



# trugs check

## Stage 0

### INSTRUCTIONS

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### trugs check Box 1, Stages 1-5

**trugs check Stage 0** is designed to check whether students can demonstrate mastery of the sounds of the letters of the alphabet.

In order to achieve this **trugs check Stage 0** contains one game called 'Beat It'. The game contains the letters of the alphabet. Students play this game to establish whether they know their letters sounds. This then serves to establish when a student is ready to progress to **trugs Box 1**.

## 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 sounds out the letter sound.
- The next player then takes his/her top card and places it on top of the previous player's card and sounds out the letter sound.
- 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 **trugs check** decks 1, 2 and 3 have been selected from Secondary School subject-specific topic words, as at Sept 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 letter sound cards are sounded 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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