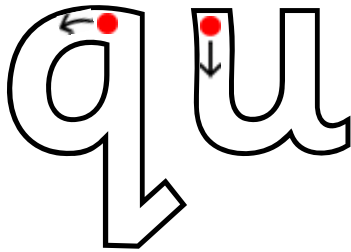


qu



"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'.



"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?"

question  
quilt  
squash

Finger-track under each word from left to right whilst saying the word slowly. Ask, "When can you hear the sounds /kw/ in these words?"

"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."

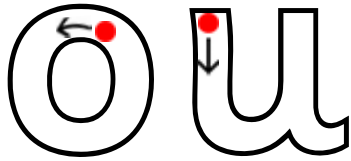
"Listen for the sounds from beginning to end of some 'qu' words. Use your grapheme tiles to spell the words and then write them down."

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?"

ou t  
sh ou t  
s ou th

Finger-track under each word from left to right whilst saying the word slowly. Ask, "When can you hear the sound /ou/ in these words?"

"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."

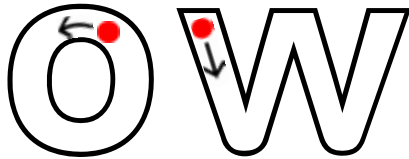
"Listen for the sounds from beginning to end of some 'ou' words. Use your grapheme tiles to spell the words and then write them down."

# 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?" [/o/ and /u/]

ow l  
h ow  
t ow el

Finger-track under each word from left to right whilst saying the word slowly. Ask, "When can you hear the sound /ou/ in these words?"

"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."

3 Early Years introduction

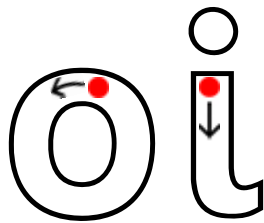
unit 5 letters and sounds

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?"

oi l  
oi n t m e n t  
s oi l

Finger-track under each word from left to right whilst saying the word slowly. Ask, "When can you hear the sound /oi/ in these words?"

"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."

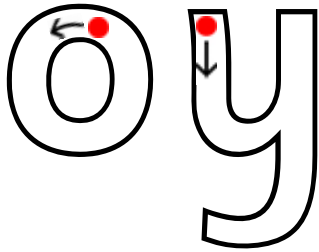
"Listen for the sounds from beginning to end of some 'oi' words. Use  
your grapheme tiles to spell the words and then write them down."

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?"

oy s t er  
r oy al  
e n j oy

Finger-track under each word from left to right whilst saying the word slowly. Ask, "When can you hear the sound /oi/ in these words?"

"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."

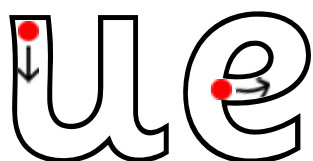
"Listen for the sounds from beginning to end of some 'oy' words. Use  
your grapheme tiles to spell the words and then write them down."

-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?"

s t a t u e

r e s c u e d

T u e s d a y

Finger-track under each word from left to right whilst saying the word slowly. Ask, "When can you hear the sound /yoo/ in these words?"

"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."

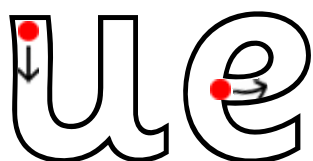
"Listen for the sounds from beginning to end of some 'ue' words. Use  
your grapheme tiles to spell the words and then write them down."

-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/

b l ue  
c l ue s  
t r ue

Finger-track under each word from left to right whilst saying the word slowly. Ask, "When can you hear the sound /oo/ in these words?"

"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**e**.

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

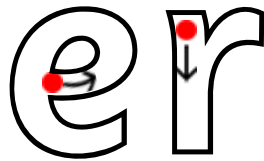
"Listen for the sounds from beginning to end of some 'ue' words. Use your grapheme tiles to spell the words and then write them down."

-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/

m er m ai d  
h er b s  
s i s t er

Finger-track under each word from the left whilst saying the word.  
Ask, "When can you hear the sound /er/ or /u/ in these words?"

"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."



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?"

ar t i s t  
f ar m  
s t ar

Finger-track under each word from left to right whilst saying the word slowly. Ask, "When can you hear the sound /ar/ in these words?"

"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."

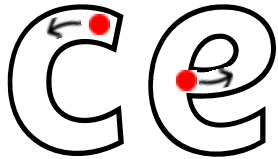
"Listen for the sounds from beginning to end of some 'ar' words. Use your grapheme tiles to spell the words and then write them down."

-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?"

p a l a c e  
p r i n c e  
b o u n c e d

Finger-track under each word from left to right whilst saying the word slowly. Ask, "When can you hear the sound /s/ in these words?"

"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."

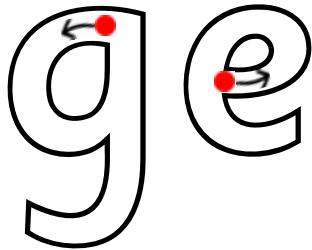
"Listen for the sounds from beginning to end of some 'ce' words. Use your grapheme tiles to spell the words and then write them down."

-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'.



"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?"

c a b b a g e  
l a r g e  
e n g a g e d

Finger-track under each word from left to right whilst saying the word slowly. Ask, "When can you hear the sound /j/ in these words?"

"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."

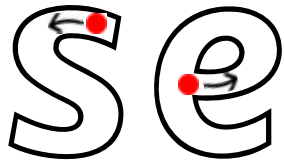
"Listen for the sounds from beginning to end of some 'ge' words. Use your grapheme tiles to spell the words and then write them down."

-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'.



"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?"

h o u s e  
n u r s e d  
p u r s e

Finger-track under each word from left to right whilst saying the word slowly. Ask, "When can you hear the sound /s/ in these words?"

"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."