

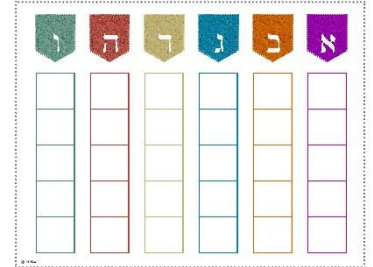
Roll to Win Alef-Bais Race

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Grade Level: Early Childhood

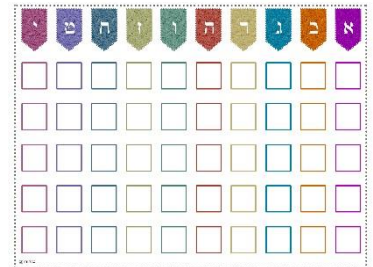
Description:

A fun game where an alef-bais letter is the winner! Students are given a graph with six or ten alef-bais letters. An alef-bais die is rolled and a square is filled in for the letter. The first letter with a complete column is the winner. Students practice letter recognition, counting and graphing skills. This activity can be played individually in an alef-bais/ writing center or in a manipulative center.



How to Download:

- Download the print-ready PDF file. (includes lesson plans/instructions)
- OPTIONAL: Download the editable Publisher file. (does not include lesson plan)



Goals/Objectives:

Students will demonstrate letter recognition by graphing the number of times each alef-bais letter was rolled.

Materials Needed:

- Alef-Bais die (with six or ten sides-can be purchased from thecraftshoponline.com)
- Writing implement

Instructions:

1. Print the graph of your choice. One graph has letters alef-vav (six sided die) and the other has alef-yud (ten sided die). Give the children an alef-bais letter die.
2. Students roll the die. They color in a box by the letter that landed face up. Whichever column fills up first is the "winner".

Variation:

Use the blank board to create an individualized game with numbers, abc letters or pictures.



