



Objective

The student will gain speed and accuracy in letter recognition.

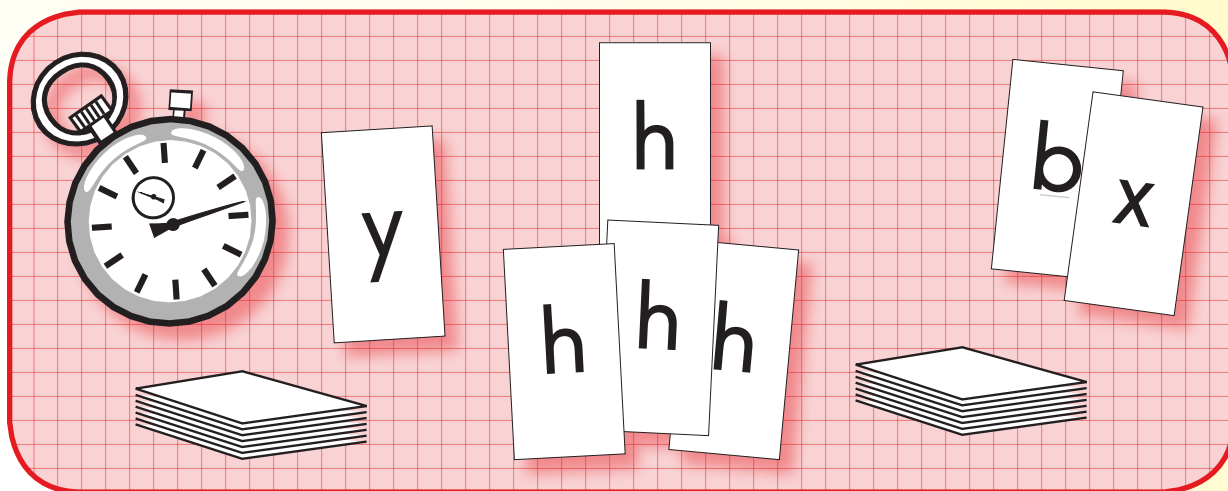
Materials

- ▶ Letter cards (Activity Master F.003.AM1a - F.003.AM1i)
Choose six target letters, copy on card stock six times, and cut into cards.
- ▶ Time record student sheet (Activity Master F.003.SS)
- ▶ Timer (e.g., digital)
- ▶ Pencils

Activity

Students identify letters while playing a card game.

1. Place the letter cards face down in a stack. Place the timer at the center. Provide the students with one time record.
2. Working in pairs, student one selects the top card from the stack as the target letter and places it face up on the table. Student two divides the remaining letter cards into two stacks and each student gets one stack.
3. Student one starts the timer and says “begin.” Each student turns over one card, says the letter as quickly as possible, and taps his card if it matches the target letter.
4. If a match is made, places the card below the target letter. If a match is not made, places the card to the side.
5. Play until each student uses all his cards. Student one stops timer and records time on student sheet.
6. Reverse roles and repeat the activity attempting to increase speed and accuracy.
7. Continue until student sheet is complete.
8. Teacher evaluation



Extensions and Adaptations

- ▶ Use other target letters.
- ▶ Use target words.

Fluency

Tap Stack

F.003.AM1a

A

B

C

D

E

F

letter cards



G

H

I

J

K

L



Fluency

Tap Stack

F.003.AM1c

M

N

O

P

Q

R

letter cards



S

T

U

V

W

X



Fluency

Tap Stack

F.003.AM1e

Y

Z

a

b

c

d

letter cards



e

f

g

h

i

j



Fluency

Tap Stack

F.003.AM1g

k

l

m

n

o

p

letter cards



F.003.AM1h

Tap Stack

q

r

s

t

u

v

letter cards



Fluency

Tap Stack

F.003.AM.I.i

w

x

y

z

letter cards



Name _____

F.003.SS

Tap Stack

Time Record

	Minutes	Seconds
1 st Try	_____ : _____	_____
2 nd Try	_____ : _____	_____
3 rd Try	_____ : _____	_____
4 th Try	_____ : _____	_____
5 th Try	_____ : _____	_____