



The Alphabet Game

Description

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Students work together to get through the entire alphabet while critically thinking.

Supplies

- No supplies needed

How to Play

1. Announce a broad category at the beginning of each round. Example categories: first names, fruits, games, animals, nature, etc.
2. Pick one student to start. That student says something from the announced category that starts with the letter A.
3. The next player has to name something in the category beginning with the letter B, then C, and so on.
4. The goal of the game is to get to the letter Z without missing any letters.
5. Multiple rounds can be played, changing the category for each round.

Activity Prompts for Reflection

- What encouraging words did you use during today's activity?
- Who helped you during today's activity?
- How did you feel when the group was/wasn't able to make it to letter Z?
- How did the group make sure to listen to each other during this activity?

Other Ways to Play

- To make it easier for the group, skip some of the harder letters like X, Y, and Z.
- To make it more challenging, make this into a memory game. The second student has to say the first person's item and then their item, the third person has to say the first and second person's items, and so on.
- Pick categories that are relatable for your students. For example, if your students all love sports, make the category sports teams or mascots.
- Time each round and see which categories students can come up with all letters for the fastest.

Additional Notes

- Use the [SEL Activity Prompts](#) to tie other SEL competencies to this activity.

Category

1. Activities
2. Relationship Skills

Sel-competency

1. Relationship Skills

Allotted-time

1. 15 minutes

Themes

1. General
2. No Supplies Needed