

# Alphabet Button Bingo

Identify uppercase and lowercase letters of the alphabet and pair them together!

Letter recognition starts at an early age when children are introduced to the specific set of line squiggles called the alphabet. In fact, identifying letters of the alphabet is a predictor of reading success. Early childhood classrooms need multiple teaching strategies to help the child acquire 'automaticity' (being able to identify a letter of the alphabet instantly, without hesitation) when learning the alphabet. That automaticity will help the child easily attach sounds to the letters when it is developmentally appropriate. Alphabet Button Bingo is an excellent resource for reinforcing letter identification.

The game also emphasizes understanding the difference between capital letters or 'uppercase' and small or 'lowercase' letters. This will assist the child in understanding that each letter of the alphabet can be written in two different ways. Eventually, he will learn the appropriate use of uppercase letters and lowercase letters as he uses them in words.

## Here's What You Get!

- 30 Play Boards
- 288 Button Markers
- 52 Calling Cards
- 1 Calling Card Poster
- Teacher Activity Guide
- Sturdy Storage Box

## Get Ready!

- Punch out Button Markers from the sheets, nine maximum needed per player. *(Please note that even though these Button Markers are provided in the kit, you can use any classroom manipulative that is appropriate for markers. When playing the game multiple times, it may increase interest to use a new marker. For a fun alternative, use real buttons!)*
- Separate all of the calling cards from the sheets; stack face down in a deck.

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- Unfold the Calling Card Poster onto a surface where the children can easily see it. (Laminate the Calling Card Poster for longer-lasting durability.)
- If appropriate, ask for a “Bingo Buddy” volunteer to draw from the Calling Card deck. The Bingo Buddy should be able to recognize every letter and identify upper- and lowercase options.

### Get Set!

- Players each choose one Play Board. The Calling Card Poster becomes the Bingo Buddy’s Play Board.
- Ask the children to become familiar with the 9 upper- and lowercase letters on their chosen board and allow them to ask questions before the first card is drawn.
- Ask the Bingo Buddy to position the card so the baseline is on the bottom. In doing so, each letter will be oriented correctly for the players viewing the card.
- Explain that the object of the game is to locate the letter on their boards that is the same letter in the same case as the Calling Card drawn, then place a Button Marker onto that letter on their board.
- Win by placing Button Markers onto three connecting spaces and calling out “Bingo!” Spaces can be connected down, across, or diagonally. For larger groups or longer games, ask the children to fill the four corners or fill up five or more spaces.

### Play!

- The Bingo Buddy draws one Calling Card from the deck and holds it up for all players to view. He can identify the letter case and call out the letter, “uppercase w, lowercase y”, etc.
- Players scan their boards to find the matching letter in the matching letter case to the card being shown. If they find a match, the child places a Button Marker onto the corresponding letter.
- The Bingo Buddy finds the corresponding space on the poster and covers it with the card after all players have finished marking their boards.
- The Bingo Buddy continues to draw one card at a time, placing each one on the poster until a player calls “Bingo!”
- When a player calls “Bingo!” ask all players to keep their buttons in place on their Play Boards until you’ve validated that his spaces marked with buttons match the Calling Cards placed on the poster. If the child calling “Bingo” has made an error, keep the game positive by saying, “Let’s keep trying!”

### More Advanced Game Play:

- In this advanced version the children match opposites. If the Calling Card shows a capital letter, the player can try to find the lowercase letter on his board.

### Alphabet Extended Activities:

- 1) Ask the children to draw one card and carry it around as they hunt for matching letters throughout the classroom. Remind them to look inside books and magazines.
- 2) Alphabet Name Magic! Sort the Calling Cards into two piles, one pile with the uppercase letters and the other pile with lowercase letters. Decide which child you will demonstrate the trick to and place the uppercase letters used to spell his first name into the lowercase pile. Shuffle the lowercase pile and hand him the deck. Ask him to remove any uppercase letters he finds in the deck and place them on the table. Can he arrange the cards to spell something special with the uppercase letters? TADA!
- 3) Ask the children to sing the alphabet song and substitute a clap when they get to the letter(s) you’ve covered with an object on the Calling Card Poster.
- 4) Play with your food! Using the Calling Cards, choose one card for the children and ask them to spread a handful of goldfish crackers or raisins onto a napkin and configure them into the letter shown on the card.
- 5) Use the Calling Cards in small groups for pairing the lowercase letters with the uppercase letters.

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