



alpha mat

spelling made fun!

* for ages 4 and up

Alpha Mat kit includes:

- 5 ft by 4.5 ft double sided alpha mat
- activity guide
- card holder with 30 easy, 30 medium and 30 hard difficulty alpha mat word cards

Team 7

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alpha mat
Activities Guide

alpha mat

The Alpha Mat provides a fun and physically interactive environment for children ages 4 and up to practice spelling. Kids can jump, hop, and stretch their way to becoming better spellers.

Alpha Mat kit includes:

- 5 ft by 4.5 ft double sided alpha mat
- activity guide
- card holder with:
 - 30 red cards = easy
 - 30 yellow cards = medium
 - 30 green cards = hard



Activities:

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Spelling Round Robin.....	coming soon
Spelling Geography.....	coming soon
Spelling Speed Racer.....	coming soon

Spelling Hopscotch

Players:

- 2-4 players per team (2 or more teams)
- 1 referee from another team (who evaluates if words are spelled correctly)

Setup:

1. Spread the mat face-up on a flat surface, indoors or outdoors.
2. Players take off their shoes and set them aside. If you're playing outdoors, you may want to anchor the mat corners with your shoes.



How to Play:

1. Decide on an agreed upon score to reach.
2. Flip a coin to see which team starts.
3. The referee pulls a card from the deck and reads it aloud to the team that is playing first.
 - a. Repeat if necessary.
 - b. Read definition aloud if asked.
4. The first player on the team goes to the mat on the floor and says the word first. Then spells the word by saying each letter aloud and stepping or hopping on the corresponding spot for the letters on the mat. The player then says the word again.
5. The referee looks at the card for the correct spelling. If the player on the mat gets it right, then the next team member goes.
 - a. If the player spells the word incorrectly, then the referee corrects that player and he/she spells it aloud again but then it becomes the next team's turn.
6. Keep score and play until the agreed upon score is reached.

Object of the Game:
See how many words
your team can spell.
The team that spells the
most words wins.

Frequently Asked Questions:

What happens if there are two or more of the same letters in a word like "feel"?

The player just hops or steps on the letter more than once.

What happens if the team that goes first reaches the winning score first?

The second team has a chance to tie or win. It's like innings in a baseball game.

Spelling Twister

Players:

- 2-4 players per team (2 or more teams)
- 1 referee from another team (who evaluates if words are spelled correctly)

Setup:

1. Spread the mat face-up on a flat surface, indoors or outdoors.
2. Players take off their shoes and set them aside. If you're playing outdoors, you may want to anchor the mat corners with your shoes.



How to Play:

Object of the Game:
See how many words you can spell as a team before falling over. The team that spells the most words in a row wins.

1. First Team gets ready to play.
2. The referee pulls a card from the deck and reads it aloud to the team that is playing.
 - a. Repeat if necessary.
 - b. Show picture on back if necessary.
3. The first player on the team goes to the mat on the floor and spells the word by saying each letter aloud and then placing either foot or hand on the corresponding spot for the letter on the mat.
4. The referee looks at the card for the correct spelling. If the player on the mat gets it right, then he/she stays in that position on the mat while the next team member goes.
 - a. If the player spells the word incorrectly, then the referee corrects that player and he/she spells it aloud again and reconfigures the position on the mat.
5. Repeat steps 1-3 for each subsequent player.
6. Repeat overall as long as no one falls over. Players must spell the next word from their current position on the mat.

Frequently Asked Questions:

What happens if there are two or more of the same letters in a word like “feel”?

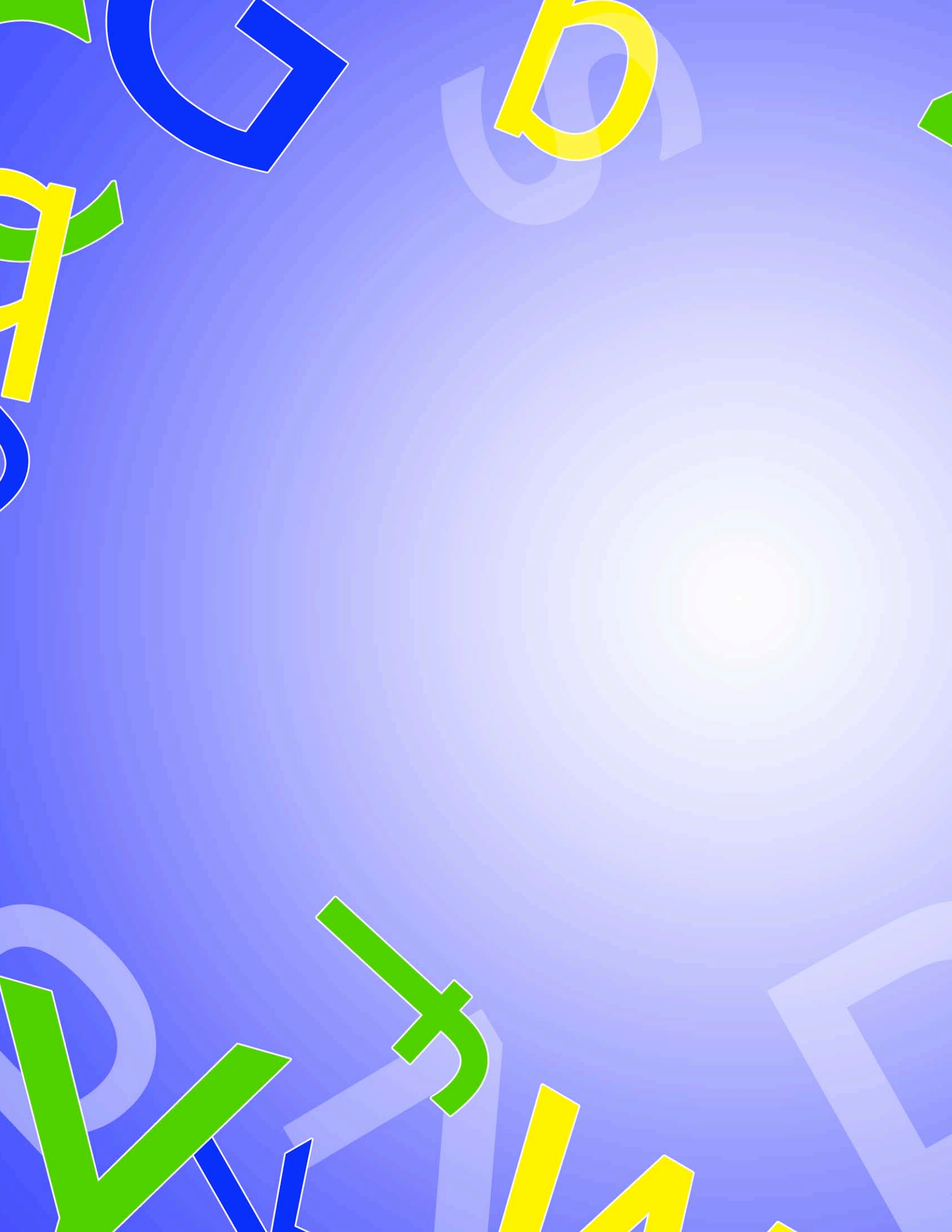
The player just puts two of their limbs on the same square for “e”.

What happens if another player is already occupying a letter?

That's when things get interesting. Team members must learn how to share the space on the letter in order to succeed. It's ok for a hand to be on top of another player's foot. The other way around is ok too but it might not be so comfortable.

What if a word is longer than 4 letters?

Team members can work together to spell the word. The first player can spell the first four letters and the subsequent player(s) can spell the rest.



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