


Mr. Rapley's Phonics group

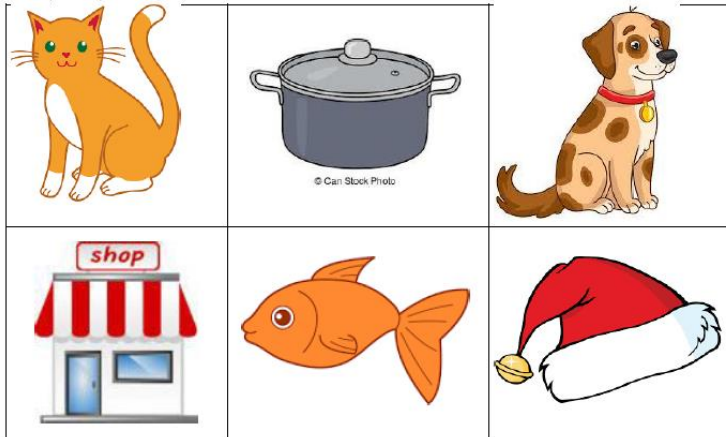
Here is a guide to the pronunciation of the sounds we have learnt:

<https://www.youtube.com/watch?v=p7hRbrpq5Bo> (please ignore the last 3)

m, a, s, t, d, p, i, n, g, o, c, k, b, u, f, e, l, h, sh, r, ch, th, ng, nk, qu

Please continue to work at your child's pace and dip in and out of the previous weeks planning as needed.

Day	Activity
Monday 4 th May	<p>Phonics board game!</p> <p>Resources: Counters, dice.</p>  <p>Create a track (similar to the one above) but instead, fill it with the following words: cat, dog, can, pot, pit, man, vet, fit, chat, shot, chin, nag, get, up.</p> <p>Alternatively; if you feel your child still needs support with word reading, fill it with the following sounds: m, a, s, t, d, p, i, n, g, o, c, k, ch, th.</p> <p>Have one counter for each player. The first player rolls the dice and moves that many spaces. When they land on the sound or word, they have to say the sound or read the word. If it is a decodable word, you may need to support your child to sound it out. You could also write the sound buttons underneath the word to help your child sound out the word.</p>
Tuesday 5 th May	<p>Show your child the following grid (a larger version can be found on the bottom of this document)</p>



Ask your child if they can point to one of the pictures, but sound out the word you have in mind (they will need to blend it together in their head.) For example, you might say 'Point to the c-a-t.' Repeat this process a few times. If your child seems confident with the game try to reverse the roles! (Your child asks you to point to a picture but they must sound it out instead of saying it.)

As an additional challenge, ask your child to pick a few images and ask them to write down the words to match them. Remember to encourage independence by getting them to say the word, repeat the word, and record the sounds they can hear when they say it.

Wednesday 6th May

Give your child the following sound cards:

k, b, u, f, e, l, h, r, x, y

Place them out in front of them, and explain the rules of the game 'splat.' The aim of this game is quick recall. You need to call out the sound to your child, and as they need to quickly place their hand over the sound that is called out calling out 'splat.' This can work really well with props such as fly swatters, but works just as well with a hand! Repeat the process a few times.

Next, select a few of the sounds your child is confident with and ask them to practice forming them in their books. Make use of the RWI Ditties used in school, these can be found in the resources section of your child's class page.

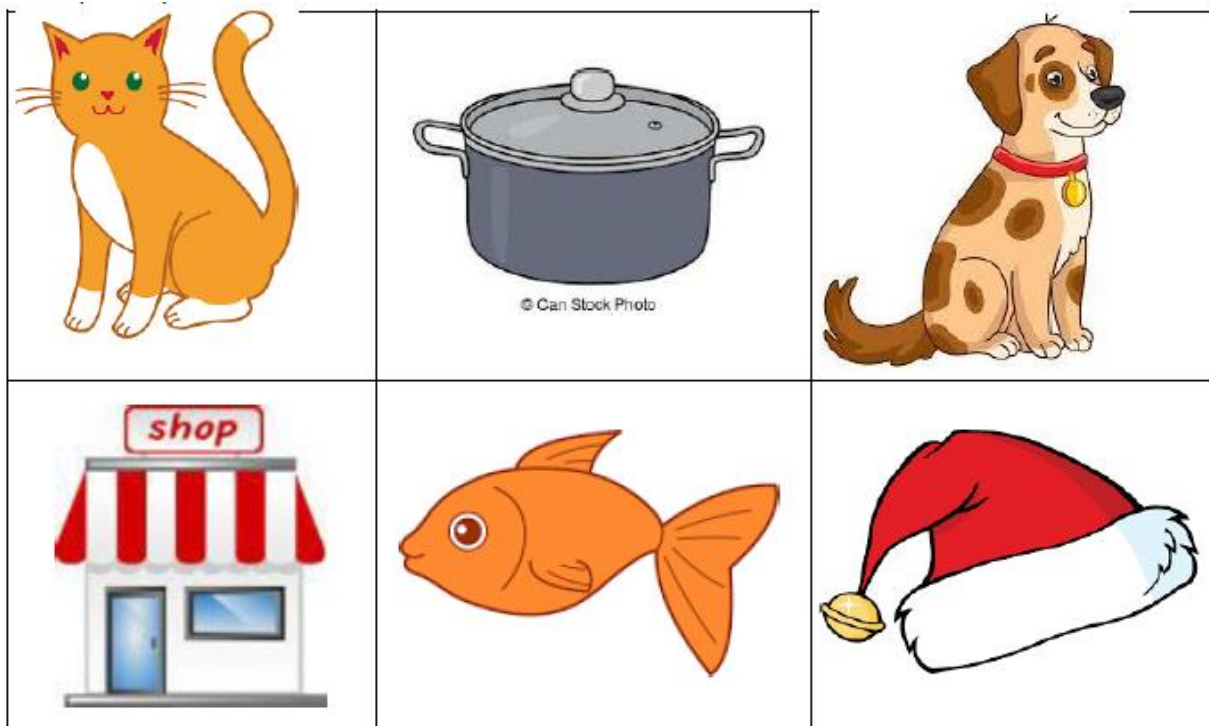
Thursday 7th May

Give your child the following digraph sound cards:

ch, th, ng, nk, qu, sh

Place them out in front of them, and explain the rules of the game 'splat.' The aim of this game is quick recall. You need to call out the sound to your child, and as they need to quickly place their hand over the sound that is called out calling out 'splat.' This can work really well with props such as fly swatters, but works just as well with a hand! Repeat the process a few times.

	<p>Next, choose three digraphs which your child was really confident with, and ask them to practice writing them in their books. Ask them to write a few of the words from this list that match the chosen digraphs.</p> <p>chop, chat, thin, ring, sing, stink, rink, quit, shop, ship.</p> <p>Remember, to support your child's independence you need to say the word, get your child to repeat the word and then record the sounds they hear. If it is just one/two sounds that is fine.</p>
<p>Friday 8th May</p>	<p>Create word cards for the following words:</p> <p>chop rink sing thing</p> <p>Cut up the words into the separate sounds that they contain (i.e. sing would be cut up into s-i-ng.) Get your child to say the sounds to you individually, and begin to place the sounds closer together to make the words. As the sounds get closer, your child should be able to say the sounds closer (blending) until they can read the word.</p> <p>Next, say the following words to your child and ask them to sound them out and spell them in their home learning books:</p> <p>chap sink think</p> <p>Remember, to support your child's independence you need to say the word, get your child to repeat the word and then record the sounds they hear. If it is just one/two sounds that is fine.</p>



Additional learning ideas/games:

What's in the Box?

1. Hide some objects or pictures in the box or bag. (Make sure these are decodable for your child)
2. Spread some sounds or word cards around the outside of the box or bag. (These should match up with the objects in the box) Use sounds if you only want to focus on the initial sound of the object.
3. Ask your child to choose one of the sound or word cards. Ask them to say the sound or sound out the word. You can support your child by adding sound buttons to the word to help them sound out.
4. Once your child has said the sound or word, encourage them to look in the box or bag to find the picture that matches.

Cross the river

1. Lay some fabric on the floor so it looks like a river.
2. Give your child a sound or word card that they are able to decode. Explain to them that to cross the river, they need to be able to read the word to the puppet (or you if not using a puppet).
3. Encourage your child to either say the sound, sound out the decodable word or say the Tricky Word.
4. Once they have read the sound or word, tell them to ask the puppet 'May I cross the river?' If they are correct, the puppet can tell them yes or nod their head.
5. Give your child another sound or word card and repeat steps 3 and 4.

Bingo

This game can be played with multiple players – so if your child has an older/younger sibling get them involved!

1. Create a 6x6 grid and fill it with some of the sounds your child knows.
2. Call out some different sounds (they don't all have to be on the Bingo card) if your child hears a sound that is on their board, they may cross it out. (Alternatively, they can put a counter over it if you would like to reuse the grid)
3. Once your child has covered or crossed out all of their sounds, they must shout 'BINGO!'