

qu



"This grapheme is code for the sounds /kw/ as in 'queen'." This is two sounds /k/ and /w/ blended. Cut out this grapheme tile for activities.

Ask, "Where can you hear the sounds /kw/ in the word 'queen'?" Cut out and keep this picture tile for matching with the grapheme 'qu'.

qu

"Finger trace the letter shapes from the dots and say the blended sounds /kw/." "Write the letter shapes in the air."

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



Ask, "When can you hear the sounds /kw/ in these words?"
quilt squirrel qualification

"Remember to hold your pencil with 'froggy legs and a log under'. Draw a queen wearing a crown."

Finish the quilt quickly. The Queen has requested that we bring it to her.

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

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

5.1 EYSP

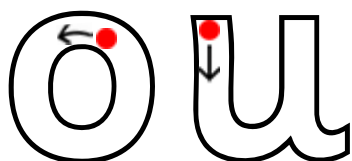
unit **5** letters and sounds

ou



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

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



"Finger trace the letter shapes from the dots and say the sound /ou/."
"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 /ou/ in these words?"
loud fountain mouse

"Remember to hold your pencil with 'froggy legs and a log under'.
Draw a man hitting his thumb with a hammer."

Out **you** go. I am
not shouting at
you. My mouth is
just saying, "Go".

In the word 'you', the 'ou' grapheme is code for the long /oo/ sound.
"Sound out and blend the words and sentences."

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

5.2 EYSP

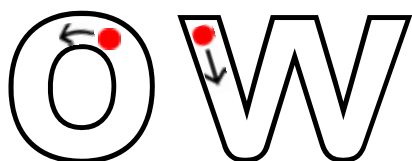
unit 5 letters and sounds

ow



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

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



"Finger trace the letter shapes from the dots and say the sound /ou/."
"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** sounds?" [/oa/ and /ou/]



Ask, "When can you hear the sound /ou/ in these words?"
clown crowns frown

"Remember to hold your pencil with '**froggy legs and a log under**'."
Draw an owl perched on the branch of a tree."

The big brown owl
looked down from
his branch. Below,
a little mouse hid.

Give help if needed. The grapheme 'se' is code for /s/ in mouse.
"Sound out and blend the words and sentences."

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

5.3 EYSP

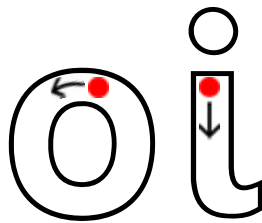
unit **5** letters and sounds

oi



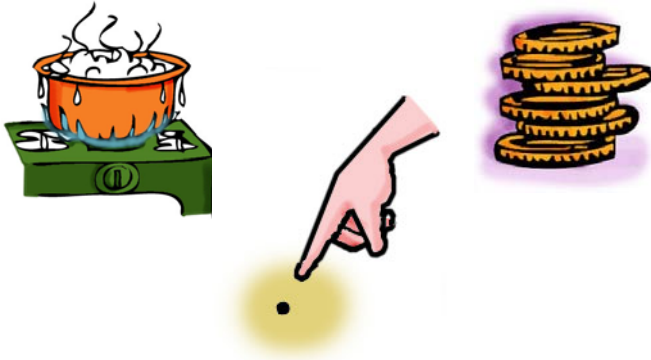
"This grapheme is code for the sound /oi/ as in 'ointment'."
Cut out and keep this grapheme tile for games and activities.

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



"Finger trace the letter shapes from the dots and say the sound /oi/."
"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 /oi/ in these words?"
boiling point coins

"Remember to hold your pencil with '**froggy legs and a log under**'."
Draw a tube of ointment and its box."

I pointed at the
squeaky joint. Dad
got the oil can out.
He oiled the joint.

Give help if needed. "Look for the 'oi' graphemes and underline them.
Sound out and blend the words and sentences."

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

5.4 EYSP

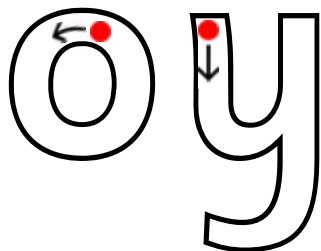
unit **5** letters and sounds

oy



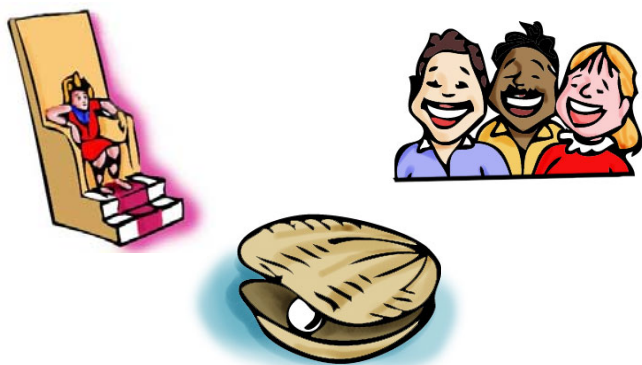
"This grapheme is code for the sound /oi/ as in 'toy'."
Cut out and keep this grapheme tile for games and activities.

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



"Finger trace the letter shapes from the dots and say the sound /oi/."
"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 /oi/ in these words?"
royal boy oyster enjoy

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

Roy enjoys playing
with this toy. His
sister annoys him
when she has it.

Give help if needed. "Look for the 'oy' graphemes and underline them.
Sound out and blend the words and sentences."

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

5.5 EYSP

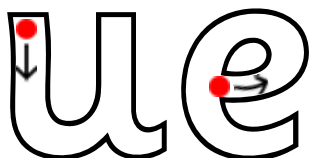
unit 5 letters and sounds

-ue



"This grapheme is code for the sound /yoo/ as in 'statue'." [It is **two** sounds blended /y/ and /oo/.] Cut out this grapheme tile for activities.

Ask, "Where can you hear the sound /yoo/ in the word 'statue'?"
Keep this picture tile for matching with the grapheme 'ue'.



"Finger trace the letter shapes from the dots and say the sound /yoo/." "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 /yoo/ in these words?"
barbecue rescued muesli

"Remember to hold your pencil with '**froggy legs and a log under**'."
Draw a statue of a special person."

Una had muesli
for breakfast
today. She had an
egg on Tuesday.

Give help if needed. "Look for the 'ue' graphemes and underline them.
Sound out and blend the words and sentences."

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

5.6 EYSP

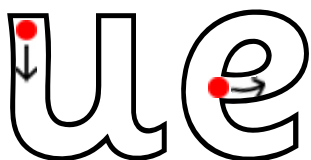
unit **5** letters and sounds

-ue



"This grapheme is code for the long /oo/ sound as in 'blue'."
Cut out and keep this grapheme tile for games and activities.

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



"Finger trace the letter shapes from the dots and say the long /oo/ sound."
"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 **two** sounds?" /yoo/ and /oo/



Ask, "When can you hear the sound /oo/ in these words?"
clue glue gruesome

"Remember to hold your pencil with 'froggy legs and a log under'.
Draw a picture of something 'blue'."

Sue, is it true that
you found a clue?
Yes. A blue feather**er**
glued to his shoe**.**

Give help with 'er' and the rare /oo/ graphemes. "Look for the 'ue' graphemes and underline them. Blend the words and sentences."

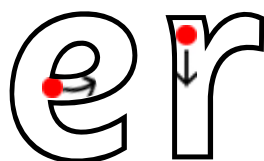
"Listen for the sounds from beginning to end of some 'ue' words. Use your grapheme tiles to spell the words and then write them down."

-er



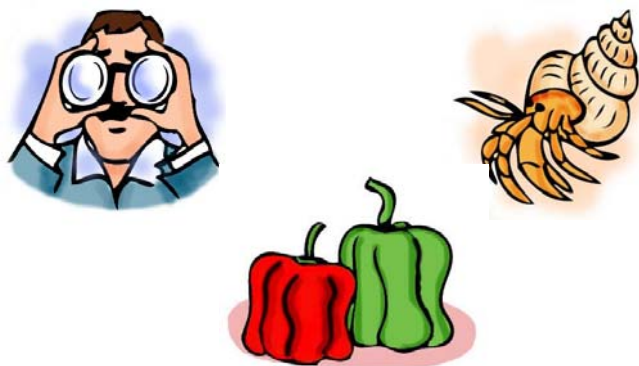
"This grapheme is code for the sound /er/ as in 'mermaid' or sometimes for a shorter /u/ (schwa) sound as in 'mixer'. Cut out.

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



"Finger trace the letter shapes from the dots and say the sound /er/."
"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 **two** sounds?" /er/ and /u/



Ask, "When can you hear the sound /er/ or /u/ in these words?"
observe peppers hermit crab

"Remember to hold your pencil with 'froggy legs and a log under'.
Draw a picture of a magical mermaid sitting on a rock."

A mermaid sat on
a rock. She brushed
her **hair**. Then she
swished her tail.

Give help with the 'air' grapheme in 'hair'. "Look for the 'er' graphemes and underline them. Blend the words and sentences."

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

5.8 EYSP

unit 5 letters and sounds

ar



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

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

ar

"Finger trace the letter shapes from the dots and say the sound /ar/."
"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 /ar/ in these words?"
sharpen barge star

"Remember to hold your pencil with 'froggy legs and a log under'.
Draw an artist painting a picture or pattern."

Look at that happy
artist. The blue stars
pattern on his canvas
is so interesting.

Give help where needed. "Look for the 'ar' and 'er' graphemes and underline them. Sound out and blend the words and sentences."

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

5.9 EYSP

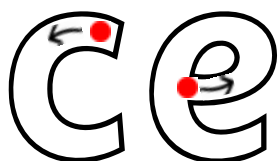
unit **5** letters and sounds

-ce



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

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



"Finger trace the letter shapes from the dots and say the sound /s/."
"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 /s/ in these words?"
prince dance necklace

"Remember to hold your pencil with 'froggy legs and a log under'.
Draw a prince and his palace."

Vince is a charming
prince. Alice met him
at the royal dance.
He loved her grace.

Give help where needed. "Look for the 'ce' graphemes and underline them. Sound out and blend the words and sentences."

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

5.10 EYSP

unit **5** letters and sounds

-ge



Say, "This grapheme is sometimes code for the sound /j/ as in the word 'cabbage'". Cut out and keep this tile for various activities.

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

ge

"Finger trace the letter shapes from the dots and say the sound /j/."
"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 /j/ in these words?"
package barge damaged

"Remember to hold your pencil with 'froggy legs and a log under'.
Draw a green, leafy cabbage."

George is a greedy boy. He eats 'garbage' (sweets) but his mum gives him cabbage !

Give help where needed. "Look for the 'ge' graphemes and underline them. Sound out and blend the words and sentences."

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

5.11 EYSP

unit 5 letters and sounds

-se



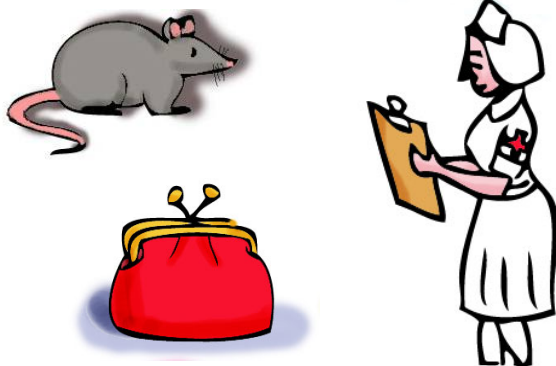
Say, "This grapheme is code for the sound /s/ as in the word 'house'".
Cut out and keep this grapheme tile for various activities.

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

se

"Finger trace the letter shapes from the dots and say the sound /s/."
"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 /s/ in these words?"
mouse **purse** **nurse**

"Remember to hold your pencil with 'froggy legs and a log under'.
Draw an old house."

In the old house ran a
little brown mouse
and another brown
mouse and then ten
mice or more !

Give help where needed. "Look for the 'se' graphemes and underline them. Sound out and blend the words and sentences."

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

5.12 EYSP

unit 5 letters and sounds