



# trugs check

Box 2 Stages 6-10

## INSTRUCTIONS

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### trugs check Box 2, Stages 6-10

**trugs check Box 2** is designed to check whether students can demonstrate mastery of the decoding skills within **trugs Box 2**. This then serves to establish when a student is ready to progress to **trugs Box 3**.

In order to achieve this **trugs check Box 2** contains one game called 'Beat It'. The game contains words from the most complex of **trugs Box 2**, Stages 6-10. They are not duplicated words. Students can play this game to establish whether they have mastered Stages 6 to 10.

### How to play 'Beat it'

- Shuffle the pack of cards and divide them equally between the players – maximum four players.
- Place the piles of cards face down in front of each player.
- The first player takes the top card from his/her pile and places it face up between the players and reads the word out loud.
- The next player then takes his/her top card and places it on top of the previous player's card and reads the word out loud.
- This continues with each player taking a card from the top of their pile in turn.
- However, as soon as a player turns up a card with the **'trugs'** symbol on it he/she must say **'trugs'** followed by the number, e.g. **trugs 2**.

Moving on to **trugs** after mastery of relevant **trugs check** deck

- **Use trugs check 0** to 'check' mastery of letter sounds → then work through Stages 1-5 in **trugs Box 1**.
- **Use trugs check 1** to 'check' mastery of Stages 1-5 in Box 1 → then work through Stages 6-10 in **trugs Box 2**.
- **Use trugs check 2** to 'check' mastery of Stages 6-10 in Box 2 → then work through Stages 11-15 in **trugs Box 3**.
- **Use trugs check 3** to 'check' mastery of all trugs Stages.

Please note, all the words within every **trugs check** deck have been selected from Secondary School subject-specific topic words, as at September 2013.

- The next player must place down... four cards for **trugs 4**, three for **trugs 3**, two for **trugs 2**, or one for **trugs 1**, – reading the words out loud as he/she does so.
- If the player places another **'trugs'** card down he then calls out **'trugs'** and the relevant number and this then switches the play to the next player who must now put down the relevant number of cards.
- When the correct number of word cards are read out without a **'trugs'** symbol card appearing then the player who had played the **'trugs'** symbol card picks up all the cards in the pile and adds them to the bottom of his/her pack.
- The player taking the pile then starts the game again, each player taking their turn and it continues in the same fashion.
- The game stops either after 5 minutes or when one player has won all the cards.



For more information:

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## An Overview of trugs

Over the last decade there has been a move towards the teaching of reading using a phonic approach. **trugs** is a high quality systematic phonic reading resource that fits with specific aspects of the Government's core criteria. It has been scrutinised by independent Government assessors and was approved for the synthetic phonics match-funding scheme. The simple, phonic progression through **trugs** ensures that each reading Stage is manageable and builds on what has already been covered.

**trugs** is a system whereby all competent readers can support and help a child or student through the process of learning to read without needing any training. Every time a child or student plays the traditional card games within the **trugs** boxes they are practising, reinforcing and consolidating a reading stage without realising it because

of the fun element in the games. The card games are structured and progressive and allow a step by step approach to progress with reading.

All these games can be played as many times as an individual would like as they progress through the Stages. These structured card games ensure that a student is lead through the phonics with ease and enjoyment, simply by playing card games.



**trugs™ for schools**  
Boxes -  
1, 2 & 3



**trugs** – a high-quality phonic reading resource for all age students and young people taking them from a reading age of approximately 5/6 yrs to 15 yrs+.

**trugs™ at home**  
Boxes -  
1, 2 & 3



**Parents** can support their children's reading using **trugs at home**

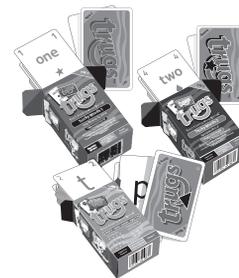
## The main 'trugs' products

**trugs** is a structured progressive synthetic phonic reading resource.

- It begins with single letter sounds, found in Stage 0, a single deck of cards containing three card games.
- It then progresses to **Boxes 1, 2 & 3**, these boxes contain 5 progressive trugs reading Stages in each box.
- There is a set designed for **SCHOOLS**, containing three styles of card games, assessment materials and language extension games.
- There is a set designed for use **AT HOME** which contains the same **trugs** Stages with the same main three card games, yet all the words are different.
- There are also important, carefully selected, high frequency and tricky words within two single decks of cards, each containing the same style card games, known as **Tricky Words 1 & 2**.



**Also available – Stage 0**  
**Tricky Words 1 and 2**



To Order: Tel: 01752 663775

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