PICS TH

teach reading using games[™]

INSTRUCTIONS



trugs Pics is designed to support all students learning to read as well as those whose first language is not necessarily English.

- The words are phonetically structured to develop reading skills
- The pictures enable a wider vocabulary
- The words/pictures are grouped into categories to extend understanding of words

There are four decks, one at each of the four trugs Stages.

Described here are 5 games that can be played with each deck, they are called:

1) Collect it (pics) 2) Collect it (words) 3) Pair it 4) Group it 5) Pass it

Start with the First **Stage** deck and follow the instructions as to how to play these 5 games. Once a student is confident reading the words and understanding the pictures move to the next **Stage** and so-on. By following the **trugs Stages** students will be progressing through the structured phonic stages of **trugs** and improving their reading skills. They will also be building their knowledge of words and their meaning by referring to the pictures.

N.B. I have selected the pictures with the best of intentions. If you happen to have any thoughts about them please email trugs@readsuccessfully.com

How to play Collect it (pics) for 2 or 4 players

for students to develop their understanding of words in English using pictures

- Each player selects a category card and places it in front of them
- Spread all the cards, face up, on the table
- Select all the picture cards and put the word cards to one side
- Shuffle the picture cards and spread them, face down, on the table
- The first player selects a card and says what the object is that is pictured. If it is a picture that is in their category (they can refer to their category card) then they keep it, placing it in front of them face up beside their category card and continue. If it is not in their category then they put it back in the same place and the next player plays.
- The second player plays as above. Play continues
- The winner is the player who collects all the cards in their categories first

N.B. The letter, or letters, in the top corner correspond to a specific category, e.g. fo - is short for the category - food.

How to play Collect it (words) for 2 or 4 players

for students to decode words using words graded at the different trugs Stages

- Each player selects a category card and places it in front of them
- Spread all the cards, face up, on the table
- Select all the cards with words on and put the picture cards to one side
- Shuffle the word cards and spread them, face down, on the table
- The first player selects a card and reads the word. If it is a word that is in their category (they can refer to their category card) then they keep it, placing it in front of them face up beside their category card and continue. If it is not in their category then they put it back in the same place and the next player plays
- The second player plays as above. This continues
- The winner is the player who collects all the cards in their categories first

N.B. The letter, or letters, in the top corner correspond to a specific category, e.g. fo - is short for the category - food.



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How to play **Pair it** for 2 or more players

a memory game for students to practise their decoding skills and their understanding of words

- Find the category cards and put them to one side face down
- Shuffle the rest of the cards and spread them, face down, on the table
- The first player turns over two cards and identifies the word or picture and reads the sentence
- If the two cards are a pair (word and picture the same with the same sentence written below), they keep them face up on their side of the table and have another go. The player continues until they do not find a pair. These cards are then returned to the place they selected them from, face down
- The next player plays as above. Play continues until all the cards have been collected
- The winner is the player with the most pairs
- Discussion about the categories could then take place, refer them to the category cards



How to play **Group it** for 2 players

for all students to practise, reinforce and consolidate decoding skills/vocabulary acquisition/word categorisation

- Find the four category cards and place them face down on the table
- Shuffle the rest of the pack and deal four cards to each player
- Place the rest of the pack face down between the two players
- Players then pick up their four cards and hold them in their hand
- Both players take one category card without showing it to the other player and keep it to one side, noting the category
- The idea of the game is to collect <u>either</u> all four of the picture cards <u>or</u> all four of the word cards in the category that they have selected
- This is done by the first player taking a card from the top of the pile in the middle of the table. The player now has five cards and he/she decides which card to discard
- The discarded card is placed beside the pack and the player reads the word/picture and the sentence below
- The next player then picks up either the discarded card or a card from the top of the pile
- Play continues until one player has a set of four picture cards or four word cards. This player is the winner
- Both players then read out their words/pictures and sentences



How to play **Pass it** for 3 – 8 players

- First put the category cards to one side
- Select groups of four cards in one category (all words or all pictures).
 If five people were playing then there would need to be five lots of four category words or pictures
- Shuffle all the selected cards and deal them out, resulting in four cards for each player
- Players pick up their hand of cards
- The idea is for players to collect one of the groups of four cards from one category (all words or all pictures)
- Players then select a card they would like to discard
- One player then calls 'one two three pass'
- On the word 'pass' all the players pass their selected card they wish to discard to their left, placing it face down on the table
- All players then pick up the card that has appeared on the table from their right
- Players now have four cards again. They then select a card they want to discard again
- The caller then calls 'one two three pass' again and the same thing happens
- This continues until a player collects a set of four cards in one category with all words or all pictures. As soon as this happens the person must call out 'trugs' and they are the winner
- Players read out their cards to each other



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The main 'trugs' products

trugs is a structured progressive phonics reading resource.



Stage 0 introduces single letter sounds, – a single deck of cards containing three card games Box 1, Box 2 & Box 3 contain 5 trugs Stages in each box

trugs for SCHOOLS

contains 5 stages with three reading games and one language extension game per stage with assessment material and a story booklet

trugs AT HOME

contains the same 5 **trugs** Stages as trugs for schools with the same three reading games and yet all the words are different complimenting phonics at school





Tricky Words 1 & 2

are carefully selected, high frequency and tricky words within two single decks of cards, each containing the same style card games



trugs Check decks,

a different game, 'checks' mastery of the previous trugs Stages

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