



#### Objective

The student will identify letters of the alphabet.

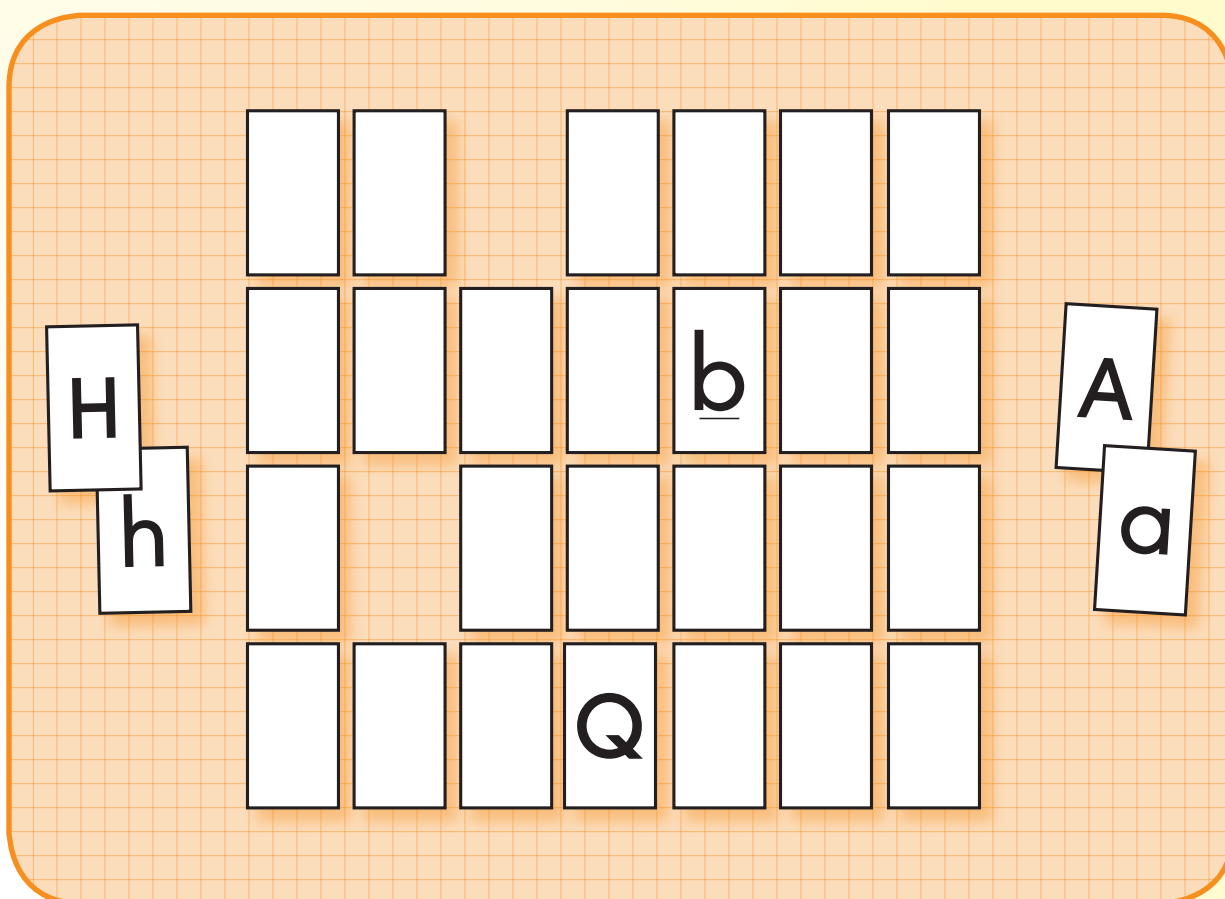
#### Materials

- ▶ Uppercase and lowercase letter cards (Activity Master P.007.AM2a - P.007.AM2i)  
*Choose eight to ten target pairs of uppercase and lowercase letter cards.*

#### Activity

Students pair uppercase and lowercase letters while playing a memory game.

1. Separate uppercase and lowercase letter cards. Place cards face down in different rows.
2. Taking turns, students select two cards and name the letter on each (e.g., “H, h” or “b, Q”).
3. Determine if there is a letter match. If there is a match (e.g., H, h), pick up cards, place to the side, and take another turn. If cards do not match (e.g., b, Q), return to their original positions and allow partner to take a turn.
4. Continue until all letter pairs are made.
5. Peer evaluation



#### Extensions and Adaptations

- ▶ Play using other target letters.
- ▶ Match letters to initial sound picture cards (Activity Master P.LSC-I.1 - P.LSC-I.22).