

AMAZING Alphabet

PRINTABLES

ALPHABET SLIDES & LADDERS

START
↓

OBJECT OF THE GAME

Get all the way through the alphabet to the finish line first!

EQUIPMENT

To play you will need to print and make the board, die and player tokens.

HOW TO PLAY

- Choose a player to go first.
- The player rolls the die & moves the number shown.

- If the space has no slide or ladder their turn is over.
- If the space has a slide the player slides down it.

- If the space has a ladder the player climbs up it. (NOTE: You can only go up ladders and down slides.)

ENDING THE GAME

The game ends when a player lands on the final space on the finish line. This player wins!



tinyme®

AMAZING ALPHABET PRINTABLES



Get ready for hours of fun with this colourful twist on traditional snakes and ladders... Slides and Ladders! Can you make your way through the entire alphabet first?

[TAKE ME BACK TO THE BLOG](#) ↗

LET'S PRINT IT!

To print this activity, you will need to select pages 4 - 18.

For assembly instructions [CLICK HERE](#)

Please note that this activity will require the use of scissors, so we recommend adult supervision.

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To do:
 - buy present for jim
 - take Max to vet
 - yoga 5.30pm
 - Take honey and Nathan to swimming lessons



PHOTO PRODUCTS



PERSONALISED BAGS



NAME LABELS



WALL DECOR



NAME BLOCK PUZZLES



PERSONALISED BOOKS



PERSONALISED STATIONERY

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The world's cutest personalised products for kids. Yay!



WOODEN PUZZLES



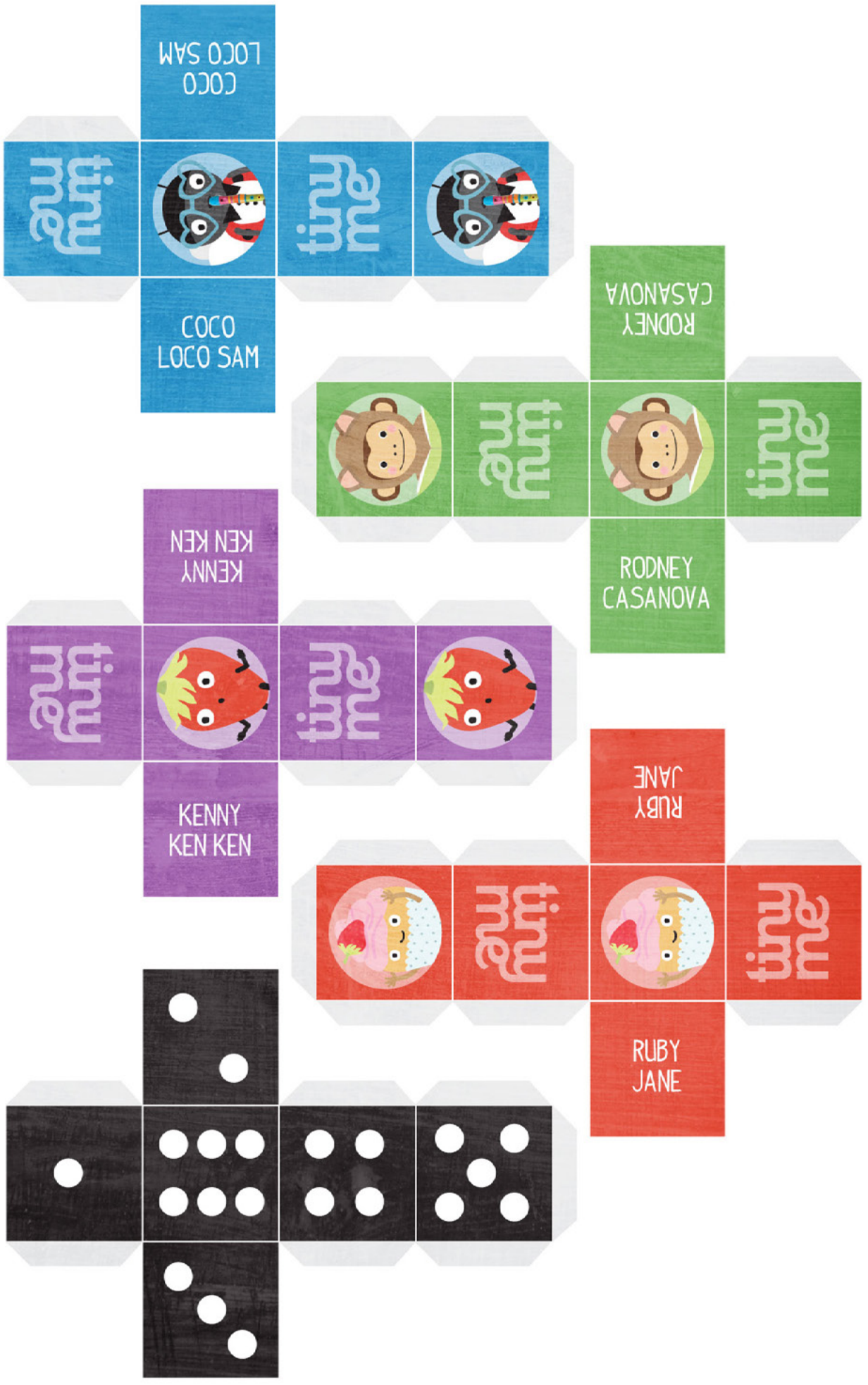
WALL DECOR



MEET THE TINYME TEAM

ALPHABET SLIDES & LADDERS BOARD GAME

GAME SET UP - Cut out the pieces and die below. Make a fold along every line including the grey tabs. Using glue or double sided tape on the grey tabs, fold the sides up to create a cube. Glue together the six pieces of the board and then follow the instructions at the top of the board. Have fun!



ALPHABET SLIM

OBJECT OF THE GAME

Get all the way through the alphabet to the finish line first!

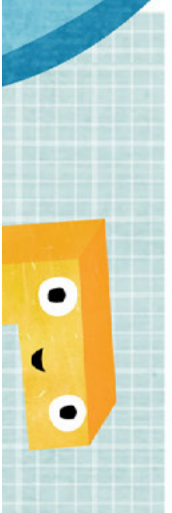
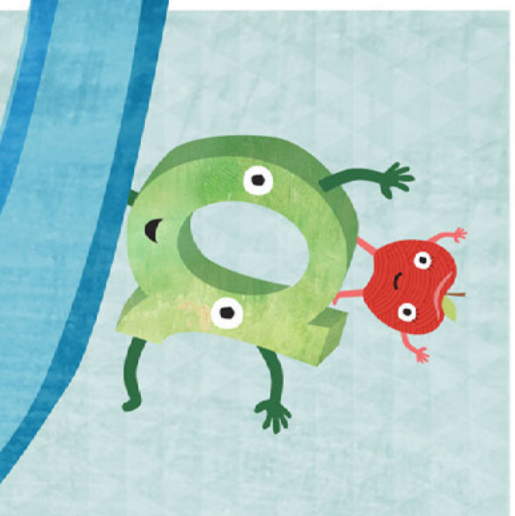
EQUIPMENT

To play you will need to print and make the board, die and player tokens.

HOW TO PLAY

- Choose a player to go first.
- The player rolls the die & moves the number shown.

START



ONES & LADDERS

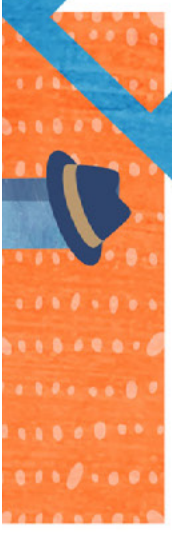
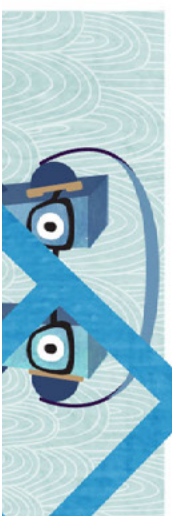
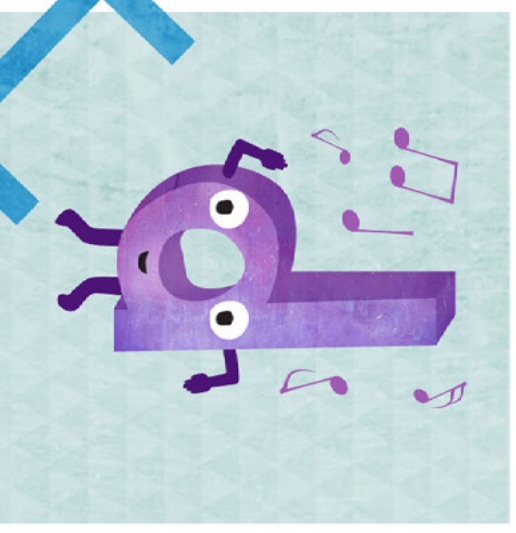
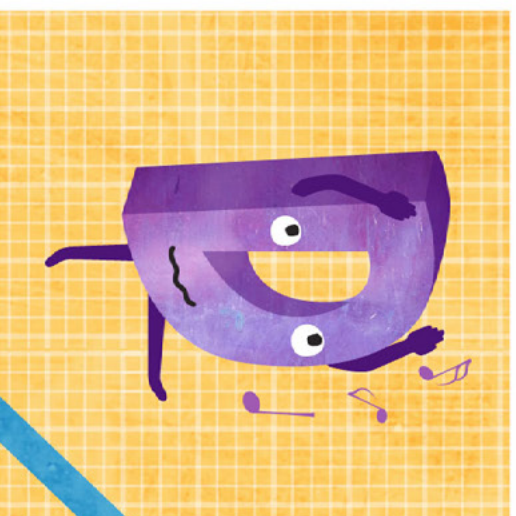
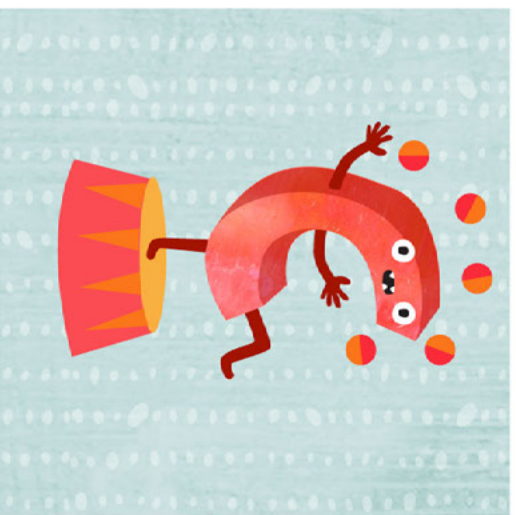
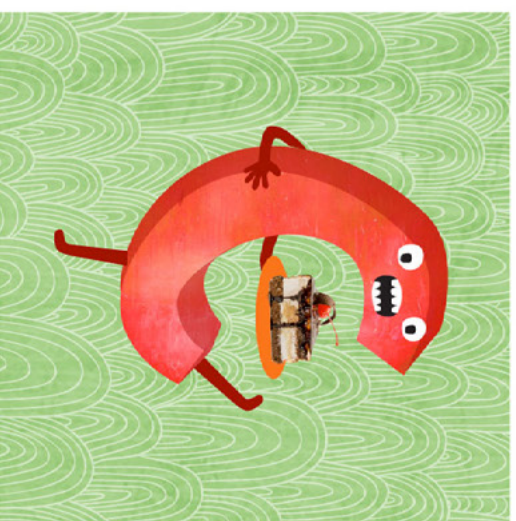
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- If the space has a slide the player slides down it.

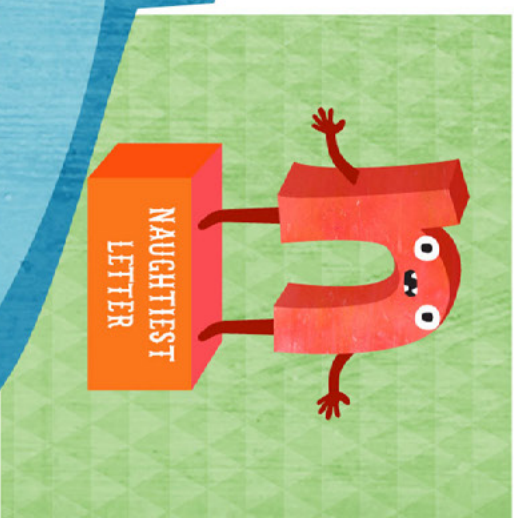
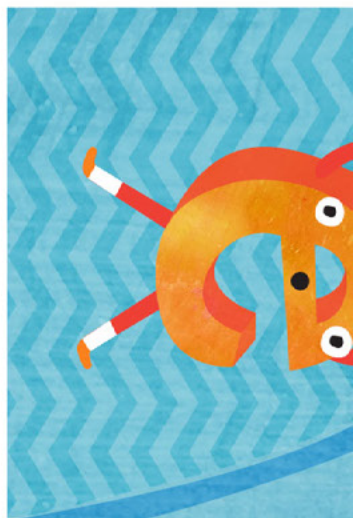
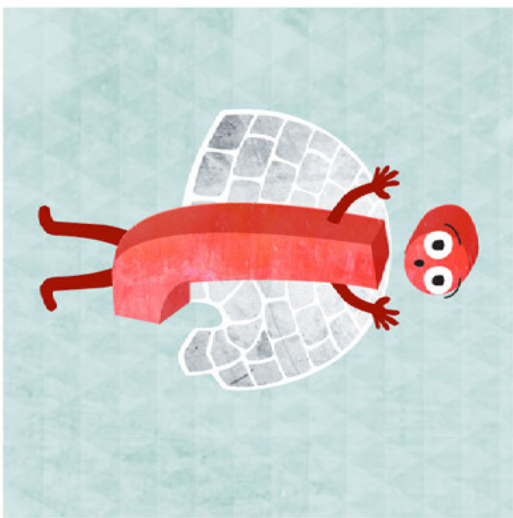
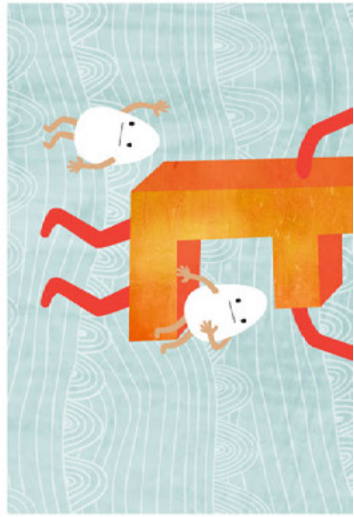
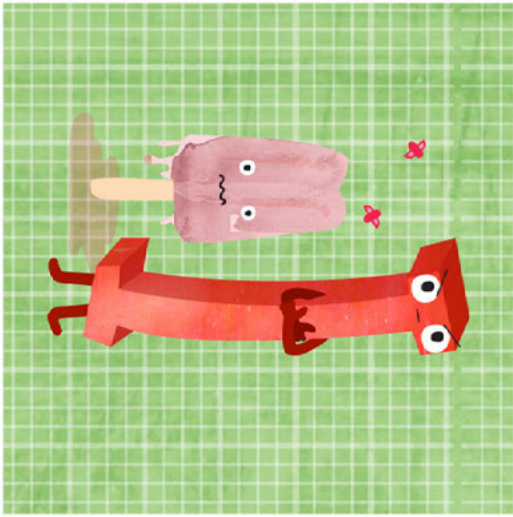
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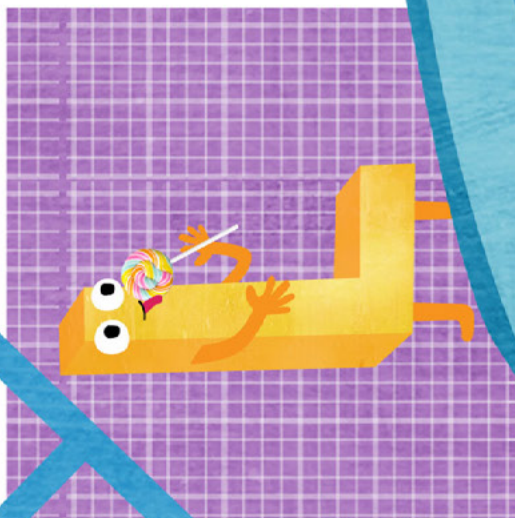
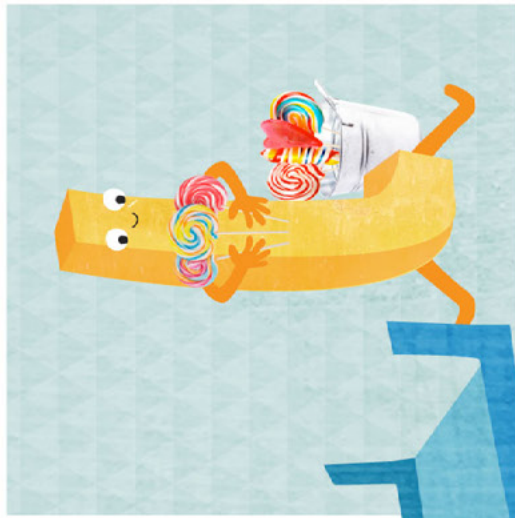
- Play then moves to the left and continues clockwise.
- Players can share spaces on the board.

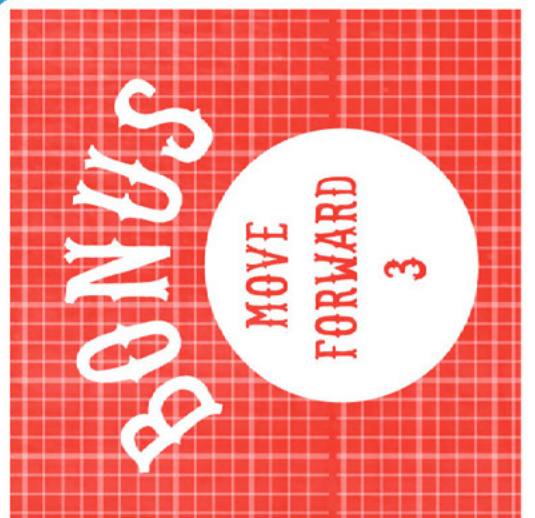
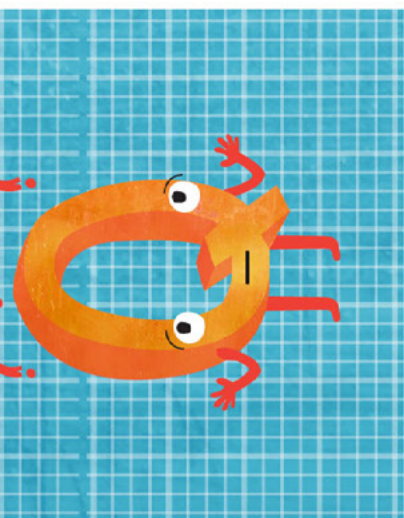
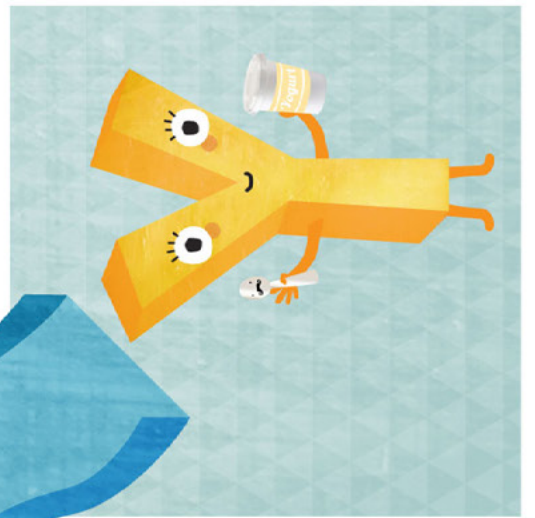
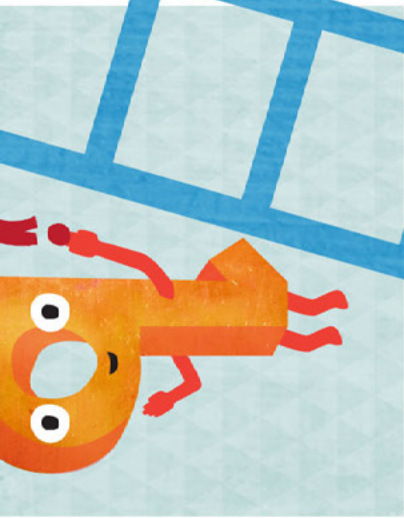
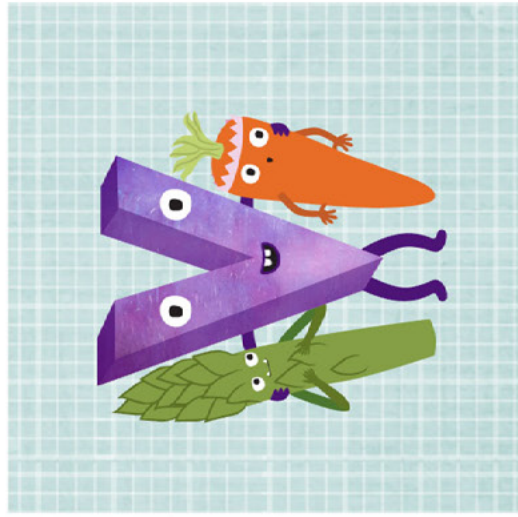
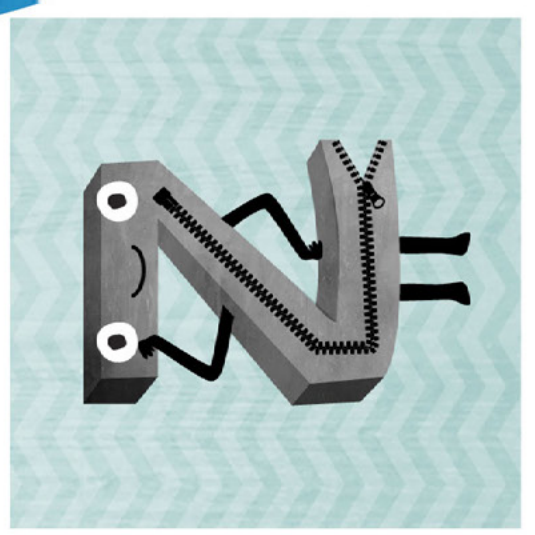
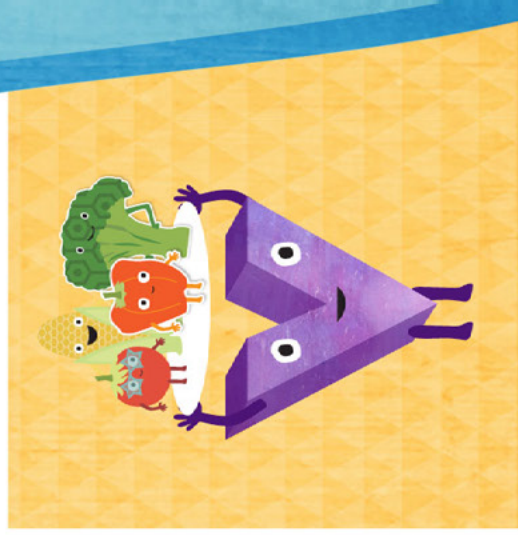
ENDING THE GAME

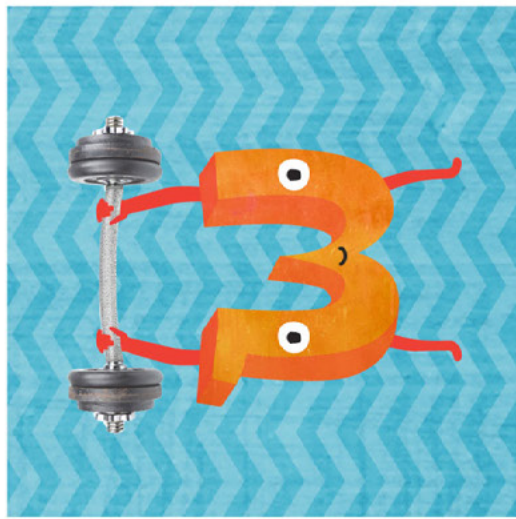
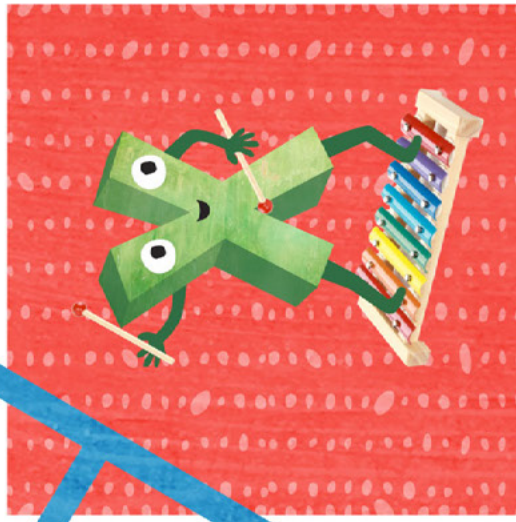
The game ends when a player lands on the final space at the finish line. This player wins!











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TINYME ALPHABET PLAYING CARDS. READY, SET, PLAY!

Go Fish

Players: 2 to 6 players, best with 3 to 6.

THE AIM OF THE GAME

To collect the most sets of two.

START

To begin the game shuffle the cards and deal five cards to each player, if three to six players are involved. With only two players, deal seven cards to each. All remaining cards are placed face down in a draw pile.

PLAYING

1. Randomly choose a player to go first.
2. On your turn, ask a player for a specific letter card. eg. "Tom, do you have a Big T card?" You must already hold the matching card. eg. Little t.
3. If the player you ask has the requested letter in their hand, they must give those cards to you.
4. If you get a card from the player you ask, you get another turn. You may ask any player for any letter card you already hold.
5. If the person you ask has no relevant cards, they say "Go fish." You then draw the top card from the draw pile.
6. Play then moves to the person who said "go fish" to you.
7. When you collect a pair of both big and little letter cards, immediately show the set to the other players and place both cards in a pile face down in front of yourself.

ENDING AND WINNING THE GAME

Go Fish continues until either someone has no cards left in their hand or the draw pile runs out. The winner is the player who then has the most letter pairs at the end of the game.

Snap

Players: 2-6

THE AIM OF THE GAME

To win all of the cards.

START

To begin the game shuffle the cards and deal them as evenly as possible to all of the players. It's fine for some players to have one card more than other players. Each player places their cards, face down, in a pile in front of him.

PLAYING

1. The player to the left of the dealer goes first. Play then moves clockwise.
2. On their turn, each player turns over the top card from their face-down pile.
3. When someone turns over a card that matches a card already face up (eg. Big A and little a) on another player's pile, players race to be the first to call "Snap!".
4. The player who calls "Snap!" first wins both piles and adds them to the bottom of their face-down pile.
5. When a player calls "Snap!" at the wrong time they must give their top card to the player who just played.
6. If a player makes a mistake on their own turn, they must give his top card to the player on his right.

ENDING AND WINNING THE GAME

Play continues until one player wins all of the cards. That player wins the game.

Memory

Players: 2-6

THE AIM OF THE GAME

To collect the most pairs of cards.

START

To begin the game shuffle the cards and lay them on the table, face down, in a pattern (e.g. 4 cards down x 13 cards across).

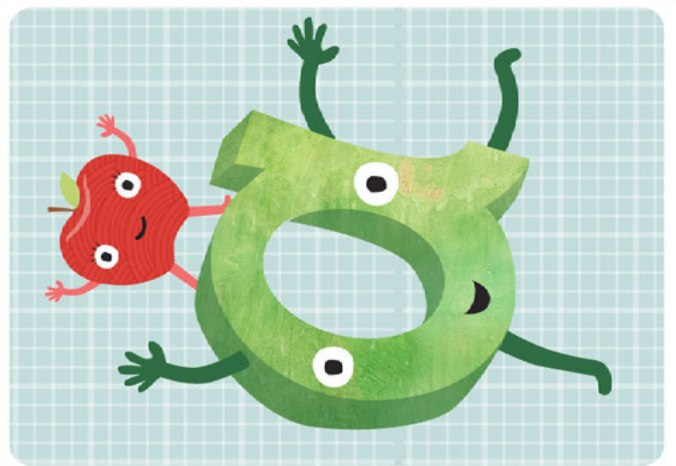
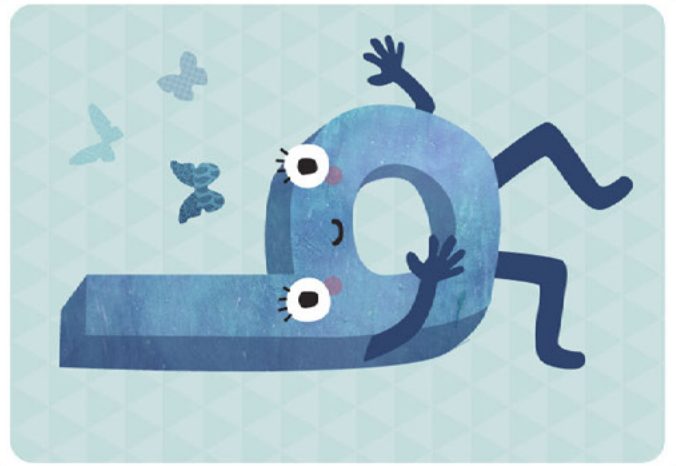
PLAYING

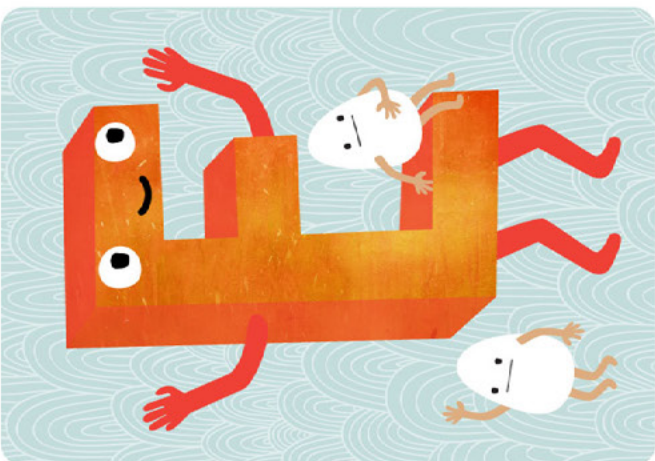
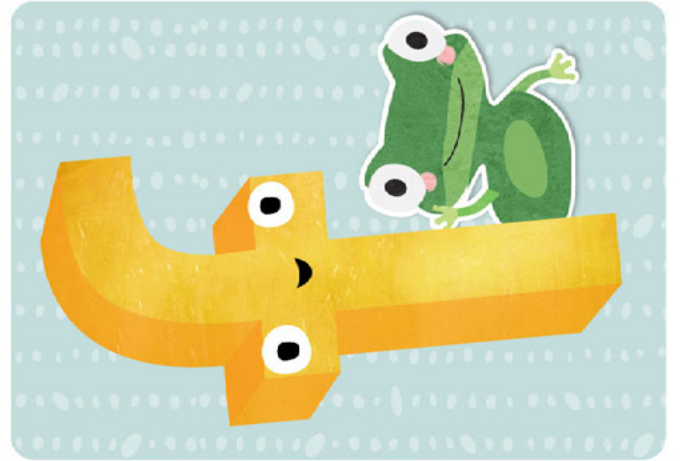
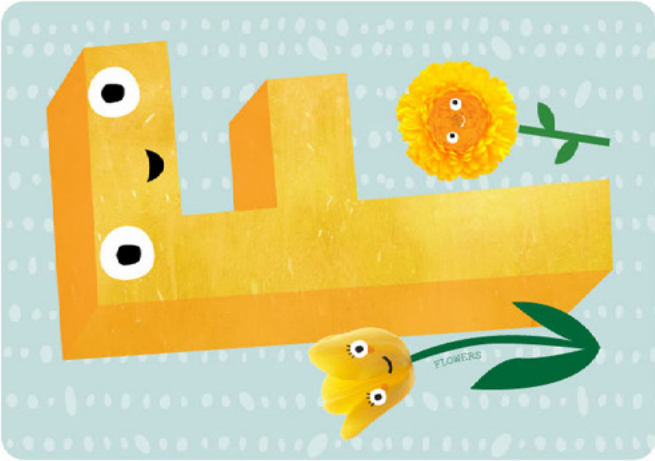
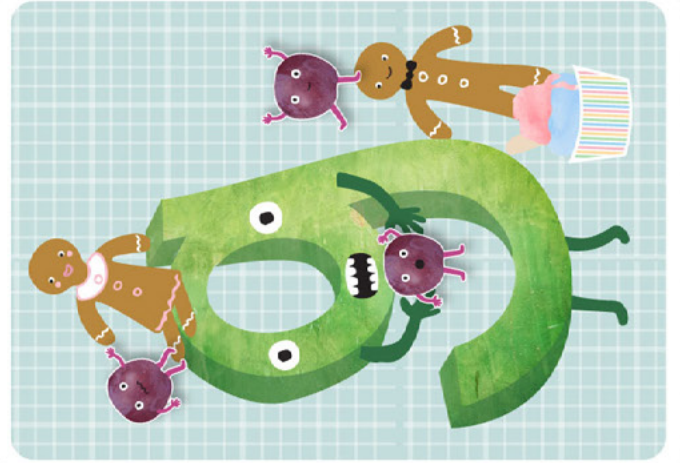
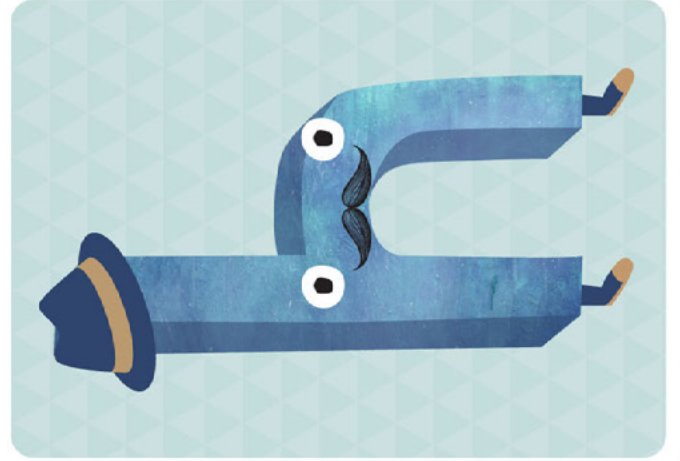
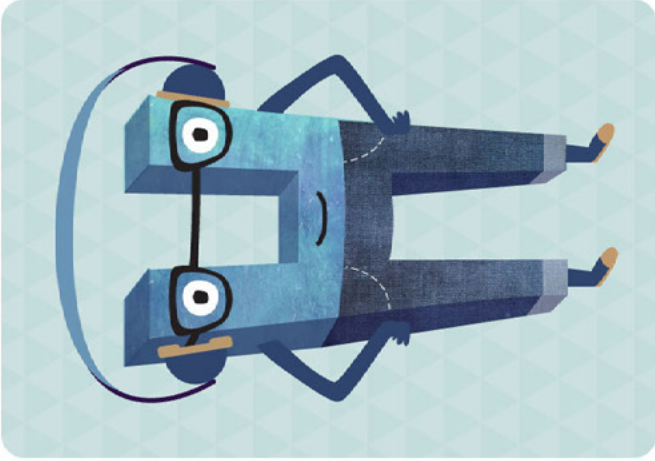
1. The oldest player goes first. Play then proceeds clockwise.
2. On each turn, a player turns over two cards (one at a time) and keeps them if they match letters. If they successfully match a pair of letters, that player also gets to take another turn.
3. When a player turns over two cards that do not match letters, those cards are turned face down again and it becomes the next player's turn.
4. Players keep each pair they find. At the end of the game, each pair scores one point.

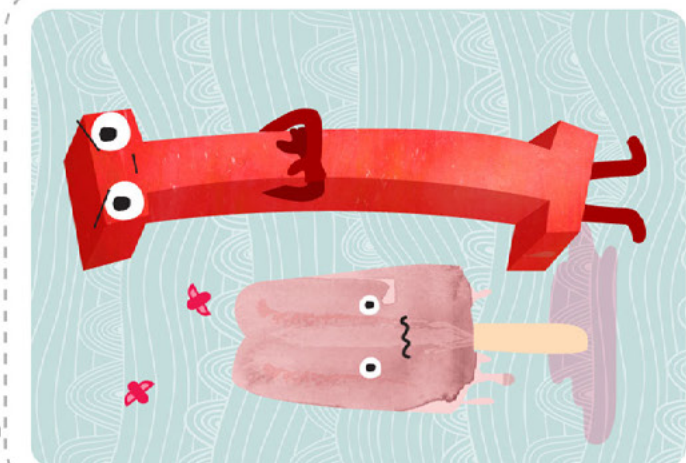
ENDING AND WINNING THE GAME

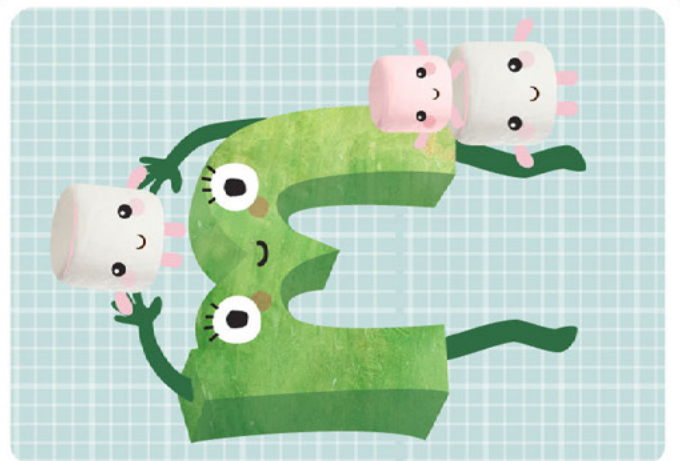
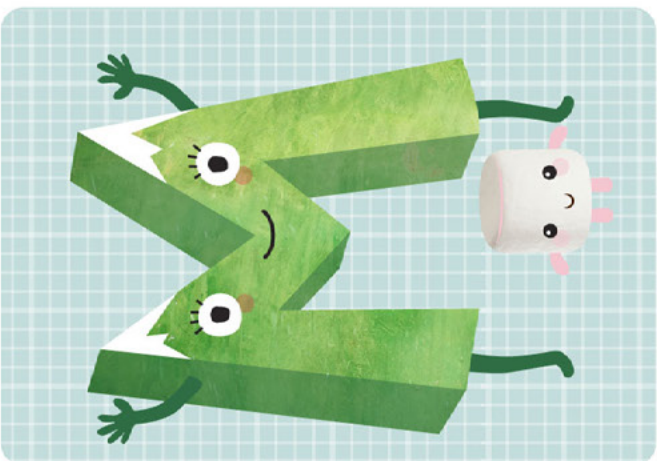
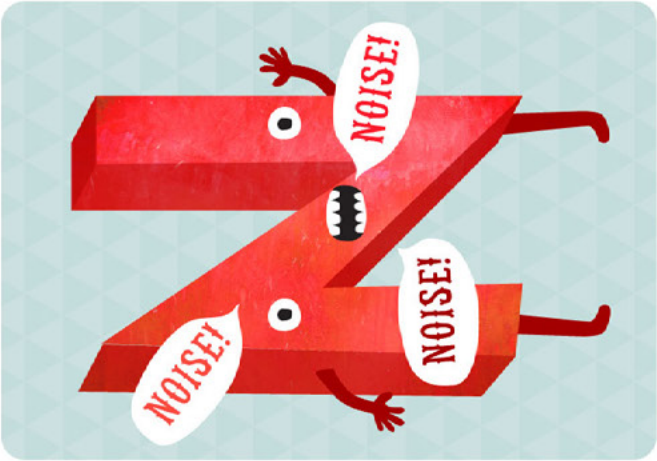
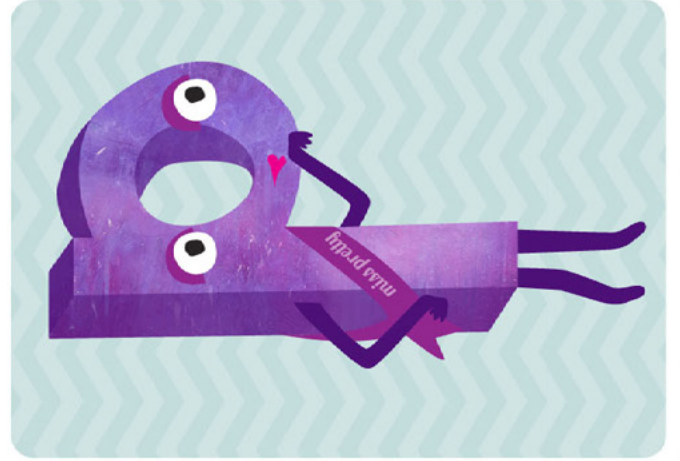
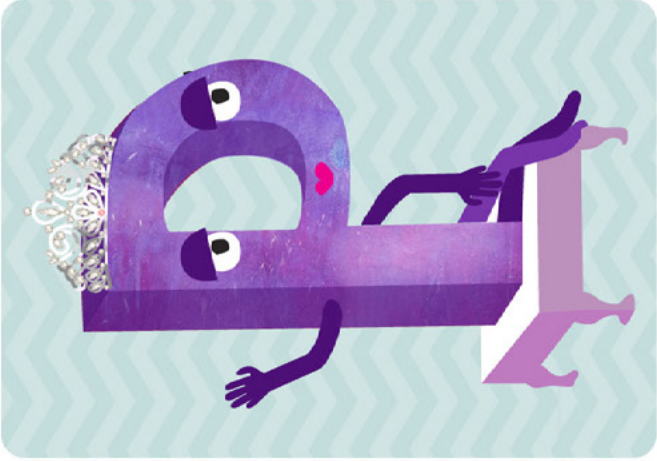
When all the pairs have been found, the player with the most points wins.

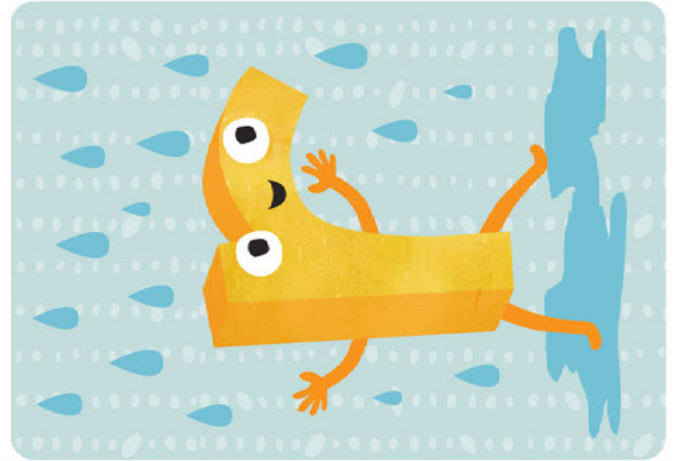
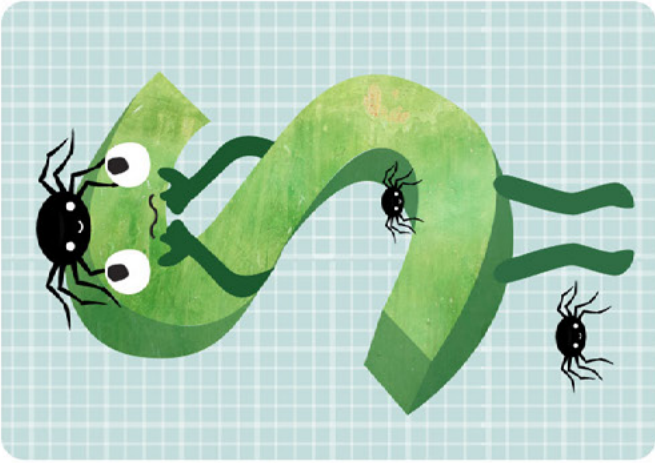
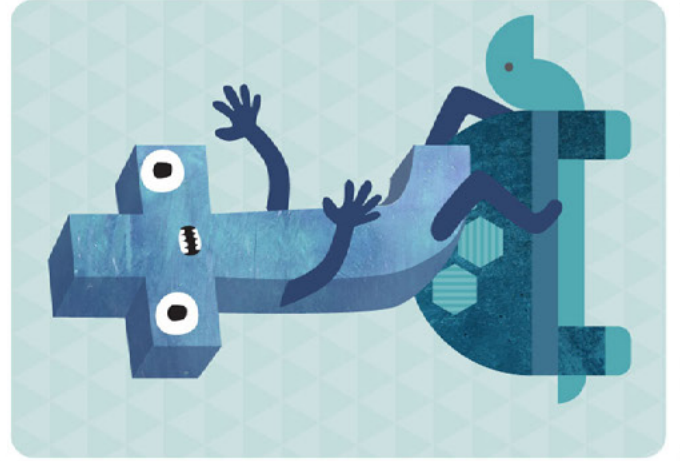
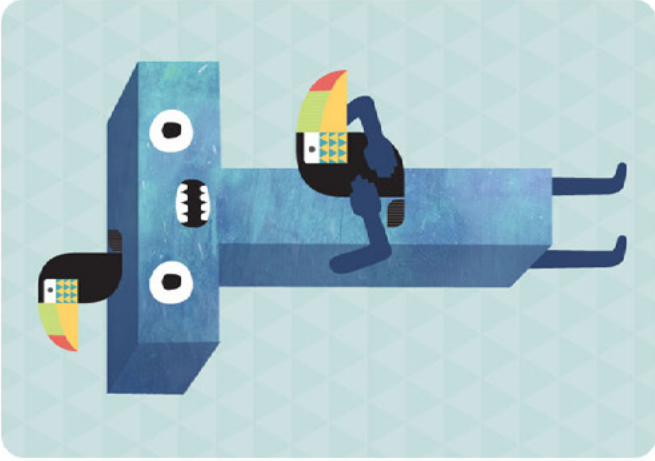


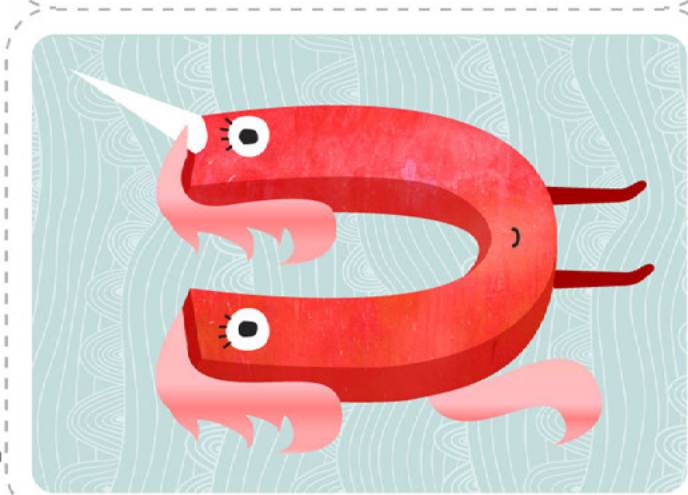
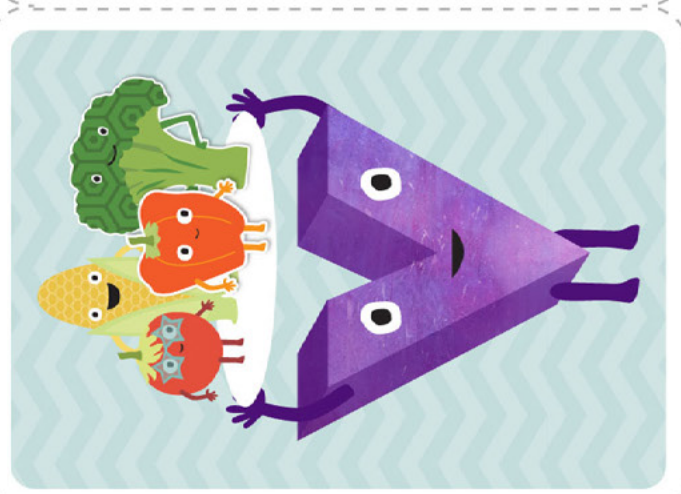
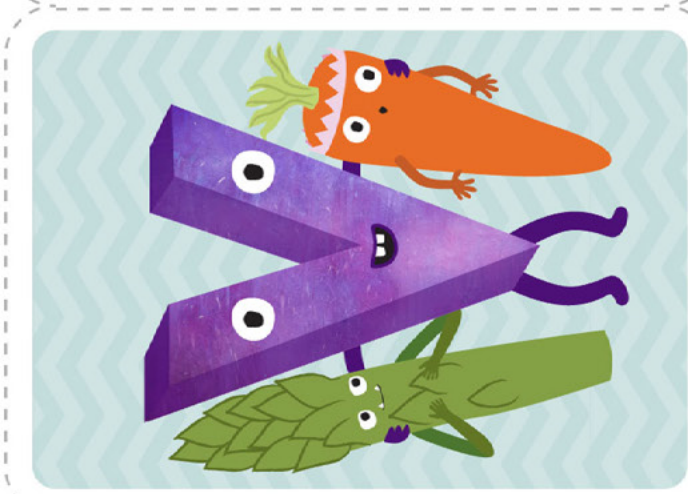
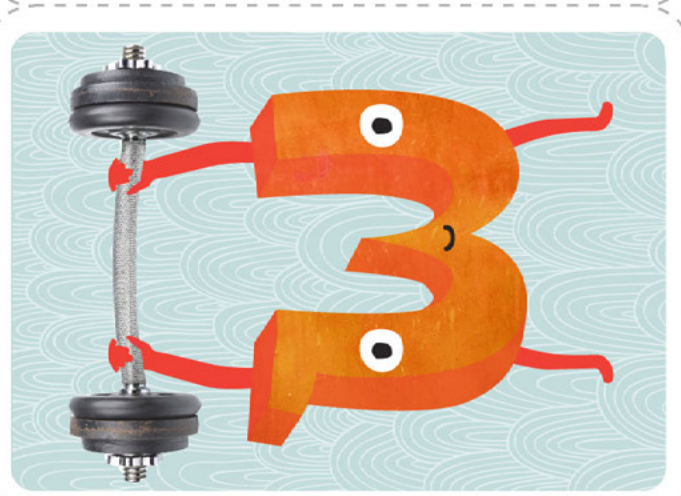
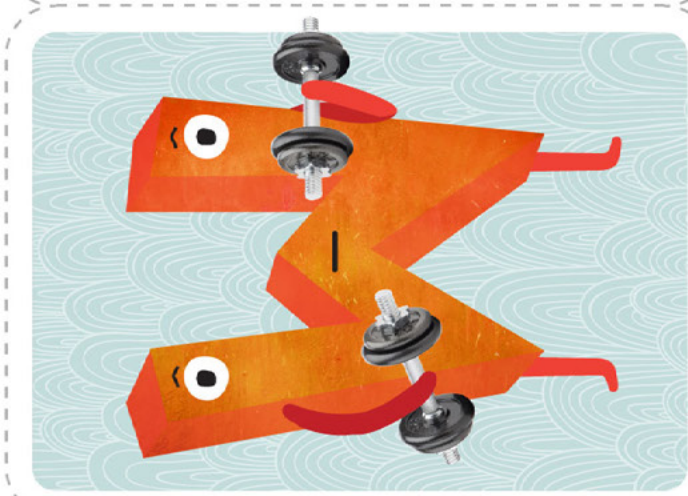
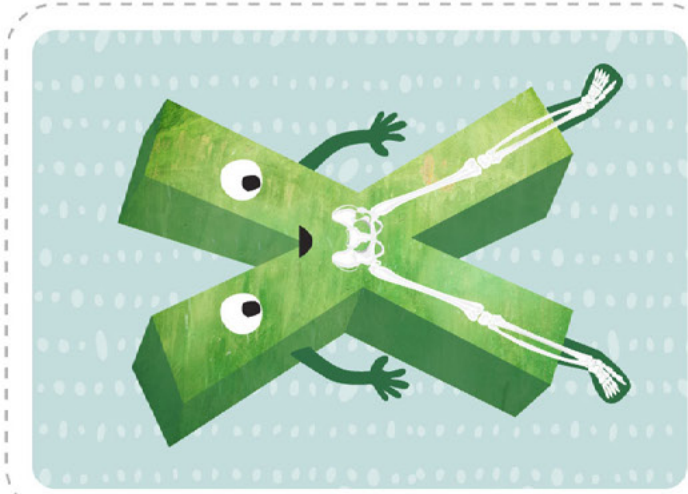


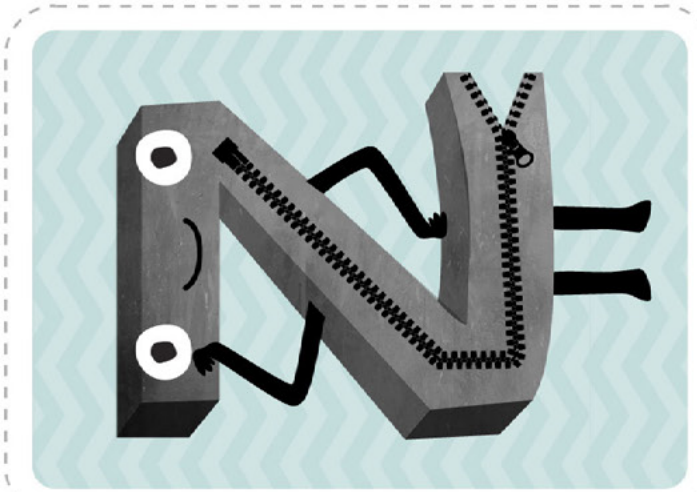












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Pinit



10 COOL PLAYGROUNDS

Image source: Monstrum

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10 FOOD ART DESIGNS

Image source: DegustaBox

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COLOURFUL CONTEST GAME

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10 SUMMER POPSICLES

Image source: Hot Beauty Health

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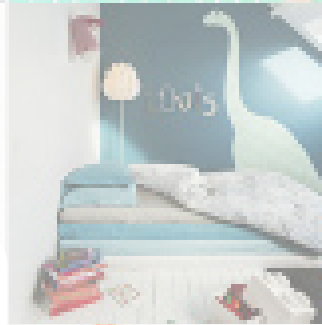
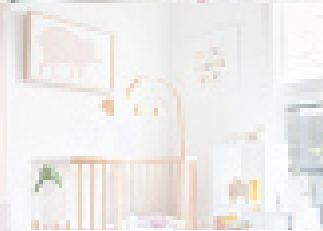


MAIL BOX PRINTABLES

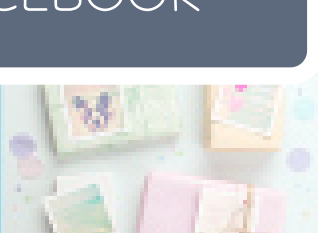
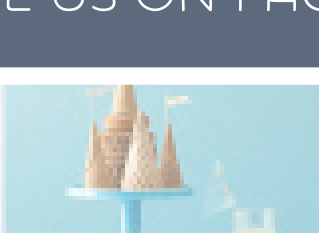
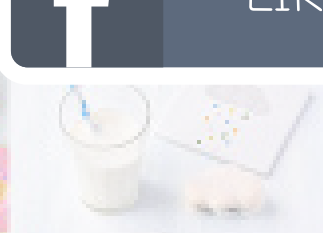
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DRESS UP PRINTABLES



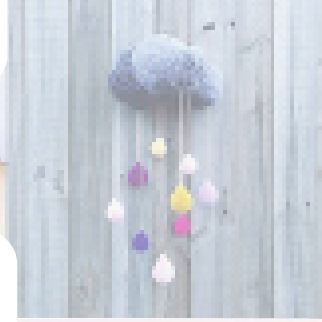
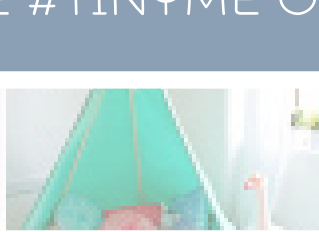
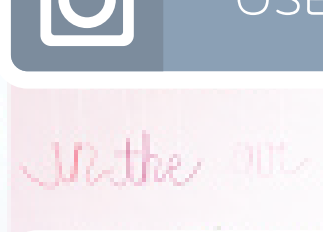
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