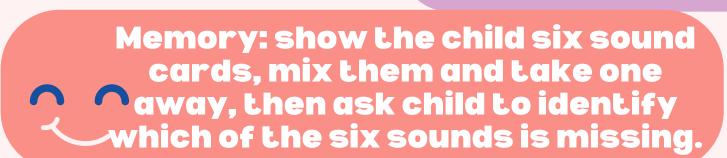


Beginner

Hidden Sounds: parent hides a sound in the hides a sound in the room, and child finds it. Say sound quietly if child is far away from hiding place, and louder as they get closer.



Sight Words Stepping Stones: line up a series of HFW cards on the floor. Child must read the word before hopping to the next work. Time the trials to increase the fun!

DOO

Match Them Up: choose 10 words with a specific sound. Draw a picture for each word. Match them up or flip upside down and play 'Memory'.

From A to B: place sound cards around the room. Instruct child to move to different sounds in imaginative ways, for example: 'hop to igh,' or

'roll to ue'.

Splat! Write as many words for a particular sound as you can think of on cards. Lay them face-up on a table. Take turns calling out random cards, while the Other player 'splats' the with their hand or a swatter.

Bean Bag Game: lay sound cards on the floor and then toss a beanbag or rolled up socks. Read the word you hit aloud. Collect the card if read accurately.

Bubble letters: choose a sound and write it and some words using that sound in large bubble letters.

**Treasure Hunt! Print** out or write words of two specific sounds on cards. Parent places cards around house, child searches for cards and sorts them into rows by sound.

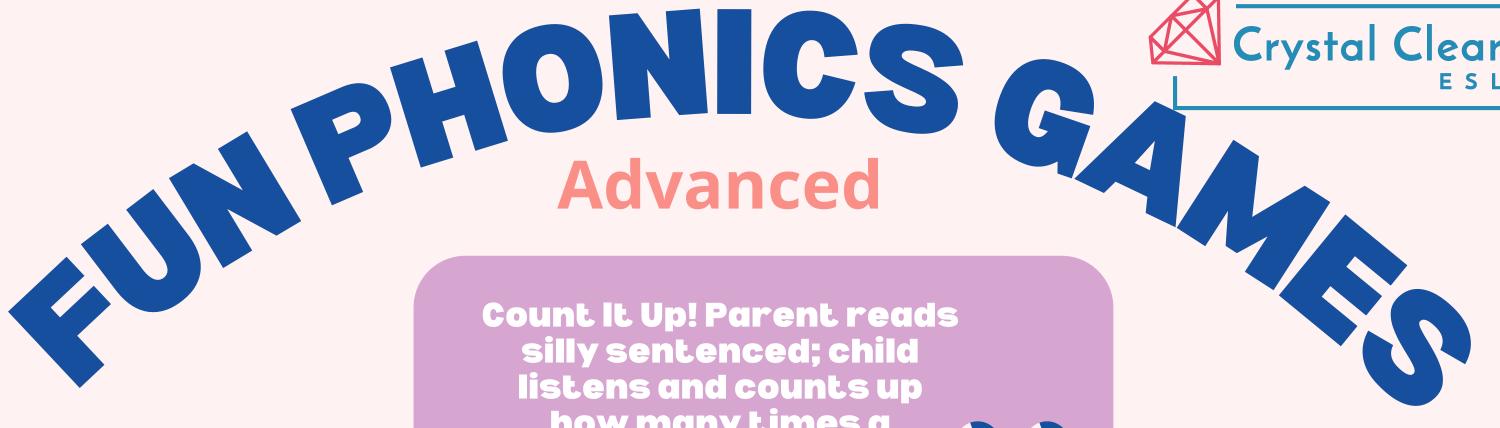








silly sentenced; child listens and counts up how many times a specific sound occurs in that sentence.



different sounds you can read correctly on carde Speed Trials: see how many correctly on cards in a minute.

> **High Frequency Words:** use flashcards to quiz child on HFW. For each one they read correctly (and use in a sentence, for a challenge) they keep the card. Try to reach a target number of 🧧 cards, like 10.

Short and Long: create simple 3-letter words with phonics cards, e.g. kit and tim. Have child read them with short vowel sound and then add /e/ to the end for long vowelsounds.

JOOU



Beat the Clock! List as many words with a particular sound as you can in one minute. 

Tic Tac Toe: create a 3x3 grid and fill each square with a HFW. Play 'noughts' and crosses', encouraging child to read the HFW correctly in order to claim the space. First to make a line of three, wins.

Silly Sentences: use as many HFV as you can to create silly (grammatically correct) sentences.

Four Corners: place four sounds each in a corner of the room. Call one at a time, encouraging student to run and say the correct sound.

Build-a-Word: use a range of phonics cards and encourage child to create real words. Or call individual words and ask child to spell them out with phonics cards.