



Welcome to **Helen Doron** ABC Cards. This very special magical deck of cards teaches the English alphabet in a fun and engaging manner to both native and non-native English speakers.

The cards can be used in a number of single-player, multi-player and joint adult-child games and activities. You may find additional games and activities at:

[www.HelenDoron.com/ReadandWrite](http://www.HelenDoron.com/ReadandWrite).

To release the magic in the cards, download the free **Augmented Reality app** from your mobile device's app store. Follow the instructions below and watch as each letter comes to life with sound and animation.

## CONTENTS:

- 52 cards with upper-case and lower-case English alphabet letters.
- One card with a QR code that leads to the mobile device's app store.

## HOW TO USE THE CARDS:

Helen Doron ABC cards are designed to teach your child the English alphabet. Research shows that knowing the letters' names and sounds helps children learn how to read and spell words.

There are three key stages to learning the alphabet:

1. Recognizing the letters. (separating them from other graphic shapes)
2. Naming the letters.
3. Learning the connection between the name of the letter and the sound of the letter.

Learning the letters' names is a building block to learning how to read and write. It is recommended to start at a young age, in a supportive environment, using games and fun activities to motivate and encourage a child's natural curiosity. A fun and positive experience while learning to read and write, gives children an important start on their long journey learning the basic, yet important skills, of reading and writing.

### The learning process has three stages:



**Revelation:** The child is exposed to new information. There are several types of learners, which is why it is important to engage all the senses when showing new information. Use visuals, sounds and motion to make the learning process efficient.



**Repetition:** Repeat the new information in various activities to enhance learning. It is recommended that the cards be used in a variety of activities to enhance learning in a fun and engaging way.



**Retrieval:** Complete the learning process by applying the information learned. This stage helps internalize the learned materials while using them in different situations.

The activities below will give you and your child examples of how to use the cards in a way that supports and engages the child throughout the learning process.

For more ideas and information go to: [HelenDoron.com/ReadandWrite](http://HelenDoron.com/ReadandWrite)

## Using the Helen Doron ABC Augmented Reality app:

- Scan the QR code or search Helen Doron ABC in your mobile device's app store.
- Download the Helen Doron ABC app.
- Open the app and place your mobile device over any card centering the letter inside the circle of stars in the app.
- Watch and listen as the letters come to life. (Make sure you have the sound on.)

### ACTIVITIES:

The following activities are for an adult and child to play together. The goal is to help the child learn the letters and their sounds using the familiar words.

#### **Opening Sound:**

1.  Ask the child to pick a card.
2.  Use the **Helen Doron** ABC app to learn the letters' names and sounds.

#### Difficulty Level 1

3.  Repeat steps 1 and 2 and give another example for a word that starts with the same letter.
4.  Ask the child: "What else starts with this letter?" while stating the letter's name out loud.  
 For example: "What else starts with the letter B?"

#### Difficulty Level 2

3.  Ask the child: "What else starts with the same letter?" without saying the letter's name out loud.
4.  Go around the room and try to find as many objects as you can that start with that letter.

#### Variation

-  Pick something in the room and ask the child to find the first letter of that object.

#### **Sequence:**

#### Preparation (for all levels):

1. For this activity use either lower-case or upper-case lettered cards.
2.  Use the Helen Doron 'ABC song' (from [www.youtube.com/user/HelenDoronSongClub](http://www.youtube.com/user/HelenDoronSongClub)) to put the ABC cards in the right order.

#### Difficulty Level 1

3.  Divide the letters into shorter sequence (5-7 letters) and repeat them out loud.
4. Take out one letter while the child looks away.
5.  Ask the child what letter is missing.

#### Difficulty Level 2

6. Take out one letter from the whole alphabet while the child looks away.
7.  Ask the child to name the missing letter.

### Difficulty Level 3

3. Take out two or more letters from the whole alphabet while the child looks away.
4.  Ask the child which letters are missing.

Or

3. Switch the order of two letters while the child looks away.
4.  Ask the child to find the switched letters and fix the sequence.

**Ages**  
**3-9**



#### **Spelling:**

1.  Use the cards to spell the child's name, words from the app or the names of objects from the surroundings.
2.  Review the word and spell it out aloud.
3.  Have the child spell the word on his own.

### Difficulty Level 1

4. Remove one letter from the spelled word (for example: "a" from "cat") when the child is not looking.
5.  Take out two other letters from the deck (for example: "r" and "f") and ask the child to identify the letters that you removed (following the example: have him choose between "a", "r" or "f").

### Difficulty Level 2

4. Turn one letter from the spelled word upside down when the child is not looking.
5.  Ask the child to identify the letter that you removed.

### Difficulty Level 3

4. Remove one letter from the spelled word when the child is not looking.
5.  Ask the child to name the missing letter.

**Ages**  
**3-8**



#### **Memory Game:**

1.  Sort the cards by pairing the upper-case letter with the lower-case letter ("A" and "a", for example).
2. Spread the pairs on the table with the letters facing down. (Adjust the difficulty level according to the child's age, start with 4 pairs and increase.)
3.  Each player takes a turn, selecting two cards, turning them face up and tries to find a pair.
4. When a player finds a pair, the letter is read out loud. Then the player takes an extra turn.
5. Once all the pairs have been found, the game can be played again.

**Ages**  
**4-6**



#### **Battle of the letters:**

1. Shuffle the deck and divide the cards equally by the number of players.
2. Each player turns one card face up.
3.  The player who has the highest lettered card ("A" is the lowest, "Z" is the highest) takes all the cards.
4.  If two players draw the same letter card, the tied cards stay on the table and both players play the next 3 cards of their pile face down and then a 4th card face up. Whoever has the highest of the new face up cards wins all the other cards from that turn.

The game continues until one player has all the cards.

Ages  
4-6



## Wordless vocabulary game For children who can't write yet:

1. Place the deck of cards in the centre, face down.
2.  Each player, in turn, takes a card from the top of the deck, turns it over and says a word that begins with the letter on the card (for example: A = apple, B = bear). The next player needs to come up with a different word that starts with that same letter.
3. The player who can't think of a word (i.e. they are "wordless"), takes the card.
4. The game ends when all the cards have been turned over. The winner is the player with the fewest number of cards.

Ages  
5-10



## For children that can write:

1. Each player will need a piece of paper and a pencil.
2. Place the deck of cards in the centre, face down.

### Difficulty Level 1

3.  Each player, in turn, turns over one of the cards and all players write as many words as they can think of within 2 minutes.
4. The player with the shortest list takes the card.
5. The winner is the player with the fewest cards.

### Difficulty Level 2

-  Flip two cards, try to find words that have both letters!
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For more fun activities and ideas go to: [www.helendoron.com/readandwrite](http://www.helendoron.com/readandwrite)