

From your local library and Idaho's Read to Me program



Read, Write, Sing, Talk, Play - Every Day!

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# Did you know...

Children who know the shapes and names of the letters of the alphabet and how to write them have a much easier time learning to read. This early literacy skill is called "letter knowledge."

Children learn to recognize letters more easily if they can identify shapes and have had experience sorting objects into *same* and *different*. Once children can name the upper and lowercase letters, they begin learning the sounds that go with them. At this age they also begin learning how to write the letters. This takes a lot of practice, but it can be done in fun ways throughout daily routines.

# Here's how...

- Point out letters as you're reading books with your child or as you are out and about in the community. It is fun to play "I Spy" games and try to find specific letters on signs or storefronts.
- Read alphabet books. Many of them focus on themes, such as bugs or trucks that might be of interest to your child.
- Encourage your child to write in real-life ways: writing thank you notes, making lists, creating a schedule, etc. Don't worry so much about spelling; at this age your child is focused on learning to form letters.
- Read with your child every day. Learning to enjoy reading will provide her with the opportunities she needs to practice letter identification and letter sounds.

# Read

### Superhero ABC, by Bob McLeod

Silly and zany, and armed with the most unusual skills, these heroes are out to save the



world — one letter at a time! Each time you read this book with your child you'll find new things to point out and enjoy.

Author Bob McLeod has illustrated comic books for both Marvel and DC Comics. This is his first children's book.

Visit his *Superhero ABC* website for bookmarks, mazes, and coloring pages with your favorite heroes.

www.bobmcleod.com/activities.html

# **Choose Books**

Some other fun alphabet books to look for at your public library:

A Busy Creature's Day Eating, by Mo Willems

Alpha Oops! The Day Z Went First, by Althea Kontis

I Stink! by Kate and Jim McMullan

Miss Bindergarten Gets Ready for Kindergarten, by Joseph Slate

Not an Alphabet Book: The Case of the Missing Cake, by Eoin McLaughlin

Q and U Call it Quits, by Stef Wade

Wild Animal ABC, by P.J. Rankin Hults

Z Is for Moose, by Kelly Bingham

# Talk

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Sing

#### Superhero Song

To the tune of "Sing When the Spirit Says Sing"

#### Match actions to words

You've gotta fly when the superheroes say fly. You've gotta fly when the superheroes say fly. When the superheroes say fly you gotta fly right along. Fly when the superheroes say fly.

Jump when the superheroes say jump. Jump when the superheroes say jump. When the superheroes say jump you gotta jump right along. Jump when the superheroes say jump.

Repeat with swim, laugh, swing, and other action words.

Hear the tune: www.thelearninggroove.com/ sing-when-the-spirit-says-sing

### At your library ...

**Electronic books and audio books:** Screen time for young children should be limited; however, reading an occasional picture book with your child on your device is one way to enjoy more great stories together. Or skip the screen listening to audio books develops important early literacy skills. Ask your library about e-books and audio books available for checkout.

Talk with your child about what it means to be a hero. Do you have to have super powers to be a hero, or can average people be heroes, too? Help your child recognize heroes in:

- Sports
- Community helpers
- Leaders in the community, state, or nation
- Family members
- Animals

## Write

A single letter can look very different, depending on how it is written or typed. This can make it difficult for your child to recognize it when reading. Help your child make an alphabet book with variations of every letter on each page. Write letters and cut out letters from magazines:



#### Simon Says (or use a superhero name)

(Helps with listening skills, following directions, vocabulary, and being a good sport.)

For three or more players

One person is Simon (or the superhero's name) and tells the people playing the game what to do by saying something like, "Simon says jump."

They continue to give directions, but if they say "Jump" without saying "Simon Says" and the person does it, they are out of the game.

Continue until everyone is out or your child loses interest.



