# **Phonic Activities**

You could use some of these activities as a warm up or as a way to end the session for the last 5 minutes.

Use wooden or plastic letters when you can, so reader can feel the letter shape as well as seeing the letter. Alternatively, you can use alphabet flash cards or even postits with letters on, but this limits the sensory (kinaesthetic) approach

## 1. Give it back to me

The coach and reader take turns to 'draw' a letter on each other's back and the receiver of the letter makes its sound.

## 2. Personal dictionary

Have a notebook with each page a different letter and either the coach or the reader brings 2 or 3 cut out pictures from magazine/newspaper each session to stick on the correct page. The reader can label the pictures later. This can be adapted to just words without pictures that the reader uses regularly.

## 3. The big picture

The reader places plastic/wooden letters on anything she/he can identify the beginning sound of (e.g. picture of a living room, c on carpet; s on sofa; t on television, w on woman etc).

## 4. Alphabet sounds

The coach spreads all the letters of the alphabet on the table (or just those that are difficult or newly learned), makes the sound and the reader points to (or picks up) that letter. Reverse roles and let the reader make the sound for the coach to identify.

#### 5. Snap

Play snap with pictures and their beginning sounds, using suitable adult pictures from magazines, newspapers, etc. Make sure the items are easily identified.

## 6. Building words

Readers build simple words with letters of the alphabet, which can have picture prompts for specific words. Use pictures and words suitable for adult readers and that are easily recognisable.

## 7. Pelmanism

Place alphabet cards face down – capital letters and lower case. The reader turns 2 over and says the sounds on the cards. If the sounds match, the reader keeps the

pair. If not, she/he turns them back over and tries a different pair until there are no cards left on the table. Can also use pictures and beginning sound letters; use pictures that are suitable for adults and are easily recognised.

## 8. Bingo for soft and hard 'th'

Have small cards to draw form box with a selection of hard and soft 'th' words. Have bingo cards for reader and coach with 6 'th' words on each (mix of hard and soft). Draw cards from box one at a time and just use sound for matching. First player to complete card correctly wins.

# 9. Long and short vowels

Play snap, bingo, pelmanism or matching games for short/long vowels. Concentrate on 1 vowel at a time, talking about how the sound changes according to the ending (silent e)

#### 10. Three in a row

Have a selection of word cards using a mix of sound blends from the book. Give reader a word with a specific sound blend, e.g. 'ck' or 'th'. Ask them to find two more cards to make three in a row. For example, sick; pack; duck; or thin; path; both. You can adapt this to any letter blend or rhyming sound, for example, pack; back; lack; or pin; bin; grin.

# 11. Fill the gap

Insert vowels into gaps at the beginning or middle of simple words using letters. For example, in, bin, bat, den, on, at, pun, if. This could be done as a worksheet.

## 12. Consonant Clusters

Ask reader to highlight consonant clusters (ch; wh; th; sh, etc) in a short piece of text, chosen for interest.

#### 13.1 Spy

Play I spy with my little eye, something beginning with... but using phonic sound instead of letter name. Can use things in the room or have selection of pictures from magazines to play the game

# 14. Phonics you tube videos and games on internet

# 15. Mirror, mirror

Coach and Reader should practise making mouth shapes and sounds using a mirror.

# 16. BBC Skillswise English Sounds

Entry levels 1 and 2 has facts sheets on silent 'e' and blending sounds, with worksheets on adding an 'e' and word families. There are tutor tips and a silent letter interactive space invader game. The Phonics Tool has lots of activities.

## 17. Trugs Stages 1 - 5 - Get It

The explanation card for each stage will tell you which sounds are covered at each stage. Stage 1 is consonant vowel consonant (cvc)

- Reader and coach both have master card
- Shuffle pack and place face down
- Look at coloured shape on top card
- Refer to master card and look at the coloured words corresponding to the coloured shape on the top card of the pack
- Reader reads each of these words by saying the sounds and blending from left to right through the word (unless they can read the word automatically)
- Both reader and coach select a different word from those listed by reading their chosen word aloud (reader select first)
- Turn the top card over and reader reads word aloud
- The person who has selected correctly keeps the card face up on the table
- If no-one has selected correctly, the card goes on bottom of pile
- The winner is the one with most cards at the end

# 18. Trugs Stages 1 - 5 - Match it

- Shuffle the cards and deal 5 cards to reader and coach
- Place remaining cards face down and take top card next to pack face up
- Each player picks up their card so only they can see them
- First player selects a card from their hand that is same colour or same number as one turned over on table and reads the word aloud, placing the card on top of the one on the table
- If they have no card that matches either colour or number, but have a TRUGS card, they can use as a joker to choose colour of their choice. They place the card down and tell the next player which colour they must put down
- If they have no matching card and no TRUGS card they must pick up another card and miss their turn
- The next player has a go and so on

• The first player to use all their cards is the winner

# 19. Trugs stages 1 - 5 - Take It

- Shuffle the pack and place face down
- First player takes top card without showing to other player/s
- Read word aloud by saying sounds and blending or reading whole word if known, then places face up on table
- Second player does the same
- When a player picks up a card with a word that is same colour as fellow player, he/she takes all the cards from their fellow player of the same colour and reads all the words aloud
- This continues with the cards being collected in colour sets, but being taken by the players when they pick up the relevant corresponding cards
- The player with the most sets is the winner

# Websites - a more detailed version with further websites and a quick reference key is available on Read Easy Website Resource page.

Websites with free resources	Notes A search for "free adult literacy resources" came up with 107,000 results! I have tried to find some of the most useful websites for Read Easy groups.
http://www.bbc.co.uk/skillswise	On line and printable resources. Coaches and readers can try using them together online where possible. Suggest using English Reading Entry levels 1 and 2 for YWCR, particularly Sounds of English.
http://www.bbc.co.uk/skillswise/game/game-phonics-tool	Use to support YWCR and to consolidate the coach training. Features different regional accents.
http://www.skillsworkshop.org	Use the literacy tab, pick a level and then scroll through the literacy topics, select a topic to see lists of downloadable resources.  Use the contextual tab to find resources on different subjects that may interest your reader such as different vocational areas.
http://www.beatingdyslexia.com/	Website created by three dyslexic adults to help others overcome their literacy

	difficulties, gain qualifications and function successfully in the workplace. It provides information and approaches to try to improve reading, writing, spelling and grammar. Includes video on phonic alphabetic code chart. The levels referred to are their own categories and do not relate to the Adult Core Curriculum.
http://www.phonics- literacy.com/phonics-for-adults.html	Lots of background information to consolidate initial Read Easy Coach Training information.
www.morewords.com/	More Words is a way to search word lists. It's designed as a crossword puzzle solver, anagram lister, codeword decoder, and a helper for other word games. It is also great for generating word lists to reinforce YWCR and useful for onset and rime. You can use it to find words (optionally of a specific length) that start with, end with, or contain certain letters.
http://www.excellencegateway.org.uk/interactive-resources/literacy	Interactive activities at all levels, including phonics, predicting, reading for meaning etc.
https://www.youtube.com/watch?v=Xg3fJQr G2cA&list=PLlqX0SRtnkrtPwirs- KxO49rooaHELlyR&index=1	Language experience video - American, but good demo

Nb last one not phonics. Put here to help fred session