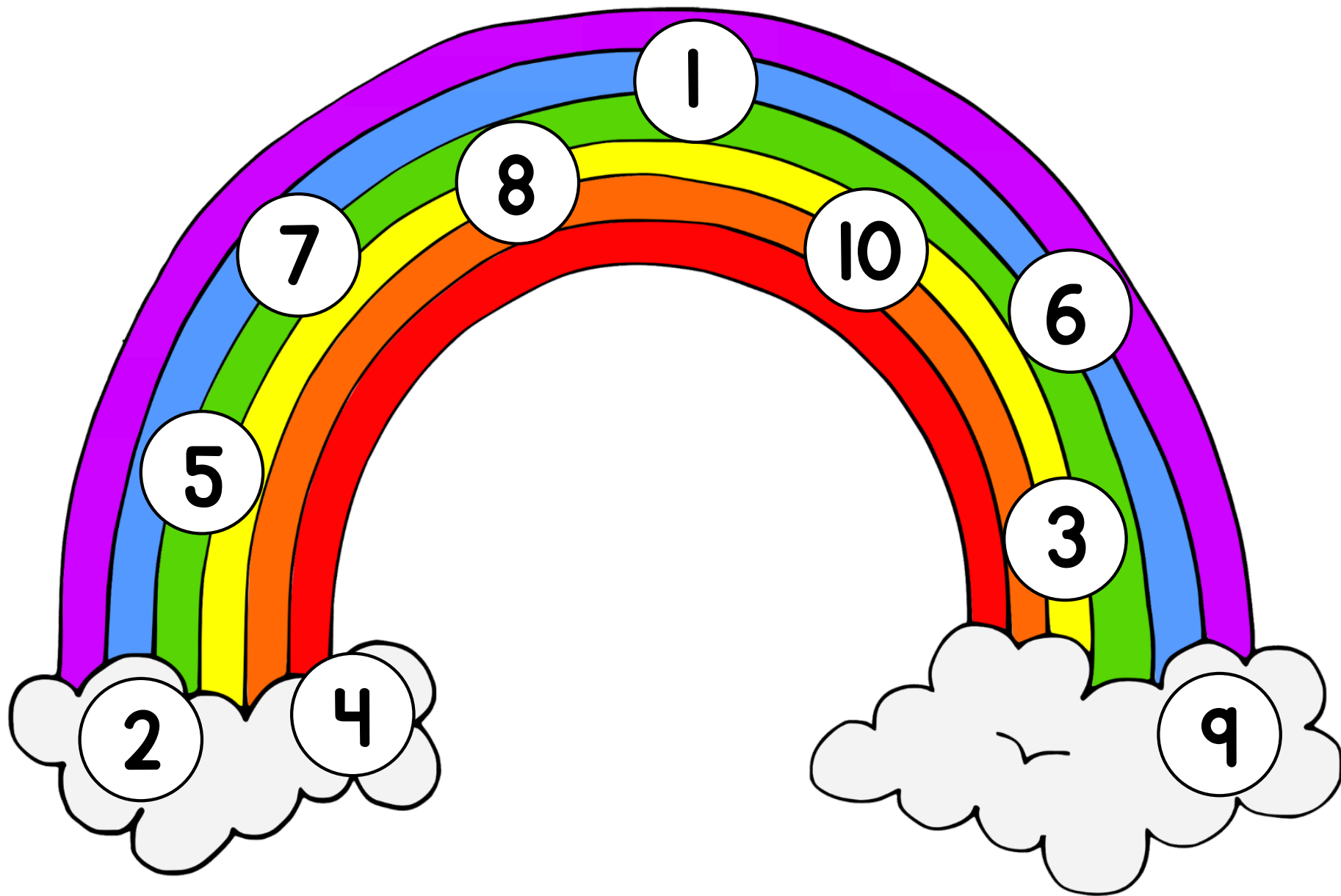
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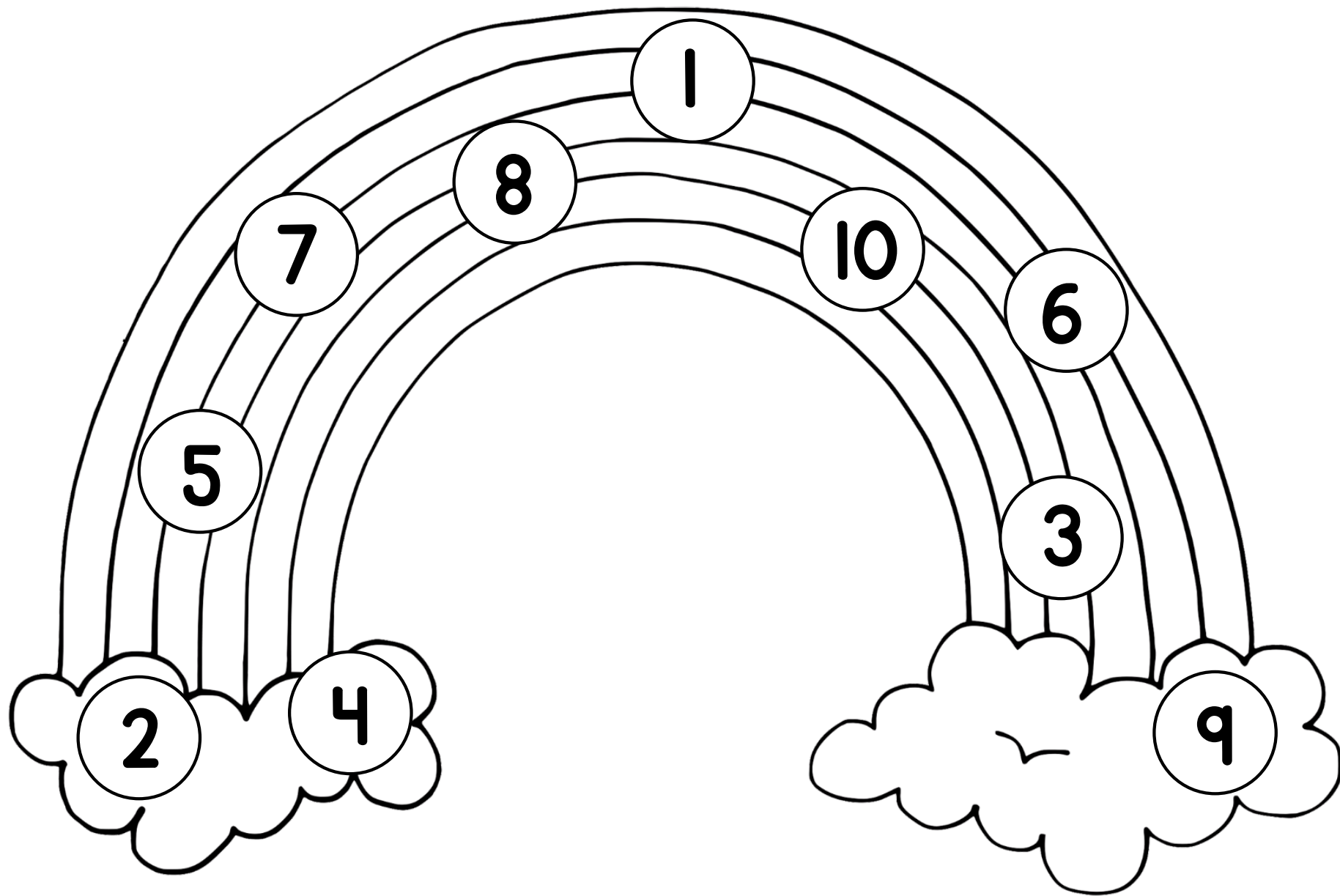
*Use these number cards for Cover the Number 1-10 activity, too. Just draw a number from the pile and cover the picture.

Rr

Add raindrops.

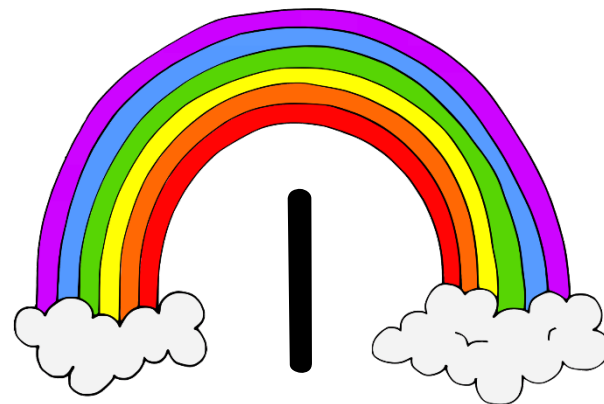






Counting 1-10 Cards:

- Put numbers 1-10 in order.
- Read the number jump that many times together.
- Clip that many clothespins to the number.
- Hole punch once and link that many links to it.
- Put that many small objects on the number.
- Or use them in a creative way of your choice.



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