



Objective

The student will gain speed and accuracy in letter recognition.

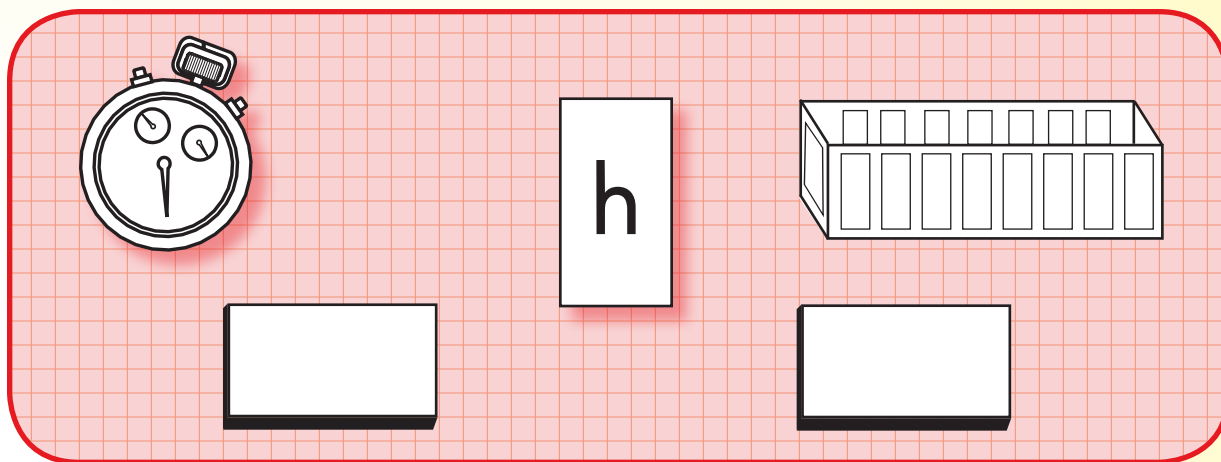
Materials

- ▶ Letter cards (Activity Master F.005.AM1a - F.005.AM1i)
Choose six target letters, copy six times, and cut into cards.
- ▶ Basket
- ▶ Timer (e.g., digital)
- ▶ Paper
- ▶ Pencils

Activity

Students play a card game identifying and tapping the target letters.

1. Place the letter cards face down in a stack on a table. Place the timer and basket at the center.
2. Working in pairs, student one selects one card from the stack as the target letter and places it face up on the table.
3. Student two divides the remaining letter cards into two stacks, one for each student.
4. Student one sets the timer and says “go.” Each student turns over one card, says the letter as quickly as possible, and taps his card if it matches the target letter.
5. If a match is made, places the card under the target letter. If a match is not made, places the card in the basket.
6. Continue the activity until each student plays all his cards.
7. Student two counts the cards in the target letter stack and records the number on paper.
8. Reverse roles and continue activity, attempting to increase speed and accuracy. Compare recorded times to determine fastest round.
9. Peer evaluation



Extensions and Adaptations

- ▶ Use target words.

A

B

C

D

E

F



G

H

I

J

K

L



M

N

O

P

Q

R



S

T

U

V

W

X



Y

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a

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d



e

f

g

h

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j



k

l

m

n

o

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q

r

s

t

u

v



Fluency

Tap Stack

F.005.AM.1.i

w

x

y

z

