



My First Letters

This fun interactive activity, introduces your child to the letters of his/her name and enhances his/her language, and gross motor skills.

Let's Explore

Things to Gather:

- Piece of papers
- Scissors
- Tape
- Marker or pencil

Let's Play!

1. Write your child's name on a piece of paper.
2. Assist your child cut several pieces of paper and write each letter of his/her name on each paper.
3. Select a room in your house; the living room, your child's bedroom, dining room, ext. Ask your child to turn around (face the wall) while you tape the pieces of paper around the room.
4. Model for your child what he/she needs to do. Tell your child, "I will show you and tell you how to play. You need to copy what I am doing" Go around the room, grab a letter and bring it to where your child's name is written. Match the letter to the letter in your child's name.
5. Let's start! If needed, assist your child the first time. Ask questions, "What is the name of the letter? Do you know the sound this letter makes? What is the first letter of your name?"
6. Tip: Help your child pronounce the letter and the sound it makes.

Learning on the Go!

Hunting Letters

- While driving, ask your child to look outside the window and find the letter of his/her name in signs, advertisements, banners. Ask questions, "Do you see letters of your name? Can you spell your name? What letters do you see? What is the name of the letter? What is the sound of the letter?"

Name Puzzle

- Find a container in your house. Have the letters of your child's name written on pieces of paper or cardstock. Put them inside the container. Your child can take the container with him where ever he goes. He can pull the pieces of paper and name the letters and sounds they make. He can use them as a puzzle to spell his name. Ask questions. What letter goes first? What letter goes next? What letter is the last letter on your name?

Share with us! We would love to see how you did this activity.
Use the hashtag #grow2gether so we can find it!

