

ABC, Easy as 123

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Coeburn Primary School, Coeburn, VA

Grade Level: Kindergarten

Time Allotment: 26 10-minute lessons

Overview: Reviewing the alphabet. From streaming video, the students will recognize the alphabet, both upper and lower case, match consonants and vowels to appropriate letters and identify beginning consonant sounds in single-syllable words.

Subject Matter: Language Arts

Learning Objectives:

The students will be able to:

- Identify and name both upper and lowercase letters.
- Match consonants and vowel sounds to letters.
- Identify beginning consonants in single-syllable words.
- Print upper and lowercase letters of the alphabet.

Standards:

This lesson addresses the Standards of Learning for the state of Virginia. These SOLs can be found at

<http://www.pen.k12.va.us/VDOE/Superintendent/Sols/2002/EnglishK.doc>

K.7 The student will develop an understanding of basic phonetic principles.

- a) Identify and name the uppercase and lowercase letters of the alphabet.
- b) Match consonant and vowel sounds to appropriate letters.
- c) Identify beginning consonant sounds in single-syllable words.

K.9 The student will print the uppercase and lowercase letters of the alphabet independently.

K.12 The student will explore the uses of available technology for reading and writing.

Media Components:

Streaming Video:

United Streaming Video @ www.unitedstreaming.com, "ABC's-Animal Alphabet" (The teacher will need to download the 26 clips into a folder on the desktop of a computer or burn it on a disk. By hooking up an LCD projector or other presentation device the teacher may show this clip in full screen on a television or on a pull-down screen.).

Web Sites:

- “ABC Order”, <http://www.learningplanet.com/act/abcorder.asp>. This site contains an alphabet order game.
- “Writing the Alphabet”, http://literacycenter.net/lessonview_en.htm# . This site shows the children how to write their alphabet, both upper and lower case.

Materials:

For the Introductory Activity you will need:

- A ball.
- Alphabet flash cards.

For the Culminating Activity each student will need:

- A pencil.
- Lined writing paper.

Preparations for Teacher:

1. The teacher will need a ball and alphabet flash cards.
2. The teacher should preview and cue the streaming video as indicated in the Learning Activities section.
3. The teacher should have all websites book marked for easier use

When using video segments, websites, or other multimedia elements, always provide students with a **FOCUS FOR MEDIA INTERACTION**. This is a specific task to complete and/or identify information during or after the viewing of the intended multimedia.

Introductory Activity:

The following activity will prepare your students for a lesson on the alphabet.

1. Have children sit in a circle. **Say**, “Today, class, we are going to learn to play a new game that will help us learn our alphabet. The name of the game is Alphaball but first let’s review the letters of the alphabet.” The teacher will then show the students the letters of the alphabet from flash cards, showing both upper and lower case letters, and have the class recite the letters with them. The teacher will then explain how to play Alphaball. **Say**, “To play Alphaball you have to listen very carefully and pay close attention. First we will start with me, the teacher. I say *A* and give a word that starts with *A* that describes something about me then I will roll the ball to one of you. The student that gets the ball says *B* and gives a word that starts with *B* that describes them. That student will then roll it to another student who will say *C* and will give a word that starts with *C* to describe them. We will do this until we have gone through the whole alphabet all the way from *A* to *Z*. So, is everybody ready? Let’s start,

A...” This will continue until the whole alphabet is done. **Teacher Note:** As an alternative to Alphaball you may also have the students trace their letter on another child’s hand and have that student guess what the letter is and continue around the circle in that fashion

2. **Say**, “We just went through the whole alphabet. Did you guys have fun?” Wait for responses. **Say**, “Do you remember what the first letter of the alphabet was? We are now going to learn about the letter *A* and the sound that it makes.” **Repeat** these steps with the next 25 lessons changing the letter *A* to the appropriate letter that you will be covering in the lesson. After completing the first lesson, add the following: **Say**, “Do you remember what letter comes after ___? The letter is ___? We are now going to learn about the letter ___ and the sound that it makes.”

Learning Activities:

Day 1

Step 1. Provide students with a **Focus for Media Interaction** by saying, “Class, I would like for you to watch and listen to this short video clip and tell me what the word *ape* begins with and what sound that letter makes.” **Start** streaming video clip on letter *A* and let play to the end. The length of the clip is 43 seconds. **Ask** “What letter did *ape* begin with and what sound did it make?” (ans. *A*, it made a long *A* sound. Go over sound with class) **Say**, “Can anyone recognize any of the other letters in *ape*?” Wait for responses then go over each letter in *ape* telling the class what each letter is and the sound that it makes. **Teacher Note:** If you have Kidspiration or Inspiration you can use the webbing to make a list of words that begin with the letter being covered. If you do not have Kidspiration or Inspiration, then you can just make a list of words that begin with the letter being covered that day.

Day 2-26

Repeat step 1 of day 1 changing streaming video clip to match the letter for that day. The average length of each clip is 45 seconds.

Culminating Activity:

1. On large screen monitor, LCD projector or single computer, use the Internet site: <http://www.learningplanet.com/act/abcorder.asp>. Provide students with a **Focus for Media Interaction** by saying, “Class we are now going to play a game where we put the ABC’s in order. I would like for you to watch and listen to the letters that are given and then tell me what comes next.” The teacher will give the students a chance to complete the sequence from this website. This will continue until the alphabet is completed. While this is being done, the teacher can also ask each student to give the sound that the letter makes. **Teacher Note:** You also have the option of making this a computer lab opportunity and have the students do this individually or with a partner.
2. On a single computer use the Internet site:

http://literacycenter.net/lessonview_en.htm#. Click on the pencil icon that has the word *writing* underneath. This will bring up the activity. You will see numbers 1, 2, and 3. You will use the numbers 2 and 3. The number 2 is capital letters. The number 3 is lower case letters. The students will write their alphabet on lined paper from the model provided by the computer. This is done as a learning center activity. The teacher will collect the students' writing and correct it accordingly with the student. **Teacher Note:** If you have ESL students this site is set up to work with ESL.

Cross-Curricular Extensions

Language Arts:

Read and discuss the following books about the alphabet:

Chicka Chicka Boom Boom by Bill Martin Jr. and John Archambault and illustrated by Lois Ehlert. Aladdin Paperbacks, 2000.

Tomorrow's Alphabet by George Shannon and illustrated by Donald Crews. Scholastic, 1997.

Albert's Alphabet by Leslie Tryon. Aladdin Paperbacks, 1994.

Winnie the Pooh's A to Zzzzz by Don Fergus and illustrated by Bill Langly and Diana Wakeman. Scholastic, 1997.

The Yucky Reptile Alphabet Book by Jerry Pallotta and illustrated by Ralph Masiello. Charlesbridge, 1989.

The Dinosaur Alphabet Book by Jerry Pallotta and illustrated by Ralph Masiello. Charlesbridge, 1991.

The Underwater Alphabetbook by Jerry Pallotta and illustrated by Ralph Masiello. Charlesbridge, 1991.

Math:

Letter to number matching game. The students will match letters cards to their corresponding numbers cards.

Social Studies:

The students will create an alphabet time line of famous people, stories, historical events and holidays.

Technology:

- Using Kid Pix or another drawing/presentation program, the students will type the alphabet and draw pictures matching the letters to create an alphabet slide show.
- Digital Scavenger Hunt: Using Digital Cameras the students will go around the school taking pictures of objects that begin with the different letters of the Alphabet and include them in a presentation program showing the picture and letter that the picture begins with.

Community Connections:

Invite a sign language interpreter to come to the class and teach the manual alphabet.