

Fresh Out Alphabet

©2004 Education Inspired

For grades K-1; Groups of 2-5
How to Play:
1. Remove the title, rules, and answer key. Shuffle the cards. Pass out 5 cards to each player for 2-3 players, 4 cards to each player for 4-5 players. Stack the remaining cards face down to make a DRAW pile.
2. Beginning with the player to the left of the dealer and continuing around the group, one player asks any other player for a card needed to match the capital letter with the lowercase one. For example, if the player has "A" he or she could ask any

specific player for "the lowercase 'a'". The asker must say the letter and specify lowercase or capital. If the player asked has the card, it must be given to the asker. If not, the asked player says "Fresh out" and the asker takes a card from the DRAW pile.
3. When a match is made, place it face up on the table for the group to see. Use the answer key to settle discrepancies.
4. When a match is made, the player gets another turn.
5. Play continues until one player runs out of cards.

Answer Key

1-21	14-24
2-38	15-36
3-41	16-26
4-7	17-43
5-31	18-34
6-44	19-29
8-25	20-39
9-33	22-35
10-28	23-40
11-37	27-32
12-13	30-42

Z

1

z

21

B

31

b

5

D

2

d

38

E

3

e

41

F

4

f

7

G

6

g

44

I

8

i

25

J

9

j

33

K

10

k

28

M

11

m

37

N

12

n

13

O

14

o

24

P

15

p

36

Q

16

q

26

R

17

r

43

S

18

s

34

T

19

t

29

U

20

U

39

V

22

v

35

W

23

w

40

X

27

x

32

Y

30

y

42