



teach reading using games™

STAGE 0 INSTRUCTIONS

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Game 1 – Find it (for 2 players) (Cards from Match it)

- Select the red set of cards 's' 'a' 't' 'p' from the Match it game.
- Place the cards face up on the table.
- The 'helper' says the sound represented by one of the letters.
- The 'speller' then points to the card which the letter sound represents.
- The 'helper' then moves the cards around carefully, whilst the 'speller' tries to follow the selected card.
- The 'helper' says the sound again and the 'speller' has to point at the correct card again. Score points for correct responses, giving as much encouragement and positive responses as possible.

When appropriate, repeat the game with the 'speller' moving the cards around for the helper. The winner is the one with the highest score. Repeat the games with the other sets of green, blue, black and purple cards.

The Government has defined its criteria for assuring high quality systematic synthetic phonics work in England.

By using **trugs** you can practise, reinforce and consolidate reading and spelling, safe in the knowledge that by playing the games and having fun, the most effective teaching methods are being followed.

Phase 2 overview

The beginning of high quality phonic work taught in short, discrete daily lessons.

Understand that phonemes are represented by graphemes, hear and say sounds in words in the correct order and start reading and spelling VC and CVC words.

Game 2 – Get it (for 2 players)

- Find the two Master Cards and put one in front of the 'helper' and one in front of the 'reader'.
- Place the rest of the pack face down, having shuffled it.
- Look at the coloured shape on the top card.
- Refer to the Master Card and look at the same coloured letters as the coloured shape on the top card of the pack.
- Both 'reader' and 'helper' choose which letter it might be, but allow the 'reader' to choose first.
Read the letter sound out loud.
- Turn the card over – the person who chose correctly keeps the card, placing it face up in front of them.
- If no-one selected correctly the card then goes to the bottom of the pack.

The winner is the player with the most cards at the end.

Stage 0, Introducing:

's' 'a' 't' 'p' 'i' 'n' 'm' 'd' 'g' 'o' 'c' 'k'
'ck' 'e' 'u' 'r' 'h' 'b' 'f' 'ff' 'l' 'll' 'ss'

It is important to introduce pure sounds so that the sounds of the phonemes do not have the added 'uh'.

/s/ and not /suh/

When building to whole cvc words the pupil sounds out the phonemes and blends them together from left to right all through the word and then reads the whole word.

e.g. **sat** s-a-t ➔ 'sat'

Once the 'reader' feels confident with these sounds and can blend them to read cvc words like 'cat' he/she may well be ready to progress to **trugs** Box 1.

Game 3 – Match it (for 2 to 4 players)

- Shuffle the cards.
- Deal 5 cards to each player.
- Place the remaining cards face down between players and turn over the top card placing it beside the pack.
- Players now look at their cards in their hand, but do not let others see them.
- The first player to start puts down a card from their hand on top of the card beside the pack so that it matches the same colour OR the same number.
Read the letter sound out loud.
- If the player cannot go, but they have a **trugs** card, they can use it as a 'joker card' to choose a colour of their choice.
- If they cannot go and do not have a **trugs** card, then they must pick up a card from the pack.
- The next player then plays and so on.

The first player to use up all their cards is the winner.

Game 4 – Take it (for 2 to 4 players)

- Shuffle the pack.
- Place the pack face down between the players.
- The first player turns the top card over and puts the card face up in front of them.
Read the two letter word (vc) out loud
- The second player does the same.
- Continue taking it in turns and collecting the words into sets (there are 5 sets of four) reading the words each time.
- When a player picks up a card containing a word in the same set as his/her opponent then he/she can take that particular set as theirs!
Read all the (vc) words in that set out loud.
- This continues with the cards being collected in sets, but continually being taken by the players when they pick up the relevant corresponding sets.

The player ending up with the most sets of cards is the winner.

Stage 0 – for spelling

It is important that the children don't see the letters or the words written, before they try to spell them. They should hear them only.

Game 1 – Find it

To practise spelling sounds, children first hear a sound and then find or write the letter that represents the sound. See how to play the game **Find it** opposite.

Game 5 – Word it

To practise spelling words, children should first hear the word, next repeat the word and identify the separate sounds in the word (segment the spoken word to identify the phonemes), and then find or write the letters that represent the sound. See how to play the game **Word it** opposite.

Game 5 – Word it (for 2 to 4 players) (Cards from **Match it** and **Take it**)

- The 'helper' first selects consonants 's' 't' 'm' 'd' 'r' and 'h' the black letters from the Match it game.
- Shuffle and deal out the cards.
- Each player then displays their Match it cards on the table.
- Shuffle the Take it cards.
- Deal the Take it cards to each player.
- Put the Take it cards face down on the table in front of each player.
- The first player then turns up a Take it card and places it beside a consonant card to make a word.

Read the (cvc) word out loud

- If no word can be made the player must put the card face down on the table.
- Repeat taking it in turns.

The winner is the player with the most words achieved.

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Score points for correct responses, giving as much encouragement and positive responses as possible.

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**Boxes
1, 2 & 3**



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trugs – a high quality systematic synthetic phonics resource for young children beginning to learn to read and older pupils who need extra practise.

Game 5 – Word it (for 2 to 4 players) (Cards from **Match it** and **Take it**)

- The 'helper' first selects consonants 's' 't' 'm' 'd' 'r' and 'h', black letters, from Match it.
- Shuffle and deal out the Match it and the Take it cards so that they are face down in front of the players.
- The first player picks up a Match it card, then a Take it card from their pile to make a cvc word, being careful not to show other players. The 'helper' checks the cvc word.
- The 'speller' then reads the word to another 'speller' or 'helper' and they then repeat the word and identify the separate sounds in the word and then write the letters that represent the sounds.
- The word is then revealed and the two words compared.
- The next player then plays, and so-on.

The winner is the player with the most words spelt on the paper. It is important to encourage and praise players.