

Letter Chase

Introduction: Much to the surprise of some teachers, older students sometimes forget if certain letters are consonants or vowels. This Letter Chase activity gives younger students some practice in deciding if a letter is a consonant or a vowel. Hopefully, this fun activity will help the students remember letter recognition throughout their entire lives!

Grade Level and Subject: 1st Grade Reading and P.E.

TEKS: Reading – 6D, 7C
P.E. – 1A, 6A, 6B, 7A, 7B, 7C

Materials: Chalk to mark the playing area

Resource: *201 Games for the Elementary Physical Education Program* by Jerry D. Poppen.
ISBN: 0-13-042061-1

Activity: Before beginning this activity, the teacher should mark a playing area by drawing (with chalk) two goal lines at opposite ends of the playground or gym. Then draw two parallel lines (3-4 feet apart) in the middle of the playing area. The students will be running during this activity, so the teacher should use as much room as possible when deciding the parameters of the playing area.

The students should be divided evenly into two groups called the Consonants and the Vowels. They should line up facing each other on the center lines of the playing area.

The teacher is the caller for this activity and should stand where all students performing in this lesson can clearly hear him or her. The teacher begins the activity by calling out a certain letter. If he or she has called out a consonant, such as “t,” the students labeled the Consonants must run to their base (back to the goal line at their end of the playing area), while the students labeled Vowels try to tag them. If the teacher has called out a vowel, such as “e,” the Vowels will run to their base while the Consonants chase and try to tag them. If a student is tagged, he or she becomes a member of the opposing team. If a student escapes from being tagged, he or she is still a member of the original team. Play then resumes with the students returning to the center lines and listening for the teacher to call out another letter. At the end of the activity, if a teacher wants to declare a winning team, he or she should tell the students that the team with the most players at the end of the activity wins the activity.

An option that the teacher might incorporate into the game would be for the teacher to call out a number, instead of a letter, every once in a while. The students would then all hop three times in place.

Evaluation: The teacher monitors game play and concentrates on students who seem to confuse consonants and vowels. Individual instruction can then be administered to those students needing additional help.



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