

Build a Scarecrow: Alphabet Garden

Competitive play:

Whomever builds their scarecrow first wins. Pick a card from the garden if it is a clothing piece for example a shirt pick out the colored shirt you want and place it on your scarecrow.

If a player chooses the **seeds card** then they get to pick two more cards from the garden.

If a player chooses the **crow card** then they lose a clothing piece, if they do not have a clothing piece place the crow back into the garden.

If a player chooses a vegetable, fruit, plant, or flower card, place that card on the correct sorting mat to add additional learning fun. Say the card out loud, name the beginning letter and sound.

Co-op Play:

Remove the crow and seed cards and instead focus on picking cards out of the garden and emphasizing on each beginning sound. Sort the vegetable, fruits, plants, and flowers onto their correct sorting mats. Every time a player gets a clothing piece place it on the scarecrow to build a scarecrow or scarecrows together.

