

Center Activities for Alphabet Letters and Vowel Sounds

Vowels Bingo

clock	fish	cake
tree	bed	hat
cube	coat	bike



Short Vowels



Long Vowels

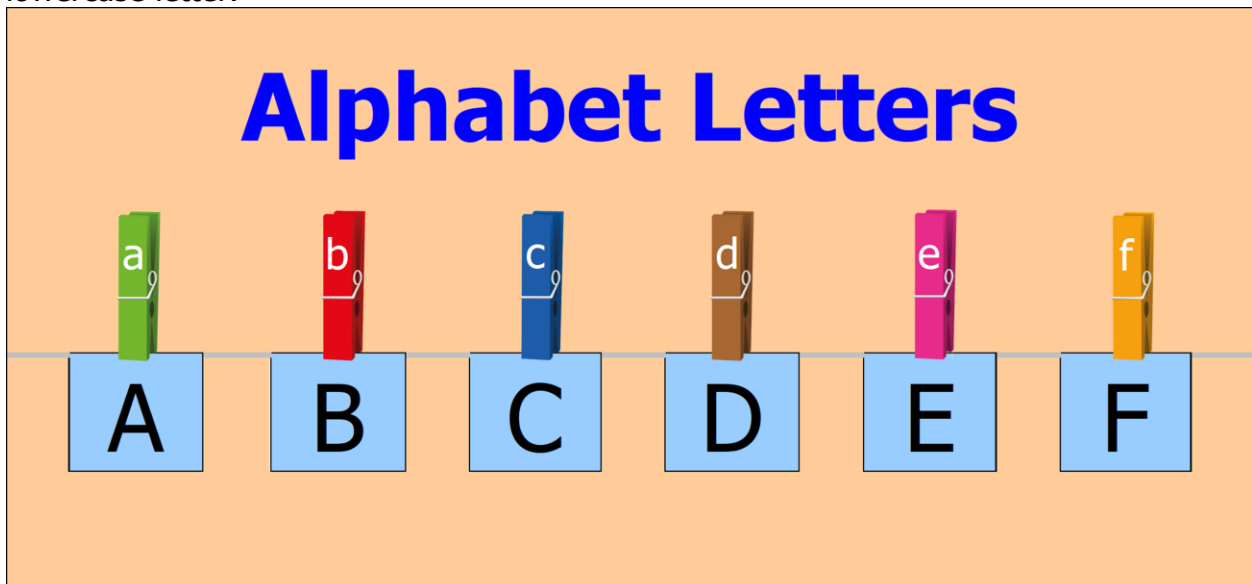


Table of Contents

1. Reading activities for matching uppercase and lowercase letters	2
2. Uppercase and Lowercase Letters Matching Game	4
3. Uppercase and Lowercase Letters Bingo	11
4. Uppercase and Lowercase Letters Shape Puzzles	15
5. Reading activities for short and long vowels	21
6. Identifying Short and Long Vowel Sounds Chart	22
7. Vowels Bingo	24
8. Pronunciation Symbols Memory Matching Game	30

Reading Activities (Matching Uppercase and Lowercase Letters)

MATCHING UPPERCASE AND LOWERCASE LETTERS WALL DISPLAY: Print uppercase letters individually on cards and lowercase letters on miniature wood clothespins. Use mounting putty to mount the clothespins to the wall in the reading center. You might use cutout letters to title the display "Alphabet Letters." As a variation to mounting the clothespins to the wall, a clothesline can be attached to the wall and clothespins clipped to it. Let students match the uppercase and lowercase letters by clipping a card with an uppercase letter to the clothespin with the corresponding lowercase letter.



MATCHING UPPERCASE AND LOWERCASE LETTERS MEMORY MATCHING

GAME: Besides the chart described on the previous page, cards have been provided for memory matching games, where uppercase letters are matched to lowercase letters. Reproduce the matching cards on cardstock, laminate, and cut apart. Keep the cards in a Ziploc bag. The cards are placed face down on the table, and a child chooses two cards in an attempt to match an uppercase letter with its lowercase letter. If a match is made, the child removes the cards and holds onto them until the end of the game. If a match is not made, the cards would be returned to their original positions. The winner (the student with the greatest number of pairs after all cards have been removed) could be awarded a sticker to add to his or her incentive chart.

AROUND THE WORLD: Two students from the class stand together, and the teacher holds up a card with a letter. The first child to verbally identify the letter would move to the next child in line for a second race, and the game would continue in this manner.

RELAY GAME: Students line up in teams at the chalkboard. The teacher would show, for example, the card with a capital *B*, and the first team player to write the corresponding lowercase letter (*b*) on the board would have a tally mark recorded under his/her group's name.

MATCHING UPPERCASE AND LOWERCASE LETTERS BINGO: Six bingo mats with uppercase letters are available to use as a center activity. Reproduce the mats and the lowercase letter cards on cardstock and laminate. Cut apart the lowercase letters to keep in a Ziploc bag. A lowercase letter is drawn from the bag, and students having the corresponding uppercase letter on their bingo cards cover the letter on their grids. The winner could be awarded a sticker to add to his or her incentive chart.

GO FISH

The cards used for the matching game could also be used by pairs or small groups of students to play "Go Fish!" in a classroom center.

Directions: Five cards are dealt to each player and the others are placed in a stack.

Player 1: "Do you have the letter _____?" (Example: If Player 1 has the lowercase letter *g* in her set, she might show the card to Player 2 while asking him if he has capital *g*.)

Player 2 has the card: Player 2 sets *G* down. (Player 1 keeps the pair and has a second turn.)

Player 2 does not have the card: Player 2 says, "Go Fish!" (Player 1 draws a card, and it is player 2's turn.)

Matching Uppercase and Lowercase Letters

A

a

B

b

C

c

D

d

E

e

F

f

G

g

H

h

I

i

J

j

K

k

L

l

M

m

N

n

O

o

P

p

Q

q

R

r

S

s

T

t

U

u

V

v

W

w

X

x

Y

y

Z

z

BINGO			
G	Q	U	M
I	F	C	K
W	R	Y	A
L	O	E	S

BINGO			
L	P	Z	H
T	M	R	D
A	X	B	J
G	N	V	F

BINGO			
A	O	K	Q
E	B	N	I
G	S	Y	H
U	C	M	W

BINGO			
R	O	X	P
N	H	B	F
J	I	Z	D
C	T	V	L

BINGO			
I	Q	W	U
G	A	P	J
O	Y	C	D
K	S	M	E

BINGO			
J	D	R	H
T	V	N	L
K	X	B	E
Z	Q	F	P

a	b	c	d
e	f	g	h
i	j	k	l
m	n	o	p
q	r	s	t
u	v	w	x
y	z		

Name: _____

Matching Uppercase and Lowercase Letters

Directions: Put the shape puzzles together on a magnetic board. Write the lowercase letter beside its uppercase letter.

Lowercase letters: j o u f s l h t c y g b v n z w
d r m q k e i x a p

A _____

J _____

S _____

B _____

K _____

T _____

C _____

L _____

U _____

D _____

M _____

V _____

E _____

N _____

W _____

F _____

O _____

X _____

G _____

P _____

Y _____

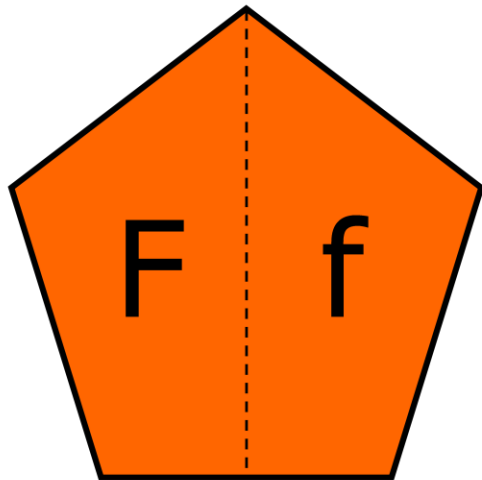
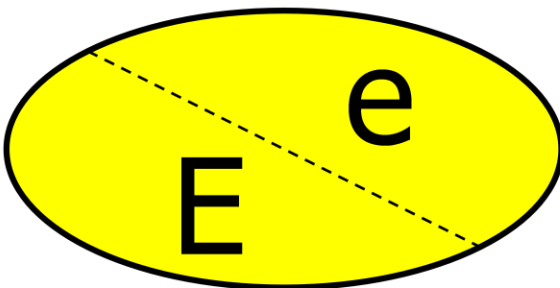
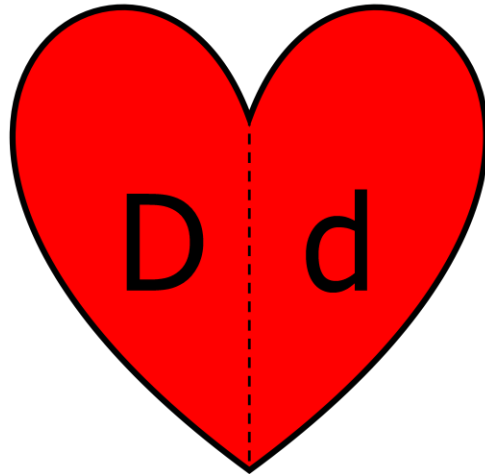
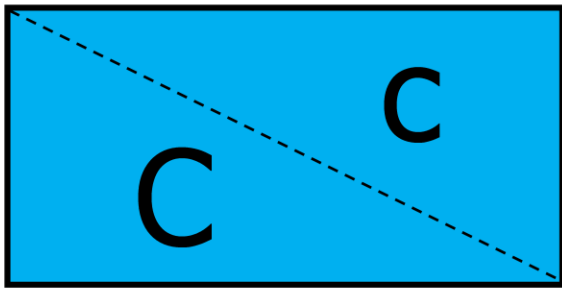
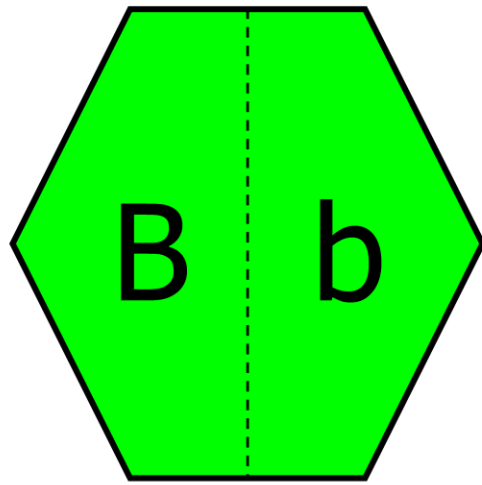
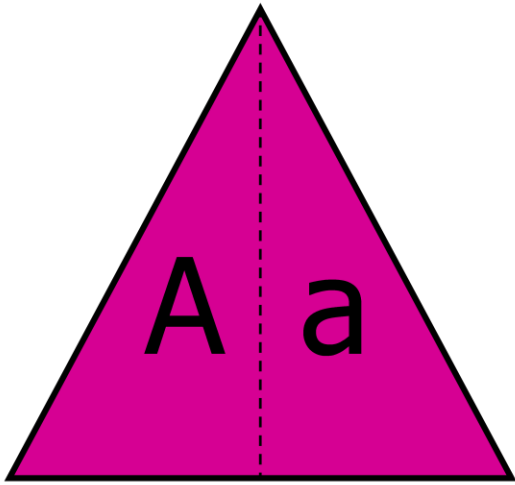
H _____

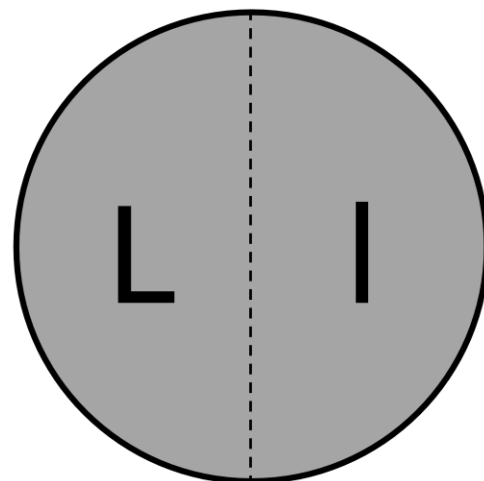
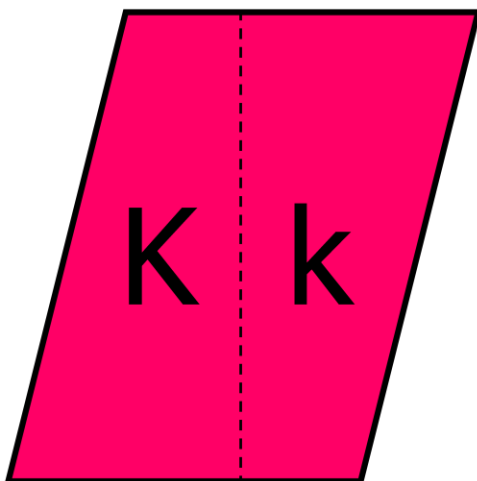
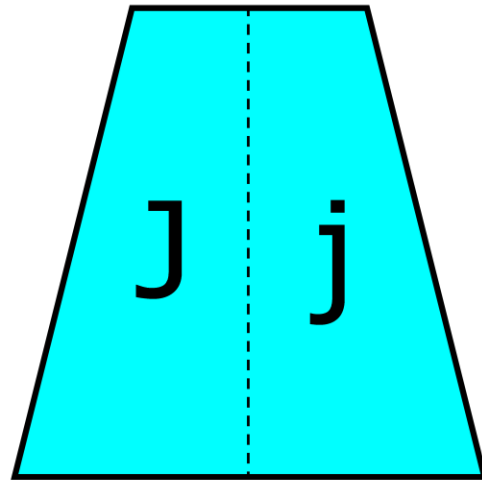
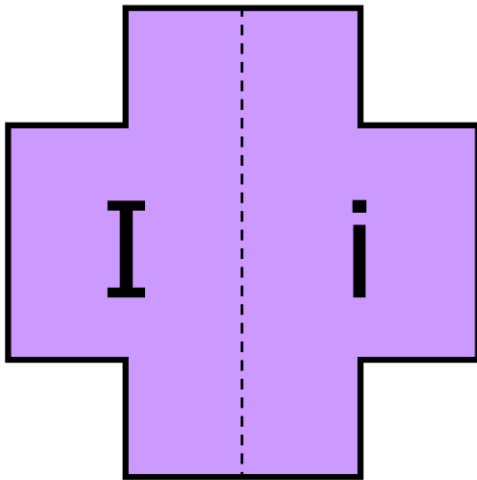
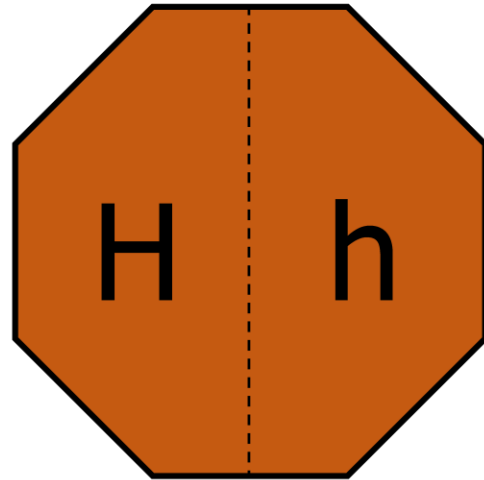
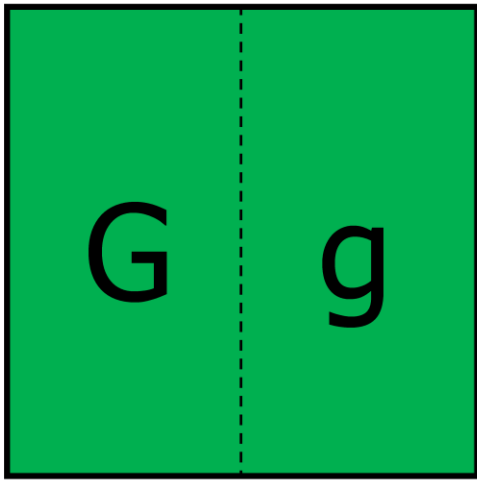
Q _____

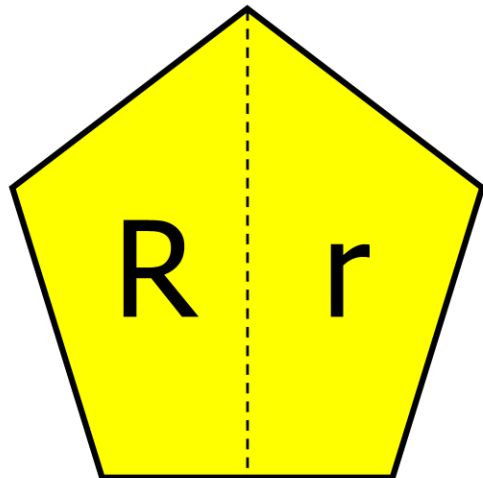
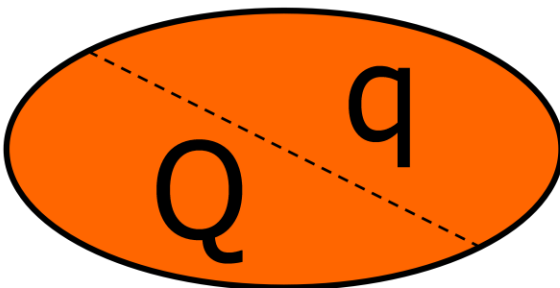
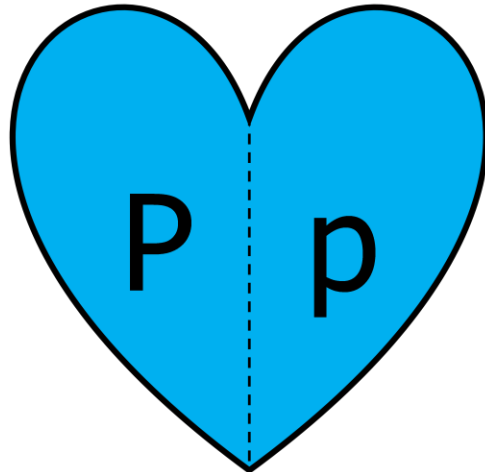
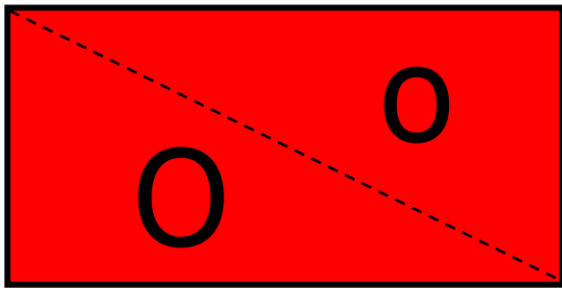
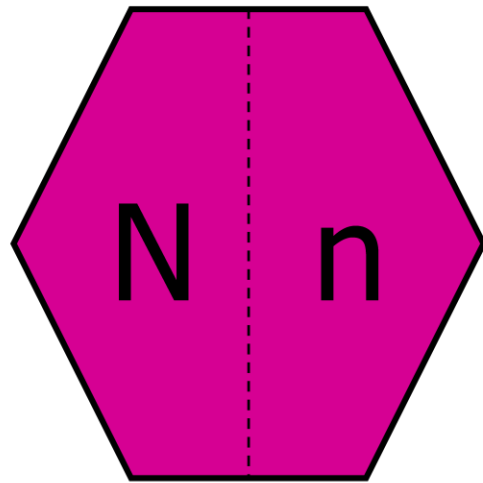
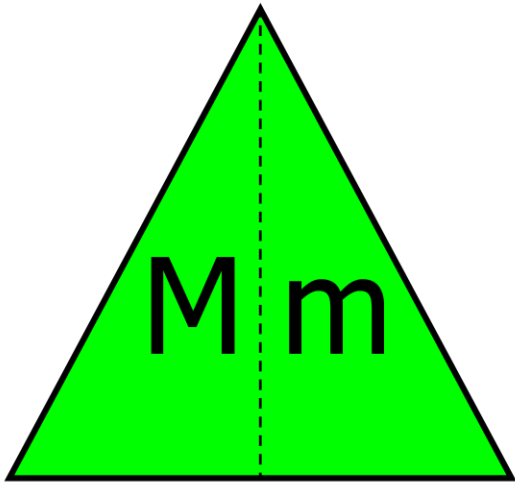
Z _____

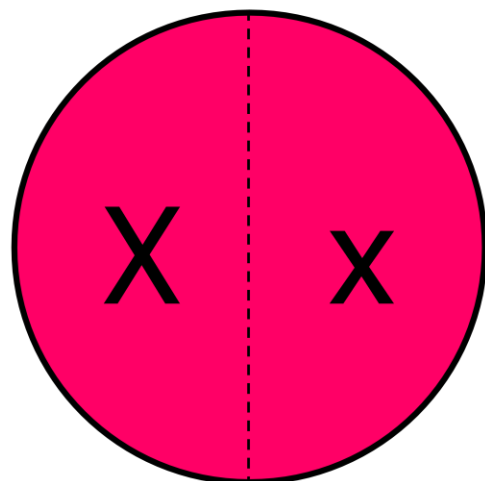
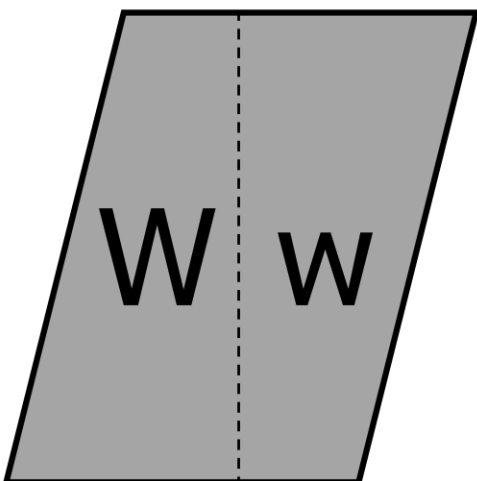
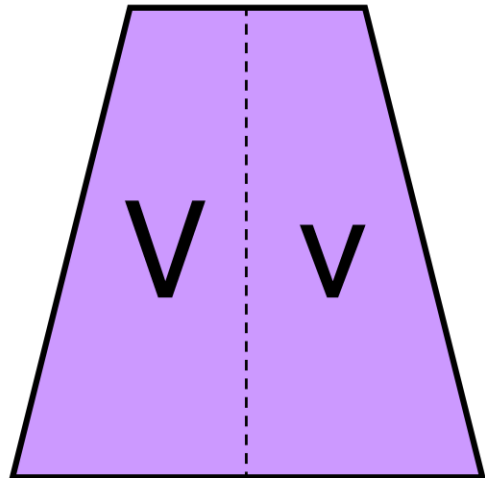
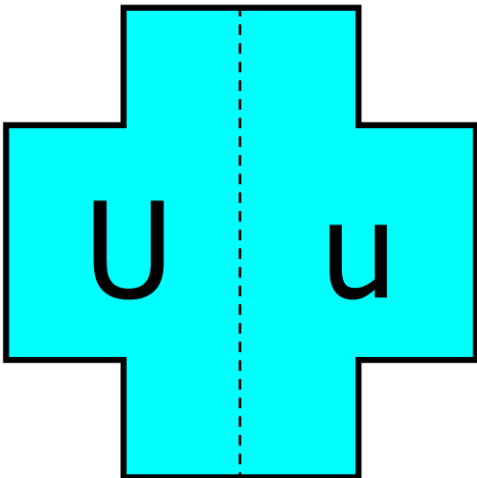
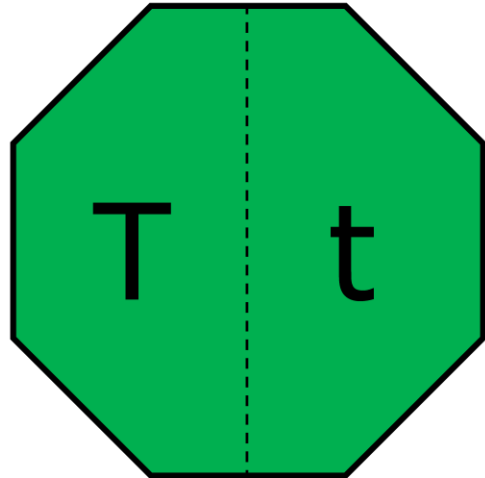
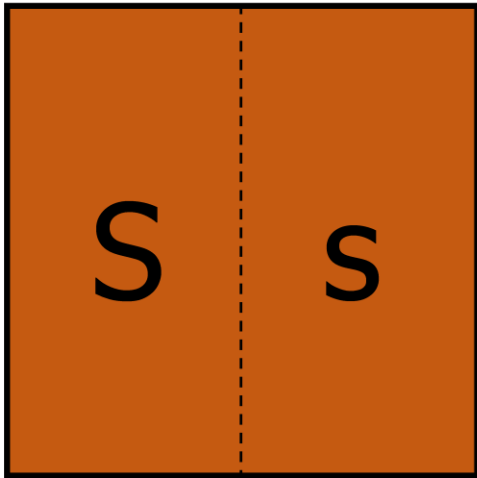
I _____

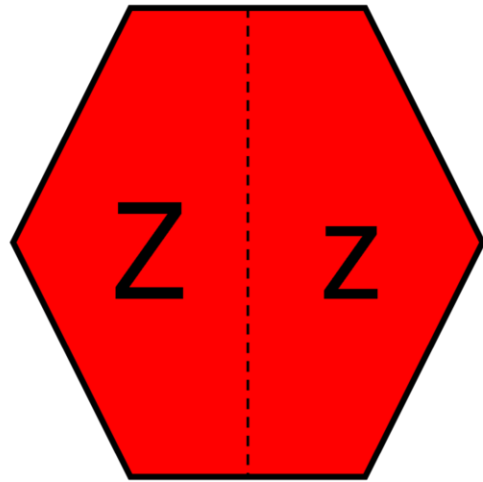
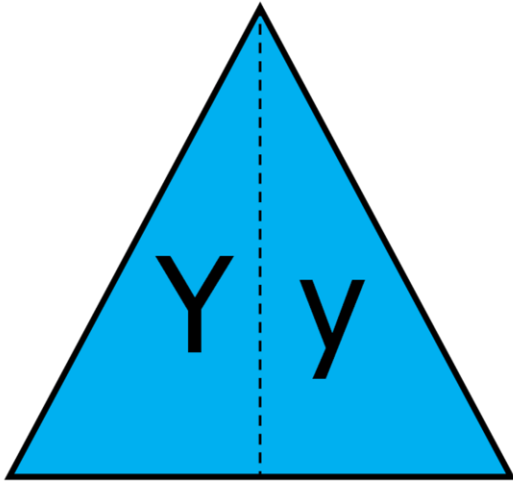
R _____











Reading Activities (Short and Long Vowels)

VOWELS BINGO: Eight bingo mats are available to use as a reading center activity. Reproduce the mats on cardstock and laminate. Put the picture cards without the words in a bag to draw from during the game. A picture card is drawn from a bag (such as the picture of a dog), and students having the word on their mats would cover it with a playing piece. The winner could be awarded a sticker to add to his or her incentive chart.

USING THE PRONUNCIATION SYMBOLS MEMORY MATCHING GAME CARDS FOR AROUND THE WORLD: To use the cards for "Around the World," two students from the class would stand together, and the teacher would hold up, let's say, the picture card with a bus. The first child to verbally call out its vowel sound, short *u* in this example, would move to the next child in line for a second race, and the game would continue in this manner.

USING THE CARDS FOR A RELAY GAME: Students line up in teams at the chalkboard for a relay game. The teacher would show, for example, the picture card with a globe, and the first team player to identify its vowel sound and to record the pronunciation symbol of the sound on the board, *ō* in this example, would have a tally mark recorded under his/her group's name.

IDENTIFYING SHORT AND LONG VOWEL SOUNDS CHART: Cut out the picture/word cards that illustrate nouns with short and long vowel sounds (a, e, i, o, u). Mark clothespins with the vowel sound symbols (one symbol to a clothespin), such as *ă* for the short *a* sound. Mount the clothespins marked with *ă, ě, ĭ, ǒ, and ŭ* towards the top of a sheet of poster board (or directly to the wall) under the heading *Short Vowels* and clothespins marked with *ā, ē, ī, ō, and ū* towards the bottom under the heading *Long Vowels*.

A student identifies a picture and the vowel sound heard and clips it to the clothespin marked with the corresponding vowel sound symbol. (The picture of the cat would be matched with the *ă* clothespin because *cat* has the short *a* sound.) Note that pictures with and without the words have been provided.

Short Vowels

ă
Apple

ě
epoch

ĭ
iguana

ǒ
office

ŭ
up

Long Vowels

ā
Ape

ē
eagle

ī
ice

ō
ocean

ū
unicorn



apple



ePOCH



iguana



office



up



ape



eagle



ice

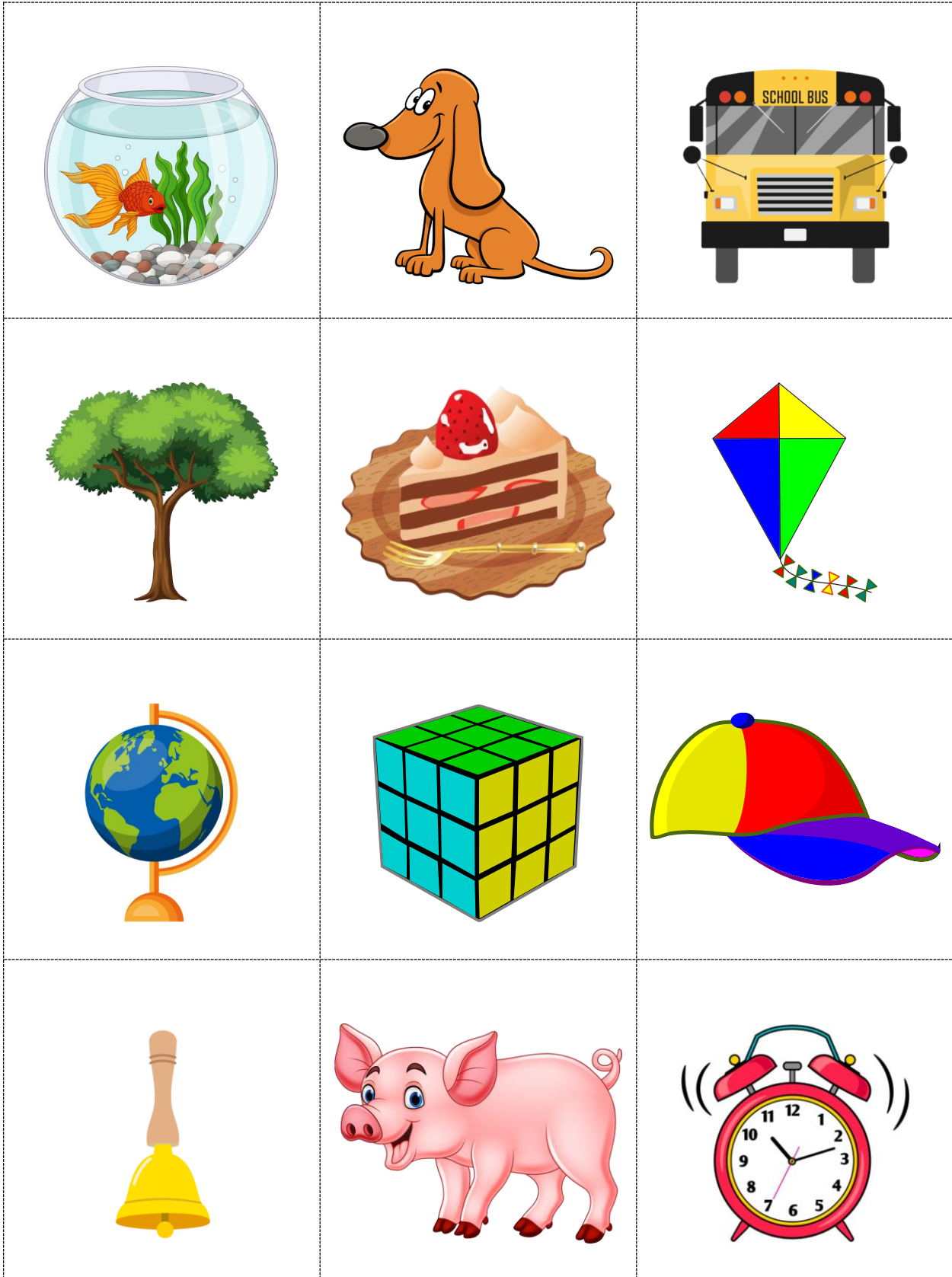


ocean

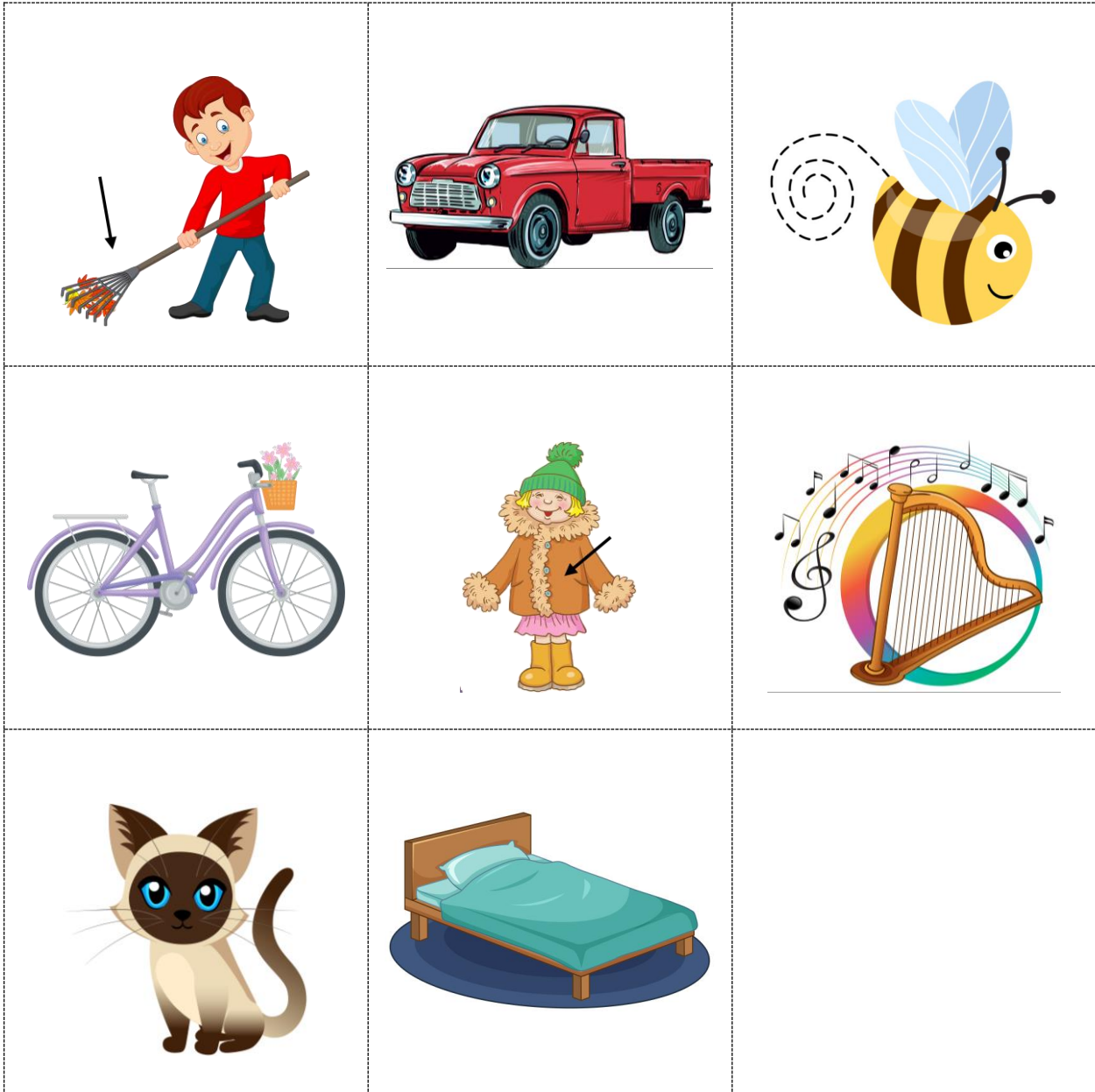


unicorn

Vowels Bingo



Vowels Bingo



Vowels Bingo

cake

bed

bee

bus

bike

cat

globe

cube

pig

Vowels Bingo

clock

fish

cake

tree

bed

hat

cube

coat

bike

Vowels Bingo

kite

hat

flute

dog

bell

coat

fish

tree

truck

Vowels Bingo

flute

cat

rake

globe

bell

kite

bus

pig

dog

Vowels Bingo

cube

cat

bee

bus

bed

clock

globe

cake

pig

Vowels Bingo

truck

cube

bed

hat

tree

cake

clock

fish

bike

Vowels Bingo

tree

coat

fish

hat

kite

rake

dog

truck

bell

Vowels Bingo

pig

bell

kite

rake

globe

flute

bus

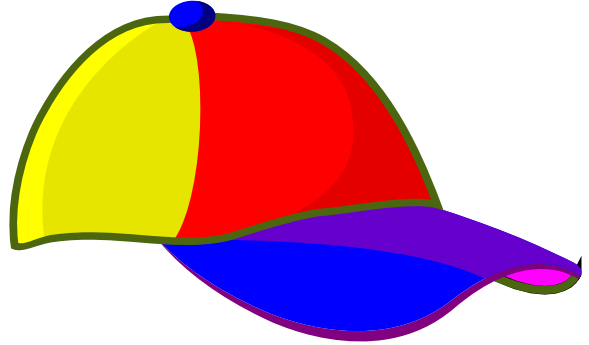
bee

dog

Pronunciation Symbols Memory Matching Game: Identify the vowel sound heard in a picture card and attempt to match the sound with its pronunciation symbol.

ă

short a



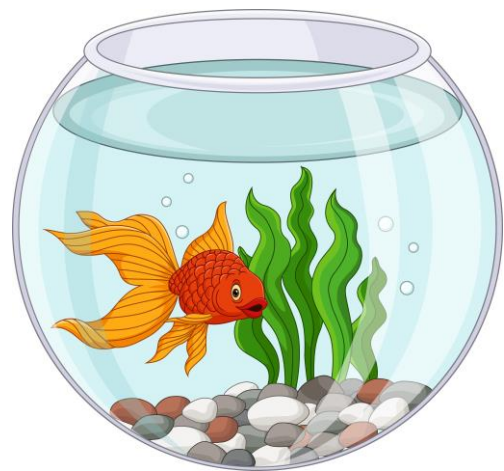
ē

short e



ī

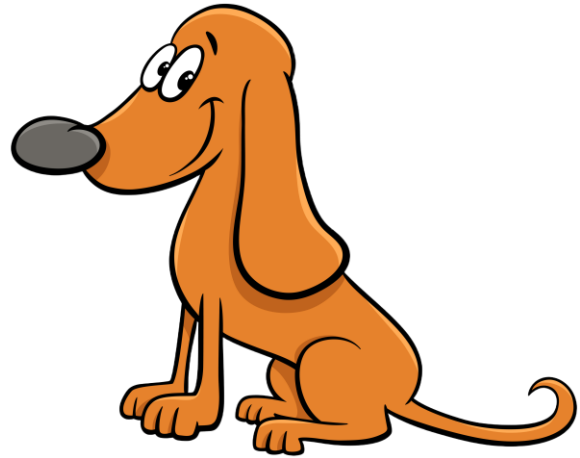
short i



Pronunciation Symbols Memory Matching Game

ō

short o



ū

short u



ā

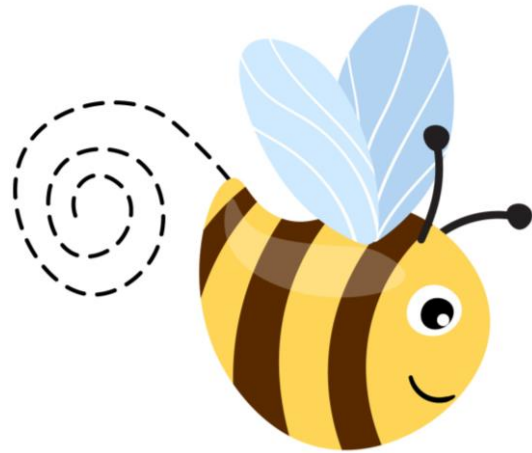
long a



Pronunciation Symbols Memory Matching Game

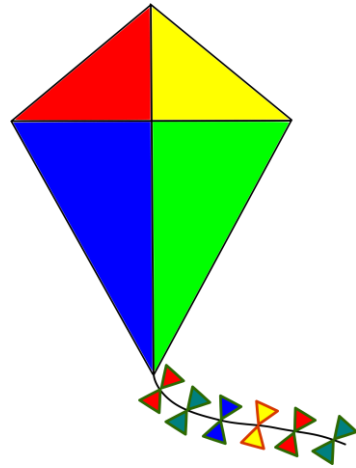
eī

long e



iī

long i



oī

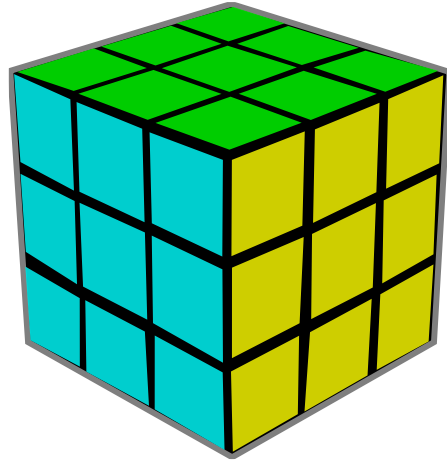
long o



Pronunciation Symbols Memory Matching Game

ū

long u



CENTER ACTIVITIES FOR ALPHABET LETTERS AND SOUNDS

Copyright © 2023 by Habakkuk Educational Materials

Interior illustrations: Certain copyrighted images in the interior of this book are used under license from stock.adobe.com. These include the ape and dog by Igor Zakowski; the apple, fish, pig, and rake by tigatelu; the bed and tree by blueringmedia; the bee by Alla; the bell by foolchico; the bike and globe by Gstudio; the bus by smastepanov2012; the cake by Third Stone; the cat by Alfmaler; the clock by ssstocker; the coat by Shvetsova Yulia; the eagle by vectorfarmer; the ice by WIC Studio; the music card by GraphicsRF; the ocean and unicorn by tigatelu; the office by Titaporn; the truck by Moriz; the *up* image by yusufdemirci; and the colored clothespins by Peter Hermes Furian and Alyona.

Published by Habakkuk Educational Materials

Visit www.habakkuk.net