

Red Rose Letters and Sounds Games and Activities

The sequence for teaching a phonics lesson within *Red Rose Letters and Sounds* is structured via:

- Revisit/Review
- Teach
- Practise
- Apply

This document provides the explanation of all games and activities for **revisiting and reviewing, practising, and applying** the approaches detailed in the *Red Rose Letters and Sounds Planning Programme*. The 'teach' section of a phonics lesson does not involve these games and activities as the focus is about explicitly teaching new learning.

Alien Talk

Use a puppet or soft toy to model segmenting and then blending the phonemes in various words, e.g. *pin, man, sheep, day*. (Ensure the puppet does not have a mouth as it is important the children are watching the adult's mouth movements and the modelling of correct enunciation). In this game, the puppet (adult) says the full word and the children have to segment individual phonemes before blending the word back together. Children could use an alien voice but remember to focus on correct enunciation. It is important to remember to provide effective modelling before children become automatic with this skill. A game like 'My Turn, Your Turn' encourages children to copy the adult's modelling and also supports less confident children.

Airwrite

Display a grapheme card and say the phoneme. Encourage the children to join in with correct enunciation. Model forming the letter using the letter formation phrase, e.g. */a/ lead in, round the anchor and down the rope*. Invite the children to join in with the patter and write the letter in the air, on the carpet, on their shoe etc.

Bingo

There are several adaptations of the game bingo:

1. **Stand Up Word Bingo:** Each child to stand up and to be given a word containing the focus grapheme on a sticky note. Adult to have a list of these words to use as a reference. Adult to then read out words in a random order. If a child has this word, they must sit down and the winner is the last child who remains standing – providing they blend and read their word. (Tricky words can be used within this game but ensure the children are automatically reading these words.)
2. **Stand Up Grapheme Bingo:** As above but focus GPCs are used instead of words. Children to draw a horizontal line and a vertical line on their whiteboards to create four quadrants. Children pick four words and write a word in each quadrant. Adult to then say the words one by one and children to tick their words off as they are said. The winner is the first child to tick off all four words and jump up shouting "bingo!"
3. **Make Your Own Bingo:** Adult to display a list of approximately eight words containing the focus grapheme. Children pick four words and write a word in each quadrant. Adult to then say the words one by one and children to tick their words off as they are said. The winner is the first child to tick off all four words and jump up shouting "bingo!"

Countdown

Write one word/grapheme/tricky word on sticky notes and place them in a pile. Ask the children to sit in a circle and start the countdown music (or any music of your choice). When the music is playing, children pass the pile of sticky notes around the circle. Each child reads the top word before removing that sticky note and passing the pile on to the next child. **Top tip:** Set up more than one pile of sticky notes travelling around the circle to increase the number of words/graphemes that each child reads in the given time. A sand timer could be used instead of music!

Countdown Relay

1. Children stand in lines similar to a sports day race. Place a list of words with the focus grapheme and tricky words a little way in front of each line. The first child runs to the list, reads the first word and runs to the back of the line. Repeat until all the children have had a turn/read all the words. The fastest team are the winners. This game can be adapted so the children have to write the words also.

Cross the River

Children sit on either side of the 'golden/chocolate river' (this could be a piece of material, skipping ropes, a chalk drawing etc.) The group all say together, "Master, Master, may I cross your golden/chocolate river?" The adult replies, "Only if you can read/write the word _____ (say a word with the focus phoneme/tricky word)". Adult identifies errors and supports children with blending and segmenting skills if necessary. The adult then selects a child to jump over the river. The 'hungry crocodile' (adult) pretends to 'capture' the children jumping across the river. The game can be adapted to include blending for reading and segmenting for writing. This would require the children to either blend to read words or segment to write words dictated by the adult.

Faster Finger First

This game can be played individually or in pairs with a bingo card containing the focus grapheme/word. The adult says the phoneme/word and the children have to find it and quickly point to it on their bingo card. Finger lights/torches are a nice addition to this game. A variation of this, which can support oral blending and segmenting, is for the adult to sound talk the word, the children have to blend it together before locating on their card.

Firefighter/Superhero Ladder

Prepare a firefighter/superhero and ladder. Prepare words on the ladder with the focus phoneme (the words could get progressively more challenging as we move up the ladder) as below:

explain	
complain	
plains	
train	
snail	
sail	



Place the firefighter at the bottom. Ask the child to segment and blend the words one a time going up the ladder. For each correct response the firefighter can climb one rung of the ladder. Once at the top, start the game again but this time, children count the phonemes and write the corresponding number in the end rung of the ladder. On the final read, encourage children to read the words automatically without building and blending.

Generation Game

Prepare pieces of paper which each display a word containing the focus grapheme (maximum of 8). Adult to share the words one by one so children can build and blend to read. Once all the words have been shared, hide the words in the room and ask the children to write as many words they can from memory. If children cannot remember all the words, they can hunt around the room to find the word again before they write it. This game can have a blending focus only, and the children work with a partner to share orally the words they remembered.

Grapheme/Word Hunt

Display sticky notes around the room which contain focus graphemes/words/tricky words. Children to find a sticky note, take it to the adult to read (support if needed) and then replace it back where they found it – each child to only retrieve one sticky note at a time. This could be played using points – for every word that is read correctly, the child can get a point. Children to simultaneously retrieve and read as many words to the adult as they can in the given time.

Guess That Word

Select a word that contains the focus grapheme and say some clues which lead the children to guess the mystery word. For example, the focus grapheme might be 'ee' so the clues could be:

- you find them in fields
- they are white
- we get wool from them

Children then write the word, which contains the focus grapheme, segmenting orally first.

Hoop Game

Provide a selection of objects or pictures relating to the target grapheme. Children help to sort the objects and pictures focusing on the initial sounds, e.g. /s/ scissors, sock, apple, tractor. The objects or pictures beginning with the target grapheme are placed into the hoop. The other object or pictures which don't start with the target grapheme are not 'allowed' into the hoop. This game could be modified by using a treasure chest or bin, or other approaches linked to classroom themes.