



ABC Cookies

Activity Guide

LER 1183



WARNING:

CHOKING HAZARD - Small parts.
Not for children under 3 years.

Children will enjoy open-ended creative play with ABC Cookies. As children grow and learn, challenge them by adding a level of difficulty to these games and activities.

Contents

- 18 Self-checking beginning consonant cards
(purple and yellow borders)
- 9 Self-checking uppercase/lowercase alphabet cards
(orange and blue borders)
- 18 Self-checking missing letter cards
(red and green borders)
- 42 Alphabet Cookies
- 2 Spinners



Game 1—Quick Cookie

2–4 Players • Ages: 3+ / Grades: PreK+

Turn all the cookies right side up and place them in the middle of the play area. Pass out two cards with orange borders to each player. On the count of three, all players race to find the cookies that match all six letters on their cards.

Other Quick Cookie Games:

- Play the same game with the blue-bordered cards facing up to match uppercase and lowercase alphabet cookies. At the end of the game, turn the cards over to check your answers.
- Place the red-bordered cards in a pile in the center of the play area next to the cookies. Be the first player to find the missing alphabet cookie and place it on the card. Check answers on the back of the card. If you are correct, take the card. The



player who has the most cards at the end of the game wins.

- For emerging readers, play the preceding game with the purple-bordered cards. Find the missing alphabet cookie. The player who has the most cards at the end of the game wins.

Game 2—Three in a Row

2–4 Players • Ages 4+ / Grades: PreK+

Setup: Pass out two cards with orange borders to each player. Use the number spinner. Make sure all cookies are in the jar.

How to Play:

- Spin the number spinner.
- If you spin a 1 or a 2, take that number of alphabet cookies out of the jar. If the alphabet



cookies match letters on one of your cards, place it the cookies over those letters.

- If the spinner lands on put back, put one cookie back in the cookie jar.
- If the spinner lands on trade, either put one cookie back in the cookie jar and take a new one, or trade cookies with another player.
- The first player to match all the letters on one card wins.

Variation: Try playing with the uppercase (blue) side of the alphabet cards facing up.

Game 3—Fill in the Missing Letter

2–4 Players • Ages 4+ / Grades: PreK+

Setup: Pass out three cards with red borders to each player. Use the number spinner.



How to Play:

- Spin the number spinner.
- If you spin a 1 or a 2, take that number of alphabet cookies out of the jar.
- Keep the alphabet cookie if it correctly fills the blank on one of your cards. Turn the card over to check the answer.
- If the spinner lands on put back, put one cookie back in the cookie jar.
- If the spinner lands on trade, either put one cookie back in the cookie jar and take a new one, or trade cookies with another player.
- The first player to fill all three blanks correctly wins the game.



Game 4 — Match a Beginning Sound

2–4 Players • Ages 5+ / Grades: K+

Setup: Put all the alphabet cookies face up in the center of the play area.

Pass out three cards with purple borders to each player. Use the alphabet spinner.

How to Play:

- Spin the alphabet spinner. Take one alphabet cookie from the center that matches any of the letters from this section of the spinner.
- Keep the alphabet cookie if it correctly fills the blank on one of your cards. Turn the card over to check the answer. Say the word.
- The first player to fill all three blanks correctly wins the game.





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