

Name _____

Letter Name Flip

Instructions:

Use a dime as a tiddly wink. Place it on your thumbnail, flip your thumb against your index finger. Say the name of the letter it lands on. The spaces in the outer circle are worth one point. The spaces in the middle circle are worth two points. Keep score to 20 using small household objects. If the dime lands on a line, you say both letter names and score both points. If you land in the center circle, you are an automatic winner. You can make the game more advanced by saying the sound and/or a word starting with that letter.

Use 20 pennies or other small objects to help your child keep score.