



# Matching Upper & Lower Case Letters

You're reading with...



the hippos!

## Getting Ready - A Broad View of the Landscape Before You Begin



Your reader has learned both upper and lower case letters. You're learning to be a great Tour Guide on our phonics safari. Now it's time to match the upper case letters with the lower case letters. Begin by selecting 5 or 6 sets of letters (for example, upper and lower case "A" would be one set) from Flash Cards Sets 1 and 2. Sit on the floor, or at a table, and lay out the selected cards in random order. Ask your reader to match the upper case letters to their lower case counterparts. Repeat this procedure in sets of 5 or 6 letters at a time, until all of the letters of the alphabet have been matched.

After the matching activity has been mastered and can be repeated with ease numerous times, your safari mate will enjoy doing the Funsheets featured in this expedition. These Funsheets will enhance matching skills. It's always a good idea to choose a time when you can sit down to do the Funsheets together. As much as possible, always have a sharpened pencil with a good eraser ready for these activities. Use crayons or markers whenever coloring is requested. If your little safari mate isn't ready for (or able to hold) a pencil, no worries! Our Funsheets are all designed so even an index finger can be used to complete them!

## Taking a Closer Look - Sample Dialogue to Help Direct Your Course

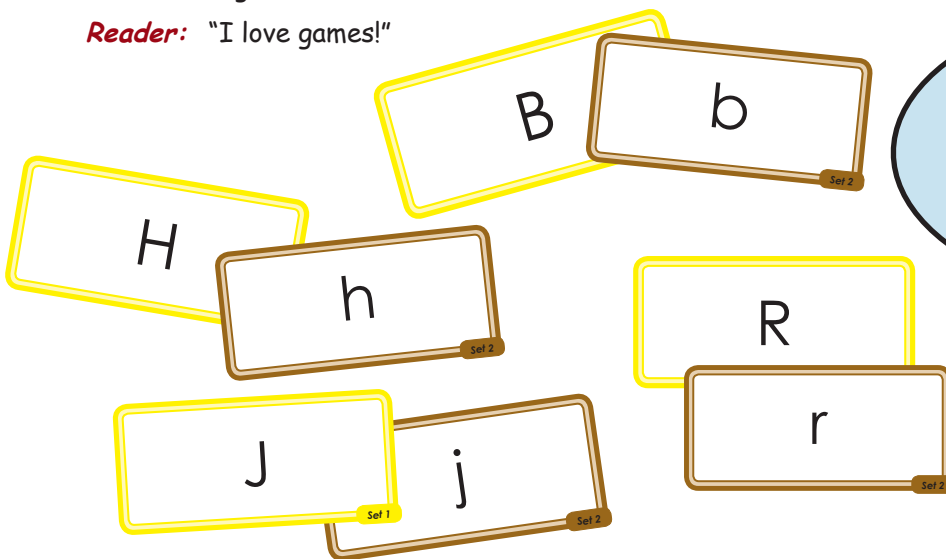
**Tour Guide:** "You are so smart and you are learning very quickly. We're on Reading Expedition 3 already! This is going to be a very fun expedition to do together. Since you have already learned all of the upper case letters and lower case letters, we're going to take our two decks of cards and make matching pairs of letters from them. We're going to match the upper case 'A' with the lower case 'a', the upper case 'B' with the lower case 'b', and so on. Do you think you can help me with that?"



**Reader:** "Yes! I can do that - it's easy!"

**Tour Guide:** "After we're finished, we'll do the Funsheets together. There's even a special game we can play together."

**Reader:** "I love games!"



Our cartoon hippo looks very friendly, but real hippos can be very aggressive and are not afraid of people at all. In fact, they are one of the most dangerous animals in Africa. Yikes!



## What You'll Need to Pack for the Safari



Flash Card Sets 1 and 2. Lots of smiles and a great teaching attitude.

## Results to Achieve During Your Expedition



When asked to match upper case letters to their lower case counterparts, the reader will easily be able to complete correct matches for all 26 letters.

# Jungle Journal

Accomplished with Excellence!	Expedition Activities:
	a matches A
	b matches B
	c matches C
	d matches D
	e matches E
	f matches F
	g matches G
	h matches H
	i matches I
	j matches J
	k matches K
	l matches L
	m matches M
	n matches N
	o matches O
	p matches P
	q matches Q
	r matches R
	s matches S
	t matches T
	u matches U
	v matches V
	w matches W
	x matches X
	y matches Y
	z matches Z
	Reader completes Funsheets in this folder (instructions read by Tour Guide)
	Reader plays "Alphabet Memory" with Tour Guide
	Reader draws a star on the Safari Success Trail poster, in space number 3 (check off in Jungle Journal in the backpack to advance)



Draw a line to connect the upper case letter to the lower case letter it matches.

A

b

C

d

E

f

G

h

I

j

K

l

M

B

e

H

J

m

k

a

g

c

D

F

i

L

n  
O  
p  
Q  
r  
S  
t  
U  
v  
W  
X  
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O  
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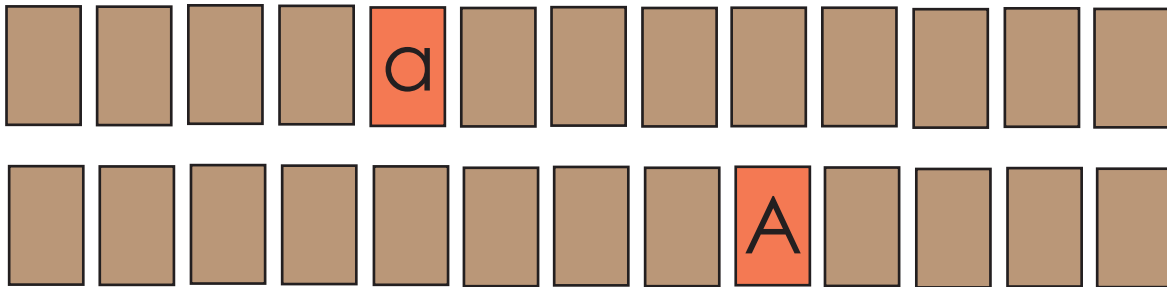
Draw a line to connect the upper case letter to the lower case letter it matches.



# Play Alphabet Memory! (for 2 players)

Here's how...

1. Divide the upper case and lower case flash cards, each, into two groups. Group 1 includes the letters A - M. Group 2 includes letters N - Z.
2. Shuffle all of the Group 1 upper case and lower case flash cards together. There should be 26 cards in all.
3. Spread the cards out on a table, face down, in 2 rows of 13 cards.
4. Player 1 turns over two cards. If he or she has turned over matching cards (upper and lower case B's , for example) he or she picks up the cards to make a pair. (Player 1 continues to turn over two cards at a time until he or she does not make a pair). If the two cards do not match, the cards are turned face down again and it is Player 2's turn to try. The game progresses in this manner until there are no more cards.
5. The player with the most matches (or pairs) wins the game.
6. After the game is played with all of the Group 1 cards (A - M), it should be repeated with the Group 2 cards (N - Z).





Each letter in the first column has lost its match.  
Help find the matching letter and circle it.

G	x	z	g	h	l	v
M	n	m	l	w	y	r
A	a	c	e	r	k	g
D	g	p	f	d	n	a
B	q	p	o	i	b	h
C	s	j	n	c	q	r
F	m	x	o	f	k	d
Q	p	r	s	e	t	q
R	z	w	o	f	u	r
E	e	f	w	g	v	z
H	a	d	b	c	f	h
N	n	o	i	x	y	m
P	q	p	j	b	z	k
Y	x	t	z	a	l	y
I	a	d	m	b	c	i