

Play with Letters

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Letters and Reading – Observation – Reasoning

A selection of known game grids to learn to read.

In this game, the child has fun building crossword puzzles, finding hidden words or decrypting mystery words! Progressively, they discover the importance of the letter position in a word, they learn how to identify words in a grid and how to differentiate upper case and lower case letters. This game helps the child understand how words are formed, gives them their first experience of spelling and improves their reasoning.

Contents

8 two-sided boards, 1 12 Letter tokens, 1 decryption ruler, 1 decryption ruler

Before the first game, detach all the Letter tokens from the frame

Game 1: Quick Crosswords (2 to 6 players)

Setting Up

Each player chooses a crosswords grid. The remaining grids are set aside. Shuffle the Letter tokens and hide them under the game box lid. Each player draws 7 tokens without looking at them.

How to Play

The game is played in a clockwise direction. The youngest player starts first. They place all the tokens they can on their grid and swap the letters they can't place with randomly drawn Letter tokens from the draw pile. Then the next player does the same.

End of the Game

The first player who completes their grid wins.

I have placed the "s", the "i" and the "e"

Game 2: Hidden Words (2 to 6 players and in teams of 2)

Setting Up

Each player chooses a hidden words grid. The remaining grids are set aside. Shuffle the Letter tokens and hide them under the game box lid.

How to Play

The game is played in a clockwise direction. The youngest player starts first. They announce the number of letter they want to draw : 3, 4, 5 or a maximum of 6 letters. They see if they can form one of the hidden words in their grid.

- If they can form a word, they place their letters.
- Otherwise, they swap their letters for new ones from the draw pile.

Then, it's the next player's turn to announce how many letters they want to draw.

When a player succeeds in finding and forming all their hidden words, they announce their 4 hidden words. The other players continue to play until they've completed their grids.

End of the Game

The first player who completes their grid wins.

Solo game

Hide the letters under the game box lid. Start with 2 grids and draw 15 random letters. Place as many letters as possible, then swap the letters you can't place on the grid. Try and complete it as fast as you can.

I drew 5 letters and I'm placing them to form the word "nest"

Game 3: The Swap Game (2 to 4 players)

Setting Up

The game is set up as two rounds : the first round is played on one side of the board, and the second one after turning the board over. Each player chooses one grid. The Letter tokens are shuffled and spread in the center of the table. The players can choose to play with upper case or lower case letters. Each player studies their grid carefully. The 3 coded words are names for objects, furniture or items shown on the scene.

How to Play

The youngest player starts first. They announce the letter they want to draw and the number they think it's associated to. They draw this letter as many times as the number on their grid and places the tokens on their grid. Then, it's the next player's turn. If, during the game, a player realizes that they made a mistake, they can put all the letters that are wrong in the center of the table, and they skip a turn.

When a player has found their 3 coded words, they check, using the decryption ruler, if they found the correct words.

- If that's the case, they win the round.
- Otherwise, the round is won by the opposing player.

Both players turn their grids over and the player who lost starts first. The second round is played exactly like the first one.

End of the Game

The player who wins both rounds wins the game.

I think that 16 must be the letter P.

When I've completed my board, I check with the ruler.

Game 4: Solo game

Take each board and try to decipher the code by searching the identical letters in each word. Place all the letters that are associated with the same number.

Check with the illustrated scenes and the decryption ruler.

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illustrations Coralie Vallageas graphic design Sophie Voisin packaging design Kinetic MCD



WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.

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