Alphabet Solitaire

Grade level: 1-3

Materials needed: One deck of Alphabet Playing Cards (52 A-Z letters & pictures)

Skills: Letter & sound recognition, sequencing (before and after)

Object of game: Remove the cards from the columns

Setting up the game: Remove the "ant" and the ten long vowel cards from the deck. After mixing the cards, deal four rows with five cards in each column. The remaining cards are held face down.

Pull the bottom card from your deck and place it face up on top of the deck. Remove any card (letter or picture) from the columns that is sequentially next to the face up card. Continue to remove a card that is sequentially next to the face up card. "Z" connects with "A" and "Y". "A" connects with "B" and "Z".

When there are no cards available in the columns that are sequentially next to the face up card, pull the next bottom card from the deck and turn it face up on top of the deck. Remove cards from the columns as before.

If all of the cards in the columns are removed by the time you reach the last card from the bottom of the deck, you win!

Variation: Play the game with four coulmns of six cards or five columns of five cards.
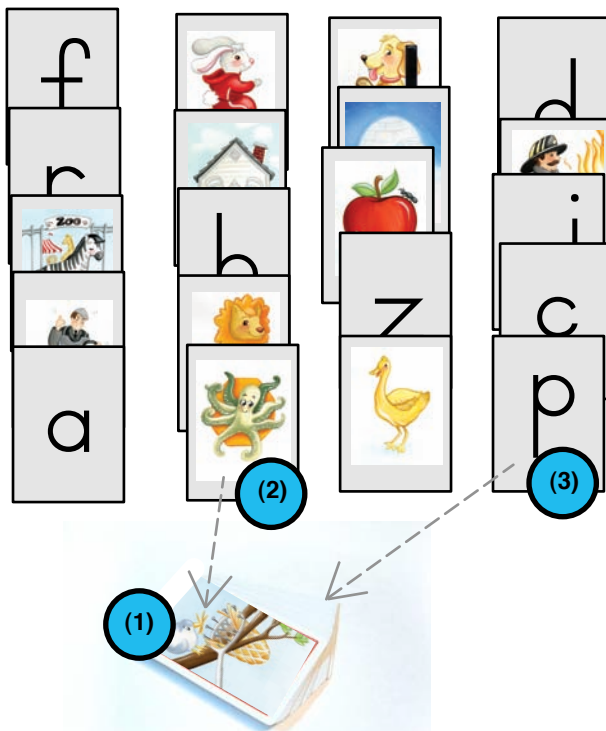
Example: Columns of cards will look like the dispaly at right. If the "n" picture/letter card is turned up from the bottom (1) of the deck, place the "Ollie the Octopus" card (2) on top of the "n" card. The "p" card (3) would then be placed on the "Ollie the Octopus" card. No other cards will play after that. If the next card from the bottom is the "Bat and Ball" card. You will need to decide if you want the "a" card or the "c" card.