

Games and activities for further practice

The games and activities described below can be used for further practice of phonic knowledge and skills outside of the whole-class phonics sessions. The children could work in small groups with an adult or in pairs with an adult checking their answers. These games and activities could also be adapted for use at home.

Games to practise letter recognition

Some children will need additional practice to help them keep up with the introduction of new letters and digraphs. The following games will help to reinforce the letters and graphemes introduced in the phonics sessions. They can be played using a set of grapheme cards or plastic letters, either in pairs or in small groups with an adult.

You can adapt all of these games to practise letter names when it is appropriate to do so. For example, ask the children to say the letter name rather than the sound each time.

- ▶ **Your turn:** Place a set of grapheme cards face down on the table. Ask the children to take it in turns to flip a card over and say the sound. If the child says the sound immediately, they win the card. If not, it goes back to the bottom of the pile. You can play a similar game with plastic letters in a bag. The children take it in turns to pull out a letter and say the sound, keeping the letter if they say the sound correctly.
- ▶ **Stepping stones game:** This game is available as a separate Phase Two download. It can be played towards the end of Phase Two. Display the game and use your finger to 'jump' along the stepping stones. Ask the children to say the letter sounds as you land on them. Alternatively, using a printed version of the game, the children could throw dice, jump along the stepping stones and say the sound of the letters they land on. If they make a mistake, they must return to the start.
- ▶ **Star-blazer game:** This game is available as a download and can be played towards the end of Phase Four. Display the game and use your finger or a counter to 'jump' from star to star. Ask the children to say the sound in the star as soon as you land on it. Keep up a rapid pace to encourage quick recognition. Alternatively, the children could throw dice, move their counter along the trail of stars and say the sound of the graphemes they land on. If they make a mistake, they must return to the start.
- ▶ **Finding letters:** This game requires several sets of plastic or wooden letters. Alternatively, you could use multiple sets of phoneme frame letters or grapheme cards. Ask the children to sort through the letters to find a particular letter (for example, to find all the letters that make the /n/ sound). You could ask them to place their selections in a related prop (for example, a net for the letter 'n').

Games to practise blending for reading

The following games can be used to practise blending for reading using a selection of word cards from daily phonics sessions. In activities like these, the children will reread the words a number of times. Once they have sound-talked and read a word a few times, they will begin to recognise it automatically without needing to blend.

- ▶ **Pairs:** For this game, the children should work in pairs. Give both children the same set of word cards. One child picks a card and then blends and reads the word aloud. Their partner should then find the word in their set of word cards. The children check that they each have the same word and then use them to make a pair. When all the words are in pairs, the children should ask an adult to check their answers.
- ▶ **Count on it:** Give four different word cards and four counters to each child. Say a word and ask the children to see if it is written on any of their cards. If so, they should put a counter on the card. Check the cards, removing any incorrectly placed counters, and continue. The first child with counters on all their cards wins.
- ▶ **In the pot:** Put all the word cards in a pot and add some cards with 'pot' written on them. The children take turns to take out a word card. If they read the word correctly, they may keep it – if not, it goes back in the pot. If a child pulls out a 'pot' card, their cards must all go back in the pot.
- ▶ **Feed Tog:** This game requires word cards that fall into two categories (for example, words with and without a particular sound; real and made-up words) and the **Phase One Tog posting box**. In pairs, the children read the words and decide whether they fit the criteria. If they do, the children put the word cards into the **Phase One Tog posting box**.
- ▶ **Against the clock:** The children start with a selection of word cards placed face down on the table. They take turns to turn over the cards and read the words. Use a timer and see how many words the children can sound, blend and read before the time runs out. If a child recognises a word instantly, they do not need to sound it first.

Games to practise segmenting for spelling

The following games can be used to practise segmenting to spell words.

- ▶ **Spell to win:** Using word cards or Phase Four sound button word cards, pairs of children take it in turns to choose a word for their partner to spell. If the child spells the word correctly, they win the card. If not, their partner keeps it.
- ▶ **Build a word:** Give each child a selection of plastic or magnetic letters (or you could use phoneme frame letters). Call out a word for the children to sound-talk and then make by choosing the letters and putting them in the correct order.