Floor Game

that teaches
letters and
sounds!

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**Alphabet Marks the Spot** is an exciting activity mat that teaches letter recognition, beginning and ending sounds, alphabetical order, and simple spelling.

Equally as important, it promotes kinesthetic movement. Learning and kinesthetic movement will insure that children will want to play again and again. The activities provided in this set are just the beginning of how to use this mat. The possibilities are endless!

**It is recommended that players have socked feet when using the mat to ensure its longevity.**

**Contents:**

- 4.5’ x 4.5’ vinyl mat, 5 picture cubes, 28 game markers

**Jump Around**

*Skills: Letter recognition and alphabetical order*

*Number of players: whole class or small group*

*Game components: activity mat*

Have players stand in a line to the left of the mat. Have the first player in line start by standing on A and jump to each letter, in order, up to Z. When the first player is done, the next player can go. You may wish to give each player 10 or 20 seconds to get through the alphabet because the letters are scattered around and some are located in two spots. Give all players a chance to jump around while learning their letters.

**Letter Match**

*Skills: Letter recognition*

*Number of players: two players*

*Game components: activity mat, game markers*

Two players play at a time. Each player will use five game markers of the same color. A designated caller will call out a letter of the alphabet randomly. The first player to place one of their game markers on the correct letter on the mat wins that round. The winner will keep his or her game marker on the mat. The caller should call a different letter of the alphabet each time. Play continues until one player has placed all of his or her game markers on the mat. Play again or have a different player play the winner.

**Alphabet Order**

*Skills: Alphabetical order*

*Number of players: two players*

*Game components: activity mat, game markers*

For this game one player or an adult should be the “caller”. He or she will call the letters of the alphabet.

Two players play at a time. Each player will use five game markers of the same color. The “caller” will call out a letter and the first person to place his or her game marker on the letter that comes after the letter called, wins that round. The winner will keep his or her game marker on the mat. The caller should call a different letter of the alphabet each time. Play continues...
until one player has placed all of his or her game markers on the mat. Play
again or have a different player play the winner.

Know Your Sounds

**Skills:** Letter sounds  
**Number of players:** two players, small group, whole class  
**Game components:** activity mat, game markers, picture cubes

Divide the players into two equal teams and have them stand in lines on
opposite ends of the mat, to the right and left. Pass out the game markers
to each player. Use the same color for the same team. The players at the
beginning of each line will compete to put their game marker on the correct
letter. A designated roller will roll one of the picture cubes. Players will have
to figure out the beginning letter of the picture rolled.

**For example:** If you rolled a picture of a lion, then you would have to place
a game marker on the **l**.

The first player to place a game marker on the beginning letter that was
rolled earns a point. Keep track of points earned for each team. It is now the
next player in line’s turn. Remove all markers from play and roll a different
cube. The first team that reaches 10 points wins.

This activity can easily be played by finding the ending letter of the
picture rolled.

One-Minute and Counting

**Skills:** Beginning letter sounds  
**Number of players:** one player, small group, whole class  
**Game components:** activity mat, picture cubes

All players stand in a line to the left of the mat. Lay the cubes to the left of
the line so that the players can easily grab a cube on their turn. The player
at the front of the line will roll a picture cube and determine what the
beginning letter sound is. When he or she knows the beginning letter of the
picture, he or she will have to tap their foot on the letter, tag the next
person, and move to the end of the line. The next person will now roll a
cube. See how many pictures players can get through in one minute or
another specified amount of time. Try to beat that amount of pictures the
next time.

Picture Order

**Skills:** Alphabetical Order  
**Number of players:** two players  
**Game components:** activity mat, picture cubes

Two players play at a time. Each player will take turns rolling two picture
cubes. The first player will roll the cubes. Players determine what image has
the beginning letter that comes first in the alphabet. The first player to put
his or her hand on the correct letter earns a point for that round. Play until
one player reaches 5 or 10 points. Players can keep playing or have a new
player play the winner. As a challenge, roll three or four cubes and play the
same way.
Starting or Ending?

Skills: Beginning and ending sounds, spelling
Number of players: two players, small group, whole class
Game components: activity mat, game markers, picture cubes

Divide the players into two equal teams and have them stand in lines on opposite ends of the mat, to the right and left. Pass out colored game markers to each player. Use the same color for the same team. A designated roller will roll a cube and call out, “Beginning Letter” or “Ending Letter.” Have players place the game markers on the correct letter.

For example: If you rolled an apple and called out, “Ending Letter,” players would put their game marker on the e spot.

The first person to get to the letter and put his or her game marker down gets a point. Remove all game markers from play and roll a different cube. The first team that reaches 10 points wins.

Hop and Spell

Skills: Spelling
Number of players: two players, small group, whole class
Game components: activity mat, picture cubes

All players will start by standing in a line to the left of the mat. The player at the front of the line will roll any cube. That player will hop from each letter spelling the picture rolled. Give all players a chance to hop around and spell words.

Look for these other products from Learning Resources®:

LER 0383 Math Marks the Spot™
LER 2981 Time Activity Mat
LER 6907 Alpha-Bug Step ‘n’ Spell®