

DIRECTIONS

Help the squirrel get to the giant acorn! Here's how to play:

1. Roll the dice and move forward the correct spaces.
2. Identify the letter. If the child can identify it, they can stay on that spot. If they cannot, they move back 1 space.
3. Continue playing until the first player reaches the end.

(Cut out the squirrels below to use as pawns.)





Squirrel Alph

a

q

r

s

i

j

k

a

b

p

t

h

l

z

c

o

u

g

m

y

d

n

v

f

n

x

e

m

w

e

o

w

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l

x

d

p

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k

y

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q

u

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abet Game



b

c

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j

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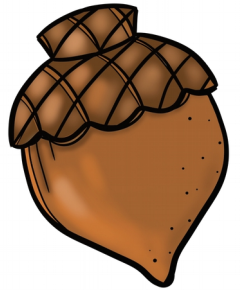
e

q

w

i

o



f

p

x

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g

o

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