

Helping your child at home

An activity guide to support Early Reading and Phonics



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Getting Started

Sharing books - Always remember that we teach phonics to help our children learn to read and write and in order to do this successfully they need to love books! The best way to help your child is to read as many books as possible in both English and your child's home language. Read anything that your child is interested in (including magazines, menus, etc). You don't have to read all (or any) of the words each time. Remember to use silly voices, make sound effects, pull faces, act things out, talk about what you can see, talk about what you both think and feel and have fun!

Unofficial homework - Encourage your child to tell you what they have done at school today. Sharing new songs and rhymes is something that you can easily do when you are busy with something else e.g. cooking, cleaning, driving in the car.

Give everything a name - Build your child's vocabulary in both English and their home language by talking about interesting words and objects. For example, "Look at that aeroplane! Those are the wings of the plane. Why do you think they are called wings?"

General tips to support reading

Once is never enough! - Encourage your child to re-read favorite books and poems as well as their school reading scheme book. Re-reading helps children read more quickly and accurately.

Dig deeper into the story - Ask your child questions about the story you've just read. Say something like, "Why do you think he did that?" (you could use the 'questions to get more from your child's reading book' for some varied ideas.

Take control of the television - It's difficult for reading to compete with TV and video games. Encourage reading as a distraction free activity.

Be patient - When your child is trying to sound out an unfamiliar word, give him or her time to do so. Remind the child to look closely at the first letter or letters of the word.

Pick books that are at the right level - Help your child pick books that are not too difficult. The aim is to give your child lots of successful reading experiences.

I read to you, you read to me - Take turns reading aloud at bedtime. Kids enjoy this special time with their parents.

One more time with feeling - When your child has sounded out an unfamiliar word, have him or her re-read that sentence. Often kids are so busy figuring out a word they lose the meaning of what they've just read.

Games to play with your Reception/Key Stage One child

Remember all of these activities can be used with words or sounds.

Oral Blending games

Robotic talking - Words are made up from sounds and children need to be able to hear these sounds individually. Sometimes when you are playing you can say words as if you were a robot (saying the sounds separately) and see if your child can work out what you are saying. Stick to short simple words that only have a few sounds in them. Make sure you are saying the letter sounds (p-i-g) not the letter names (pee-eye-gee). E.g.

Pass that p-i-g to me.

Sit d-ow-n.

Point to your t-ee-th.

Hop like a f-r-o-g.

As your child becomes familiar with this robot talking, see if they can say words in robot talk themselves?

I spy – Say the rhyme ‘I spy with my little eye something beginning with _____’ allow your child plenty of opportunities to guess what you have chosen, for example, ‘something beginning with **t**’ could be a tree, toy, tent or train. You can also do this with up to 3 or 4 objects in front of you. For example a spoon, fork, paper, train.

You could extend this to “I spy with my little eye a s-p-oo-n.” Can the child select the correct object and show s/he has blended the sounds to read.

Point out print everywhere - Talk about the written words you see in the world around you. Ask your child to find familiar words on each outing such as ‘McDonald’s’, ‘Coke’ or ‘Family Mart. .

Playing with words – Encourage your child to sound out the word as you change it from mat to fat to sat; from sat to sag to sap; and from sap to sip.

Phoneme recognition games

Looking for letters – Ask your child to look for English letters whilst you are out and about. Can they find letters from their own name, letters they have learnt in school or letters that specific words begin with?

Fast letter sorting - You will need:

A large piece of paper with three hoops drawn on (see example)

12 small pieces of card with letters written on (4 sets of 3 letters)

Choose 3 sets of letters – 2 which the child knows and one new one. Spread the letter tiles out on the table making sure they are all the correct way up.

Encourage your child to sort the letters into the correct hoop using both hands, saying each letter as they move it.

Letter discrimination You will need: A 3x3 grid (see example)

Write the letter you are learning with your child onto half of the spaces (for example **c**). Fill the rest with other letters. Ask your child to cover all the **c**'s with a counter as quick as they can.

Ladder letters

You will need: A ladder template (see example)

Make a pile of letter tiles (use a mixture of known and new letters). Place a counter at the bottom of the ladder and move up a rung for every letter they can read correctly. This game can be changed to covering spots on a ladybird, petals on a flower – go with your child's interests if possible.

Letter sound bingo. You will need: A 3x3 grid for each player (see example) & counters or coins

Write some of the letters into the spaces on each card, making each card slightly different. The 'bingo caller' says each letter in turn and the players cover the letter up. The winner is first to fill their board. To make this game easier for new readers, show them the letter for them to match.

Tricky word games

Bingo – You will need: A board for each player (see example) and counters or coins

The list of words your child is currently learning, for example their spelling list

Write some of the words into the spaces on each card, making each card slightly different. The 'bingo caller' says each word in turn and the players cover the words up. The winner is first to fill their board. To make this game easier for new readers, show them the word for them to match.

Matching pairs – You will need: Small pieces of card or paper with the words your child is currently learning written on each. Each word will need to be written twice so you can search for a matching pair. Turn all the cards face down on the table. And take turns to turn over two. When a matching pair is found that player can keep them. The winner is the person with the most pairs at the end of the game.

Snap - Make a set of cards with words your child is learning written on. Ensure that each word is written on two separate cards. Shuffle up the cards and share them out. Each player takes turns to turn over their card, put it down and read the word. If it matches the previous card played, the first person to notice shouts 'snap!' and wins the pile. This game is best used to practice words your child knows fairly well, rather than new ones, as it's quite fast-paced.

Once your child knows a word reliably, you can take it out of the current pack of cards and bring in a new word. Every so often, play a game with the 'old' cards, so that your child doesn't forget them. It's a good idea to try and discard a known word and add a new word every day, once your child is getting the hang of learning new words.

Noughts and crosses **Aim: grapheme identification**

Equipment: whiteboard, 3 coloured markers

Game

- Divide class into 2 groups (e.g. name them 2 different colours), and sit them apart.
- In black, draw a noughts & crosses grid and write in 9 graphemes/digraphs.
- A member from first team calls out a phoneme from the square he wants to go first.
- Someone else from his team has to call out a word with a corresponding initial sound.
- Teacher then rubs out the grapheme and replaces it with a smiley face in that team's colour.
- Continue with other team until either team win by winning 3 smiley faces in a row.

Stepping Stones **Aim: grapheme identification**

Equipment: grapheme cards

Game

- Place cards in a large circle
- Children step from card to card while singing "walk around and find a sound,
What will I stop on?"
- Going round the circle, each child jumps back off their card and immediately calls out the sound.

Splat **Aim: grapheme & initial sound identification**

Equipment : grapheme cards

Lay out 5 or 6 grapheme cards i.e sh, th, ch, ng ai, ee. Say a sound. Who can get to the card first? If the children seem receptive to continuing, repeat with different selection of graphemes.