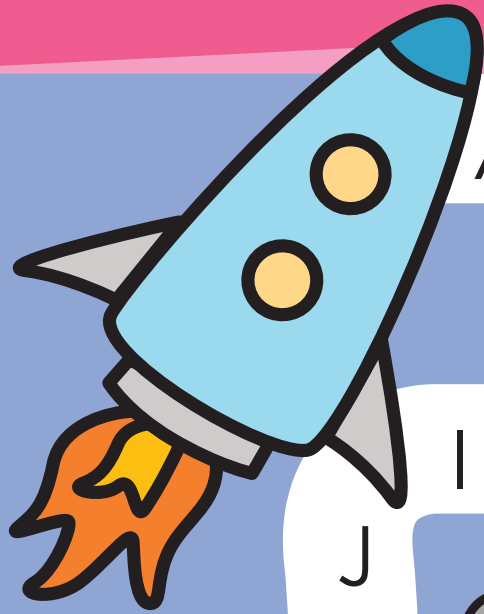


# Now I Know My ABCs

# P

Preschool



A B C D



E

I H G F



J



K L M N

O

Z



P

Y



U T

Q

X



R

W V U T S



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## Now I Know My ABCs

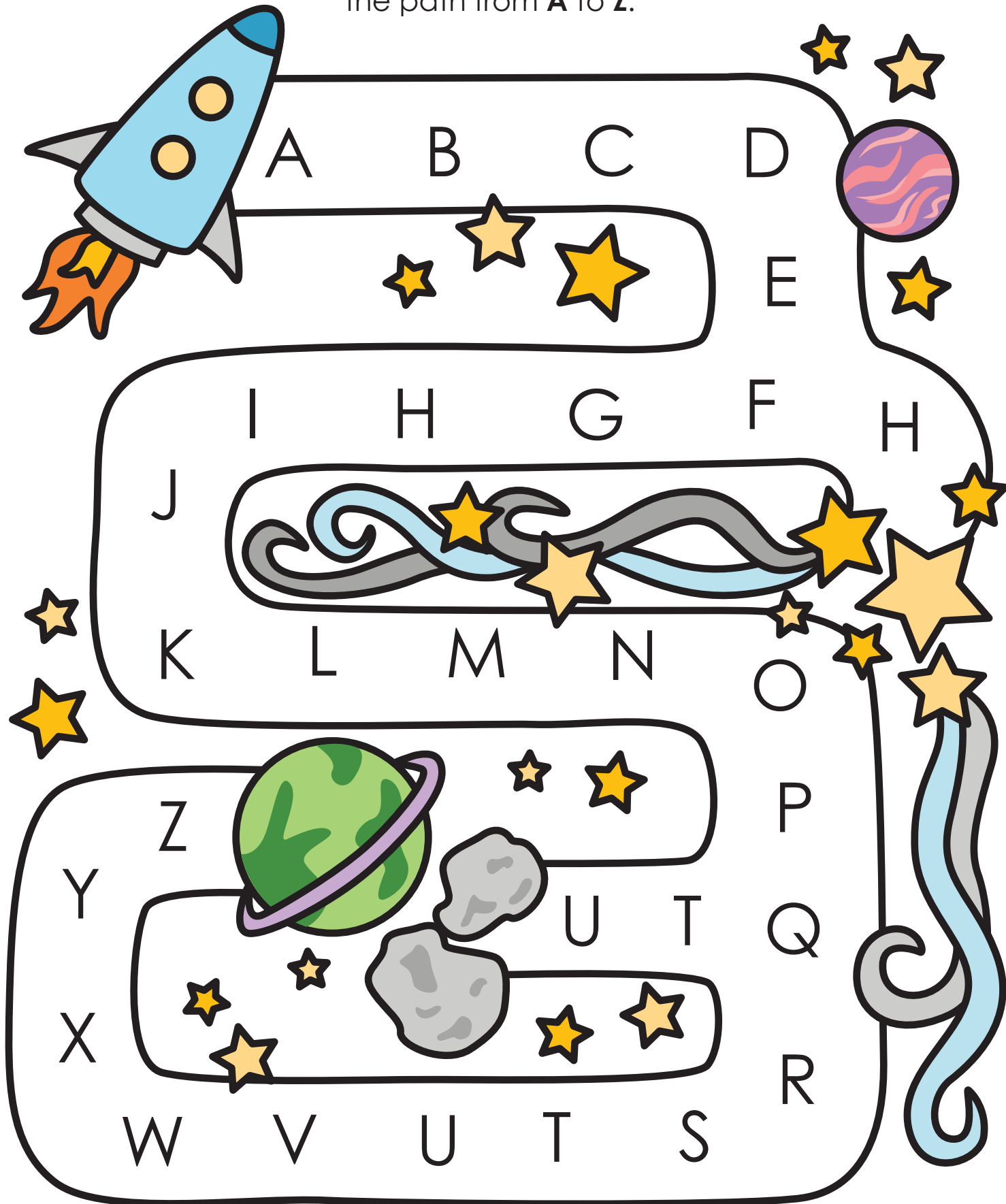
Exploring the Alphabet  
Airplane Dot-to-Dot  
Connect the Dot Letters  
ABC Connect the Dots  
Lowercase Letters Dot-to-Dot  
Alphabet Dot-to-Dot Dog House  
Connect the Dots with Letters  
Truck Dot-to-Dot  
Connect the Dots A-R: Rhino!  
Helicopter Maze  
Missing Letters  
Follow the A to Z Path: Fireman Fred  
Alphabet and Number Derby  
Bingo

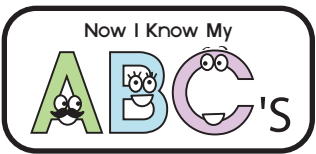
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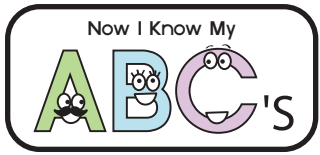
# ★ Exploring the Alphabet ★

Help the rocket discover the new planet by following the path from A to Z.

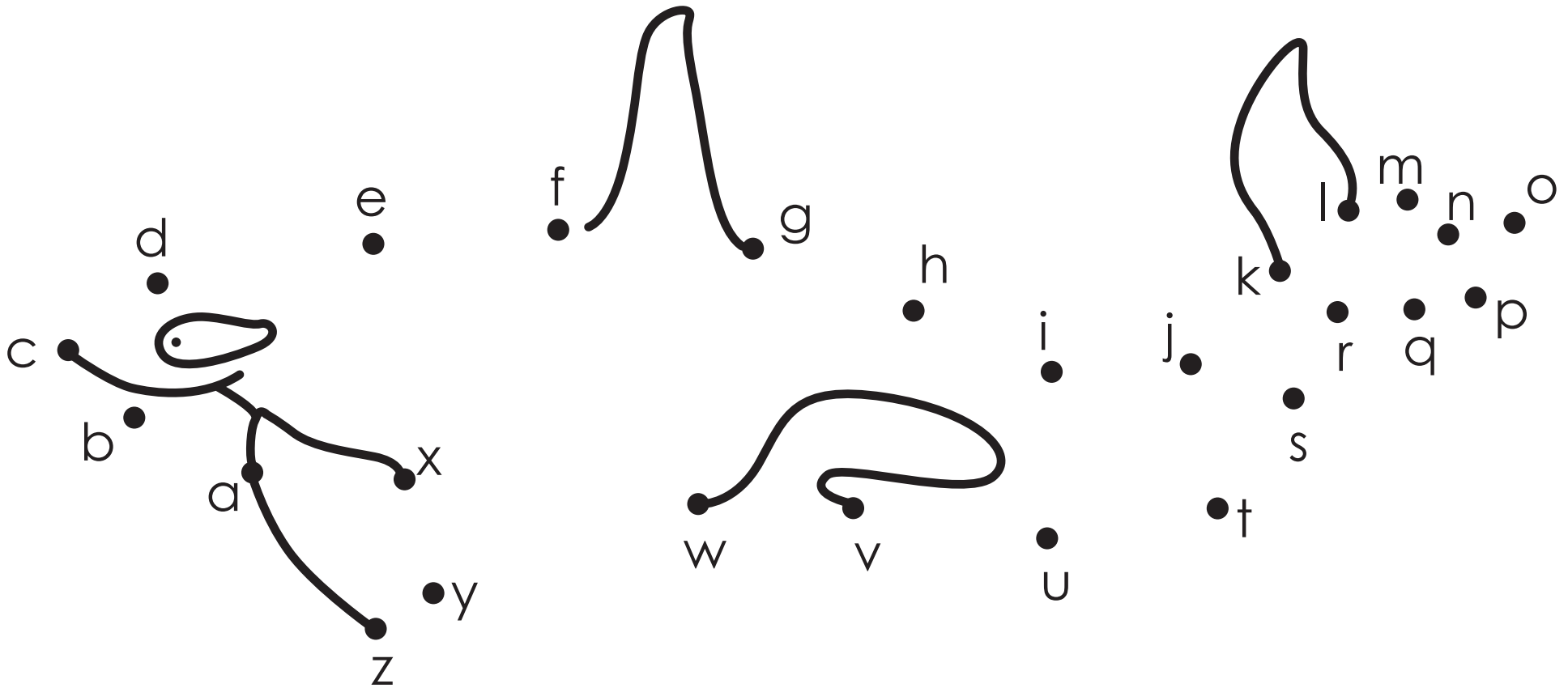
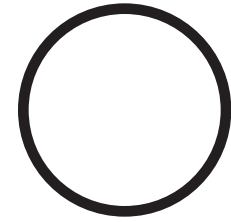


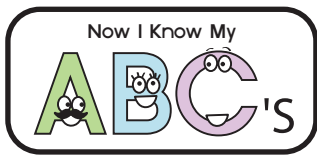


Connect the dots then color in the hidden picture!  
Connect the dots from A to Z in alphabetical order.

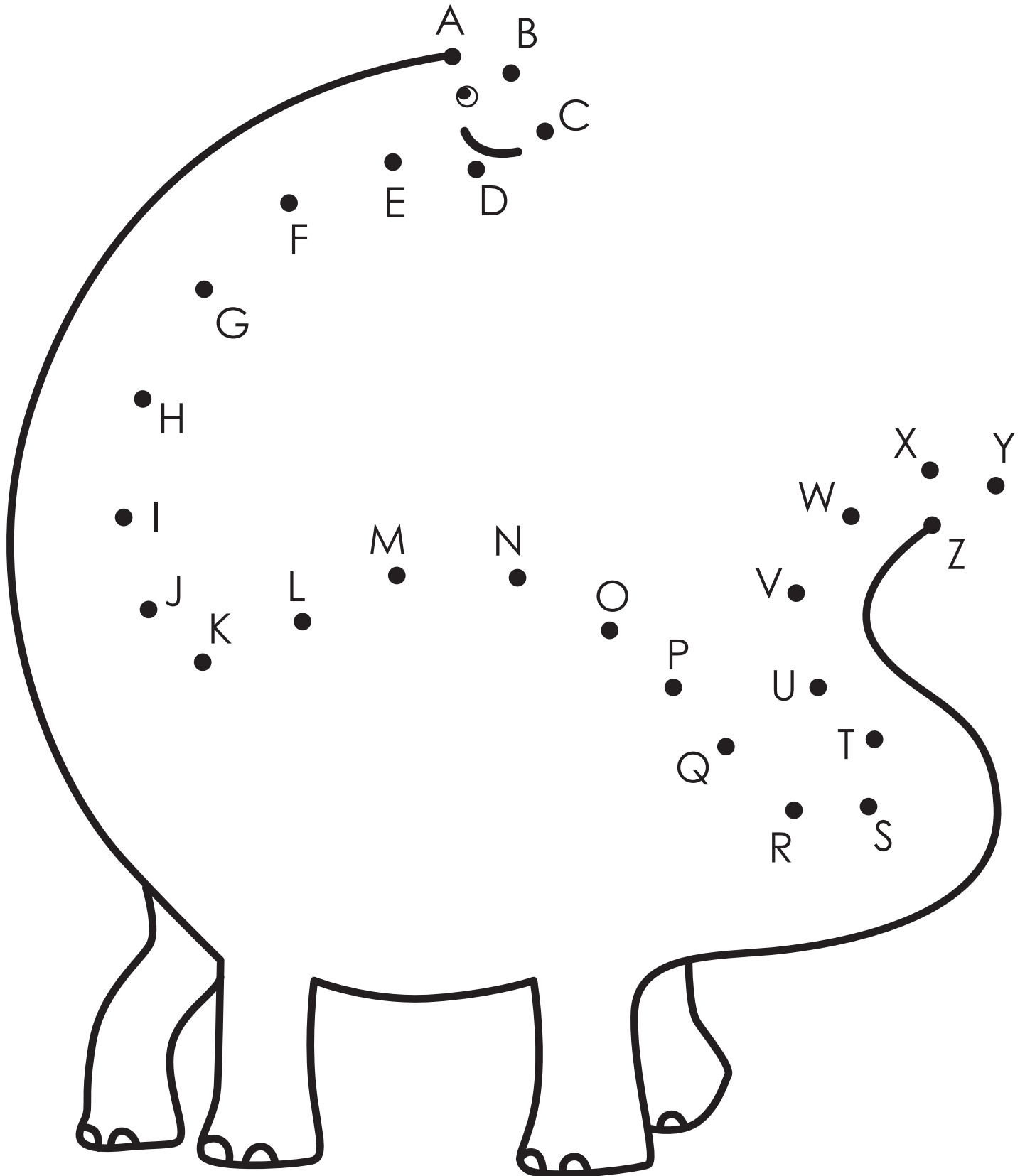


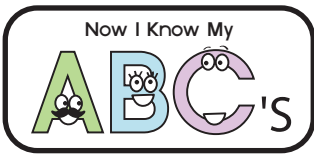
Connect the dots then color in the hidden picture!  
Connect the dots from a to z in alphabetical order.



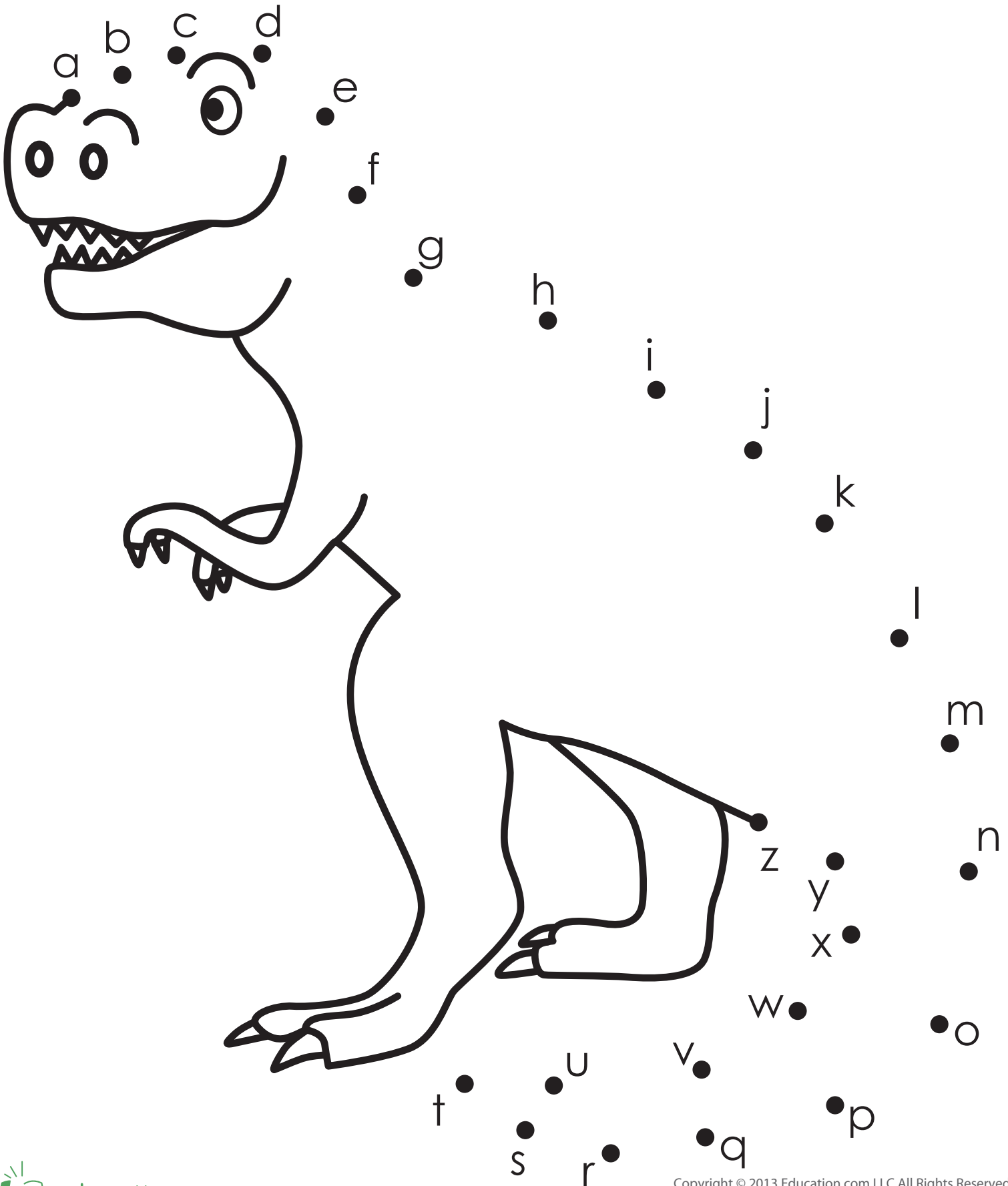


Connect the dots then color in the hidden picture!  
Connect the dots from A to Z in alphabetical order.



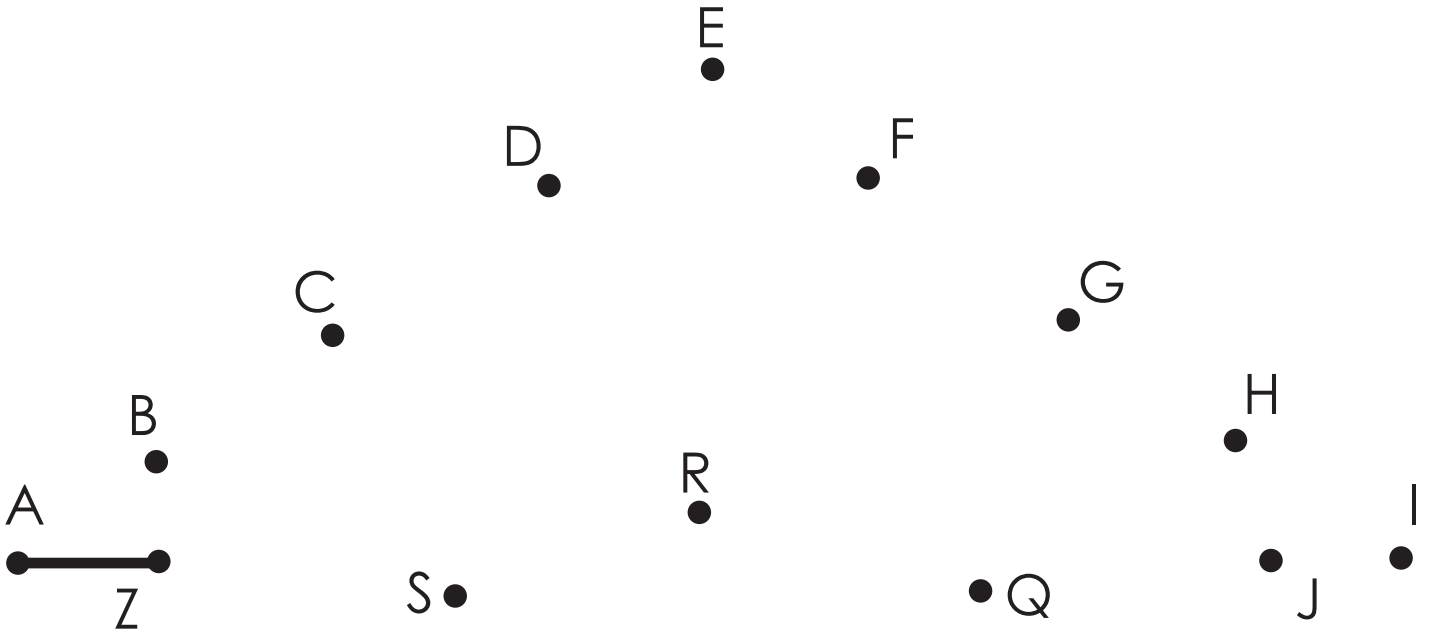


Connect the dots then color in the hidden picture!  
Connect the dots from a to z in alphabetical order.

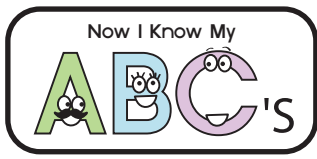


Connect the dots then color in the hidden picture!

Connect the dots from A to Z in alphabetical order.

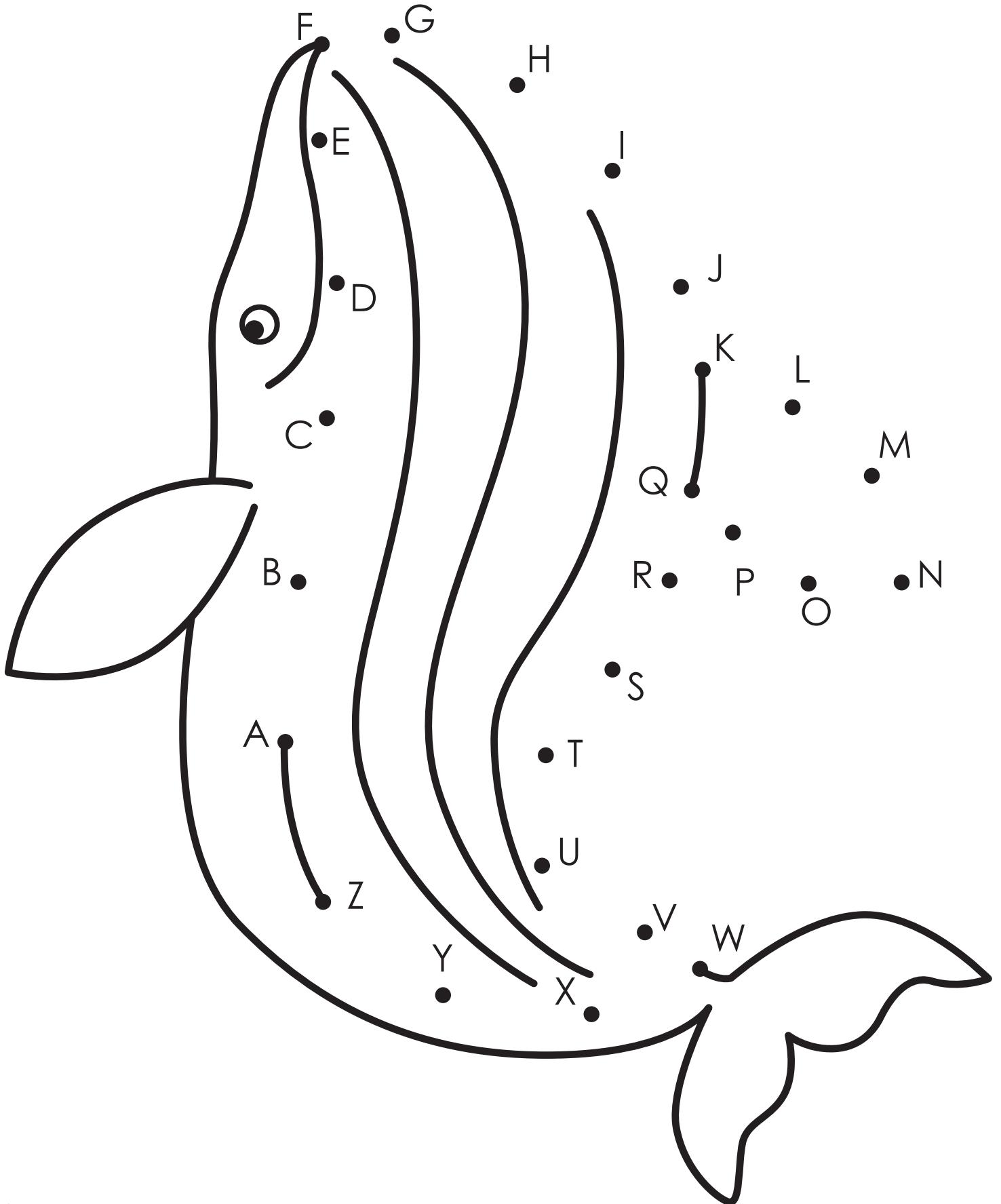


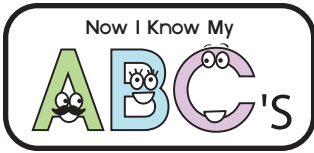




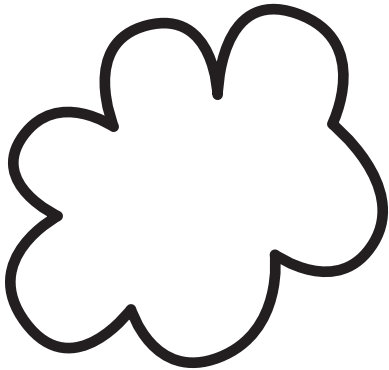
Connect the dots then color in the hidden picture!

Connect the dots from A to Z in alphabetical order.

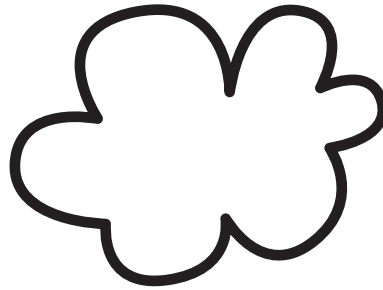




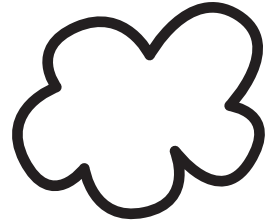
Connect the dots then color in the hidden picture!  
Connect the dots from A to T in alphabetical order.



M •



N •



O •

P •

H •

I •

G •

L •

Q •

F •



A •

J •

K •

T •

B •

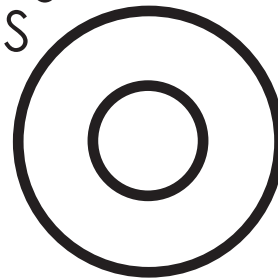
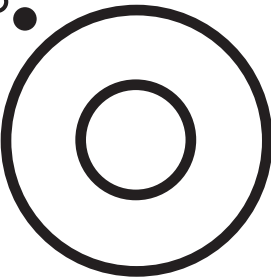
E •

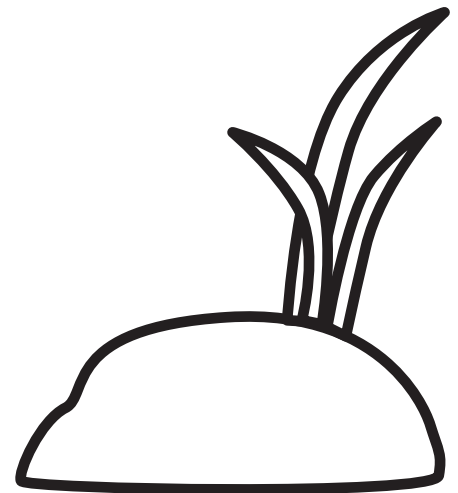
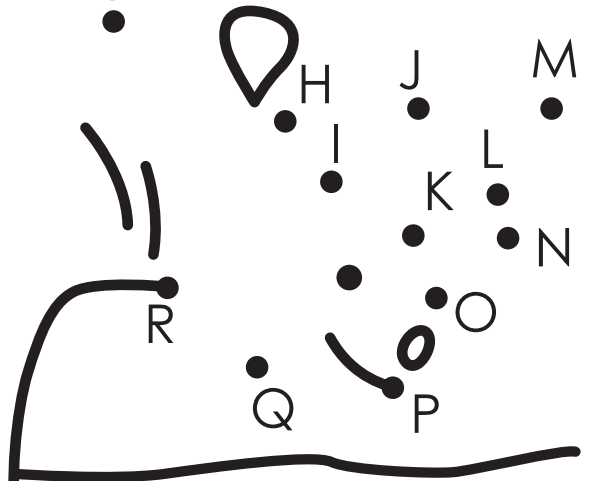
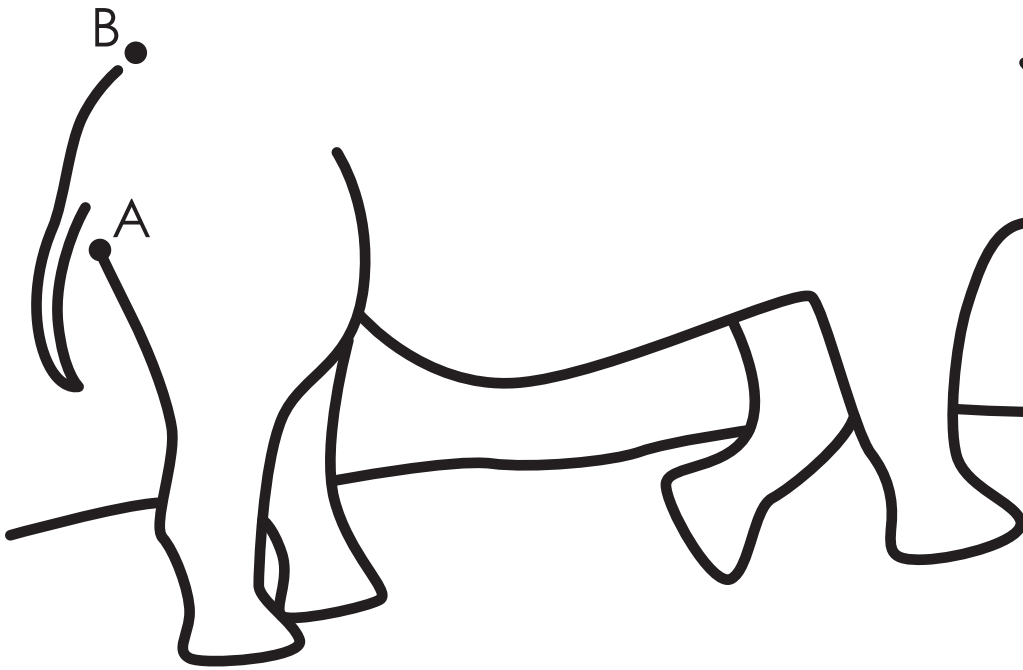
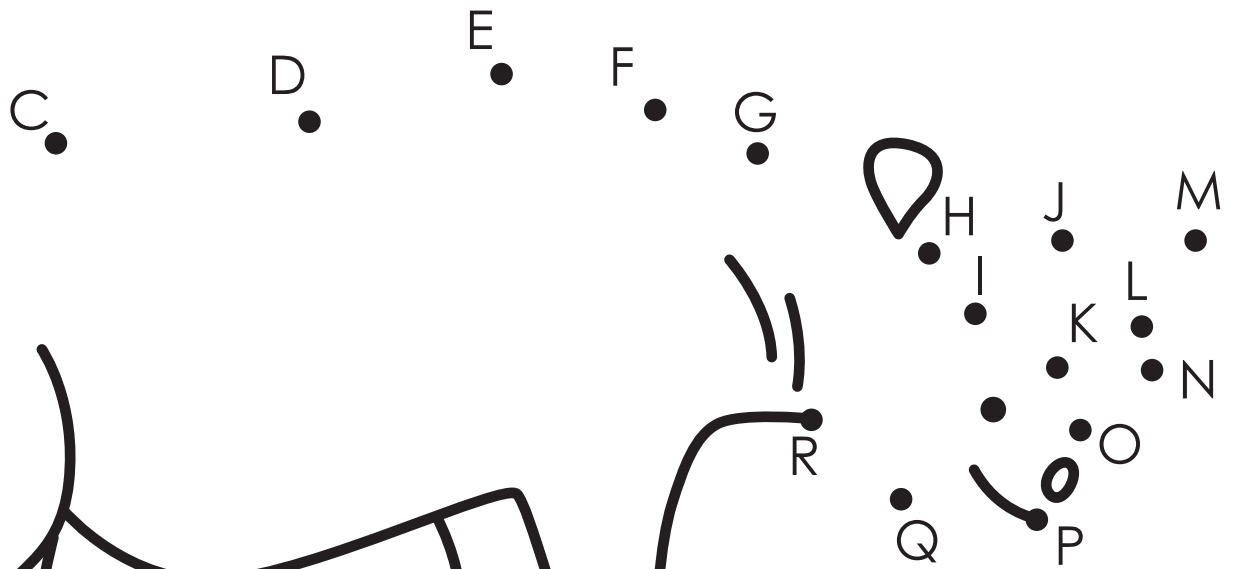
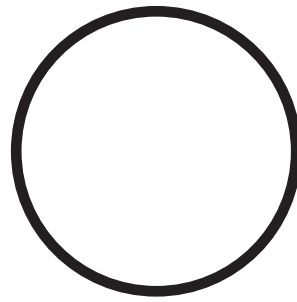
S •

R •

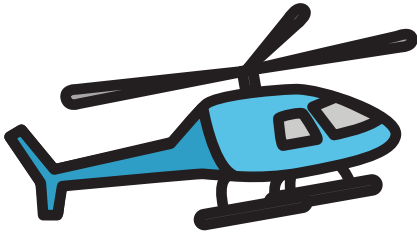
D •

C •





Help the helicopter land on the helicopter pad.  
 Draw a line to make a path to connect A to Z in alphabetical order  
 and get through the maze.



A maze puzzle where the goal is to draw a path from a helicopter (labeled 'A') to a helicopter pad (labeled 'H'). The path must follow the letters of the alphabet in order: 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, Z. The maze is formed by black outlines of flowers. The letters are scattered throughout the maze, and the path must be drawn to connect them in the correct alphabetical sequence.



# Missing Letters

Write the letter that comes first.

\_\_\_\_\_ B,C

\_\_\_\_\_ R,S

\_\_\_\_\_ K,L

\_\_\_\_\_ X



Write the letter that comes next.

E,F \_\_\_\_\_

N,O \_\_\_\_\_

T,U \_\_\_\_\_

Y \_\_\_\_\_

# ★ Missing Letters<sup>2</sup> ★

Complete the alphabet by  
writing in the missing letters.

B C D

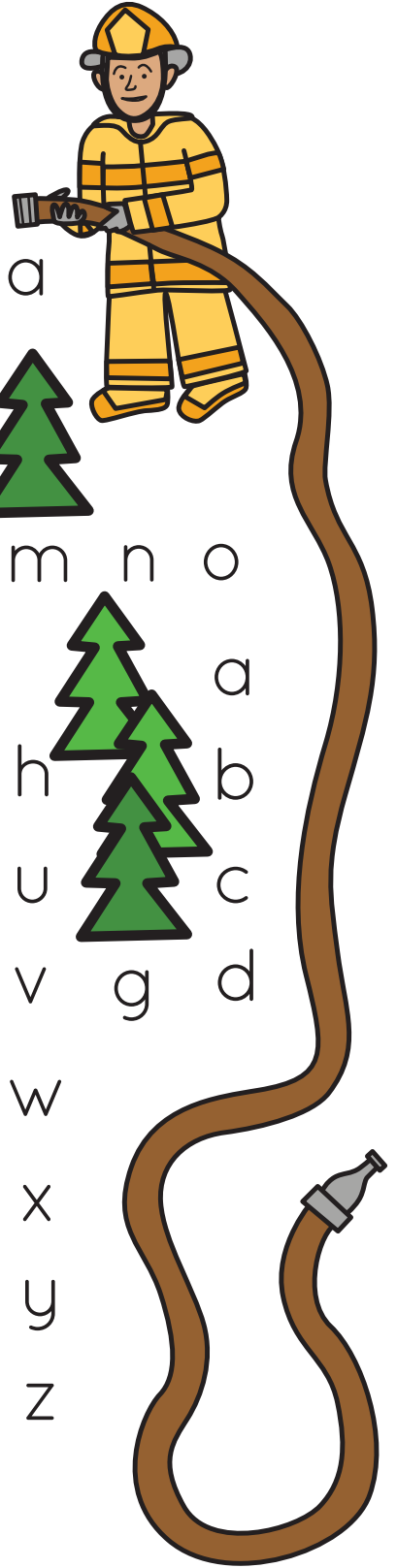
F G H J K

L M N P

Q R S T

V W X Y Z

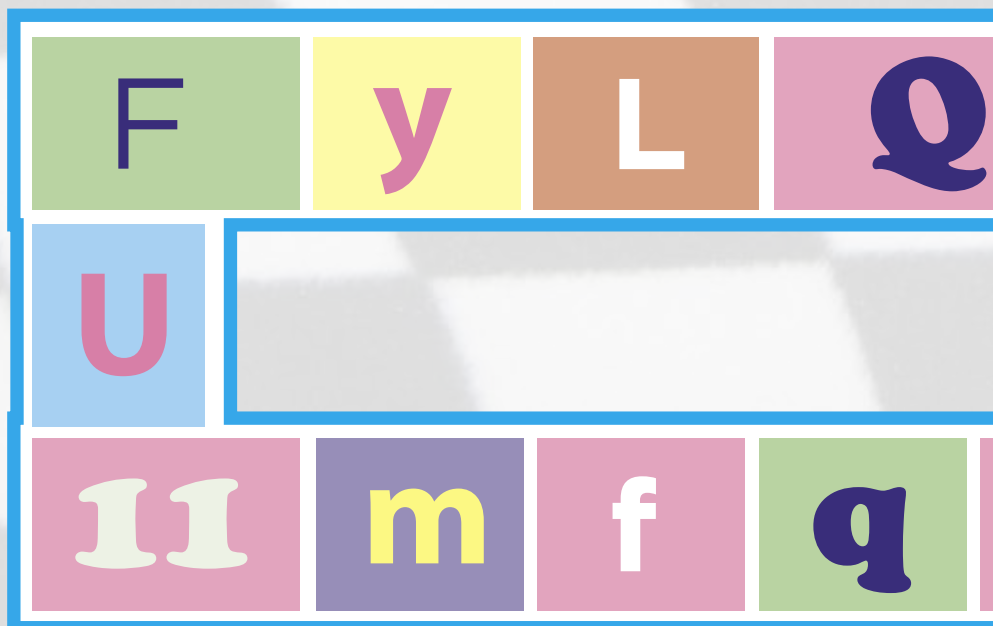
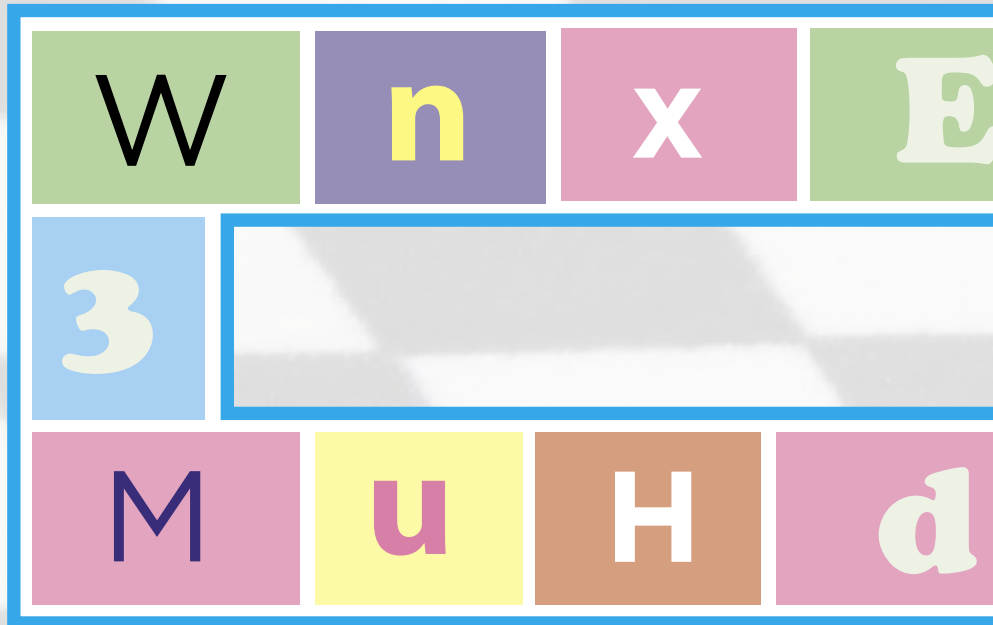
Follow the path from **a** to **z** to help the  
go to the .



A large grid of letters and trees for a word search. The letters are arranged in a path from 'a' to 'z'. The path starts at 'a' in the top right, goes left to 'b', down to 'c', left to 'd', down to 'e', left to 'f', down to 'g', left to 'h', down to 'i', left to 'j', down to 'k', left to 'l', down to 'm', left to 'n', down to 'o', left to 'p', down to 'q', left to 'r', down to 's', left to 't', down to 'u', left to 'v', down to 'w', left to 'x', down to 'y', left to 'z'. The path is surrounded by various green trees and two fire flames.

# Alphabet and Number Derby!

1. Roll a die and move a game piece as many places as the number shown on the die.
2. Shout out the letter or number you land on.
3. Write down each letter or number you land on on a piece of paper.
4. The first player to the finish line is the winner.
5. See if you can spell a word by unscrambling the letters you collected by the end of the game!





C 7 j 1 T 4 10

r

9 8 k 0 v A

s F g B Z p

S

2 6 i J e 20

Y G H t X **FINISH**

# BINGO

with Numbers, Shapes and the ABC's



## Directions:

3



Cut out the 8 bingo game boards.

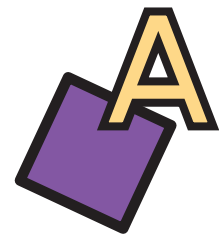
Cut out the calling cards and put them in an envelope or bag.

Each player will need a game board and game markers. Game markers can be any group of small items like coins, candies, dry beans, pieces from other games or paper clips.

Draw a card from the bag and call out the color, shape, letter or number. Help your preschooler mark his game board when a color or letter matches.

Play until a player gets three in a row. Or you can play "blackout" to see who can fill all the spots on their card first.

## Have Fun!







































1



# BINGO

## Calling Cards Page 1

# BINGO

## Calling Cards Page 2

N	n	O	o
P	p	Q	q
R	r	S	s
T	t	U	u
V	v	W	w
X	x	Y	y
Z	z	1	2
3	4	5	6
7	8	9	10

# BINGO

▲	R	6
E	■	O
P	Q	G



# BINGO

B	▬	U
g	—	5
V	C	2

# BINGO

V	r	7
b	H	Z
★	I	K



# BINGO

M	4	3
S	n	J
K	■	P

# BINGO

Z	8	●
—	f	T
C	w	h



# BINGO

L	i	F
Q	★	1
e	Y	X

# BINGO

q	†	A
9	o	d
Y	●	s



# BINGO

D	U	W
X	▲	j
10	m	N



Great job!

---

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