

Happy ABC- The rules

1) Play on words

Competitive tasks for children that are just meeting the alphabet

- a) Show letters that you already know
- b) Put together your first name from letters. Can you do your last name too?
- c) Can you make up some other words?
- d) There are many people, animals and different things on the pictures in the game. Tell me which you know and take their first letter. Try to read your chosen letters
- e) What are the names of the children on the pictures? Choose first letter of each name that you think matches the children on the picture. Can you make up some names from the letters? Do the same thing with the name of your father, mother, your siblings, grandma and grandpa or with the names of your friends.
- f) Your friend will show you pictures or objects and your task is to raise a first letter of the picture or object above your head
- g) Can you make up a word from a pattern in front of you?
- h) Name your favorite fairy tale heroes and show the first letter of their names. Can you make up the whole name of some of them?
- i) Pick up all different letters from the game and count how many of them there are
- j) Make up the alphabet based on the enclosed picture. How many letters does it have?
- k) Choose letters of the same colour (e.g. red) and tell which colours are they and how many of them you have.

You can come up with many other tasks and games yourself, so, lets move on...

2) “Chimney” – a game for 2-8 players, recommended time of game 2-5 minutes

Put all letters in the included bag. Players will pick a letter from the bag (they are not allowed to look inside the bag). The task is to name the letter and if the player is right he may keep the letter. In case he is wrong, he puts it back into the bag. Players place the letters that they name correctly on top of each other and try to build a chimney from the letters. The winner is the one who builds the highest chimney.

3) Painting of letters

Before your children learn how to write, they may draw the letters on a paper and this way get to know the letters really well. In case that you have bought the natural uncolored game, your children may paint the letters from their imagination. During the painting they will have the letters in front of their eyes the whole time and therefore they may unconsciously remember the shapes of the letters.

4) Fast composing of words – a game for 2-6 players, recommended time 1-2 minutes

The task is to put together biggest number of words within a given time limit. The winner is the one with the highest number of words

5) Game using a dice – a game for 2-6 players, recommended time 3-10 minutes

The players roll a dice. The number on the dice that is on the top when it has been rolled represents a number of letters that the player takes from the pool of letters. The player chooses the words based on the word that he would like to put together. In case that he is missing some letter or that he has one extra, he has to wait for his next turn so he can roll dice again and either finish his word or to start with a new one.

The winner is the one who has more letters used in complete words within a given time limit. In case that two or more players have the same number of letters, the winner is the one who has more syllables in his words. The game is over when there are no more letters in the pool or when no player is able to make up another word.

The words should not be repeated and should not have the same base.

6) Guessing letters by sense of touch

Choose letters from the box blindfolded and try to guess which letter is in your hand. The winner is the one who can guess the biggest number of letters

7) Colorful game – for 2-4 players (must play with colorful letters)

Players choose letters according to colours on the dice when it has been rolled. In case that a joker comes on the top they can choose 2 letters of their choice. Players make up words from their chosen letters and then try to make up a whole sentence. Commas and other punctuation marks can be chosen anytime without need of rolling the dice again. Words and sentences can be changed anytime according to players' needs.

We suggest 2 levels of difficulty and recommend the time of game

a) The game is over when the first player finishes his or her sentence

b) The game is over when one type of colour is no longer in the pool. In this case the winner is the one who used the biggest number of letters in his or her words.

8) A bagful of letters – for 2-4 players, recommended time 3-10 minutes

Put the pool of letters into the bag. All players take two letters from the bag at a time until there are no more letters left inside. They cannot look into the bag while choosing the letters. Once the bag is empty – the game starts, the task is to make up words with the biggest number of letters. Any commas or other punctuation marks are in the pool and anyone can take one anytime, once the pool is empty, they have to create words with using the marks. The game is over when the time runs out. The winner is the one who has left the smallest number of unused letters.

9) “Square” – for 2-8 players, recommended time 3-10 minutes

The base of this game is a square that consists of 16 (25, 36...) letters, each side made from 4x4 (5x5,6x6...) letters, chosen by all players, that make a square.

The square can be put together by someone else e.g. teacher, parents, friend etc., someone who does not participate in the game.

C	A	R	P
O	N	C	E
D	E	S	T
B	Y	O	R

1.code, 2.Andy, 3.Petr, 4.carp, 5.pcs, 6.by, 7.destroy, 8.one, 9.best,

Players find words within this square and write them on a piece. Watch out - all the letters in one word that you chose or find must stand in one continuous “line”, in other words, each letter must always touch the next one (side by side or diagonally). To get a better picture look at the example above.

When the time runs out (3-10 minutes) the game is over. Then the players read loud the words they found. The words that are found by 2 or more people are crossed out. Each player receives points for each letter only if the word was not found by another player as well. The winner is the one with the highest score. It is very interesting to use this game for a practice of foreign languages, where the game shows the level of vocabulary each player has.

Recommendation – do not forget to put into the square some vowels, otherwise it will be very difficult to create any words.