Alphabet Marks the Spot™

• NAME IT!: Player 1 takes 5 blue markers and Player 2 takes 5 orange. On the count of 3, each player must find a letter on the mat that matches their color (blue or orange), walk to the letter, and say a word that starts with that letter. After saying the word, the player will place a marker on that letter and move to a new letter. The first player to place all 5 color markers on letters is the winner.

• MEMORY MATCH: Cover all the letters on the mat with markers. Players then take turns rolling any of the dice and seeing if they can uncover the letter that matches the picture rolled. For example, if the lion is rolled, the player would need to find the “L” and remove the marker. If the player doesn’t make a match, the marker is put back on the letter and the next player rolls. First player to find 3 letter matches wins.

• RHYME TIME: Player 1 starts by spelling a word out loud while stepping on the letters. For example, “Cat! C…A … T.” Player 2 then tries to make a rhyme off of this word; for example, “Bat! B…A...T.” You may need to help the players with shorter word prompts if they are having trouble starting a word or finding a rhyme.

• COLOR SPELLING: For a more advanced challenge, try this. Have players take 3 different color markers. Ask them to make a word by placing each marker on a matching color letter. For example, if a player has a yellow, red, and blue marker, they might spell out “CUP” by placing their markers on the yellow C, red U, and blue P. Make sure at least one of the 3 color markers is always red, as this ensures there is a vowel for the word.

• SILLY SENTENCES: Try using the 3 dice as storytelling prompts. Roll the dice, and then combine the 3 pictures into a silly story. For example, you might say, “I asked the KING if he would trade his BALLOON for my DUCK!” After each story, place markers on the letters that were used and have the next player roll. Try seeing how many stories you can make and how many letters you can cover with markers. For an extra challenge, try making some sentences using all 5 dice!