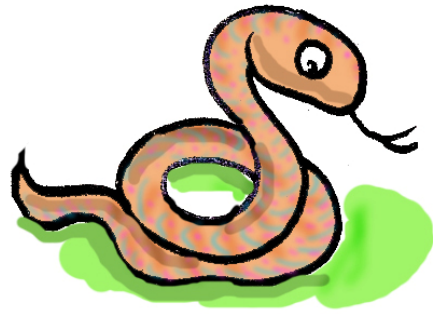


S



Say to the learner, "This letter is code for the sound /s/ as in the word 'snake'". Cut out this letter tile and keep it for games and activities.

Ask, "Where can you hear the sound /s/ in the word 'snake'?" Cut out this picture tile and keep it for matching with the letter 's'.



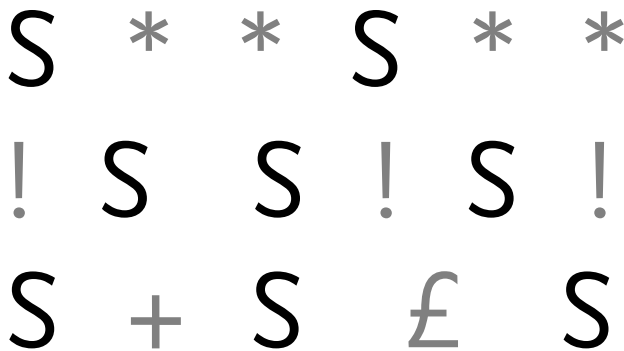
"Finger trace the letter shapes from the dots and say the sound /s/."  
"Use your pointing finger to 'write' the letter shape in the air."

"Try writing the letter shape here. Can you remember where to start writing from?" After that ask, "This letter is code for which sound?"



Ask, "When can you hear the sound /s/ in these words?"  
sun nest nuts

"Pinch the crayon with your pointing finger and thumb. Put your next [middle] finger beneath the crayon and grip it. Colour the snake."



Point to the shapes in each line from left to right.  
Ask the learner to, "Say the sound /s/ when you see its letter shape."

"Remember to hold your pencil with 'froggy legs and a log under'.  
Draw a snake and then add your own patterns and colours."

1.1 EYSP

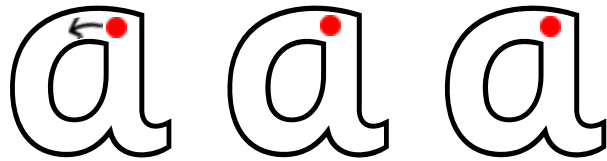
unit 1 letters and sounds

a



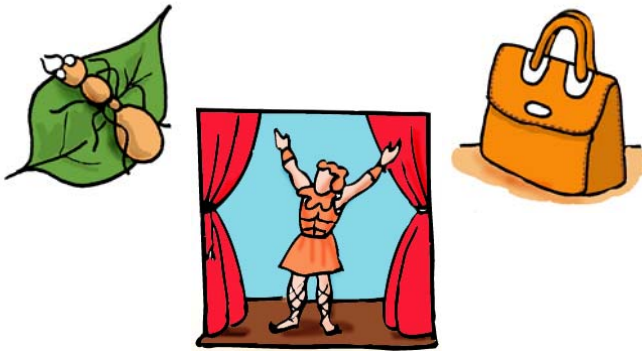
Say, "This letter is code for the sound /a/ as in the word 'apple'".  
Cut out this letter tile and **keep** it for games and activities.

Ask, "Where can you hear the sound /a/ in the word 'apple'?"  
Cut out this picture tile and **keep** it for matching with the letter 'a'.



"Finger trace the letter shapes from the dots and say the sound /a/."  
"Use your pointing finger to 'write' the letter shape in the air."

"Try writing the letter shape here. Can you remember where to start writing from?" After that **ask**, "This letter is code for which sound?"



Ask, "When can you hear the sound /a/ in these words?"  
**ant act bag**



"Pinch the crayon with your pointing finger and thumb. Put your next [middle] finger beneath the crayon and grip it. Colour the apple."

s \* a s \* a  
! s a ! s !  
a + s £ a

Point to the shapes in each line from left to right. Ask the learner to,  
"Say the sounds /a/ and /s/ when you see their letter shapes".

"Remember to hold your pencil with 'froggy legs and a log under'.  
Draw an apple and then colour it carefully."

1.2 EYSP

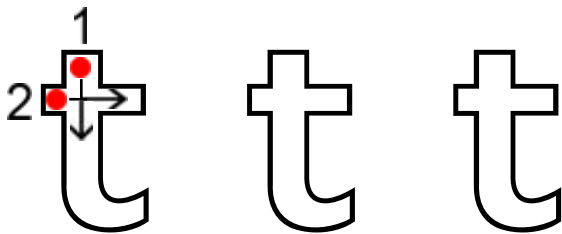
unit 1 letters and sounds

t



Say, "This letter is code for the sound /t/ as in the word 'teddy'".  
Cut out this letter tile and **keep** it for games and activities.

Ask, "Where can you hear the sound /t/ in the word 'teddy'?"  
Cut out this picture tile and **keep** it for matching with the letter 't'.



"Finger trace the letter shapes from the dots and say the sound /t/."  
"Use your pointing finger to 'write' the letter shape in the air."

"Try writing the letter shape here. Can you remember where to start writing from?" After that **ask**, "This letter is code for which sound?"



Ask, "When can you hear the sound /t/ in these words?"  
**tin tent train**



"Pinch the crayon with your pointing finger and thumb. Put your next [middle] finger beneath the crayon and grip it. Colour the teddy."

s \* a t s a  
! s a t \* !  
a t \* s a t

Point to the shapes in each line from left to right. Ask the learner to,  
"Say the sounds /t/, /a/ and /s/ when you see their letter shapes".

"Remember to hold your pencil with 'froggy legs and a log under'.  
Draw a teddy and then colour it carefully."

1.3 EYSP

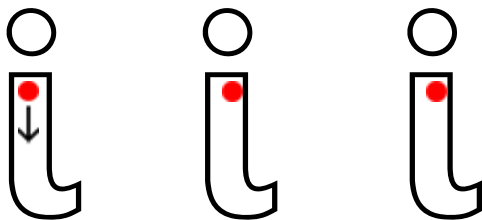
unit 1 letters and sounds

i



Say, "This letter is code for the sound /i/ as in the word 'insect'".  
Cut out this letter tile and **keep** it for games and activities.

Ask, "Where can you hear the sound /i/ in the word 'insect'?"  
Cut out this picture tile and **keep** it for matching with the letter 'i'.



"Finger trace the letter shapes from the dots and say the sound /i/."  
"Use your pointing finger to 'write' the letter shape in the air."

"Try writing the letter shape here. Can you remember where to start writing from?" After that **ask**, "This letter is code for which sound?"



Ask, "When can you hear the sound /i/ in these words?"  
**Indian ink milk**



"Pinch the crayon with your pointing finger and thumb. Put your next [middle] finger beneath the crayon and grip it. Colour the insect."

! t i s a i \*  
\* s a t \* i  
i t \* s i t

Point to the shapes in each line from left to right. Ask the learner to,  
"Say the sounds /i/, /t/, /a/ and /s/ when you see their letter shapes".

"Remember to hold your pencil with 'froggy legs and a log under'.  
Draw an insect next to a leaf."

1.4 EYSP

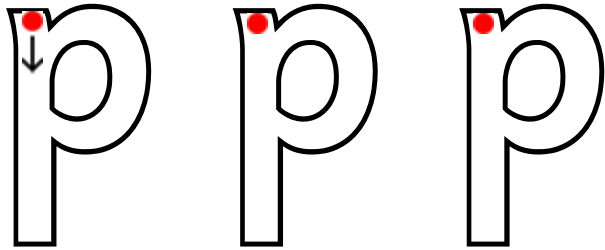
unit 1 letters and sounds

p



Say, "This letter is code for the sound /p/ as in the word 'pan'".  
Cut out this letter tile and **keep** it for games and activities.

Ask, "Where can you hear the sound /p/ in the word 'pan'?"  
Cut out this picture tile and **keep** it for matching with the letter 'p'.

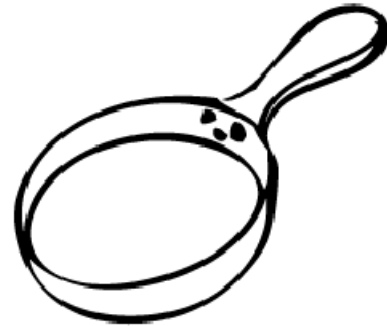


"Finger trace the letter shapes from the dots and say the sound /p/."  
"Use your pointing finger to 'write' the letter shape in the air."

"Try writing the letter shape here. Can you remember where to start writing from?" After that **ask**, "This letter is code for which sound?"



Ask, "When can you hear the sound /p/ in these words?"  
**purse cup pegs**



"Pinch the crayon with your pointing finger and thumb. Put your next [middle] finger beneath the crayon and grip it. Colour the pan."

s i p \* t a p  
p i t \* p a t  
s i t \* t i p

Point to the shapes in each line from left to right. Ask the learner to,  
"Say the sounds /i/, /t/, /a/, /p/, /s/ when you see their letter shapes."

"Remember to hold your pencil with 'froggy legs and a log under'.  
Draw a pan with your favourite dinner cooking in it."

1.5 EYSP

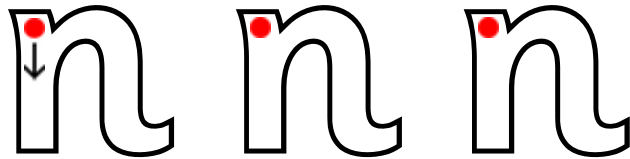
unit 1 letters and sounds

n



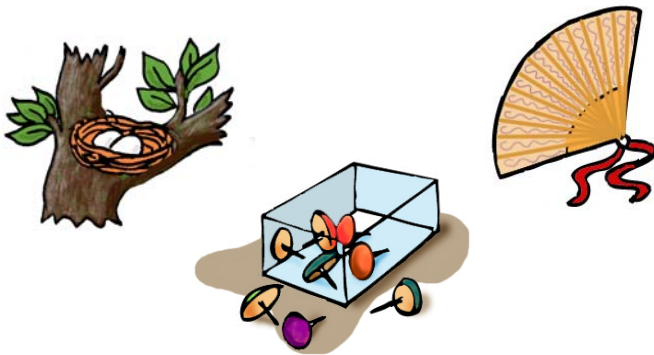
Say, "This letter is code for the sound /n/ as in the word 'net'".  
Cut out this letter tile and **keep** it for games and activities.

Ask, "Where can you hear the sound /n/ in the word 'net'?"  
Cut out this picture tile and **keep** it for matching with the letter 'n'.



"Finger trace the letter shapes from the dots and say the sound /n/."  
"Use your pointing finger to 'write' the letter shape in the air."

"Try writing the letter shape here. Can you remember where to start writing from?" After that **ask**, "This letter is code for which sound?"



Ask, "When can you hear the sound /n/ in these words?"  
**nest pins fan**



"Pinch the crayon with your pointing finger and thumb. Put your next [middle] finger beneath the crayon and grip it. Colour the picture."

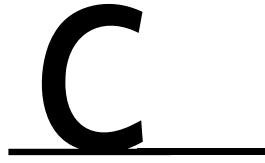
n i p            p a n  
n a p            t i n  
s i t            p i n s

Point under the letters in each word from left to right.  
Ask the learner to, "Say the sounds. Can you hear a word?"

"Remember to hold your pencil with 'froggy legs and a log under'.  
Draw a net with you throwing a ball in it."

1.6 EYSP

unit 1 letters and sounds



Say, "This letter is code for the sound /k/ as in the word 'cat'".  
Cut out this letter tile and **keep** it for games and activities.

Ask, "Where can you hear the sound /k/ in the word 'cat'?"  
Cut out this picture tile and **keep** it for matching with the letter 'c'.



"Finger trace the letter shapes from the dots and say the sound /k/."  
"Use your pointing finger to 'write' the letter shape in the air."

"Try writing the letter shape here. Can you remember where to start writing from?" After that **ask**, "This letter is code for which sound?"



Ask, "When can you hear the sound /k/ in these words?"  
**cup picnic act (actor)**



"Pinch the crayon with your pointing finger and thumb. Put your next [middle] finger beneath the crayon and grip it. Colour the cat."

c a p                  c a n  
s i p                  c a t  
t i n                  t a p s

Point under the letters in each word from left to right.  
Ask the learner to, "Say the sounds. Can you hear a word?"

"Remember to hold your pencil with '**froggy legs and a log under**'."  
Draw a cat curled up on cushion."

1.7 EYSP

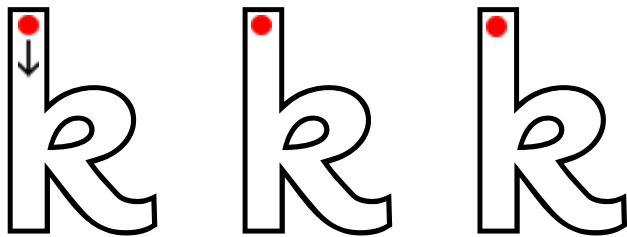
unit 1 letters and sounds

k



Say, "This letter is code for the sound /k/ as in the word 'kit'".  
Cut out this letter tile and **keep** it for games and activities.

Ask, "Where can you hear the sound /k/ in the word 'kit'?"  
Cut out this picture tile and **keep** it for matching with the letter 'k'.



"Finger trace the letter shapes from the dots and say the sound /k/."  
"Use your pointing finger to 'write' the letter shape in the air."

"Try writing the letter shape here. Can you remember where to start writing from?" After that **ask**, "This letter is code for which sound?"



Ask, "When can you hear the sound /k/ in these words?"  
**kite king skip**



"Pinch the crayon with your pointing finger and thumb. Put your next [middle] finger beneath the crayon and grip it. Colour the kit."

cat      kit  
skip      cap  
pin      skin

Point under the letters in each word from left to right.  
Ask the learner to, "Say the sounds. Can you hear a word?"

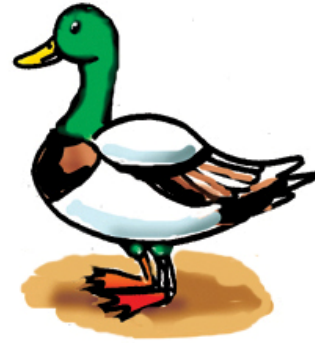
"Remember to hold your pencil with '**froggy legs and a log under**'.  
Draw a sewing kit or tool kit."

1.8 EYSP

unit 1 letters and sounds

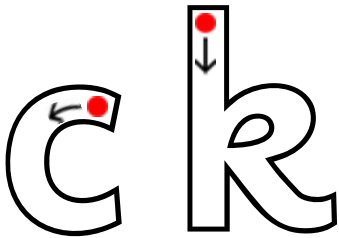


-ck



Say, "This grapheme is code for the sound /k/ as in the word 'duck'".  
Cut out this grapheme tile and **keep** it for games and activities.

Ask, "Where can you hear the sound /k/ in the word 'duck'?" Cut out this picture tile and **keep** it for matching with the grapheme 'ck'.

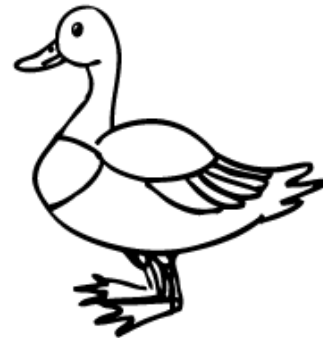


"Finger trace the letter shapes from the dots and say the sound /k/."  
"Use your pointing finger to 'write' the letter shapes in the air."

"Try writing the letter shapes here. Can you remember where to start writing from?" Ask, "These letters are code for which sound?"



Ask, "When can you hear the sound /k/ in these words?"  
**clock socks bucket**



"Pinch the crayon with your pointing finger and thumb. Put your next [middle] finger beneath the crayon and grip it. Colour the duck."

p a c k    s i c k  
s a c k    p i c k  
t i c k    k i c k

Point under the graphemes in each word from left to right.  
Ask the learner to, "Say the sounds. Can you hear a word?"

"Remember to hold your pencil with 'froggy legs and a log under'.  
Draw a duck in a pond."

1.9 EYSP

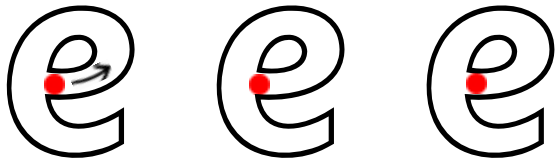
unit 1 letters and sounds

e



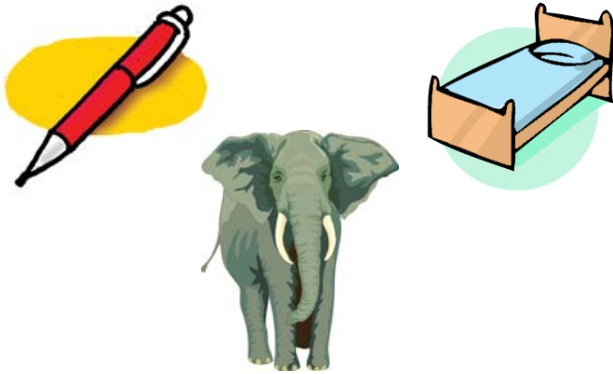
Say, "This grapheme is code for the sound /e/ as in the word 'egg'".  
Cut out this grapheme tile and **keep** it for games and activities.

Ask, "Where can you hear the sound /e/ in the word 'egg'?" Cut out this picture tile and **keep** it for matching with the grapheme 'e'.



"Finger trace the letter shapes from the dots and say the sound /e/."  
"Use your pointing finger to 'write' the letter shape in the air."

"Try writing the letter shape here. Can you remember where to start writing from?" Ask, "This letter is code for which sound?"



Ask, "When can you hear the sound /e/ in these words?"  
**pen elephant bed**



"Pinch the crayon with your pointing finger and thumb. Put your next [middle] finger beneath the crayon and grip it. Colour the egg."

neck set  
ten peck  
pen tent

Point under the graphemes in each word from left to right.  
Ask the learner to, "Say the sounds. Can you hear a word?"

"Remember to hold your pencil with 'froggy legs and a log under'.  
Draw an egg in a nest."

1.10 EYSP

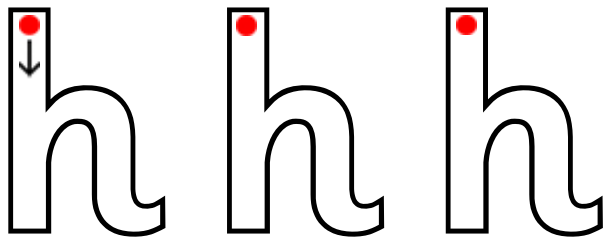
unit 1 letters and sounds

h



Say, "This grapheme is code for the sound /h/ as in the word 'hat'".  
Cut out this grapheme tile and **keep** it for games and activities.

Ask, "Where can you hear the sound /h/ in the word 'hat'?" Cut out this picture tile and **keep** it for matching with the grapheme 'h'.



"Finger trace the letter shapes from the dots and say the sound /h/."  
"Use your pointing finger to 'write' the letter shape in the air."

"Try writing the letter shape here. Can you remember where to start writing from?" Ask, "This letter is code for which sound?"



Ask, "When can you hear the sound /h/ in these words?"  
**hen head hills**



"Pinch the crayon with your pointing finger and thumb. Put your next [middle] finger beneath the crayon and grip it. Colour the hat."

h i t            p e t  
t i c k            h e n  
h a t            s t i c k

Point under the graphemes in each word from left to right.  
Ask the learner to, "Say the sounds. Can you hear a word?"

"Remember to hold your pencil with 'froggy legs and a log under'.  
Draw a hat for a hot, sunny day."

1.11 EYSP

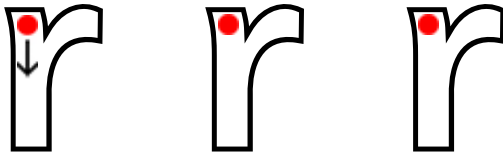
unit 1 letters and sounds

r



Say, "This grapheme is code for the sound /r/ as in the word 'rat'".  
Cut out this grapheme tile and **keep** it for games and activities.

Ask, "Where can you hear the sound /r/ in the word 'rat'?" Cut out  
this picture tile and **keep** it for matching with the grapheme 'r'.



"Finger trace the letter shapes from the dots and say the sound /r/."  
"Use your pointing finger to 'write' the letter shape in the air."

"Try writing the letter shape here. Can you remember where to start  
writing from?" Ask, "This letter is code for which sound?"



Ask, "When can you hear the sound /r/ in these words?"  
**rip train run**



"Pinch the crayon with your pointing finger and thumb. Put your next  
[middle] finger beneath the crayon and grip it. Colour the rat."

rip tent  
hen trap  
rat trick

Point under the graphemes in each word from left to right.  
Ask the learner to, "Say the sounds. Can you hear a word?"

"Remember to hold your pencil with 'froggy legs and a log under'.  
Draw a rat eating scraps of food."

1.12 EYSP

unit 1 letters and sounds