

Word family set

This game requires some form of counters. The single letters are placed face upwards on the table so that they can all be seen and the word endings placed in a central pile. In turn the players try to make as many words as they can using the top card in the pile and the letter cards. They place the word ending in front of them with counters to indicate how many words were made. The winner is the player who has the most counters. The words can be written down after the game is over.

Very often during word-making games or activities pupils will make genuine words which they do not know. This is a very good opportunity for increasing pupils' vocabularies with simple-to-read words!

The race game

This game will last longer if the copy is pasted onto a stiff board and then covered with protective film. The word sheets should be copied onto card and cut up.

The words are placed in four piles according to their length (one letter and two letters go together) upside down beside the board. In turn the players choose a pile and take a word to read. If it is correct they can move on 2, 3, 4 or 5 spaces according to the length of the word chosen. The winner is the player who reaches the end of the game first. At the end all words can be read out if this seems a good idea. Other words that the pupils need to learn to read can, of course, be added to the appropriate piles.

The fishes

The first two sets have the digraphs at the beginning, set 3 at the end, set 4 has a mixture and contains some more unusual words, set 5 is open vowels.

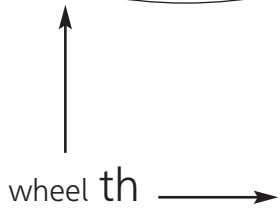
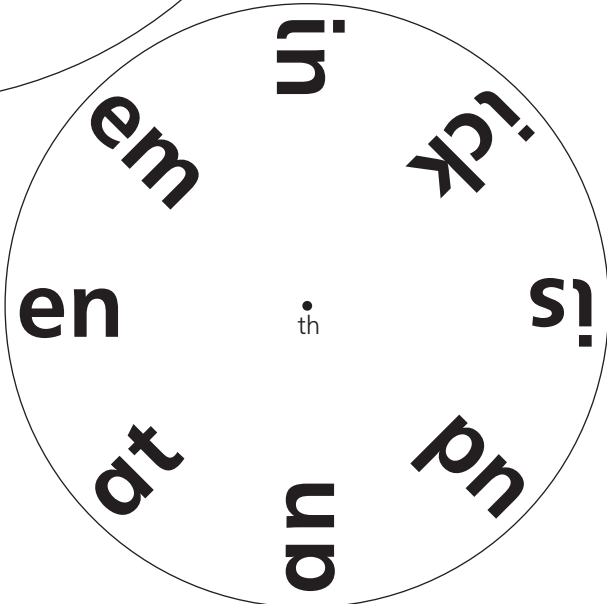
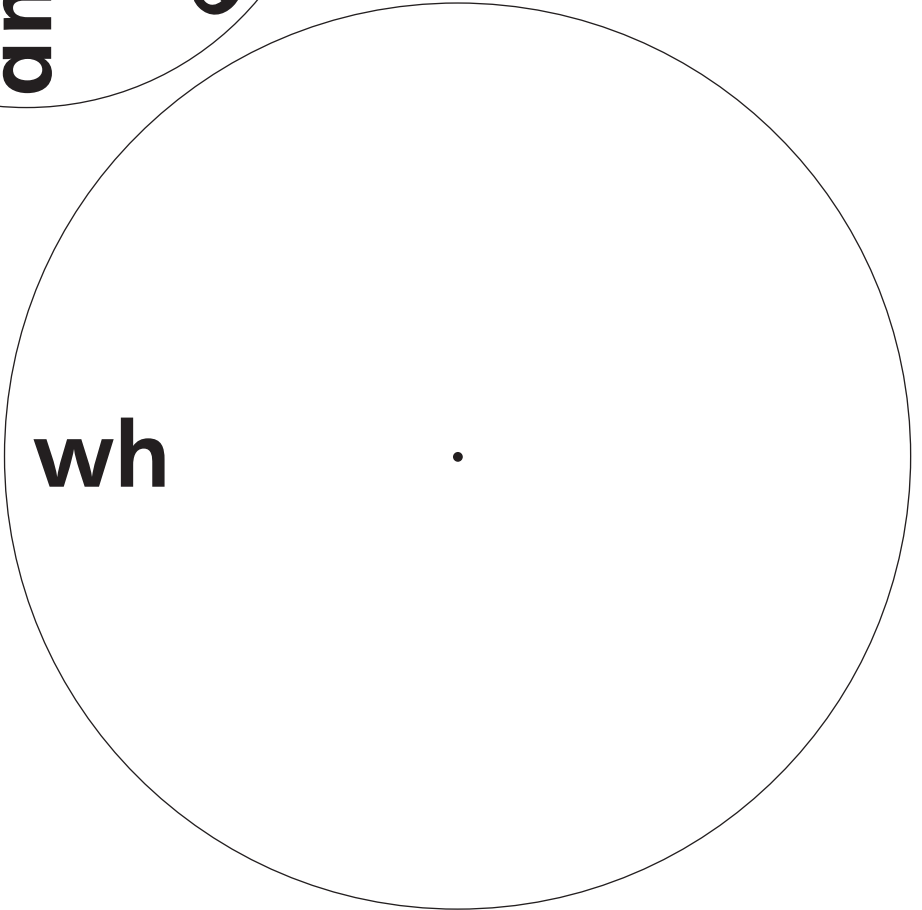
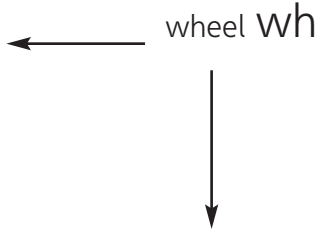
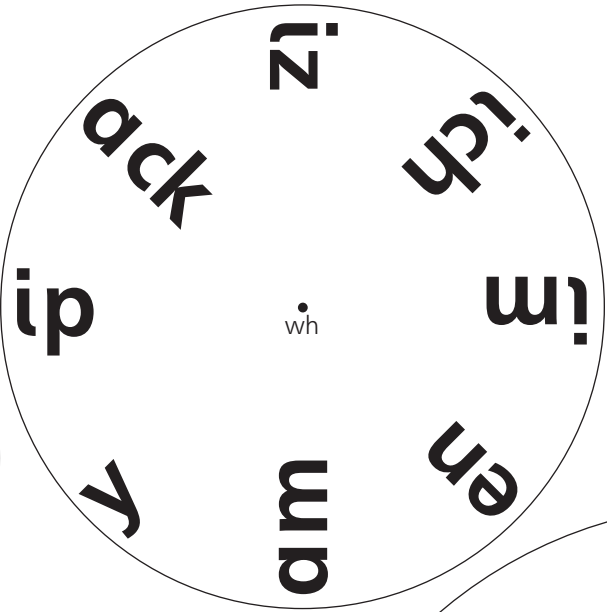
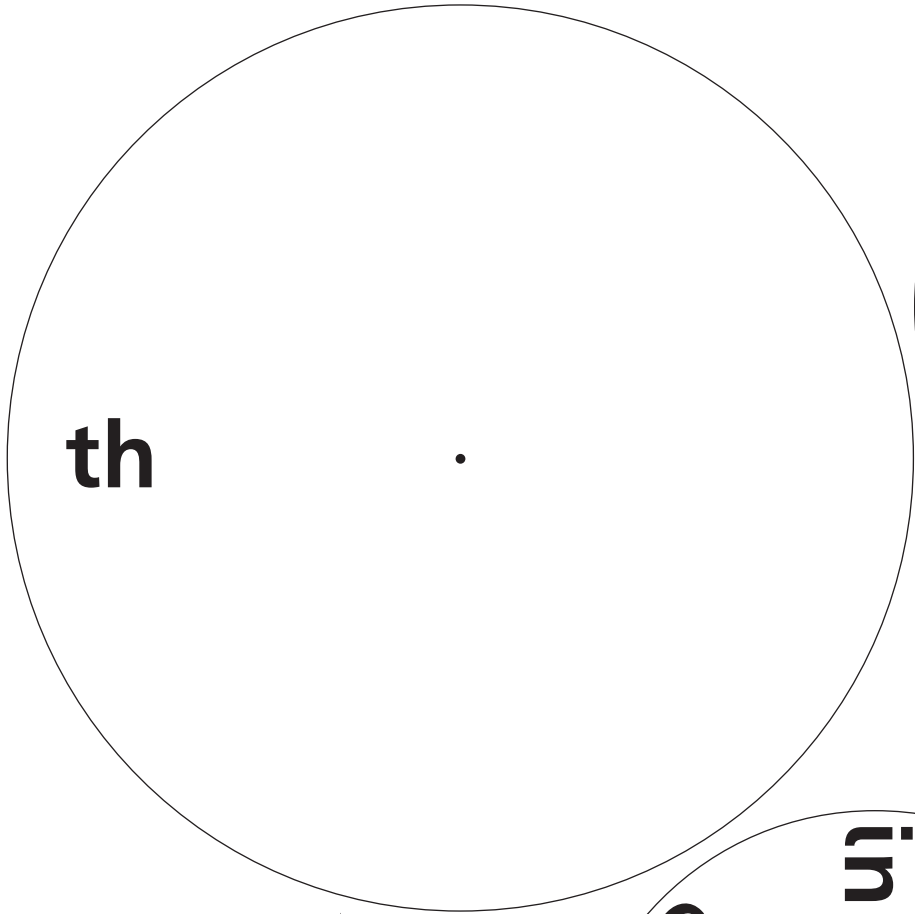
The sets can be used separately or all together. There is also a set of blank fishes which can be used for other words.

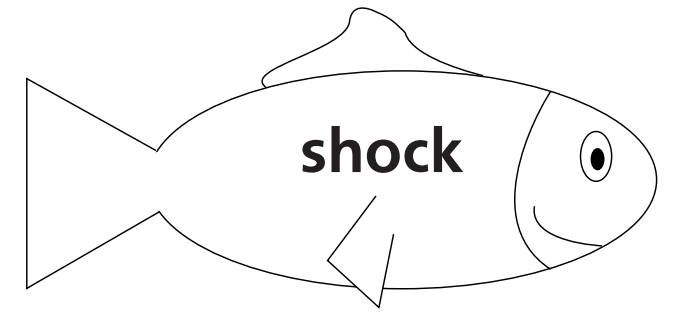
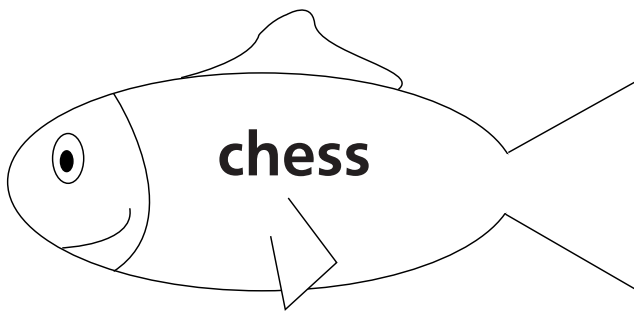
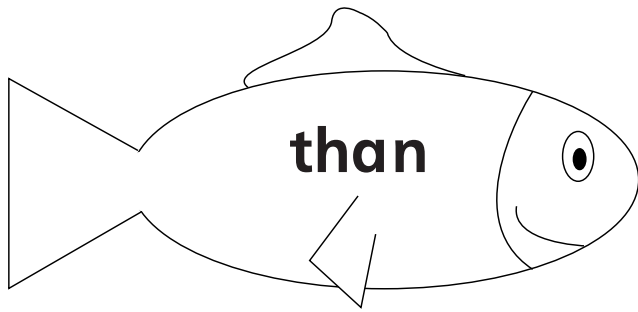
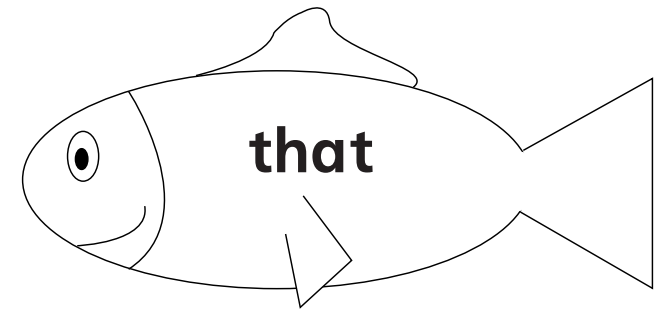
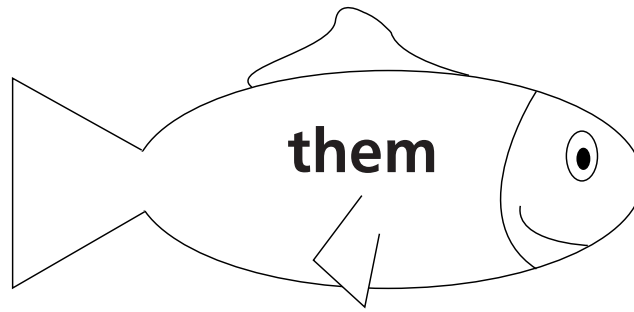
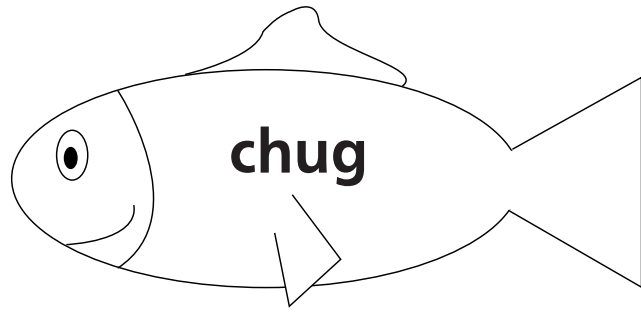
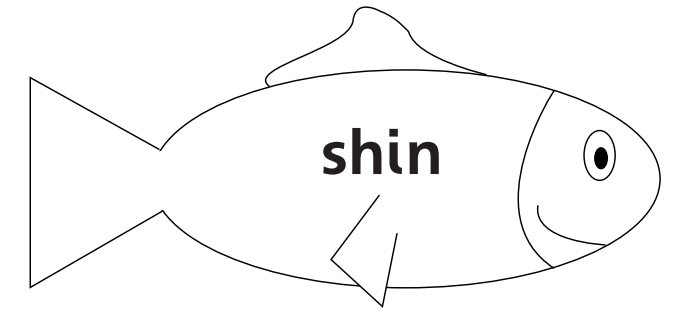
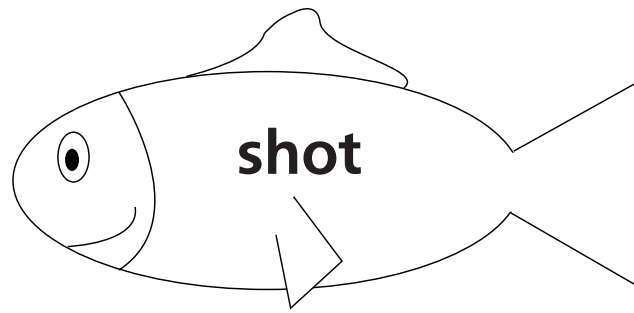
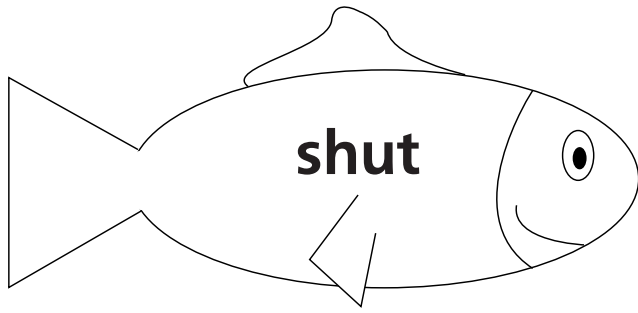
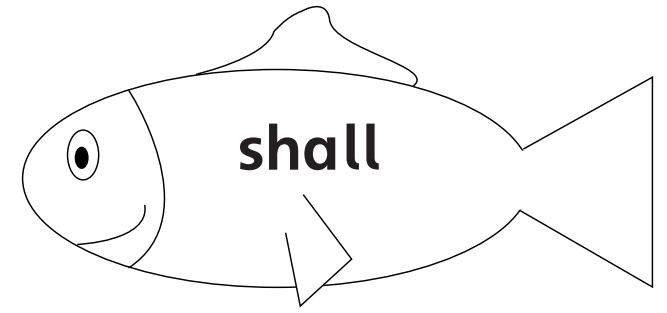
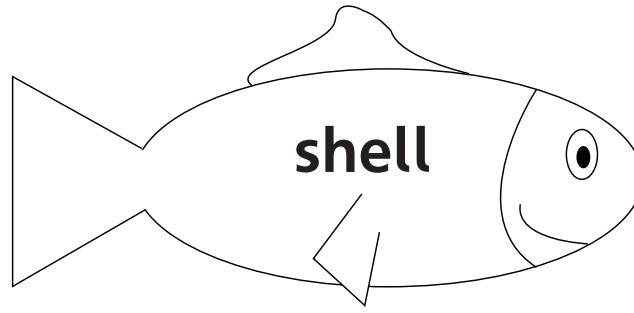
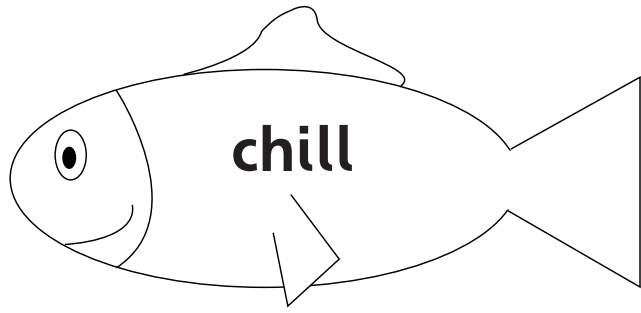
First cut out the fishes which can be done by either pupils or an adult. They can be coloured on the reverse. The most exciting game is played with a magnet. This is tied to a piece of string which is also attached to a stick, and paper-clips are put on the heads of the fishes, if they are made of card. If they are made from paper, staples can be used. The fishes are then placed face down on the table. The players take turns in fishing, which can be simply picking up a fish. If the word on the fish is read correctly then it is kept by the player. The one with the most fishes at the end is the winner.

The booklets

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

The text, as in the first pack, adheres to a phonically regular vocabulary. As a general principle pupils should not be helped with words when reading the booklets but should only be reminded of sounds.

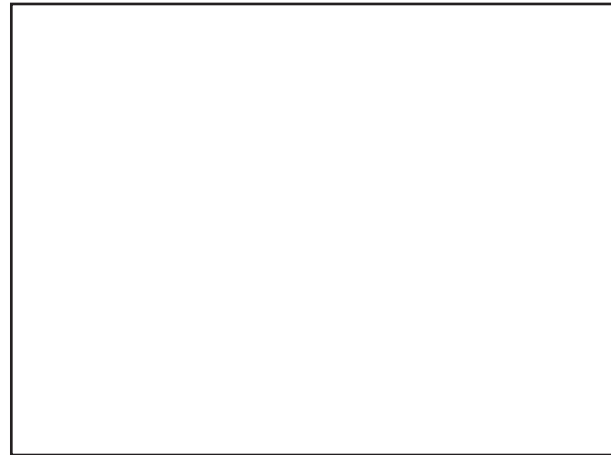




3b



**Chug, chug! A tug in a jug on the rug!
Pip, pip! It is the tip of a ship!**

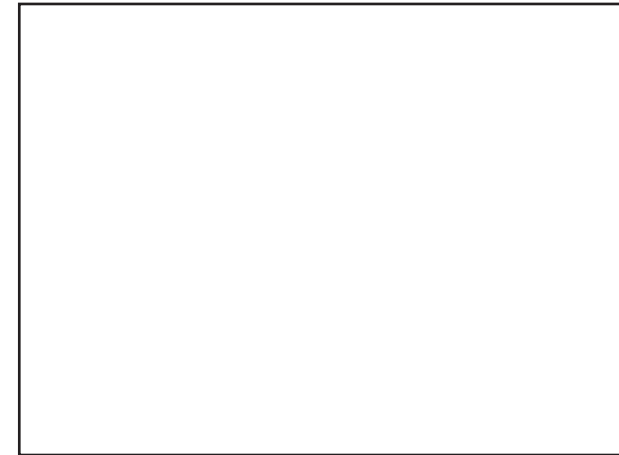


**Pop, pop! Get chops at the shops!
But, but – the shop is shut!**

3



**Bash, bash! Be rash! Dash off with the cash!
Which, which? Then she will be rich!**



**Cosh, cosh! He ran with the dosh!
Hush! Shush! Tell him not to rush!**

4