## Nature ABC's

## Note to the teacher:

Duplicate one or two sets of the Nature ABC cards on card stock and laminate for durability. Be sure to play this game with your kindergarteners in small groups (2 or 3) before allowing them to play independently.

The purpose of this game is practice identifying letters of the alphabet and anchor picture that goes with it and to make pairs following the traditional Go Fish or Memory Game (Concentration) rules. Give each child 6 or 7 cards and demonstrate making pairs from the cards in their hands. The first player begins the game by asking another player for a card that matches one in his/her hand. For instance: "Jill, do you have the letter A?" or "Do you have the acorn for A?" If Jill does not have that card, she tells the player to "Go fish" from the extra cards. If she does have that card in her hand, she gives it to the player and the next child takes a turn.

The winner is the one with the most pairs or the first one out of cards. It's up to the teacher. Children just love to play and to count the number of cards they accumulate during a game.

You can also use one set of these cards in a pocket chart for alphabetical order or in a literacy center as a floor activity.

Please be sure to leave the artwork credit at the bottom of the cards. I have a high regard for making sure that credit is given, even though I paid for the clipart. Thanks!

Assembled by Cherry Carl, 2009



















































