

qu
queen



Say "/kw/ queen". Trace the letters 'qu' as you say /kw/.

A queen is the wife of a king or the official royal ruler of a country.

qu i ck

qu i t

qu i te

s qu ea l

qu i e t

Finger track. At first, let the learner say the sounds and blend them.

Write 'qu' whilst saying /kw/. Spell 'quest', 'squid' and 'squeak'.

ou
ouch



Say "/ou/ ouch". Finger trace the grapheme 'ou' as you say /ou/.

When /ou/ is the **end** sound of a word, this grapheme is **not** used.

ou t

l ou d

sh ou t

mountain

fountain

Finger track. At first, let the learner say the sounds and blend them.

Write 'ou' whilst saying /ou/. Spell 'mouth', 'clouds' and 'sound'.

OW

owl



Say "/ou/ owl". Finger trace the grapheme 'ow' as you say /ou/.

An owl is a nocturnal bird of prey with large front - facing eyes.

c ow

n ow

d ow n

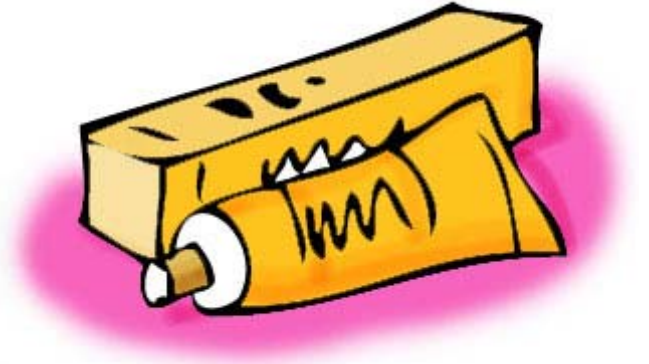
b r ow n

c r ow d

Finger track. At first, let the learner say the sounds and blend them.

Write 'ow' whilst saying /ou/. Spell 'how', 'town' and 'frown'.

oi
ointment



Say "/oi/ ointment". Finger trace the grapheme 'oi' as you say /oi/ .

Ointment is medication applied to the skin to heal or protect it.

oi l
f oi l
c oi n s
b oi l i n g
c oi l e d

When /oi/ is the end sound, the grapheme 'oi' is **not** used (except 'coi').

Write 'oi' whilst saying /oi/. Together, spell 'oil', 'join' and 'point'.

oy

toy



Say "/oi/ as in toy". Finger trace the grapheme 'oy' as you say /oi/.

How do you know that this is a clockwork toy?

b oy

r oy al

e n j oy ed

d e s t r oy

a n n oy

Finger track. At first, let the learner say the sounds and blend them.

Write 'oy' whilst saying /oi/. Together, spell 'toys', 'enjoy' and 'loyal'.

-ue

statue



Say "/yoo/ as in statue". Trace the grapheme 'ue' as you say /yoo/.

Some people say 'sta-choo'. Readers can 'tweak' the pronunciation.

Tue s d ay

m ue s l i

v e n ue

barbecue

overdue

Finger track. At first, let the learner say the sounds and blend them.

Write 'ue' whilst saying /yoo/. Spell 'due', 'rescue' and 'value'.

-ue

blue



Say "long /oo/ as in blue". Trace the grapheme 'ue' as you say /oo/.

Blue can describe the colour blue or an unhappy mood.

c l ue

t r ue

g l ue

gruesome

glued

Finger track. At first, let the learner say the sounds and blend them.

Write 'ue' whilst saying /oo/. Spell 'clues', 'Sue' (name) and 'glues'.

-er

mermaid



Say "/er/ as in mermaid". Trace the grapheme 'er' as you say /er/.

This is a female imaginary sea creature. The male is a 'merman'.

h er

h er b s

h er d (of cattle)

s er ve

p er f e c t

Finger track. At first, let the learner say the sounds and blend them.

Write 'er' whilst saying /er/. Spell 'term', 'stern' and 'swerve'.

ar
artist



Say "/ar/ artist". Finger trace the grapheme 'ar' as you say /ar/.

This artist works with an easel, canvas, palette, paints and brushes.

ar m
ch ar t
ar g ue
m ar k e t
sparkling

Finger track. At first, let the learner say the sounds and blend them.

Write 'ar' whilst saying /ar/. Spell 'car park', 'start' and 'garden'.

-ce

palace



Say "/s/ as in palace". Finger trace the grapheme 'ce' as you say /s/.

Palaces are homes of high-ranking people such as ruling monarchs.

d a n c e

f e n c e

f o r c e

ch o i c e

a d v a n c e d

Finger track. At first, let the learner say the sounds and blend them.

Write 'ce' whilst saying /s/.

Spell 'prince', 'voice' and 'bounce'.

-ge
cabbage



Say "/j/" as in cabbage". Trace the grapheme 'ge' as you say /j/.

A cabbage is a healthy vegetable for you to eat raw or cooked.

l a r g e
h i n g e
t w i n g e
s a v a g e
p a c k a g e

Finger track. At first, let the learner say the sounds and blend them.

Write 'ge' whilst saying /j/. Spell 'barge', 'plunge' and 'damage'.

-se
house



Say "/s/ as in house". Finger trace the grapheme 'se' as you say /s/.

What is the difference between a 'house' and a 'home'?

m ou se (mice)

l ou se (lice)

h or se

l oo se

expense

Finger track. At first, let the learner say the sounds and blend them.

Write 'se' whilst saying /s/.

Spell 'rinse', 'pulse' and 'sense'.