

THE ART OF READING

GAME 1: FOCUSING ON ONE PARTICULAR LETTER/SOUND, EG. LETTER S.

Set Up: Lay out half the alphabet cards (one of each - lowercase and capital letter) on the floor in mixed order. Make sure to include the letter your child is practicing remembering eg. S.

Gameplay: Ask your child what sound does letter “S” make?

Have your child to find the lowercase and capital letters among the letters laid out on the floor.

Have your child close their eyes while you quickly move the letter S cards to a different spot.

Ask the child to find the capital and lower case “S” again.

Repeat a few more times.

GAME 2: MEMORY MATCH

Set Up: Get 10 - 12 cards (ie lowercase **a e i o u** and capital **A E I O U** making a total of 10 cards). Lay the cards face down in rows, mixed in order.

Gameplay:

1. Ask your child to flip over a card.
2. Have them name the letter, its sound, and whether it is uppercase or lowercase.
3. Flip another card.
 - If the letters **match**, the child keeps both cards.
 - If they **do not** match, turn the cards back over, and the child takes another turn with different cards.

GAME 4: HIDE AND SEEK LETTERS

Set Up: Hide up to six letters (both lowercase and uppercase, total of up to 12 cards) around your living area.

Gameplay: Ask your child to find the cards, as your child finds them, have the child identify what letter it is, whether it is a vowel or a consonant, uppercase or lower case and what sound(s) the letter makes and if the child can think of any words starting with that sound.

GAME 3: SWAT THE LETTER

Use a fly swat for this game.

Set Up: Lay out one of each lowercase and uppercase letter cards (**A -Z**) in mixed order on the floor.

Gameplay: Ask your child to find and swat (for example) a capital letter M, then say the sound letter M makes.

Next, have them find and swat the matching lowercase letter.

Repeat this with 5-8 other letters.

GAME 5: SPOT THE LETTER

Set Up: Lay out half of the alphabet cards on the floor in mixed order (one of each - lowercase and capital letters). Set aside 3-8 cards (either lowercase **OR** capital letters).

Gameplay: Show your child one of the **set aside** cards.

Ask your child to find it's matching lowercase **OR** capital card on the floor.

Have your child tell you which of the two cards is the lowercase letter and what sound the letter makes.

Repeat with the remaining withheld cards.

GAME 6: GO FISH

Setup: You will need 20 cards.

Use one of each lowercase and its matching capital letter cards.

Each player gets 5 cards.

The rest go in a pile in the middle.

Take Turns Asking

Gameplay: On your turn, look at your cards.

Pick a letter in your hand and ask the other player:

“Do you have a capital B? /b/ /b/ /b/.”

OR

“Do you have a lowercase b? /b/ /b/ /b/.”

If they have it, they must give you the card.

If they don't, they say “Go fish!”

Go Fish!

If they say “Go fish!”, take one card from the pile.

Make Pairs

If you have a capital and a lowercase letter, put them down as a pair!

Keep playing until all pairs are found.

The player with the most pairs wins!

GAME 7: RUN AND FIND

Set Up: Lay out all of the alphabet cards on the floor in mixed order.

Gameplay: Have the child stand at the other end of the room. Call out the name of the letter and ask the child to run and find the card on the floor then bring it back to you. Ask the child what sound that letter makes then to run back and find its upper or lowercase counterpart.

Repeat this with 5-8 other letters.



THE ART OF READING

These simple games are designed to help your child build lasting recognition of letters and their sounds, through movement, repetition, and fun. By matching, flipping, swatting, and searching, your child is engaging multiple senses—making it easier to remember both the names and sounds of each letter. These foundational skills are essential for confident, independent reading later on.

Ready for more? Our homeschool phonics programs The Art of Reading is full of engaging, hands-on activities just like these, built into short engaging, open-and-go lessons that make learning to read feel like play. It's fun for your child, easy for you, and fully scripted so you can jump right in.

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