

Playing Cards Pack

Contents

Information cards: Green back



Card fronts carry information as follows:

Holding the pencil - right and left handed (2 cards).

Working positions - right and left handed (2 cards).

Letter Families - a card for each family showing the story picture, the common moves for all the letters in the family (in red) and a list of the letters (6 cards).

Magic Turtle card - for magic extra turns (when required!) .



Lower-case letters: Blue backs with either Brave or Scared monkey's face (depending who makes the letter on the other side).

Card fronts - 1 for each letter, pictured standing by either the Brave or Scared monkey's branch of the tree, to show where the letter starts. The moves to make it are written below, with the common moves for that Letter Family in red.

(Note - g has two cards because it shares common moves with two families).



Upper-case letters: Red backs with the Brave monkey's face (as he makes the capitals).

Card fronts - 1 for each letter, which stands by the Brave monkey's branch, to show where the letter starts. The moves to make it are written below.

Familiarisation Activities



First sort the pack of cards into groups, according to colours of card backs.

Information cards: Green back.

Holding the pencil - Practise how to pick up the pencil.

- Learn the pencil checks written on the card.

Working position - Learn how to sit comfortably for writing.

Letter Families - Learn to recite the letters in each family.



Lower-case letters: Blue back.

1. Sort into Letter Families. (Use the green-backed Letter Family information card to check).

2. Make the alphabet.

3. Overlap individual letters to make simple words.

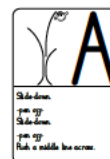


Now try



1. Make the alphabet.

2. Match the letters of the alphabet from each set, for example A and a.



Upper-case letters: Red back.

Sort into formation groups.



Straight lined group

ILEFHT

Curved line group

COSGQ

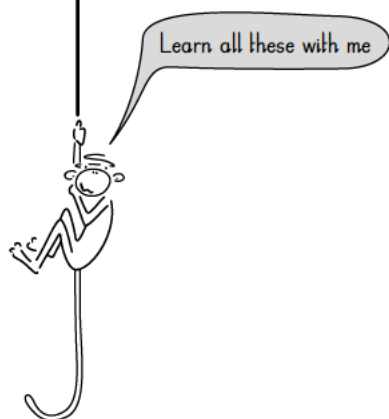
Lines with curves group







DPBRJU

Sliding lines group

AMNKWVZXY

Playing Card Games



-  The starting points of letters
-  The proportions of letters
-  The moves for writing the letters
-  Grounding letters on the writing line
-  Which way round letters are
-  Which letters go below the line

Game 1 - Find the Family

Cards needed: Lower-case cards (blue backed cards).

Preparation: Lay out the cards from all the Letter Families learnt.

Player 1 - Selects one of the cards from those chosen above and shows it to player 2.

Player 2 - Uses their arm to do the common moves for that Letter Family (written in red) and then finds all the rest of the cards from that family.



Add a time limit to your game and be awarded the magic turtle card each you beat it. Keep a tally of how many times you win.

Game 2 - Move it, Say it, Write it

Cards needed: Lower-case cards (blue backed cards).

Preparation:

Player 1 - selects all the cards that make up one* of the learnt Letter Families and holds them in a pile in their hand.

Play:

Player 1 - withdraws one card from the selected Letter Family (above) and shows Player 2 ONLY the monkey's face on the back of the card. (Keep the letter on the front hidden from sight).

Player 2 - looks which monkey's face is on the back of the card they have just been shown and gets their hand ready to make the moves for the letter. (Hand held high to make a Brave monkey letter or low to make a Scared monkey letter).

Player 1 - reads out the letter moves from the chosen card.

Player 2 - makes the moves for the letter and wins the card if correct.

Play continues until all cards of the Letter Family have been used. Players then swap roles, play again and compare scores.



Gradually try these different levels

Level 1. If player 2 makes the correct moves for the letter, they win the card (as above).

Level 2. If player 2 makes the correct move and also names the letter made, they win the card.

Level 3. If player 2 makes the correct move and also writes the letter correctly, they win the card.

Level 4. Change the task - Player 1 names a letter and if player 2 can say the moves for the letter asked about, they win the card.

Magic card - can be used as wished, to gain a second chance with the games (invent your own rules!)