



**Short Activity**  
**Ages 3–5**  
**20 minutes**

## **Feed the Monster: Letter Game**

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### **Description**

A letter game where young participants feed a monster letters of the alphabet on command

### **Space Considerations**

Any type of space where participants can be seated with space to do a craft

### **Competencies**

- Artistic expression
- Classification skills
- Development of fine motor skills
- Understanding shapes

### **Materials**

- For monster(s):
  - Small paper bags or small boxes (e.g. shoebox)
  - Googly eyes, pompoms, pipe cleaners or any other tactile items that could be used to decorate the craft
  - Construction paper (optional)
  - Crayons, pencil crayons or markers
  - Glue sticks
  - Scissors (adult use only)
- For letters:
  - Pre-cut foam letters and cutouts of printed letters
- Small bells (optional: see accessible considerations below)

### **Implementation**

### *Craft component:*

1. Consider whether you want to create one large “monster” before the program or allow participants to each create their own monster.
  - If staff are creating one large monster:
    - i. Use a small cardboard box or a shoebox and cut a large hole out for the mouth. Decorate the monster by affixing googly eyes, pompoms, pipe cleaners and other objects with glue. There is a lot of flexibility in how you create and decorate this monster—just ensure the mouth hole and box is large enough to accept the letters that you distribute to kids.
  - If allowing participants to each create their own monster:
    - i. Pre-cut a mouth hole in each of the paper bags or shoeboxes that you distribute, or ask parents/caregivers to cut out a hole for a mouth that is large enough to accept the letters.
    - ii. Distribute the paper bags or a shoebox to each participant along with tactile objects that can be used for decoration: googly eyes, pompoms, pipe cleaners, etc.
    - iii. Encourage participants to decorate their monster by gluing on the decorative objects and using crayons, pencil crayons or markers.

### *Playing the Game:*

1. Distribute a set of foam letters or letter cut-outs to all participants. Depending on the age of participants, you have the option to give them an entire set of 26 letters or a smaller set of letters that you will call out for the game. For example, younger children who are just learning their letters can be given a set of 5 letters to sort through.
2. Call out a letter that participants should feed their monster (ensure it is one that children have in their stash of letters!). Consider saying something like, “The monster is hungry for a letter. Can you feed the monster the letter X?”
3. If you only have one monster created by staff, participants should walk up and feed that letter to the large monster—this creates more of a group activity rather than an individual one.
4. Repeat calling out letters as long as desired.

### *Adaptations:*

There are a lot of ways to adapt this program to fit your group of participants, by making the game easier, harder, more group-oriented or more individual. Here are a few examples:

- Place sets of letters in a mixed-up jumble in the middle of the room. When you call out a letter, participants have to search through the jumble to find the correct letter and place it in the monster's mouth. Make sure you print enough letters for each participant!
- Try using the *sounds* of the letters rather than calling for letter names. For example, you would say "Feed the monster the letter that makes the ssssss sound."
- Instead of calling for a letter, ask participants to bring you a letter that starts a specific word. For example, "Feed the monster the letter that is at the beginning of the word *apple*." (They would have to find and feed the monster the letter **a**.) Or, you can ask for the first letter of their first name—this would mean kids would be feeding different letters to their monsters.
- To increase the difficulty, you can ask kids to bring you a letter within a word. For example, "Feed the monster the third letter in the word Canada." (They would have to find and feed the monster the letter **n**.)

## Accessibility Considerations

- For the craft portion: offer large, tactile objects for decorating the monster—for example, large pompoms and large googly eyes. Offer a variety of colouring instruments and allow participants to choose whatever they feel most comfortable using.
- For participants with limited mobility and for those who may be less comfortable socially: Allow them to create an individual monster or have staff bring the large monster around the room and allow kids to place their letter in the monster. This way, participants won't have to come to the front of the room each time.
- For participants with low vision/no vision, consider making this a tactile game with shapes. For example, cut out or provide foam shapes like circles, squares, rectangles, etc. Then, ask children to feed the monster a specific shape that participants determine by touch. Consider adding bells to the objects that feed the monster so they hear when the object falls into the monster's mouth.
- Participants with limited hand dexterity may have difficulty placing the letters in the monster's mouth. Make the monster mouth very large, or allow participants to work as a team with other participants or their caregivers so

they only have to point to the letter that the other person should feed the monster.

## **Book Suggestions**

*The Button Book* by Sally Nicholls

*Farm Crimes: Cracking the Case of the Missing Egg* by Sandra Dumais

*Karate Kakapo* by Loredana Cunti

*Lucy Tries Basketball* by Lisa Bowes

*Teamwork* by Robert Munsch

## **Templates and Images**



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