THE FABULOUS ALPHABET FAIR

Host a memorable Family Night or classroom activity using Debra Frasier's *A Fabulous Fair Alphabet* and the county fair theme as inspiration.

Repurpose the school carnival to be a vocabulary strengthening activity.

Offer storytelling and simple games where everyone wins WORDS.

*Leave the FABULOUS ALPHABET FAIR with more words than you brought!*

Find the free activity materials for your vocabulary carnival at [debrafraiser.com](http://debrafraiser.com).
**GAMES**

**A.B.C.D CHIP TOSS**
Toss your chips into the cups. Win words that start with A-B-C-D.

**E.F.G.H Horses Word Trading BARN**
Pick a foam letter. Hand it to horse. Horse goes in barn and brings cut word to match letter. Could also use small "feed" buckets for exchange.

**WORD DUCK POND**
Pick a duck, write word and definition on your game card.

**M-N-O-P MAGNETIC FISHING**
Fish for words that begin with M-N-O-P. Record your word on game card. Each small card with word + definition has small magnet glued to it; cut up self-adhesive business card magnet sheets.)

**Q-R-S Toss**
3 rope circles surround bucket. Mark as shown. Win a word beginning with the letter your beanbag lands on. Three tries, select letter you need for your game card.

**Y-Z WORD GRAB**
Fish bowl and jar filled with Y and Z words. Close eyes. Pick a word. Add to game card.
A.B.C.D CHIP TOSS
Toss your chips into the cups. Win words that start with A・B・C・D card.

E.F.G.H HORSES' WORD TRADING BARN
Pick a foam letter. Hand it to horse. Horse goes in barn and brings cut word to match letter. Could also use small "feed" buckets for exchange.

WORD DUCK POND
Pick a duck. Write word and definition on your game card.

M・N・O・P MAGNETIC FISHING
Fish for words that begin with M・N・O・P. Record your word on game card. Each small card with word and definition has small magnet glued on. Cut up self-adhesive business cards or magnetic sheets.

Q・R・S Toss
3 rope circles surround bucket. Mark as shown. Win a word beginning with the letter your beanbag lands on. Three tries, select letter you need for your game card.

Y・Z WORD GRAB
Drop the disks where it lands. If you win a U・V・W・X word, Wild Card spot: you select the letter. Copy word and definition onto game card. (Orinda Trading Co. trade mark) reconfigures the letters.

Fish bowl and jar filled with Y and Z words. Close eyes. Pick a word. Add to game card.
Food!
Lemonade
Cotton Candy
Dill Pickle
(all 3 appear in book)
Alphabet cookies
Popcorn
Anything on a stick!
(use a straw for safety)

Helpful websites:
orientaltrading.com, (prizes),
schoolcarnivals.com, (game ideas, games to order, floating ducks, etc),
debrafrasier.com, slide shows, script, downloads.
How to Use the FABULOUS FAIR ALPHABET LETTERS!

CREATE A VISUALLY RICH WORD ENVIRONMENT

Double the Word Power - Make Banners 2-sided
(Visit website [Fabulous Fair section] to download all 26 letters)

www.debrafrasier.com

This banner making activity is part of The Fabulous Alphabet Fair, a "vocabulary carnival" event for schools, inspired by Debra Frasier's book

A Fabulous Fair Alphabet
(Beach Lane Books, S&S, 2010)

Find the free activity materials for your school carnival at debrafrasier.com.