Farm Alphabet Bingo

Preschool  |  Reading  |  60 minutes  |  Standards: RF.K.1.D

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In this lesson, students will fill their barns with farm animals by matching, identifying, and connecting the sounds of letters with their symbols.

Learning Objectives

Students will be able to match alphabet letters with ones that are shown. Students will be able to identify letters by name and sound.

Materials and Preparation

- Barn bingo cards (1 per student)
- Small barn calling cards (26 per class, 1 letter per barn)
- Farm animal cutouts (7 per student)

Key Terms:

- barn

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Lesson

Introduction  \( (10 \text{ minutes}) \)

- Before the lesson, make 26 small barn cutouts, and write each upper- and lowercase pair on every card. For example, on one of the barns, write Aa, and on the second barn, write Bb. Do this with the entire alphabet. These will serve as your calling letters.
- Make larger 11" x 16" barn cutouts that have seven letter pairs on each. Mix up the letter pairs you use on the different cards so that each student has different letters on his card. This will serve as the students' bingo cards. For example, write seven pairs such as Aa and Dd on one barn. Write seven pairs that include different letters on the other ones.
- Introduce the lesson by showing your students a picture of a barn, explaining that it is a storage place found on a farm.
- Give each student one bingo card and seven animal cutouts to use as bingo markers.
- If you call out a letter that the student has on his card, direct him to cover the letter up with an animal cutout.

Explicit Instruction/Teacher Modeling  \( (10 \text{ minutes}) \)

- Practice with two letters. Show your students the first calling card, and call out the letter.
- Walk around the classroom to look at the students' cards for matches.
- Instruct your students to cover the letter if they see it on their own cards.

Guided Practice/Interactive Modeling  \( (20 \text{ minutes}) \)

- Begin the game by calling letters.
- Show your students the letter pair after you've called it.
- Ask your students to identify and cover their matching letters.
- Keep playing until all 26 cards have been called. Tell your students that the goal of the game is to cover every letter on their cards.
Independent Working Time *(10 minutes)*

- Choose a shape or pattern that your students can try to cover, such as a vertical line.
- Call out letters until one of your students has covered all of the letters in his pattern. Since most students will have different cards, not everyone will have a covered pattern.
- Continue calling the letters until you have called all 26 letters.
- To put the letters in context, say a familiar word that starts with the letter. For example, *A is for apple.*

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**Extend**

**Differentiation**

- **Enrichment:** Call the letter name without showing the card with the letter pair. Say the letter aloud, and encourage your students to identify the letter without seeing it.
- **Support:** Place the calling card on the board to show your students what the letters look like. Show your students that some letters have the same upper- and lowercase shape, such as the letter C.

**Related Books and/or Media**

- **GAME:** Alphabet Balloon Pop
- **GAME:** Alphabet Ice Cream Attack
Review

Assessment  (*5 minutes*)

- As your students are playing the game, take note of letters they are matching. Note if they can identify the letter before you show them the visual aid on the card.

Review and Closing  (*5 minutes*)

- Have one of your students repeat the letters that he matched.
- Ask that volunteer to list words that start with the same letter.