

Who's Who in Letterland (Sounds)



Annie Apple makes the sound at the beginning of her name – 'ä...' (as in äpple).



Bouncy Ben makes the sound at the beginning of his name – 'b...'. Keep your mouth nearly closed to avoid adding "uh".



Clever Cat makes the sound at the beginning of her name – 'c...' (as in cat). Just whisper it.



Dippy Duck makes the sound at the beginning of her name – 'd...'. Keep your mouth nearly closed to avoid adding "uh".



Eddy Elephant makes the sound at the beginning of his name – 'ë...' (as in ëlephant).



Firefighter Fred makes the sound at the beginning of his name – 'fff...'. Just whisper it.



Golden Girl makes the sound at the beginning of her name – 'g...'. Keep your mouth nearly closed to avoid adding "uh".



Harry Hat Man makes the sound at the beginning of his name. Just whisper it – 'hhh...'. Just whisper it.



Impy Ink makes the sound at the beginning of his name – 'i...' (as in ink).

The Vowel Men



Mr A, the Apron Man, says his name 'A' as in apron.



Mr E, the Easy Magic Man, says his name 'E' as in easy.



Mr I, the Ice Cream Man, says his name 'I' as in ice cream.



Mr O, the Old Man from over the Ocean, says his name 'O' as in old.



Mr U, the Uniform Man, says his name 'U' as in uniform.



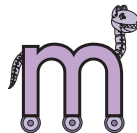
Jumping Jim makes the sound at the beginning of his name – 'j...'. Keep your mouth nearly closed to avoid adding "uh".



Kicking King makes the sound at the beginning of his name – 'k...'. Just whisper it.



Lucy Lamp Light makes the sound at the beginning of her name – 'lll...'. Keep your mouth nearly closed to avoid adding "uh".



Munching Mike makes the sound at the beginning of his name. Keep your mouth closed and hum 'mmm...' to avoid adding "uh".



Noisy Nick makes the sound at the beginning of his name. Keep your mouth nearly closed and lips open – 'nnn...' to avoid adding "uh".



Oscar Orange makes the sound at the beginning of his name – '...' (as in range).



Peter Puppy makes the sound at the beginning of his name – 'p...'. Just whisper it.



Quarrelsome Queen makes the sound at the beginning of her name – 'qu...'. Whisper "kw".



Red Robot makes the sound at the beginning of his name. Keep your mouth nearly closed and prolong his sound – 'rrr...'. Just whisper it.



Sammy Snake makes the sound at the beginning of his name. Just whisper 'sss...'. Just whisper it.



Talking Tess makes the sound at the beginning of her name – 't...'. Just whisper it.



Uppy Umbrella makes the sound at the beginning of her name – 'ü...' (as in umbrella). For once "üh" is right!



Vicky Violet makes the sound at the beginning of her name. Keep your mouth nearly closed to avoid adding "uh".



Walter Walrus makes the sound at the beginning of his name. Get ready to whistle but blow instead – 'www...'. Try not to add "uh".



Fix-it Max makes the last sound in his name. He makes the sound 'ks...' in words. Just whisper it.



Yellow Yo-yo Man makes the sound at the beginning of his name. Keep your mouth nearly closed – 'yyy...' to avoid adding "uh".



Zig Zag Zebra makes the sound at the beginning of his name – 'zzz...'. Keep your mouth nearly closed to avoid adding "uh".

The only men that ever say their traditional alphabet names in words are the five Vowel Men, Mr A, Mr E, Mr I, Mr O, and Mr U.

Who's Who in Letterland (Shapes)



Annie Apple

At the leaf begin.
Go round the apple this way.
Then add a line down,
so Annie won't roll away.



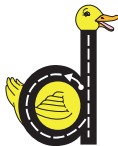
Bouncy Ben

Brush down Ben's
big, long ears.
Go up and round his head
so his face appears!



Clever Cat

Curve round Clever Cat's
face to begin.
Then gently tickle her
under her chin.



Dippy Duck

Draw Dippy Duck's back.
Go round her tum.
Go up to her head.
Then down you come!



Eddy Elephant

Ed has a headband.
Draw it and then
stroke round his head
and his trunk to the end.



Firefighter Fred

First draw Fred's helmet.
Then go down a way.
Give him some arms
and he'll put out the blaze.



Golden Girl

Go round Golden Girl's head.
Go down her golden hair.
Then curve to make her swing,
so she can sit there.



Harry Hat Man

Hurry from the Hat Man's head
down to his heel on the ground.
Go up and bend his knee over.
so he'll hop while he makes
his sound.



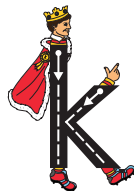
Impy Ink

Inside the ink bottle
draw a line.
Add an inky dot.
That's fine!



Jumping Jim

Just draw down Jim,
bending his knees.
Then add the one ball
which everyone sees.



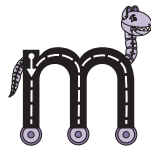
Kicking King

Kicking King's body
is a straight stick.
Add his arm,
then his leg,
so he can kick!



Lucy Lamp Light

Lucy looks like one long line.
Go straight from head to foot
and she's ready to shine!



Munching Mike

Make Munching Mike's
back leg first,
then his second leg, and third,
so he can go munch-munching in
a word.



Noisy Nick

'Now bang my nail,'
Noisy Nick said.
'Go up and over
around my head.'



Oscar Orange

On Oscar Orange
start at the top.
Go all the way round him,
and... then stop.



Peter Puppy

Pat Peter Puppy properly.
First stroke down his ear,
then up and round his face
so he won't shed a tear.



Quarrelsome Queen

Quickly go round the
Queen's cross face.
Then comb her beautiful
hair into place.



Red Robot

Run down Red Robot's body.
Go up to his arm and his hand.
Then watch out for this robot
roaming round Letterland.



Sammy Snake

Start at Sam's head
where he can see.
Stroke down to his tail,
oh so care-ful-ly!



Talking Tess

Tall as a tower make
Talking Tess stand.
Go from head to toe,
and then from hand to hand.



Uppy Umbrella

Under the umbrella
draw a shape like a cup.
Then draw a straight line
so it won't tip up.



Vicky Violet

Very neatly,
start at the top.
Draw down your vase,
then up and stop.



Walter Walrus

When you draw the
Walrus' wells,
with wild and wavy water,
whizz down and up
and then...
whizz down and up again.



Fix-it Max

Fix two sticks,
to look like this.
That's how to draw
a little kiss.



Yellow Yo-yo Man

You first make the yo-yo sack
on the Yo-yo Man's back,
and then go down to his toes
so he can sell his yo-yos.



Zig Zag Zebra

Zip along Zig Zag's nose.
Stroke her neck...
stroke her back...
Zzzoom! Away she goes

Who's Who in Letterland (Uppercase Shapes)



Annie Apple's Applestand

At the applestand top start down to the line. And again from the top, start the other way. Fine! Then add a shelf for Annie to sit with lots of space for her friends to fit.



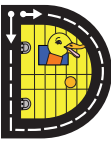
Bouncy Ben balances a ball

Brush down Bouncy Ben's big brown ear, Then go 'round his balancing ball, Next brush gently 'round his head, but take care that his ball won't fall.



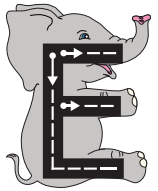
Clever Cat gets bigger

Come, make a BIG curve 'round Clever Cat's face, to show us her letter when it's uppercase.



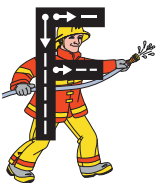
Dippy Duck's Duck Door

Draw down from the top of Dippy Duck's door. Go all the way down to the floor. Then start at the top once more. Curve down to the ground for a funny-shaped door.



Eddy Elephant's on-end trick

Eddy Elephant loves sitting on end. Draw down from his head to his leg at the end. Draw a line for his trunk, and one leg in the air. That's how to make Eddy sitting right there!



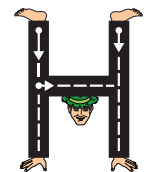
Firefighter Fred gets bigger

For uppercase Firefighter Fred, go down to his feet from his head. Go across at his helmet. Then add his arm, so he'll use his hose to keep us from harm.



Golden Girl's Go-cart

Go 'round in nearly a circle to draw Golden Girl's fast go-cart. Go across with a short straight line, so her go-cart is ready to start.



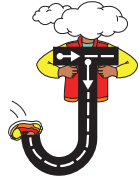
Harry Hat Man's Handstand

Hurry from heel to hand, then again from heel to hand. Then add a line across for the Hat Man's big handstand!



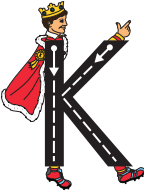
Impy Ink's Ink Pen

Impy Ink's pen is a long, thin line. Add two stands if you like. That's fine!



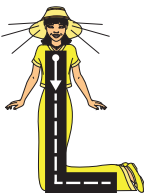
Jumping Jim jumps up

Jumping Jim can jump very high, so we can't see his head up in the sky. Go right down his body, bending his knees. For his arms add a line - which everyone sees!



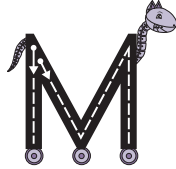
Kicking King gets bigger

Kicking King's body is a straight stick. Make his arm and leg loooooong for a really big KICK!



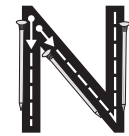
Lucy Lamp Light gets longer

Lucy Lamp Light likes starting important words. That's when her legs grow quite long. Go straight down her body. Put her legs on the line. Do that - and you cannot go wrong!



Munching Mike's Mum

Move from Mike's Mum's tail drawing down to her back wheel. At the top go down, up, and down again, so she can munch a big meal! Mmmm!



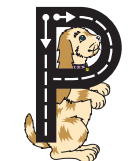
Noisy Nick's New Nails

Noisy Nick's letter has three big nails: one..., and two... and three. Go down 1, go down 2, next up number 3 as quick as you can be!



Oscar Orange gets bigger

On Oscar Orange start at the top. Go all the way 'round him. Make him BIG... and then stop!



Peter Puppy pops up

Peter Puppy pops up for important words. From the back of his head go down to the ground. Then go right 'round his face so he'll whisper his sound.



Quarrelsome Queen's Quiet Room

Quickly draw the Queen's Quiet Room. Make it cosy and round. Then add a place where she can sit whenever she needs to calm down.



Red Robot changes shape

Ready? Draw Red Robot's back and one leg that is straight. Add a curve, and another leg, so he's ready to roller skate!



Sammy Snake gets bigger

Start high on your page where Sammy Snake can see. Make his letter BIG, oh, so care-fully!



Talking Tess grows taller

Talking Tess can grow very tall. With her head in the clouds you can't see her at all. So draw a straight line from her neck to her feet, then another, left-to-right, for her arms, straight and neat.



Uppy Umbrella gets bigger

Under Uppy Umbrella draw a BIG shape like a cup. Then draw a straight line all the way down so it won't tip up.



Vicky's Vase gets bigger

Vicky Violet has one VERY BIG vase. It's much bigger than her little one. Start at the top, slant down to the line. Draw back up to the top, and it's done!



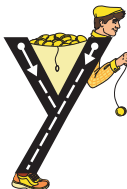
Walter Walrus gets bigger

When Walter Walrus wants BIG wells he takes a deep breath and he swells! So whizz down and up and then... whizz down and up again!



Fix-it Max gets bigger

Fix-it Max sends you a BIG kiss! Cross two big sticks to look like this!



Yellow Yo-yo Man steps up

Yes, start at the Yo-yo Man's sack. Go down that sack at the back. Then go down from his head to his toes, so he'll stand on the line to sell his yo-yos!



Zig Zag Zebra gets bigger

Zig Zag Zebra enjoys looking BIG, so give her a LONG nose, LONGER neck, and LONG back. Zzzoom! Away she goes.

Action Tricks

					
a Bite an imaginary apple.	b Shoot arms up for ears and wiggle them.	c Stroke whiskers across cheeks.	d Flap elbows like a waddling duck.	e Spread out hands behind ears and flap like elephant ears.	f Hold and direct imaginary hose towards fire.
					
g Mime holding a glass of grape juice in 'glug, glug' position.	h Breathe on to hand in front of mouth.	i Touch finger to thumb as if sticky and make an 'icky' face.	j Pretend to juggle an imaginary set of balls.	k Lift one arm and one foot in a k -shape.	l Touch finger tips above head to suggest Lucy's lamp-shade hat.
					
m Rub tummy and say 'mmm'.	n Bang one fist on the other, as if hammering a nail.	o Form round shapes with mouth and hand and look surprised.	p Stroke down long imaginary ears.	q Point index finger up as if ordering 'Quiet!'.	r Make a running movement with arms.
					
s Make snake movements with hand and arm.	t Lift arms at shoulder height in a t -shape.	u Hold up imaginary umbrella with one hand low and the other above.	v Hold hands together in v -shape.	w Flick both hands up and away as if splashing water.	x Cross arms on chest in x -shape.
		<h2>Long vowel action</h2> <p>Each Vowel Man punches the air with his right hand as he calls out his name enthusiastically.</p>			
y Move hand up and down as if controlling a yo-yo.	z Tilt head and rest against hands to mime falling asleep.				

Who's who in Letterland (digraphs)



Clever Cat and Kicking King
(ck as in duck)



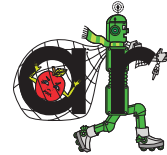
Walter Walrus and Harry Hat Man
(wh as in who)



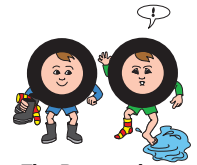
Mr E and Mr A out walking
(ea as in sea)



Mr O and Mr A out walking
(oa as in boat)



Arthur Ar, the apple stealer
(ar as in farm)



The Boot and Foot Twins
(oo as in book)



Noisy Nick and Golden Girl
(ng as in ring)



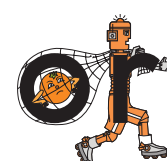
Peter Puppy and Harry Hat Man
(ph as in photo)



Yellow Yo-yo Man works for Mr E
(y as in very)



Oscar Orange, Mr O and Walter Walrus
(ow as in show)



Orvil Or, the orange stealer
(or as in for)



A boy called Roy and Mr I
(oi as in coin)



Clever Cat and Harry Hat Man
(ch as in chip)



Silent Magic e makes Mr A appear
(a_e as in make)



Silent Magic e makes Mr I appear
(i_e as in like)



Silent Magic e makes Mr U appear
(u_e as in cube)



Ernest Er, the elephant stealer
(er as in her)



A boy called Roy and Yellow Yo-yo Man
(oy as in boy)



Sammy Snake and Harry Hat Man
(sh as in shop)



Mr A and Mr I out walking
(ai as in a rain)



Mr I and Mr E out walking
(ie as in tie)



Mr U and Mr E out walking
(ue as in blue)



Irving Ir, the ink stealer
(ir as in girl)



Annie Apple and Walter Walrus
(aw as in saw)



Talking Tess and Harry Hat Man
(th as in that)



Mr A and Yellow Yo-yo Man out walking
(ay as in say)



Mr I, Golden Girl and Harry Hat Man
(igh as in night)



Eddy Elephant and Walter Walrus
(ew as in few or grew)



Urgent Ur, the umbrella stealer
(ur as in fur)



Annie Apple and Walter Walrus
(au as in cause)



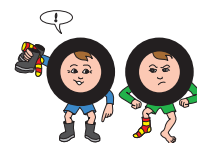
Talking Tess and Harry Hat Man
(th as in thing)



Silent Magic e makes Mr E appear
(e_e as in these)



Yellow Yo-yo Man works for Mr I
(y as in my)



The Boot and Foot Twins
(oo as in moon)



Upside Down Umbrella
(u as in put)



Oscar Orange and Walter Walrus
(ow as in how)



Walter Walrus and Harry Hat Man
(wh as in when)



Mr E and his brother out walking
(ee as in bee)



Silent Magic e makes Mr O appear
(o_e as in home)



Walter Walrus and Red Robot
(wr as in write)



Oscar Orange and Walter Walrus
(ou as in out)