

Topics

Letter Recognition;
Sequencing Letters
Alphabetically

Materials

- ✓ 4" circles cut from cardstock, folders or equivalent sturdy material
- ✓ Yarn or string
- ✓ Sample dot-to-dot paper puzzle that uses letters

Learning Standards

CCSS ELA/Literacy: Print Concepts;
Comprehension and Collaboration;
Presentation of Knowledge and Ideas

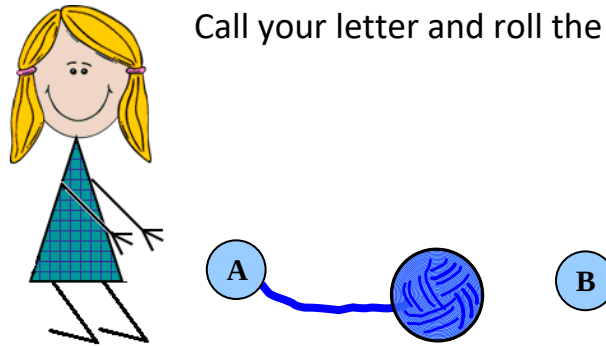
[RF.K.1.D](#)

[SL.K.1.A](#)

[SL.K.6](#)

Alphabet Dot to Dot

Call your letter and roll the string



Children work together to create a giant dot to dot design by rolling a ball of string to one another following an alphabet letter sequence.

Assembly

1. Program the circles using letters – capital or lower case or one set of each.
2. Laminate for durability, if desired.

Playing the Game

1. Present the paper dot to dot activity. What is needed to create the design? Have students assist in connecting the dots. Remind them that in this activity it is the sequence of letters that is important not the design made by the string “lines”.
2. Explain that they are going to create a **design** by rolling a ball of string/yarn to each other in ABC order. In this design, they are going to be the “dots”.
3. Give each student one **dot**. Ask the student to identify the letter.
4. Students separate and move around an open area. When they are in position, the dots should be placed on the ground in front of each child.
5. For practice, each child can call out the letter in order e.g. **A, B, C...**
6. Pass the ball of string/yarn to **Dot A** as **A** is called out. Dot A holds the end of the string and rolls the ball to **Dot B** as **B** is called out. The ball is rolled to each “dot” in alphabetical order.
7. When all the dots are connected, ask the students to put the yarn down and to step out of the design CAREFULLY. Note: The design created will be different each time.

The Content Behind the Activity

Children need many opportunities to practice the knowledge they are acquiring. Memorization tasks, like alphabetical order, are more fun and students are more engaged when a game is involved. Playing a developmentally appropriate game like this one gives young learners the opportunity for an energetic, engaging hands-on session to demonstrate their learning. To learn more: 1) voice the sound of the letter instead of saying its name, 2) program the dots with the appropriate letters to spell out names or other words currently explored in a lesson or unit.

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