

THANK YOU FOR CHOOSING THIS ECOPLAY GAME.

YOU CAN FIND ALL THE INSTRUCTIONS OF OUR GAMES IN DOWNLOADABLE DIGITAL FORM ONLINE, TO FURTHER CONTRIBUTE TO PROTECTING OUR ENVIRONMENT.

# FUNNY ABC



REBUILD THE FUNNY LETTERS OF THE ALPHABET WHILE LEARNING LOTS OF NEW WORDS! ONCE THE ALPHABET IS BACK TOGETHER, LEARNING TO READ IS EASY AND FUN!

**AGE:** 3-6

**CONTENTS:** 26 shaped double-sided puzzles

**SKILLS:** Learn the alphabet • Develop vocabulary • Visual memory

## LET'S START WITH THE VOWELS

Put all the pieces on a table. To make the game easier and learning more gradual, we can first choose all the pieces that makes up the vowels. Ask children to put the puzzles together on their own. The pieces can only be put together in the correct way, allowing children to check and correct their own mistakes and carry out the task independently. During the activity, the children put the pieces together observing how they gradually "transform" into letters, and thereby setting them into their memory. Once the puzzles are completed, we can choose 3 or 4 animals and say their names aloud. "APE", "ELEPHANT", and so on.

## FROM ANIMALS TO LETTERS

Now we can turn the puzzles over. On the back of each puzzle, the children will notice the shape of the letter with the picture of the animal (which they have seen on the other side) and the name of the animal with the first corresponding letter highlighted. Let the children look at the sign, the picture and the word and we can repeat aloud "A-APE", "E-ELEPHANT". We can explain that the first sound of the word is written with a letter (in this case A) and show how the letter and the word correspond. In this way, children can start to recognise the link between phoneme and letter more easily as they have already played with the puzzle.

### THE METHOD OF THE TRANSFORMED ALPHABET

This game is based on the method of the transformed alphabet. The introduction of the shape of the letters starting from animals (or other familiar objects) allows a connection to the world and experience of the children, valorising the imagination of each and making it easier to memorise. Just like associating the letter to the first sound of each word is typical of all methods and all alphabet lists: M for mummy, F for fairy. Thanks to the use of the images and the handling of the puzzle pieces, the association of phonemes to the corresponding graphemes becomes more spontaneous and helps to create a calm yet motivating atmosphere that leaves space for the imagination.



