

Aa



apple



accordion ambulance alligator

Gg



green



globe guitar game

Ll



limousine



love lemon lollipop

Oo



octopus



orange onion ox

Pp



panda



penguin ping-pong pizza

Ss



skateboard



sun snake six

Ww



waffle



wine woman window

ch



chocolate



chair chips cheese

ABC GAME

How to use the cards and game instructions

Learning and mastering the letters (beginners)

Choose 3-5 letters and present them with the pictures on the cards.

For example: **C** – cat, cactus, cake, candy.

When players memorize the letters and the sounds you can add more letters.

Use the cards as flash cards for practicing or testing.

Present different fonts, as shown on top of the cards - **a, a, a**

Beginning to read – understanding the combinations

You can build basic words with the cards to show the possible combinations and how they are read together. For example, when the letters **C, A, T, M, S** are already known, you can make up the words cat, mat, sat by putting the relevant cards next to each other.

You can play by time / by quantity (how many words you can make in 30 seconds / with or without meaning).

Classic foursomes game

"Happy Families" (British) / "Go Fish" (American) is for 2-6 players.

The aim is to collect as many sets (foursomes of the same letter) as possible.

For example: 4 cards of "C", or "E" etc.

1. Choose the cards with the familiar letters.

It's recommended to use at least 5 letters (minimum 20 cards but not more than 44)

2. Shuffle the cards and give four cards to each player. The rest of the cards are left, face down, as a "deck".

3. The first player asks for a specific name of letter:

Do you have **C**?

4. The answer can be:

Yes, I do.

or

No I don't.

5. If yes, the player asks for the card needed:

Do you have **cat**?

or

Do you have **cactus**?

6. If yes, the player receives the card and has another turn.

7. If no, the player takes a card from the deck.

If a player gets the card he asked for and wants more from the same player he / she can ask:

Do you have more?

It's possible to ask any player and when receiving a card, asking a different player for a different set.

8. When players run out of cards, they can continue playing by picking a card from the "deck".

9. When a player collects a set of four cards (foursome), he/she puts it aside.

10. The winner is the player with the most foursomes.