

# Alphabet Action Man Game

## Alphabet Action Man!

*Lose the Drill & Kill - Make it FUN!!*

**WHAT AND WHY:** Too often, students with significant disabilities are taught the alphabet through flip cards and other boring, inauthentic tasks. The Alphabet Action Man Game is a quick activity for making alphabet instruction fun and meaningful.

**WHO IS THIS FOR:** This game is great for students who are learning the alphabet, but needing to connect letters to meaning. It's also great for students who find it difficult to attend to lengthy instruction. The game offers a quick chance to engage with the alphabet while taking a 'movement break.'

### HOW TO PLAY IT:

- 1) When the students are starting to get antsy, let one student pick a letter. Note – be sure to let students pick from the entire alphabet. Sample ways to pick are:

- a) Alternative pencils (ex: Alphabet Flipboard)
- b) *Magnetic ABCs* app
- c) Alphabet page on their AAC device / app
- d) *Word Wizard* app

**Note:** Don't spend long picking a letter – this should be quick!!

- 2) Have two people call out an action to go with the letter. For example, if the letter is J:

- a) Teacher calls out 'Jog'
- b) Para calls out 'Jive'
- c) One student quickly votes for jog
- d) All students 'jog' as leader holds up letter J (on popsicle stick) and chants "Let's jog, jog, jog for J"



**REMEMBER! This should be quick and fun!  
Play this for 2-3 minutes, several times a day**