

# Animal Alphabetize Game Suggestions

## Game Setup

1. Print cards and alphabet strips on 110 pound or other card stock paper. Print card backs on each page of cards (optional). Cut out cards and alphabet strips on gray lines. Round card corners with corner cutter (optional).

## Game Play

1. The teacher becomes the dealer.
2. Each student is given an alphabet strip that is placed in front of him or her.
3. The teacher passes out two or more cards to each student. The number of cards each student receives depends on that student's alphabetizing skills. A less skilled student might receive just two cards while a more skilled student might receive five or more cards.
4. The teacher selects the cards given to each student depending on each student's reading ability. Simpler words are given to lower skilled readers.
5. Each student uses his or her alphabet strip as a guide and alphabetizes below it a column of the words he or she has received. Extra cards can be passed out to those students who alphabetize faster than others.
6. When each student's cards are alphabetized, the students take turns reading aloud his or her own cards.
7. After each student has read his or her cards, the dealer calls in the cards and deals out a new set to each student.
8. Play repeats until the dealer ends the game.

ant

bear

ape

bee

bass

bird

bat

cat

clam

deer

cow

dodo

crab

dog

crow

dove

duck

flea

eel

fly

elk

fox

fish

frog

goat

kiwi

gull

lion

hawk

loon

hog

mite

mule

pike

owl

rat

ox

seal

pig

slug

swan

tuna

tern

wolf

tick

worm

toad

wren

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