

These can be used by individual children, in pairs or small groups, with or without the teacher. Some children find it exciting to put the wrong vowel slip into the slider and to find out how many “real” and how many “nonsense” words they get. This will help them later in tackling longer unknown words.

The dice

These should not be made from too heavy a card or they become difficult to bend. After cutting and folding (as suggested on the sheets) they should be stuck with paper glue and left to dry for a few moments before being used.

There is a small symbol to indicate which two dice make a pair (eg □⊗☺). Not all combinations will make words that the children know! The dice can be used as an individual activity or games can be played with two or more players. One game is as follows:

A small pile of counters is placed in the middle of the table. The players take turns throwing a pair of dice. If the player can read the combination thrown, they take two counters for a “real” word and one for a “nonsense” word. After a set number of throws each (eg five throws) they change to another pair of dice. When the pile of counters is finished each player counts up their score. Rules can be added allowing a second child to get bonus counters if the first fails to read the word or allotting extra counters for suggesting a longer word that begins with the sound read. (For example, if a child throws “t-un” they take an extra counter for the word “tunnel”.)

For confident children a “snap” type of game can be played in which once the dice are thrown the players call out the word made.

The word-cards

There are two sets of cards. Each provides two groups of 16 cards. These can be paired to form three letter words. In set one, from one letter then two. In set two, from two letters to one.

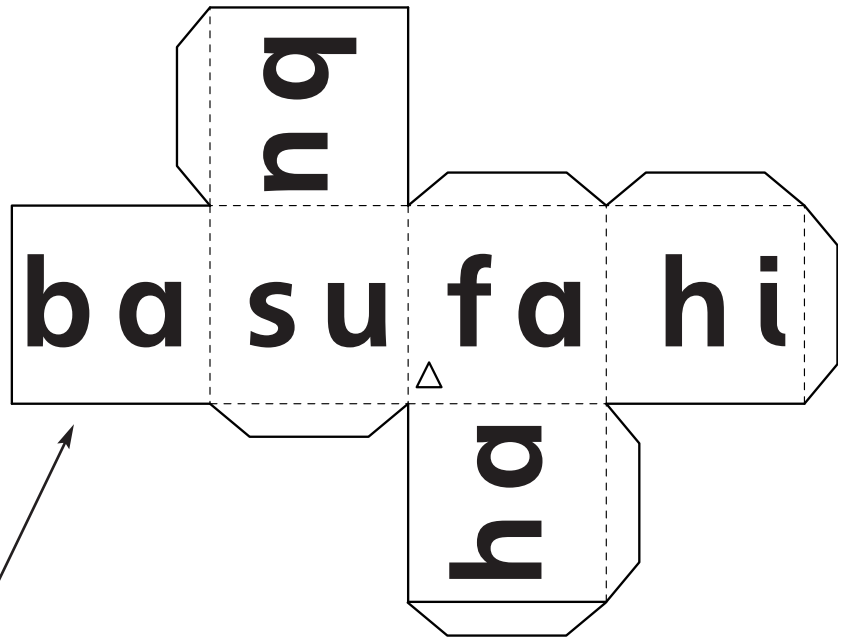
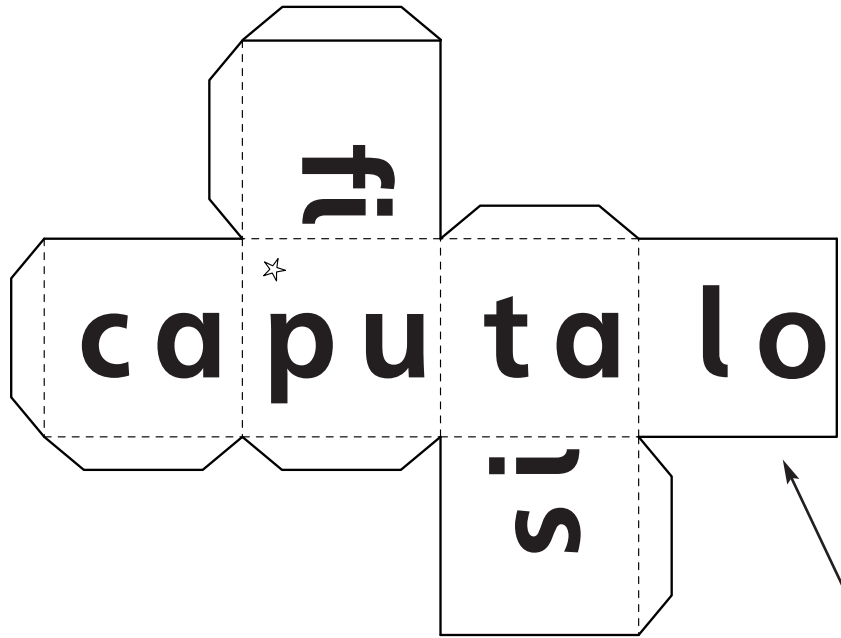
Single-side copy each sheet so that the reverse is blank. It is helpful if the two sets are made a different colour.

These are best used as a co-operative activity in a small group. Lists of all the words found can be made. The cards can be turned over and a “memory” game played with the players turning over two cards at once. They can be used to play much the same games as the dice. They are also fun for making “nonsense” words.

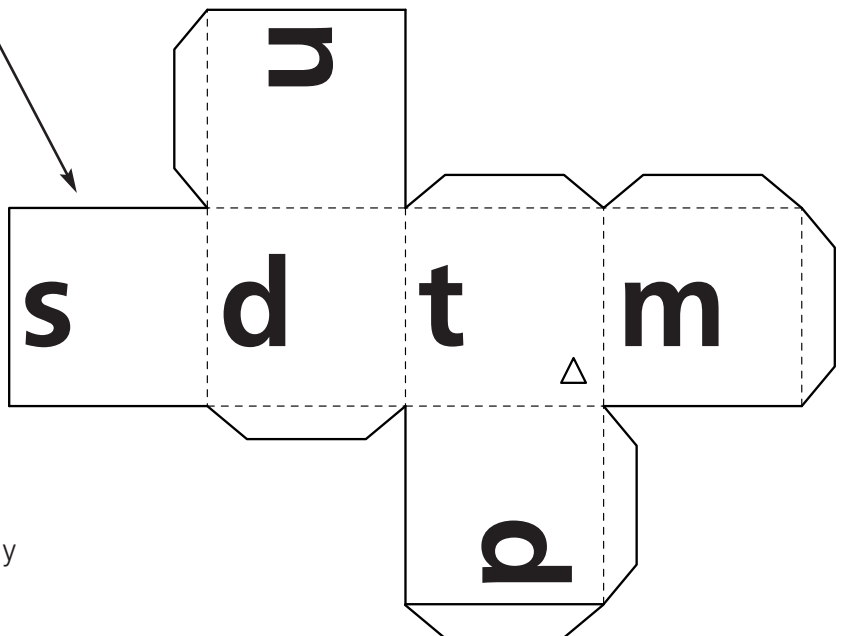
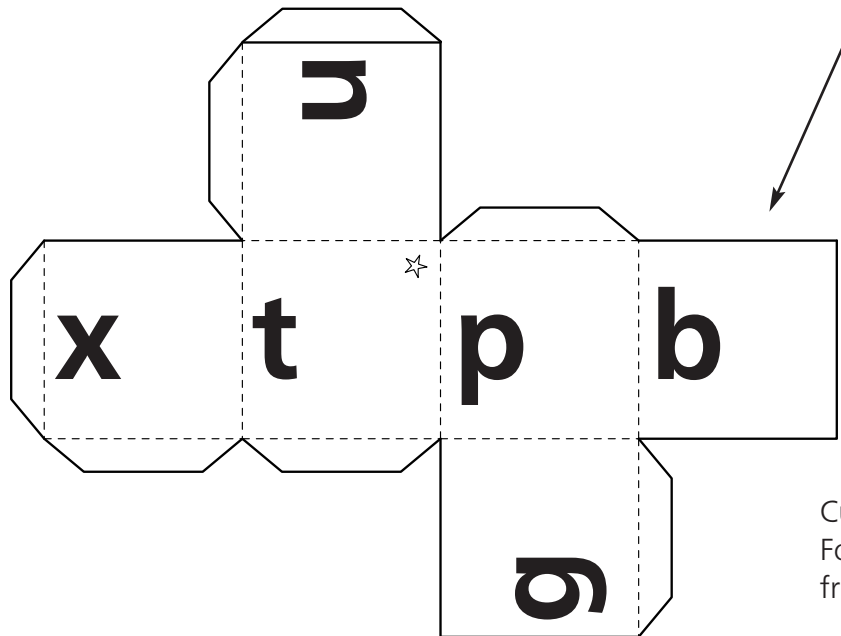
The booklets

These materials have been designed to be made up into A5 booklets. The page numbering reflects this. Once the pages are correctly copied (to match double-sided originals) and put in the right order the booklets can be quickly folded in half and stapled with a long armed stapler. The pages of the booklets can also be used as worksheets.

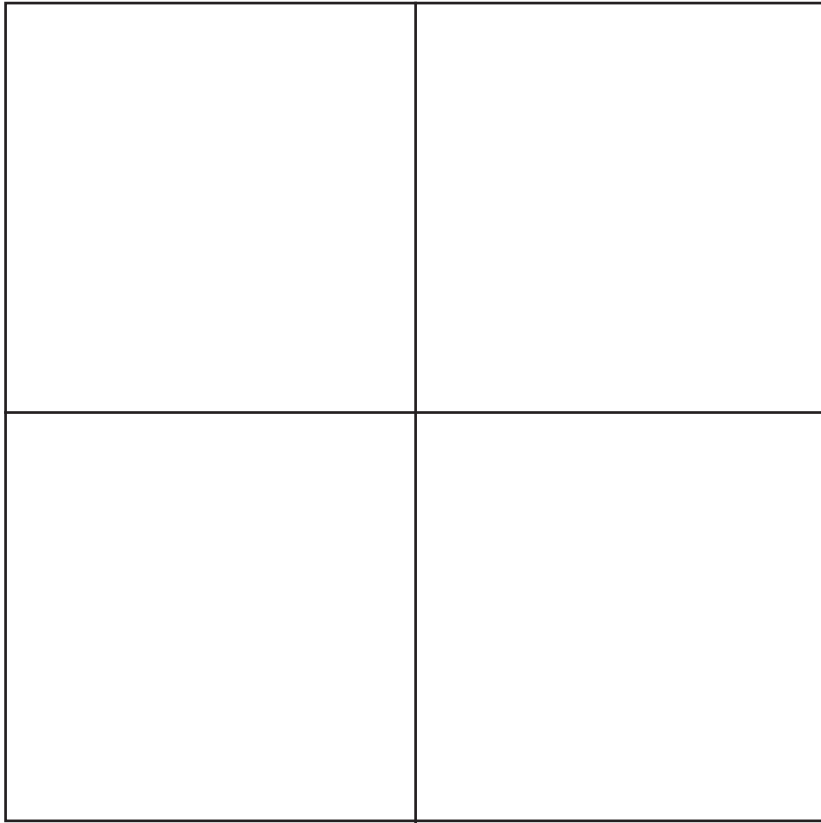
The text strictly adheres to a phonically regular vocabulary. This necessarily limits the subject matter of the stories and sometimes makes the language sound a little strange or stilted. However, the stories are varied and have proved very enjoyable to children during trialling.



Stick down this flap last



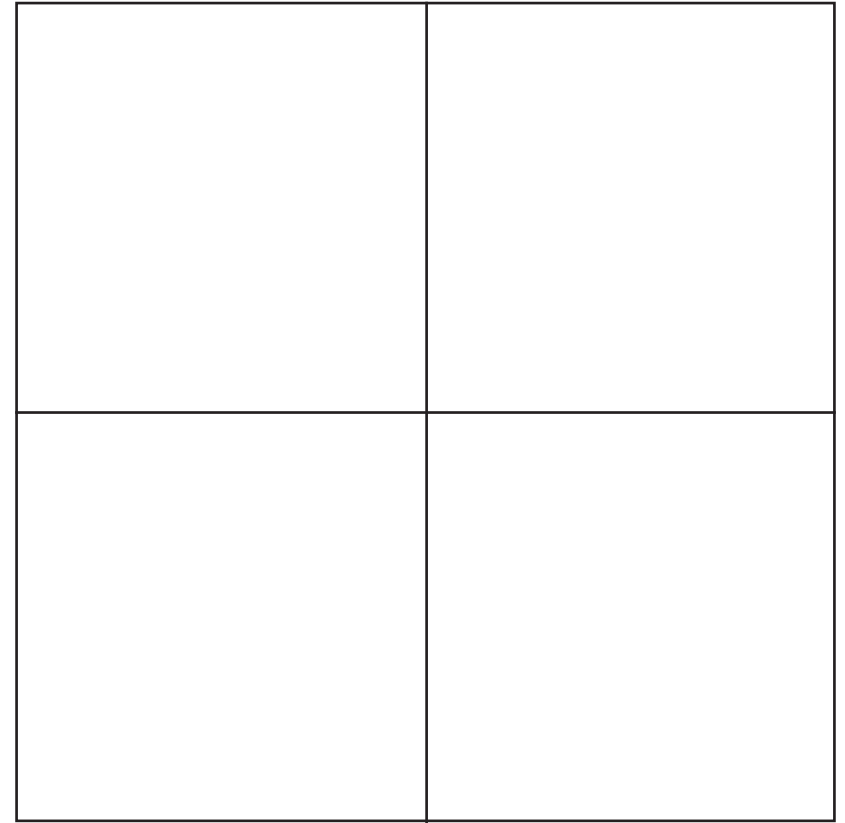
Cut along solid lines.
Fold dotted lines away
from you.



**A cat on a mat.
A bat in a hat.
A cap on a tap.
A rag in a bag.**

1

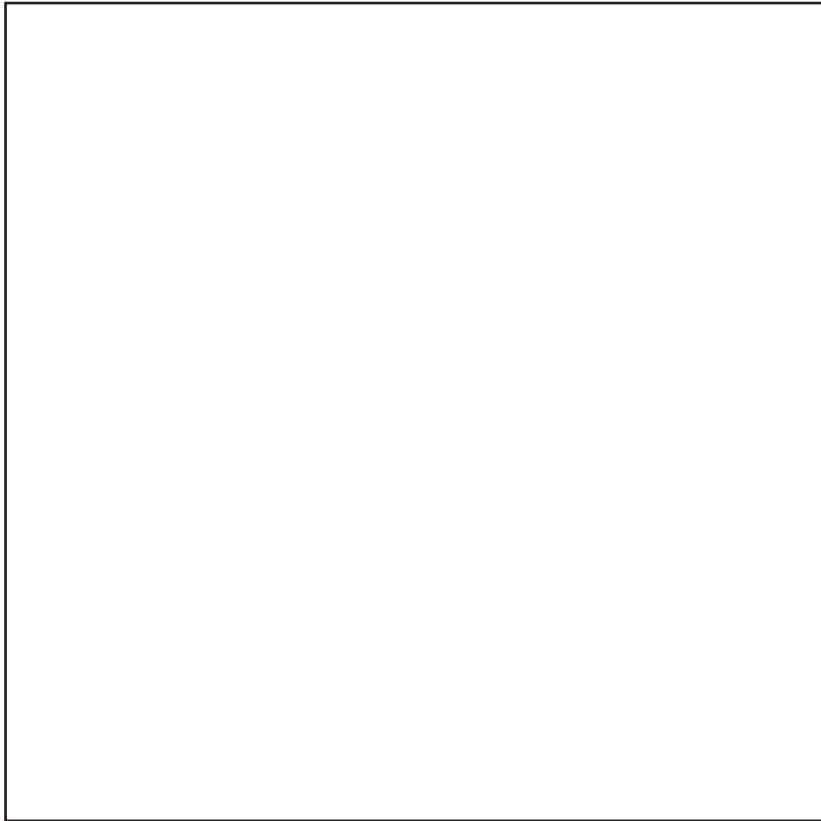
1c



**A bug in a jug.
Ten fat men.
A dog in a hat.
Hop on top!**

6

1c

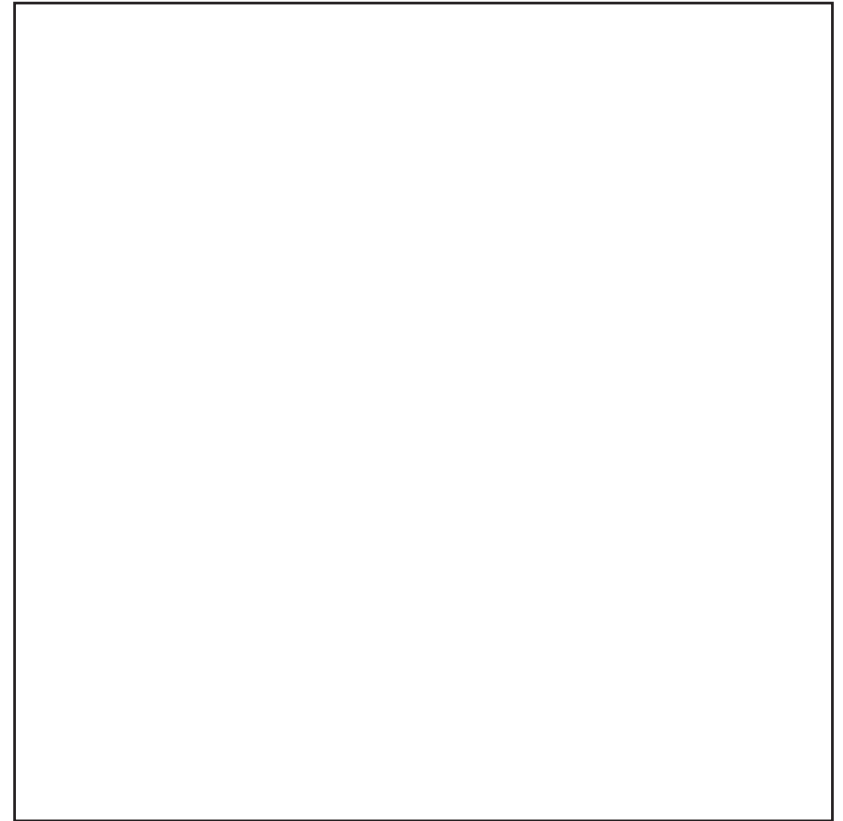


A dog sat on a man?

A dog sat on a map?

A dog sat on a mat?

Yes, a dog sat on a mat.



A red pet?

A red peg?

A red pen?

Yes, a red pen.