# Mirabelle's 10-Day Alphabet Adventure Quest

A fun, 10-day review of all letters (A-Z), focusing on uppercase and lowercase writing, and phonic sounds. Each day is a 20-minute adventure!

## **Materials Needed**

- Whiteboard and dry-erase markers
- Large paper or a notebook for drawing
- Crayons, markers, and colored pencils
- Alphabet flashcards (with both uppercase and lowercase letters)
- A shallow tray (like a baking sheet)
- Sensory writing material: sand, salt, rice, or shaving cream
- Play-Doh or modeling clay
- A small box or container to serve as the "Treasure Box"
- Small household objects for sound games (e.g., ball, cup, toy car, sock)
- An audio player for an alphabet song

## Day 1: The Quest Begins! (Letters: A, B, C)

- Warm-Up (3 mins): Tell Mirabelle she is starting a 10-day "Alphabet Adventure Quest" to find all the letter treasures. Start the quest by singing your favorite alphabet song together.
- Letter Treasures (12 mins):
  - **A, a:** Introduce the 'A' flashcard. "This is A, it says /a/ like in **a**pple and **a**lligator." On the whiteboard, show her how to write A and a. Have her trace them with her finger.
  - **B, b:** Introduce 'B'. "This is B, it says /b/ like in **b**all and **b**ear." Practice writing B and b.
  - **C, c:** Introduce 'C'. "This is C, it says /c/ like in **c**at and **c**ar." Practice writing C and c.
- Creative Fun (5 mins): Pour sand (or salt) into the shallow tray. Tell her she's digging for treasure! Have her use her finger to "dig" by writing the letters A, a, B, b, C, and c in the sand.
- **Wrap-Up:** Place the A, B, and C flashcards into the "Treasure Box." Congratulate her on finding the first three treasures!

#### Day 2: Forest Friends (Letters: D, E, F)

- Warm-Up (3 mins): Open the Treasure Box and pull out the A, B, and C cards. Ask her to name each letter and make its sound.
- Letter Treasures (10 mins): Introduce D, E, and F using the flashcards, sounds, and whiteboard writing practice.
  - ∘ **D, d:** /d/ as in **d**og.
  - ∘ **E, e:** /e/ as in **e**lephant.
  - F, f: /f/ as in fish.
- Creative Fun (7 mins): Get out the Play-Doh! Have Mirabelle roll out long "snakes" of dough and form the uppercase and lowercase letters D, E, and F. She can also try making a dog or a fish out of the dough.
- **Wrap-Up:** Add the D, E, and F flashcards to the Treasure Box. Give her a high-five for a great day of adventuring.

## Day 3: Garden Hunt (Letters: G, H, I)

- Warm-Up (3 mins): Play "I Spy" using only the sounds of the letters learned so far. "I spy something in the room that starts with the /b/ sound..." (book, box, blanket).
- Letter Treasures (10 mins): Introduce G, H, and I with their sounds and whiteboard writing practice.
  - ∘ **G, g:** /g/ as in **g**arden.
  - **H, h:** /h/ as in **h**at.
  - Ⅰ, i: /i/ as in igloo.
- Creative Fun (7 mins): Go on a "Sound Scavenger Hunt." Give her a letter card (e.g., 'G') and have her find something in the room that starts with that sound (e.g., a game). Repeat for H and I.
- Wrap-Up: Place the G, H, and I flashcards into the Treasure Box.

# Day 4: Jungle Journey (Letters: J, K, L)

- Warm-Up (3 mins): Quickly review the flashcards from the Treasure Box (A-I).
- Letter Treasures (10 mins): Introduce J, K, and L with their sounds and whiteboard writing practice.
  - J, j: /j/ as in jump.
  - ∘ **K, k:** /k/ as in **k**ite.
  - ∘ L, I: /l/ as in lion.
- Creative Fun (7 mins): Time for "Messy Writing"! Spread a thin layer of shaving cream on the tray. Let her practice writing J, j, K, k, L, and I with her finger in the foam. It's fun and easy to erase!
- Wrap-Up: Add the J, K, and L cards to the Treasure Box. Roar like a lion to celebrate!

## Day 5: Mountain Mission (Letters: M, N, O)

- Warm-Up (3 mins): Sing the alphabet song, but this time, you sing a letter and she sings the next one.
- Letter Treasures (10 mins): Introduce M, N, and O with their sounds and whiteboard writing practice.
  - M, m: /m/ as in mountain.
  - ∘ N, n: /n/ as in nest.
  - O, o: /o/ as in octopus.
- Creative Fun (7 mins): Let's do "Letter Yoga"! Show her how to make the letter shapes with her body.
  - **M:** Stand with feet wide, bend over and touch the floor to make an M shape.
  - **N:** Stand with arms outstretched diagonally, one up and one down.
  - **O:** Make a big, round circle with your arms above your head.
- Wrap-Up: Add M, N, and O cards to the Treasure Box.

#### Day 6: Pirate's Cove (Letters: P, Q, R)

- Warm-Up (3 mins): Pull 5 random letters from the Treasure Box. For each one, have her say its name, its sound, and a word that starts with it.
- Letter Treasures (10 mins): Introduce P, Q, and R with their sounds and whiteboard writing practice.
  - ∘ **P, p:** /p/ as in **p**irate.
  - **Q, q:** /kw/ as in **q**ueen. (Explain Q is almost always with U).
  - **R, r:** /r/ as in rainbow.
- **Creative Fun (7 mins):** Do a quick letter craft. Draw a large bubble letter 'R' on paper and have her color it with all the colors of a rainbow. Then draw a 'P' and have her add an eye patch and pirate hat!
- Wrap-Up: Add the P, Q, and R flashcards to the Treasure Box. Say "Arrrr, matey!"

## Day 7: Super Spy Day (Letters: S, T, U)

- Warm-Up (3 mins): Play "Flashcard Match-up." Lay out a few uppercase letters and have her find the matching lowercase letter cards.
- Letter Treasures (10 mins): Introduce S, T, and U with their sounds and whiteboard writing practice.
  - S, s: /s/ as in sun.
  - ∘ **T, t:** /t/ as in **t**op.
  - U, u: /u/ as in up.
- Creative Fun (7 mins): Tell Mirabelle she is a "Word Spy." On the whiteboard, write a few simple three-letter words using letters she knows (e.g., CAT, SIT, SUN, POT). Help her sound out each letter to read the "secret message."
- Wrap-Up: Add the S, T, and U cards to the Treasure Box.

## Day 8: Volcano Valley (Letters: V, W)

- Warm-Up (3 mins): Take out the sand tray again. Call out a letter sound, and have her write the corresponding letter in the sand.
- Letter Treasures (10 mins): Introduce V and W with their sounds and whiteboard writing practice. These pointy letters can be tricky, so focus on the "down-up" motions.
  - V, v: /v/ as in volcano.
  - ∘ **W, w:** /w/ as in water.
- Creative Fun (7 mins): Let's draw! Guide her to draw a pointy volcano with a V. Then, draw some wavy water with a W at the bottom of the page. This connects the letter shape to a real object.
- Wrap-Up: Add the V and W cards to the Treasure Box.

## Day 9: The Final Few! (Letters: X, Y, Z)

- Warm-Up (3 mins): Open the Treasure Box and spread out all the cards learned so far (A-W). See how fast she can put them in alphabetical order. Help her as needed!
- Letter Treasures (10 mins): Introduce the final letters X, Y, and Z with sounds and writing.
  - X, x: /ks/ as in fox or box. (Explain it's usually an ending sound).
  - ∘ **Y, y:** /y/ as in **y**o-**y**o.
  - ∘ **Z, z:** /z/ as in **z**ebra.
- Creative Fun (7 mins): Create a silly sentence or story together using some of the day's letters. For example: "The lazy zebra said yes to the fox." Have her draw a picture of the silly story.
- Wrap-Up: Add the final X, Y, and Z cards to the Treasure Box. The guest is complete!

#### Day 10: Grand Alphabet Celebration! (Review A-Z)

- Warm-Up (3 mins): Sing the alphabet song with extra energy and excitement!
- Letter Treasures (15 mins): Time for the "Grand Treasure Hunt!"
  - 1. Hide all 26 alphabet flashcards around the room.
  - 2. Give Mirabelle the empty Treasure Box.
  - 3. Call out letters one by one ("Find the 'M' treasure!"). She finds the card and puts it in her hox.
  - 4. For an extra challenge, call out the letter sound instead of the name ("Find the treasure that says /p/!").
- Creative Fun & Wrap-Up (2 mins): Once she has found all 26 "treasures," declare the Alphabet Adventure Quest a success! Celebrate with a big cheer, a special sticker, or a "Certificate of Alphabet Mastery." Look through all the collected cards in the Treasure Box one last time.