

-ng



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

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

ng

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

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



Ask, "When can you hear the sound /ng/ in these words?"
ring strings hanging (The clothes are hanging.)

"Remember to hold your pencil with 'froggy legs and a log under'.
Draw someone banging on a gong."

l o n g b r i n g
Tom bangs on a
big kettle drum.
He sings a song.

"Sound out and blend the words and sentences. Where are the capital letters? Can you think of more 'ng' words?"

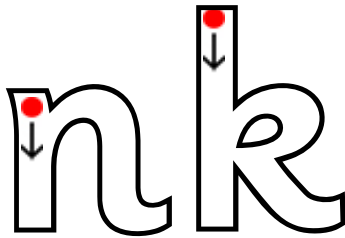
"Listen for the sounds from beginning to end of some 'ng' words. Use your grapheme tiles to spell the words and then write them down."

-nk



Say, "This grapheme is code for the sound /nk/ as in the word 'ink'".
[It is really **two** sounds /ng/+k/ but treat it as **one**.] Cut out this tile.

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



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

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



Ask, "When can you hear the sound /nk/ in these words?"
wrinkles trunk think

"Remember to hold your pencil with '**froggy legs and a log under**'."
Draw a pen and ink bottle."

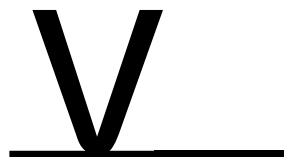
p i nk p l a nk
Dad has a tank
full of petrol. He is
going **to** **the** bank.

Give help with the sounds /th/ and /u/ in '**the**'; and the /oo/ sound in '**to**'.
"Sound out and blend the words and sentences."

"Listen for the sounds from beginning to end of some 'nk' words. Use your grapheme tiles to spell the words and then write them down."

4.2 EYSP

unit **4** letters and sounds



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

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



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

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



Ask, "When can you hear the sound /v/ in these words?"
vase adventure violets

"Remember to hold your pencil with '**froggy legs and a log under**'.
Draw a violin and bow."

v e t v a n v e s t
Vic is at the vet's.
He went in his van
with his sick cat.

Give help with saying 'the' and the sound /th/ as in 'with'.
"Sound out and blend the words and sentences."

"Listen for the sounds from beginning to end of some 'v' words. Use
your grapheme tiles to spell the words and then write them down."

4.3 EYSP

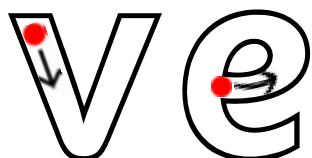
unit 4 letters and sounds

-ve



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

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



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

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



Ask, "When can you hear the sound /v/ in these words?"
serve shelves gloves

"Remember to hold your pencil with '**froggy legs and a log under**'."
Draw a dove flying in the sky."

h a v e l o v e g i v e
I have some pet
doves. I love to
feed my doves.

Give help with 'my' and the letter 'o' in 'dove', 'some' and 'to' if
needed. "Sound out and blend the words and sentences."

"Listen for the sounds from beginning to end of some 've' words. Use
your grapheme tiles to spell the words and then write them down."

4.4 EYSP

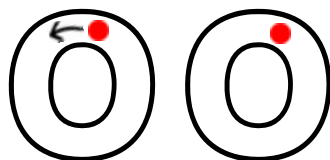
unit 4 letters and sounds

oo



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

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



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

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



Ask, "When can you hear the sound /oo/ in these words?"
hood cooker look

"Remember to hold your pencil with '**froggy legs and a log under**'."
Draw a book lying open ready to read."

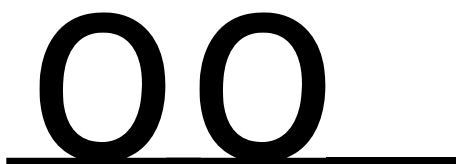
l oo k c oo k h oo k
I read my best
book **to** my little
dog. Spot loved it!

Give help with 'my' and the 'o' in 'loved and 'to' if needed.
"Sound out and blend the words and sentences."

"Listen for the sounds from beginning to end of some 'oo' words. Use your grapheme tiles to spell the words and then write them down."

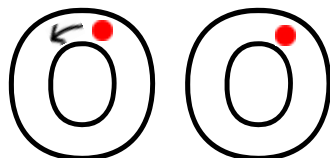
4.5 EYSP

unit **4** letters and sounds



Say, "This grapheme is code for the long /oo/ sound as in the word 'moon'". Cut out this grapheme tile and keep it for various activities.

Ask, "Where can you hear the long /oo/ sound in the word 'moon'?" Keep this picture tile for matching with the grapheme 'oo'.



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

"Try writing the grapheme here. Can you remember where to start writing from?" Ask, "This grapheme is code for which **two** sounds?"



Ask, "When can you hear the sound /oo/ in these words?"
rooftops spoon toadstools

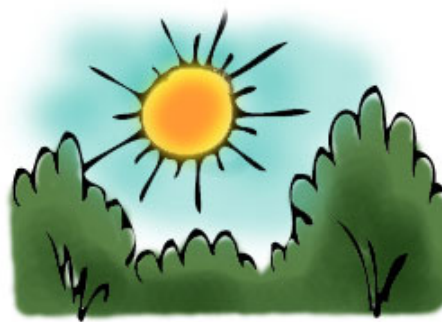
"Remember to hold your pencil with 'froggy legs and a log under'." "Draw the moon in a night sky."

soon tool spoon
A bright moon
shone on **the** wet
rooftops.

The 'ne' in 'shone' is simply pronounced as /n/. End 'e's in words are rarely sounded out. "Sound out and blend the words and sentences."

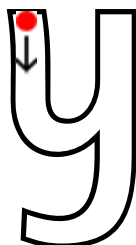
"Listen for the sounds from beginning to end of some 'oo' words. Use your grapheme tiles to spell the words and then write them down."

y



Say, "This grapheme is code for a sound close to /ee/ as in the word 'sunny'. Cut out this grapheme tile and keep it for various activities.

Ask, "Where can you hear the sound /ee/ in the word 'sunny'?" Keep this picture tile for matching with the grapheme 'y'.



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

"Try writing the grapheme here." "This grapheme is code for which three sounds?" [key words: yawn fly sunny or yes my mummy]



Ask, "When can you hear the sound /ee/ in these words?" baby funny cloudy

"Remember to hold your pencil with 'froggy legs and a log under'. Draw a sunny day." [Include a donkey for the 'ey' grapheme.]

funny rainy windy
It is a sunny day
but it looks as if
a storm is coming.

Give help with 'coming' if needed.
"Sound out and blend the words and sentences."

"Listen for the sounds from beginning to end of some '-y' words. Use your grapheme tiles to spell the words and then write them down."

4.7 EYSP

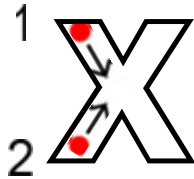
unit 4 letters and sounds

X



This grapheme is code for the sound /ks/ as in the word 'fox'. This is **two** sounds and is spelt in some words with 'ks', 'cks' or 'kes'. Cut out.

Ask, "Where can you hear the sound /ks/ in the word 'fox'?"
Keep this picture tile for matching with the grapheme 'x'.



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

"Try writing the grapheme here." "This grapheme is code for which sound?" **Point out** that other spellings can be code for the /ks/ sound.



Ask, "When can you hear the sound /ks/ in these words?"
taxi boxes mixer

"Remember to hold your pencil with '**froggy legs and a log under**'."
Draw a fox and two fox cubs playing in some boxes."

Max is in his taxi
cab. He sees a fox
looking in some
boxes. It is hungry.

Give help with 'some' and 'hungry' if needed.
"Sound out and blend the words and sentences."

"Listen for the sounds from beginning to end of some 'x' words. Use
your grapheme tiles to spell the words and then write them down."

4.8 EYFS

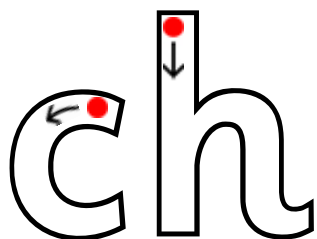
unit **4** letters and sounds

ch



"This grapheme is code for the sound /ch/ as in the word 'chairs'."
Cut out and keep this grapheme tile for games and activities.

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



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

"Try writing the grapheme here. Where do the letter shapes start?"
"This grapheme is code for which sound?"



Ask, "When can you hear the sound /ch/ in these words?"
lunch cheese branches

"Remember to hold your pencil with 'froggy legs and a log under'.
Draw some different types of chairs."

Open up the chest.
Which object can I
choose to cheer
me up ? **Thanks !**

Give some help if needed. Underline the 'ch' graphemes.
"Sound out and blend the words and sentences."

"Listen for the sounds from beginning to end of some 'ch' words. Use
your grapheme tiles to spell the words and then write them down."

4.9 EYSP

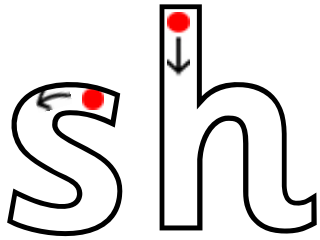
unit **4** letters and sounds

sh



"This grapheme is code for the sound /sh/ as in the word 'sheep'."
Cut out and keep this grapheme tile for games and activities.

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



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

"Try writing the grapheme here. Where do the letter shapes start?"
"This grapheme is code for which sound?"



Ask, "When can you hear the sound /sh/ in these words?"
shell fish splash

"Remember to hold your pencil with '**froggy legs and a log under**'."
Draw a small flock of sheep and a sheepdog."

Shall I rush to
help Shep bring up
the sheep? I wish
we had a shelter.

Give some help if needed. Underline the 'sh' graphemes.
"Sound out and blend the words and sentences."

"Listen for the sounds from beginning to end of some 'sh' words. Use
your grapheme tiles to spell the words and then write them down."

4.10 EYSP

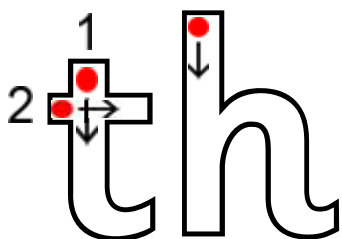
unit 4 letters and sounds

th



"This grapheme is code for the **unvoiced** sound /th/ as in the word 'thistle'." Cut out this grapheme tile for games and activities.

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



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

"Try writing the grapheme here. Where do the letter shapes start?"
"This grapheme is code for which sound?"



Ask, "When can you hear the sound /th/ in these words?"
thread teeth moth

"Remember to hold your pencil with '**froggy legs and a log under**'."
Draw a thistle."

I need a thimble,
a thin needle and
some pink thread
for that silk cloth.

Give some help if needed. Note the **voiced** /th/ in 'that'.
"Sound out and blend the words and sentences."

"Listen for the sounds from beginning to end of some 'th' words. Use
your grapheme tiles to spell the words and then write them down."

4.11 EYSP

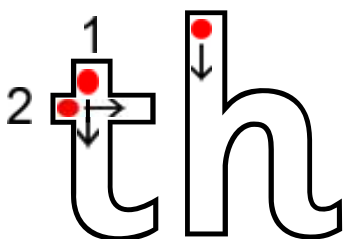
unit **4** letters and sounds

th



"This grapheme is code for the **voiced** sound /th/ as in 'over **there**'."
Cut out and keep this grapheme tile for games and activities.

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



"Finger trace the letter shapes from the dots and say the 'voiced' sound /th/."
"Write the letter shapes in the air"

"Try writing the grapheme here. Where do the letter shapes start?"
"This grapheme is code for which **two** similar sounds?"



Ask, "When can you hear the sound /th/ in these words?"
feathers bathe (I bathe in the sea.) weather

"Remember to hold your pencil with '**froggy legs and a log under**'."
Draw a boy pointing 'over there'."

Can I bathe in
the sea? No. It is
too cold and the
weather is stormy.

Give some help if needed.
"Sound out and blend the words and sentences."

"Listen for the sounds from beginning to end of some 'th' words. Use
your grapheme tiles to spell the words and then write them down."

4.12 EYSP

unit **4** letters and sounds