



F.001

Letter Recognition Speedy Alphabet Arc

Objective

The student will gain speed and accuracy in letter recognition.

Materials

- ▶ Alphabet Arc (Activity Master F.001.AM1)
Enlarge 200 percent.
- ▶ 12" x 18" construction paper
Glue Alphabet Arc to construction paper.
- ▶ Set of uppercase letters (e.g., foam or plastic)
- ▶ Timer (e.g., digital)

Activity

Students match letters of the alphabet to the Alphabet Arc in a timed activity.

1. Place the Alphabet Arc and set of letters on a flat surface. Place the timer at the center.
2. The student sets the timer for one minute. Chooses a letter, names it (e.g., "P"), and places it on the corresponding letter on the Alphabet Arc.
3. Continues until the timer goes off. Repeats the activity attempting to match all letters in less than one minute.
4. Self-check



Extensions and Adaptations

- ▶ Match lowercase alphabet letters to the Alphabet Arc in three minutes or less.
- ▶ Complete the partial Alphabet Arc in three minutes or less (Activity Master F.001.AM2).

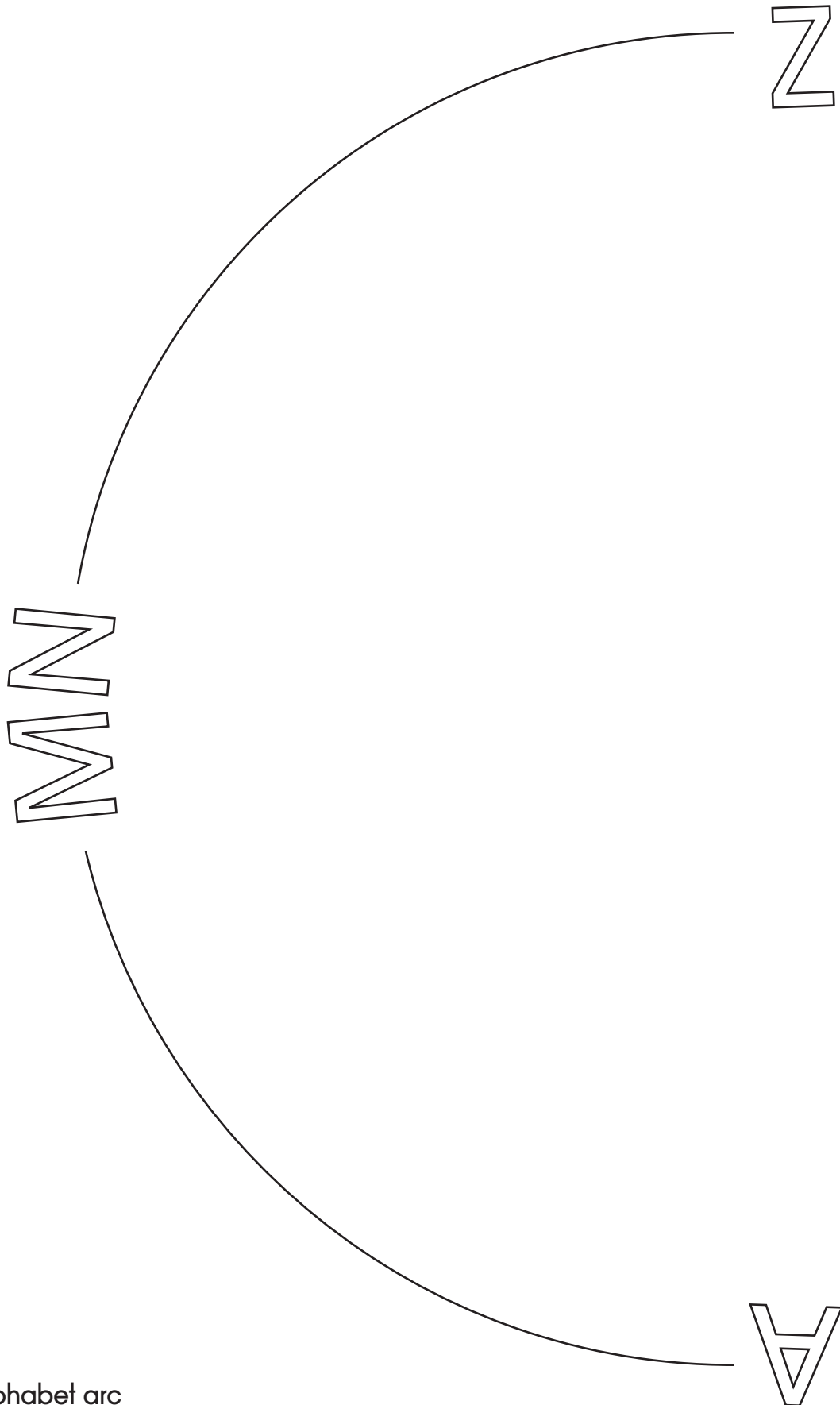
Fluency

Speedy Alphabet Arc

F.001.AMI



alphabet arc



partial alphabet arc



Hungry Letter Mouse

 **Objective**

The student will gain speed and accuracy in letter recognition.

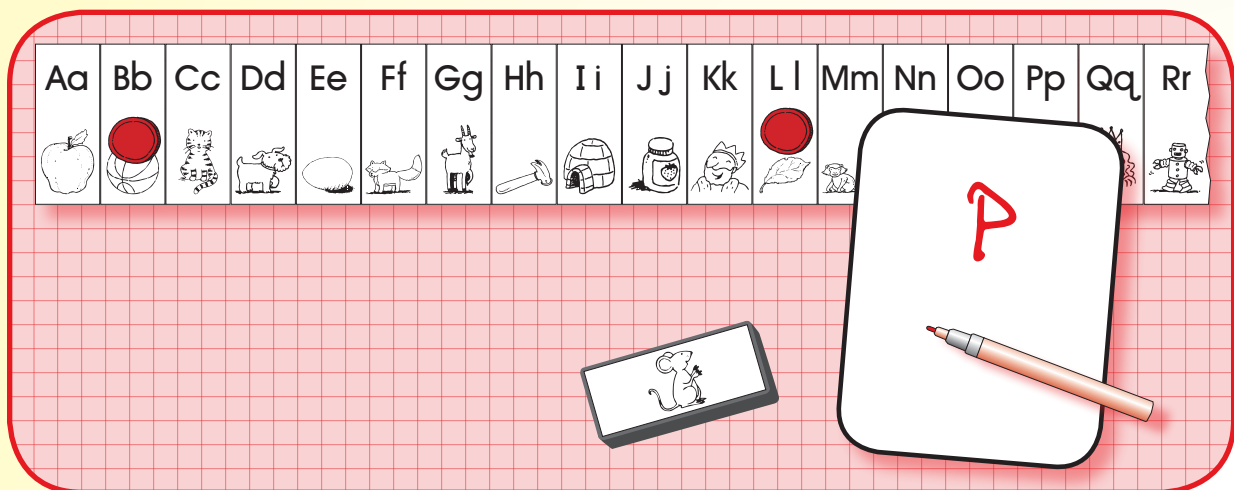
 **Materials**

- ▶ Erasers
- ▶ Mouse covers (Activity Master F.002.AM1)
Copy, cut, and tape to erasers.
- ▶ Alphabet strip (Activity Master F.002.AM2)
Copy, cut, assemble, and laminate.
- ▶ Counters
- ▶ Whiteboards
- ▶ Vis-à-Vis® markers

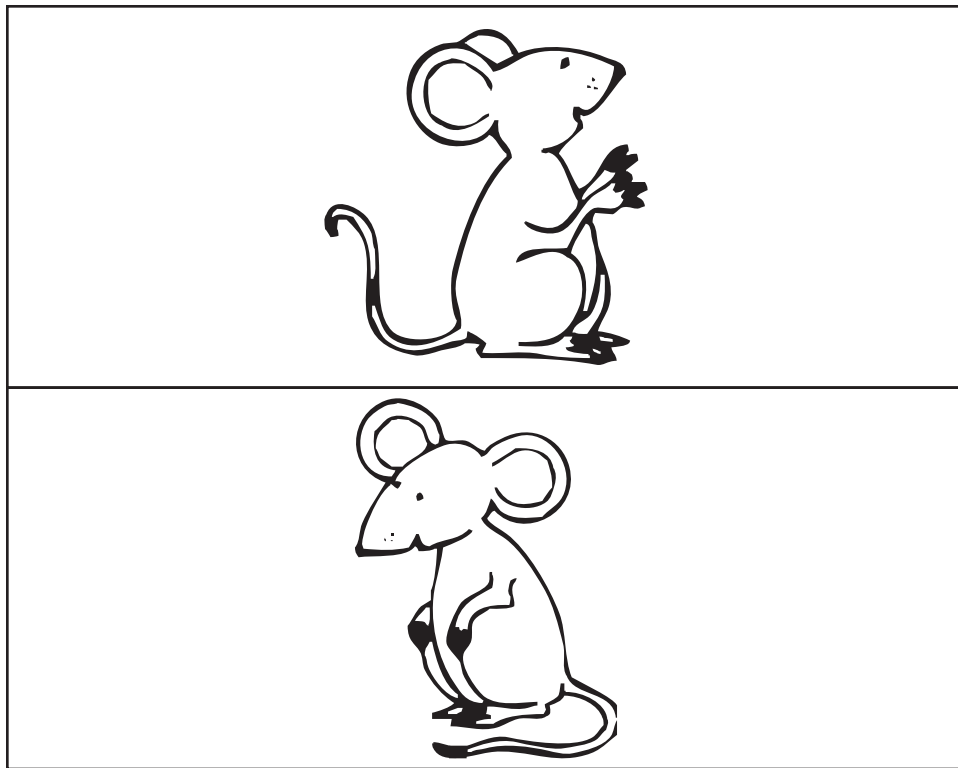
 **Activity**

Students quickly write and name letters of the alphabet.

1. Place the alphabet strip and counters at the center. Provide each student with a whiteboard, Vis-à-Vis® marker, and eraser.
2. Taking turns, student one looks at the alphabet strip, selects a letter, writes it on the whiteboard, shows it to student two, and begins counting to three. Student two names the letter.
3. If correct, and named within three seconds, student one places a counter on the corresponding letter on the alphabet strip. If incorrect, or if the letter is not identified within three seconds, student one wipes the letter with the eraser allowing the mouse to “eat” the letter.
4. Continue until all letters on the alphabet strip are covered with counters.
5. Peer evaluation

 **Extensions and Adaptations**


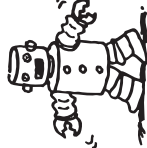


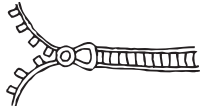





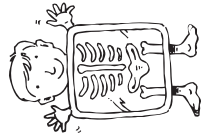












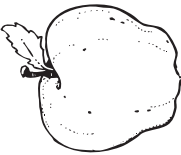

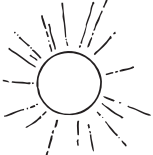
- ▶ Say the sound of each letter.
- ▶ Say a word that begins with the initial sound of each letter.
- ▶ Use high-frequency words.



Fluency

Hungry Letter Mouse

F.002.AM2

glue		glue			
Ii		Rr			
Hh		Qq		Zz	
Gg		Pp		Yy	
Ff		Oo		Xx	
Ee		Nn		Ww	
Dd		Mm		Vv	
Cc		Ll		Uu	
Bb		Kk		Tt	
Aa		Jj		Ss	

alphabet strip





Objective

The student will gain speed and accuracy in letter recognition.

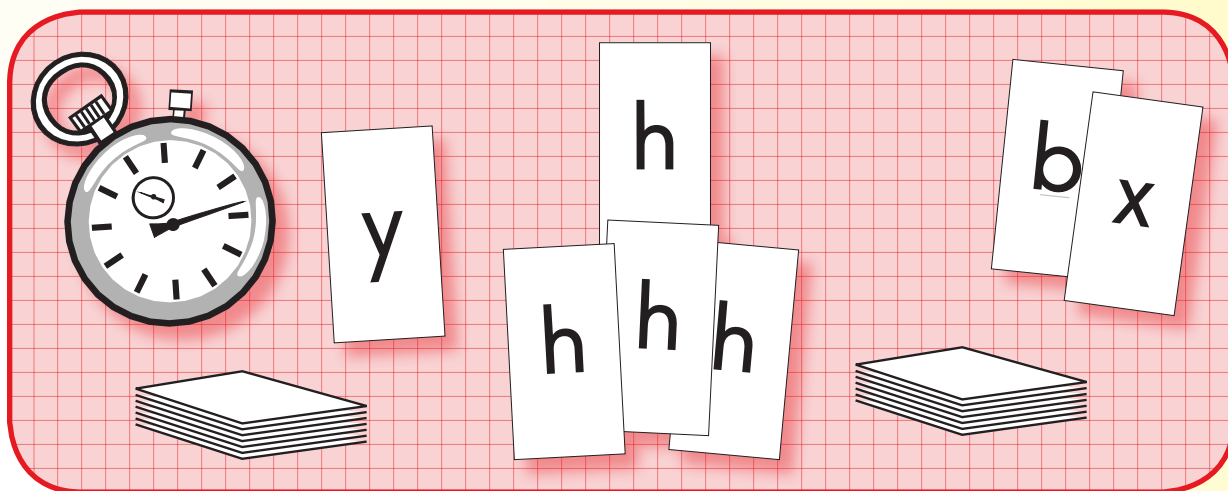
Materials

- ▶ Letter cards (Activity Master F.003.AM1a - F.003.AM1i)
Choose six target letters, copy on card stock six times, and cut into cards.
- ▶ Time record student sheet (Activity Master F.003.SS)
- ▶ Timer (e.g., digital)
- ▶ Pencils

Activity

Students identify letters while playing a card game.

1. Place the letter cards face down in a stack. Place the timer at the center. Provide the students with one time record.
2. Working in pairs, student one selects the top card from the stack as the target letter and places it face up on the table. Student two divides the remaining letter cards into two stacks and each student gets one stack.
3. Student one starts the timer and says “begin.” Each student turns over one card, says the letter as quickly as possible, and taps his card if it matches the target letter.
4. If a match is made, places the card below the target letter. If a match is not made, places the card to the side.
5. Play until each student uses all his cards. Student one stops timer and records time on student sheet.
6. Reverse roles and repeat the activity attempting to increase speed and accuracy.
7. Continue until student sheet is complete.
8. Teacher evaluation



Extensions and Adaptations

- ▶ Use other target letters.
- ▶ Use target words.

Fluency

Tap Stack

F.003.AM1a

A

B

C

D

E

F

letter cards



G

H

I

J

K

L



Fluency

Tap Stack

F.003.AM1c

M

N

O

P

Q

R

letter cards



S

T

U

V

W

X



Fluency

Tap Stack

F.003.AM1e

Y

Z

a

b

c

d

letter cards



e

f

g

h

i

j



Fluency

Tap Stack

F.003.AM1g

k

l

m

n

o

p

letter cards



q

r

s

t

u

v



Fluency

Tap Stack

F.003.AM.I.i

w

x

y

z

letter cards



Name _____

F.003.SS

Tap Stack

Time Record

	Minutes	Seconds
1 st Try	_____ : _____	_____
2 nd Try	_____ : _____	_____
3 rd Try	_____ : _____	_____
4 th Try	_____ : _____	_____
5 th Try	_____ : _____	_____