

### Make your own puzzle!

In the box you will find an additional unprinted puzzle piece that you can use to create your own puzzle. On the bottom half, you can paste a picture of the child, his/her cuddly toy or his sister or brother. Write the word below the image. On the upper half of the puzzle piece you can write the corresponding letter.

## Grow with Jumbo

With the series 'I learn...' children exercise certain skills in a fun way. The games are developed in collaboration with professionals and are in line with the school curriculum and perceptions of the child. A matching game for all ages. Practice at home what you will soon learn at school!

My first learning game **1+**

Develop basic skills **2+**

Preparing for Reception **3+**

Preparing for primary school **4+**

Primary school • Year 1 **5+**

Primary school • Year 2 **6+**



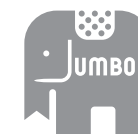
Made by Koninklijke Jumbo B.V.  
Westzijde 184, 1506 EK Zaandam, the Netherlands  
© 2011-2016 Jumbodisët Group. All rights reserved.

[jumbo.eu](http://jumbo.eu)

17984



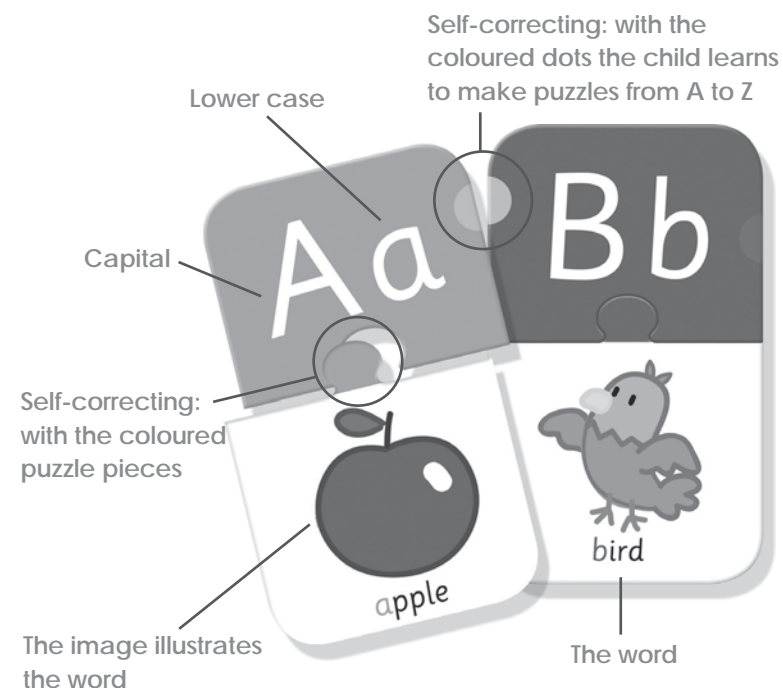
# letters



With 'I learn letters' children learn in a fun way to recognise letters, find letters to match pictures, learn the alphabet and expand their vocabulary. Once children reach three years of age, they begin to recognise forms of letters and name letters. 'I learn letters' is designed to support this in six games, to be played alone or together. Practice what you learn at school at home!

### • Contents

- 26 letter puzzles with capital and lower case letters
- 26 image puzzles with words
- 1 do-it-yourself puzzle



Preparing for  
Reception  
**3+**

## For parents

These instructions are mainly intended for parents since the children will need some supervision in the beginning to understand the exercises. It is therefore important that you first explain what they need to do before starting with a game.

The cards follow a logical sequence, becoming progressively more difficult. It is advisable to start with game 1.

### • Playing alone

Only choose a few puzzles to start with. Set aside the others for the time being. Once your child is familiar with these letters, you can include the other puzzles as well.

#### - GAME 1 Discover the letters

- Place the puzzle pieces, with the picture facing up, in two groups: letters and images.
- The child chooses a letter card and places it on the table.
- At his/her own pace the child looks for the other puzzle piece that belongs to the letter. He/she puts the puzzle together and says, for example, "A is for Apple". This way you can discover all the cards with the child.

#### - GAME 2 The alphabet train

- Place the puzzle pieces on the table, with the picture facing up.
- The child searches for the letter 'A' and places the puzzle piece in front of him/her.
- With the use of the Self-correcting coloured dots the child makes the alphabet: the half yellow dot on puzzle piece 'A' matches with the half yellow dot on puzzle piece 'B', and so on until the letter 'Z'.

#### - GAME 3 The sounds game

- Place the puzzle pieces on the table, with the picture facing up.
- Ask the child to find a word where you hear the sound 'A':
  - "You can hear the letter 'A' in the word 'apple', but also in 'cap' and 'guitar'."
  - "And the sound 'N'?"
  - "You can hear the letter 'N' in the word 'nose', but also in 'snail' and 'train'."

#### - GAME 4 The rhyme game

- Choose a puzzle piece, for example: cap.
- Ask the child to find a word that also ends with the sound 'ap'.
  - "The word 'cap' rhymes with 'map', but also with 'tap' and so on.

### • Playing together

#### - GAME 5 Alphabet memo (for the youngest children)

- Divide the puzzle pieces into two groups: letters and images.
- Place all the image puzzle pieces face down in the middle of the table.
  - If you play with 4 people, each player gets 6 letters. Put 2 complete puzzles aside.
  - If you play with 3 people, each player gets 8 letters. Put 2 complete puzzles aside.
  - If you play with 2 people, each player gets 13 letters.
- Each player places his/her letters in front of him/her on the table, with the picture side facing up.
- The youngest player starts and turns over one puzzle piece of his/her choice and shows the image to the other player(s). Does the image belong to one of his/her letters? If so, the player can make the puzzle and turn over a new piece.
  - If the player turns over a piece that does not belong to one of his/her letters, the piece has to be placed back (with the picture side facing down) and it's the next player's turn.
- The player with the most complete puzzles wins.
- Finally, all the players build the alphabet train together.

#### - GAME 6 Alphabet memo (for the older children)

- Place all the puzzle pieces face down on the table.
- The youngest player starts and turns over two puzzle pieces of his/her choice and shows the images to the other player(s). Do the pieces belong together? If so, the player can make the puzzle and turn over two new pieces.
  - If the player turns over two pieces that do not belong together, both pieces are placed back (face-down) and it's the next player's turn.
- The player with the most complete puzzles wins.