

Montessori 3-Step Lesson : Introducing Letters

Games/Activities

1. Letter Sound Hunt

What to do: Gather small objects or toys that start with the target letter sounds (e.g., “m” for mouse, “a” for apple).

How it works:

Place 2–3 sandpaper letters on a table.

Ask the child to match each object to the correct letter based on its sound.

Say, “Can you find something that starts with /m/?”

2. Letter Formation with Playdough

What to do: Provide playdough for the child to form the shape of the letter.

How it works:

Show the child a sandpaper letter, say the sound, and invite them to replicate it with playdough.

Repeat the sound together as they create the letter.

3. Sound Jars

What to do: Use small jars or containers and fill them with objects that begin with specific letter sounds.

How it works:

Label each jar with a sandpaper letter.

Ask the child to place matching objects in the correct jar (e.g., “apple” in the “A” jar).

4. Sensory Trays

What to do: Fill a shallow tray with salt, sand, or rice.

How it works:

The child traces the letter in the sensory material while saying its sound aloud.

You can show a sandpaper letter as a guide if needed.

5. Jump on the Letter

What to do: Write large letters on pieces of paper or foam mats and spread them on the floor.

How it works:

Call out a letter sound, and the child has to jump on the correct letter.

Variation: Use the letters introduced in the 3-Step Lesson for reinforcement.

6. Matching Letters to Words

What to do: Write simple phonetic words (e.g., mat, sun) on cards and have the child match letters to their initial sounds.

How it works:

Lay out the word cards and a set of tactile letters.

Say, "Which letter matches the first sound in 'mat'?" and let the child find "m."

7. Alphabet Scavenger Hunt

What to do: Hide letters (foam, wooden, or paper) around the room.

How it works:

As the child finds a letter, ask them to say its sound.

For extra fun, match the letter to an object in the room that begins with the same sound.

8. Letter Sound Puzzle

What to do: Create a puzzle where each piece features a letter and its corresponding sound.

How it works:

The child matches each letter to an image or object with the same beginning sound (e.g., “B” to a picture of a ball).

9. Movement and Sound Game

What to do: Incorporate gross motor activities like hopping, clapping, or skipping.

How it works:

Assign a movement to each sound. For example, hop for /m/, clap for /s/.

Say the sound, and the child performs the associated action.

10. Mystery Bag

What to do: Place small objects in a bag that start with the letter sounds being taught.

How it works:

The child reaches into the bag, pulls out an object, and identifies the initial sound.

Then, they match it to the corresponding letter.