Game Setup

1. Print cards and alphabet strips on 110 pound or other card stock paper. Print card backs on each page of cards (optional). Cut out cards and alphabet strips on gray lines. Round card corners with corner cutter (optional).

Game Play

1. The teacher becomes the dealer.

2. Each student is given an alphabet strip that is placed in front of him or her.

3. The teacher passes out two or more cards to each student. The number of cards each student receives depends on that student's alphabetizing skills. A less skilled student might receive just two cards while a more skilled student might receive five or more cards.

4. The teacher selects the cards given to each student depending on each students' reading ability. Simpler words are given to lower skilled readers.

5. Each student uses his or her alphabet strip as a guide and alphabetizes below it a column of the words he or she has received. Extra cards can be passed out to those students who alphabetize faster than others.

6. When each student's cards are alphabetized, the students take turns reading aloud his or her own cards.

7. After each student has read his or her cards, the dealer calls in the cards and deals out a new set to each student.

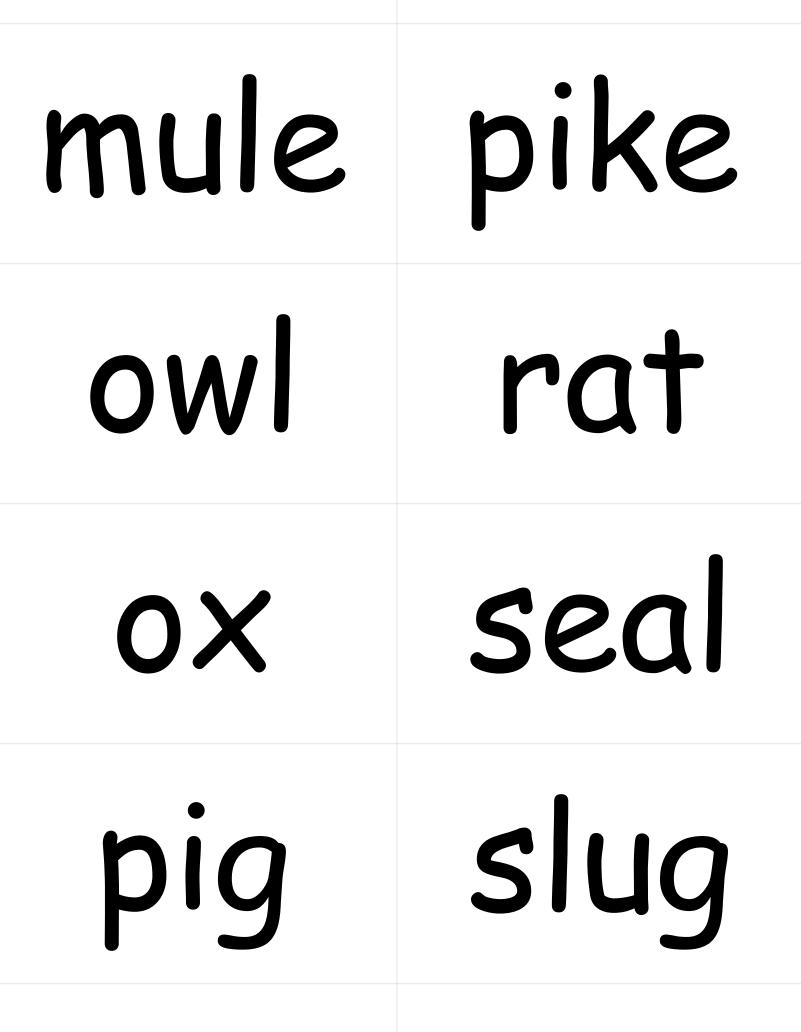
8. Play repeats until the dealer ends the game.

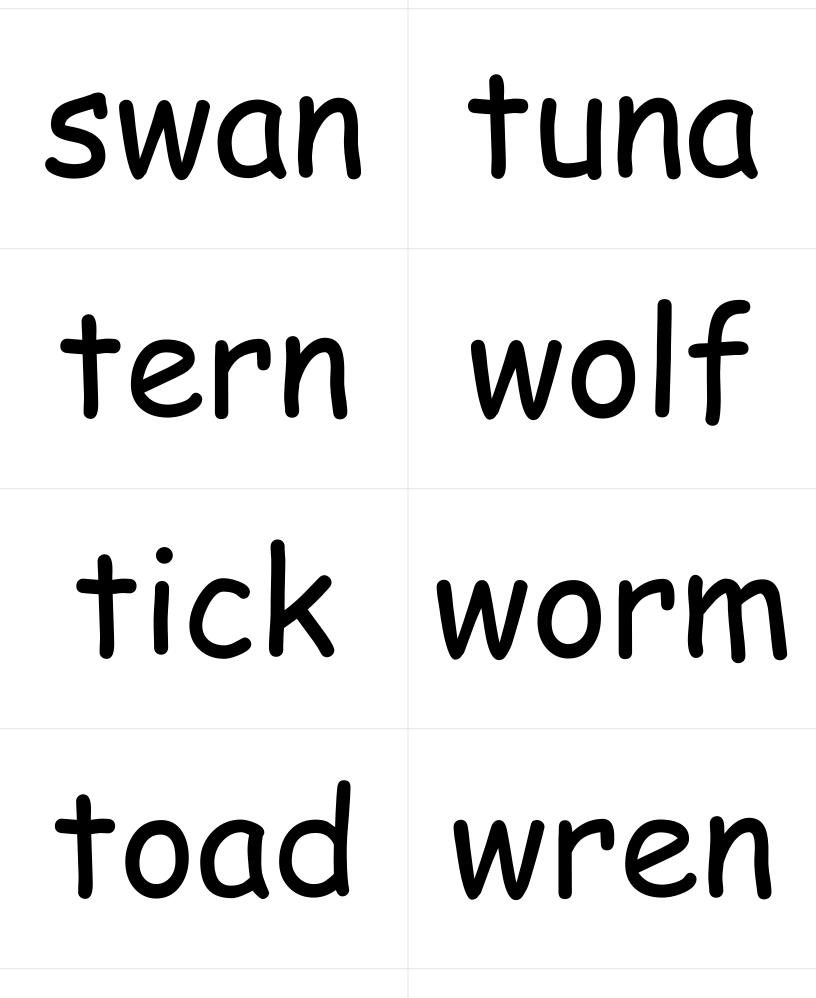












Card Backs

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