Alphabet-Letter Bingo & Lotto Tear-Off Pad, English-Roman
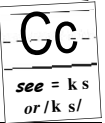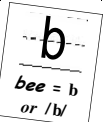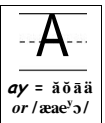
Why play Alphabet-Letter Bingo or Lotto?

There are several reasons for using *Bingo/Lotto* materials to teach, learn, and practice new language material—especially the *names* (and later the *sounds*) of the letters of the English (Roman or Latin) writing system:

♦ Whether they are played alone, in pairs, or in larger groups, games motivate! They provide a welcome change of pace from the perceived tedium of printed text & lecture.

♦ Cooperative and competitive activities engage learners in ways that solitary assignments don't. They are multi-sensory, require cognitive effort in attempts to win or succeed, and relieve the pressure of trying to memorize seemingly complex design elements from printed pages alone.

• *Bingo* games provide natural listening comprehension practice, pronunciation models, and practice in visual discrimination of printed symbols. *Lotto* activities help in the close-up visual perception of images and designs that may seem similar or confusing at first.

For the major alphabets of the world, especially English, you can buy, borrow, download, and/or create materials for *Letter Bingo/Lotto* activities and games. Also, participants can remove (and share) the many disposable or reusable pages in this *Alphabet-Letter Bingo & Lotto Tear-Off Pad*. Here are its contents:

• **Alphabet-Letter Caller** or **Matching Cards** for the first (*Aa* to *Ii*), second (*Ii* to *Qq*), and last (*Rr* to *Zz*) thirds of the English-roman alphabet are on *pages 11-12, 17-18, 23-24, 29-30, 35-36, 41-42, 47-48, 53-54,* and *59-60*. On handwriting guidelines, the letters appear nine to a page, first as upper-case block letters, then as lower-case, and finally in both forms. Under each letter on each *Card* is the name of the letter in roman spelling. Next come the sound or sounds that letter most often spells, in dictionary and IPA (International Phonetic Alphabet) symbols after an equals sign (=). For each set of *Caller* or *Matching* Cards described above, there are eight distinct nine-box *Bingo* or *Lotto Grids* on four two-sided pages. These are on pages *13-16, 19-22, 25-28, 31-34, 37-40, 43-46, 49-52,* and *61-64*.

• **Caller** or **Matching Cards** for the whole alphabet (*AaAa* to *ZzZz*)—capital and small block letters, both together, and then cursive on handwriting lines—are on pages 65-66, 71-72, 77-78, 83-84, 89-90, and 95-96. These include the letter names and their sounds in dictionary symbols. Corresponding 16-box *Bingo* or *Lotto Grids* appear on the pages in between (67-70, 73-77, 79-82, 85-88, and 91-94. The *Tear-Off Pad* ends with 25-box *Grids,* each displaying 25 of the 26 letters in various forms.
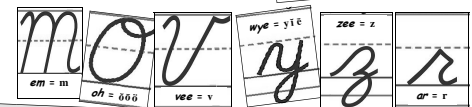
Authors & Editors ISBN 9781-934637-20-3 = Alphabet-Letter Bingo & Lotto Tear-Off Pad, English-Roman Alphabet

What are English (Roman) Alphabet-Letter Caller or Matching Cards?

At least for pre-literate learners—as well as for people not yet familiar with the English or roman alphabet for reading or writing, each set of *Alphabet Letter-Bingo/Lotto* materials should include a collection of separate large *Caller* or *Matching Cards*. Each card should display one or more forms of a different alphabet symbol on it, *Aa𝒜a* to *Zz𝒵z*.

Each set of *Caller Cards* (for *Bingo*) or *Matching Cards* (for *Lotto* or other alphabet activities) should show the same letters as those included in the *Letter-Bingo/Lotto Grids* they accompany—most likely the first, second, or last *third* of the alphabet (*Aa𝒜a* to *Ii𝒥i*, *Ii𝒥i* to *Qq𝒬q*, or *Rr𝑅r* to *Zz𝒵z*); the first or second *half* of the alphabet (*Aa𝒜a* to *Mm𝑀m* or *Nn𝑁n* to *Zz𝒵z*); or the entire alphabet, *Aa𝒜a* to *Zz𝒵z*.

(Elementary-school teachers may favor introducing the letters in an order determined by their shapes or the sounds they make; even so, the primary goals of the materials in *this Letter-Bingo & Lotto Tear-Off Pad* are to reinforce the *names and alphabetical order* of the 26 letters.)

Each set of *Caller* or *Matching Cards* may display the *identical* form(s)—*upper-case* and/or *lower-case*, *manuscript* and/or *cursive*—as the letters in the *Grids*—or it may show the same letters in contrasting but matching forms.

To help *Letter Bingo* callers remember or say the *names* of the 26 letters clearly, it helps to have their phonetic or English-alphabet pronunciation printed on the *Cards*.

(If callers have rarely *heard* the clear pronunciation of the 26 letter names, of course, they are likely to need native-speaker modeling or correction.)

To prepare for later use of the *Alphabet-Letter Bingo/Lotto* materials in English phonics, reading, or spelling activities, the *sounds* the letters produce in words could also be noted on the *Caller* or *Matching Cards*. Pre-literate or low-beginning language students may not be able to make much use of this information at first, but it could help them to recognize the difference between letters and sounds early in the learning process.
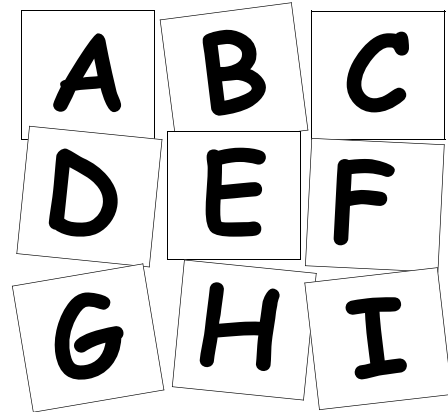
The *simplest* sets of *English Letter Bingo/Lotto Caller* or *Matching Cards* show a limited number of letters in alphabetical sequence in one form only, such as upper–case manuscript, as shown above. This sample set is for use with 9–box *Letter Bingo/Lotto Grids* designed to teach or practice the first third of the alphabet, *Aa𝒜a* to *Ii𝒥i*, in any one, two, or more forms.

Aa𝒜a	Bb𝓑b	Cc𝒞c
ay = ă ŏ ā ä *or*/æ a eʸ ɔ/	*bee* = b *or* /b/	*see* = k s *or* /k s/
Dd𝒟d	Ee𝓔e	Ff𝓕f
dee = d *or* /d/	*ee* = ĕ ē *or* /ɛ eʸ/	*ef* = f *or* /f/
Gg𝒢g	Hh𝓗h	Ii𝒥i
jee = g j *or* /g dʒ/	*aitch* = h *or* /h/	*I* = ĭ ī *or* /ɪ aʸ/

As long as they display the *same* letters as those in the corresponding *Bingo/Lotto Grids*, a set of *English Alphabet-Letter Bingo/Lotto Caller* or *Matching Cards* could show up to four forms of each letter.

The nine sample *Cards* above, covering the first third of the alphabet, also show the pronunciation of the letter names in English spelling. After an equals (=) sign come dictionary and IPA symbols for the sounds most often produced (spelled) by each letter in words.

What are English (Roman) Alphabet-Letter Bingo or Lotto Grids?

In contrast to traditional *Bingo Cards* of 5 x 5 numbered boxes with a "free space" in the middle, *Alphabet-Letter Grids* display different *letters* of the Roman alphabet used to print or write English. In each round of *Alphabet-Letter Bingo* or *Lotto*, each player, pair, or small team receives at least one distinct *Alphabet-Letter Grid*—unique in the letter-symbols it includes (if possible) and in their arrangement in rows and columns.

Each *Grid* should show one or more forms of a different letter of the alphabet in each of *three* boxes in *three* rows (9 total boxes), *four* boxes in *four* rows (16 total boxes), or *five* boxes in *five* rows (25 total boxes).

Nine-box *Grids* are probably best suited to practicing the names of only 9 to 13 letters at a time—either the first third or half of the alphabet, *AaАa* to *IiЈi* or *MmМm*; the second third *IiЈi* or *JjЈj* to *QqҚg* or half *Nn№n* to *ZzᏃz*; or the last third, *Rrℛ* to *ZzᏃz*. The pedagogical purpose of dividing the 26-letter English alphabet into sections for *Alphabet-Letter Bingo* or *Lotto* activities is to make the material more easily accessible to pre-literate learners and low-beginners (those unfamiliar with symbols of the Roman alphabet) as well as at-risk students of all ages and levels of proficiency and motivation.

Use 16-or 25-box *Grids* to practice the *whole* alphabet. The *Grids* may be easier for novice players to use if only letters from the first 4th or 5th of the alphabet (*Aa* to *Ee, Ff,* or *Gg*) appear in the 1st column; only letters from the second 4th or 5th, in the 2nd column; and so on. Also, such arrangements can contribute to a sense of alphabetical order and left-to-right eye movements.

Even before learners use *Alphabet-Letter Grids* for "competitive play," they can look the materials over, work together to identify the *kinds* of symbols and distinguish the letters, practice the pronunciation of the letter names, etc. The corresponding *Caller* or *Matching Cards* can be used as *Flash Cards* for similar purposes and/or as printing or handwriting models to copy.

English (Roman) 9-Box *Alphabet Bingo / Lotto Block (Manuscript) Letters Aa to Ll* [Grid 5]

Bb	Ee	Ii
Aa	Dd	Gg
Cc	Ff	Hh

In contrast to a traditional *Bingo Card* consisting of 24 numbered boxes and a "free space" in 5 columns (1-16, 17-32, 33-48, 49-64, 65-80) by 5 rows, an *English Alphabet–Letter Bingo/Lotto Grid* can contain 9 (3 x 3), 16 (4 X 4), or 25 (5 x 5) boxes. It can include letters from part of or the whole 26-letter Roman alphabet— in any of their various forms. And it has educational as well as recreational purposes.

English (Roman) 9-Box *Alphabet Bingo/Lotto Grid 1: Capital Manuscript Letters A-I*

C	E	G
B	D	I
A	F	H

Probably, the simplest-to-use *Letter Bingo/Lotto Caller* or *Matching Cards* display 8 or 9 letters from only 1/3 of the English alphabet. The letters on the *Cards* and *Grids* match exactly in size, form, and style font). In various order, the first 3 letters appear in only the first column; the second 2 or 3, in the middle; and the last three, on the right.