



## TRICKY WORDS 1 INSTRUCTIONS

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### Get it (for 2 players) (a reading game)

- Find the two Master Cards and put one in front of the 'helper' and one in front of the 'reader'.
- Shuffle the rest of the pack and place the pack face down between you.
- Look at the coloured shape on the top card.
- Refer to the Master Card and look at the coloured words corresponding to the coloured shape on the top card of the pack.
- Both 'reader' and 'helper' Choose which word it might be, but allow the 'reader' to choose first.

### Each player reads their chosen word 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 won the card, then it goes to the bottom of the pack.

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

### How to assemble the 3 card games:

- Remove the cellophane.
- The deck has 4 differently coloured card backs.
- Get it – Green backed (18) cards.
- Match it – Pink backed (33) cards.
- Take it – Yellow backed (20) cards.
- Explanation Card – grey backed (1) card.
- Separate out the cards according to their colour in order to play the individual games.
- At your discretion and aware of Health and Safety issues put rubber bands round each game if you wish.

### How to play these traditional card games:

**NB** The person practising these tricky words i.e. the child/student, is referred to as the 'reader'. The person helping the 'reader' improve their reading i.e. the teacher/parent is referred to as the 'helper'.

### Match it (for 2 to 4 players)

- Shuffle the cards.
- Deal 5 cards to each player.
- Place the remaining cards face down between the players and take the top card off and turn it over placing it beside the pack.
- Players now pick up their cards and hold them in their hand so that they can see them 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 word 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.**

These words have been put into three fun engaging card games for the children/ students to allow them the opportunity to practise, reinforce and consolidate tricky words and some high frequency words in a hugely fun and engaging way. See overleaf for explanation.

Designed to be introduced slowly and systematically throughout the progression of the decodable words within: **trugs** Boxes 1, 2, 3 & **trugs at home** Boxes 1, 2, 3.

**trugs Box 1** - introduce TW1 Get it & Match it

**trugs Box 2** - introduce TW1 Take it & TW2 Get it

**trugs Box 3** - introduce TW2 Match it & Take it

All the card games require the reader to sound out the phonemes in the words and blend them together from left to right all through the word and then read the whole word.

### Take it (for 2 to 4 players)

- Shuffle the pack and place it 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 word 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 with a word that is the same colour (set) as any of his opponents then he/she can take that particular card or set as theirs!

### Read all the 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 colours or sets.

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

## trugs Tricky Words 1

In trugs Tricky Words 1 there are high-frequency words that are not completely regular and cannot be decoded using the letter-sounds that have been taught at each stage (from Phase 2, 3, 4 and 5 of Letters and Sounds).

To learn how to read the tricky words within this deck it is important that children/students apply their phonics knowledge and skills as their first approach to reading. For example, with the tricky word 'said', the sound for 's' is known. The 'ai' is the tricky (irregular) part, but the sound for 'd' is known."

It is important to note that with some words within this deck like 'made', children/students may approach this as a tricky word if they have not been introduced to the split digraph. In this case 'made' will be a tricky word and they will need to apply the phonics knowledge they know and then identify the irregularities in the same way as words like 'said'.

**These are the words that will need to be considered:**

**Get it** 'a' 'for' 'with' 'in'

**Match it** 'look' 'like' 'out' 'her' 'came'

**Take it** 'made' 'saw' 'time' 'day' 'house' 'about' 'make'

These games enable high-frequency words to be practised in an enjoyable way. Pupils interact together, hear each other's words, see words and say words whilst their perception is that of game playing.

The **spelling of words** can be practised using:

**Match it**, where pupils read a word in their hand for another to spell before the card is placed on top of the deck.

**Take it**, where the pupil reads the word they take from the deck for another to spell before placing the word down on the table.

For spelling words the player repeats the word being read to them and identifies the phonemes and tricky parts they know, first saying it out loud and then writing it down for reinforcement, learning the tricky parts where necessary.



## trugs™ Boxes 1, 2 & 3

teach Reading Using Games™



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

### Box 1:

- Stage 1 cvc – sat yes big fox hug
- Stage 2 ccvc – pram shall trip snack
- Stage 3 cvcc and ccvcc – left best gift drank
- Stage 4 two syllable words – magnet instruct
- Stage 5 'ar' - 'or' - 'er' – car port her stir churn

### Box 2:

- Stage 6 split digraph (vowel - consonant-e) make these fine code tuneful
- Stage 7 vowel digraphs and trigraphs – snail seen light boat statue
- Stage 8 alternative vowel digraphs – boy out paw
- Stage 9 two syllable words – limit pilot
- Stage 10 three syllable words – consider discontent

### Box 3:

- Stage 11 'c' as in /s/ – mice pencil succeed
- Stage 12 'g' as in /j/ – gem page rigid
- Stage 13 consonant-le – candle sensible
- Stage 14 four syllable words – independent
- Stage 15 suffixes with 'ti' 'ci' 'si' – electrician

### Each trugs box for schools contains:

- 1 Systematic Synthetic Phonics Instruction Booklet
  - 1 Pupil Record Booklet
  - 1 Story Booklet
  - 5 Stages, 20 card games = 490 cards
- At each of the five Stages there are:
- 3 card games to practise reinforce and consolidate reading and spelling
  - 1 card game for sentence construction, vocabulary extension, spelling and tricky words practice

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