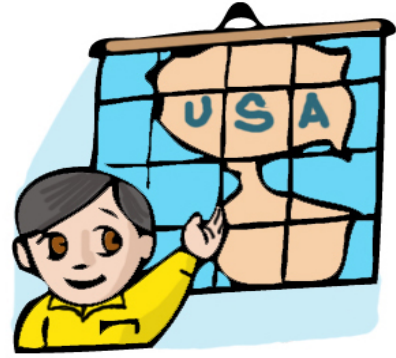
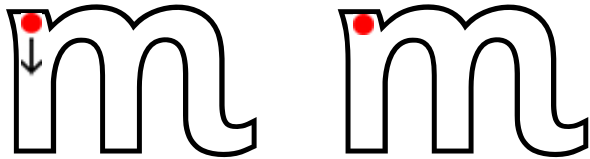


m



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

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

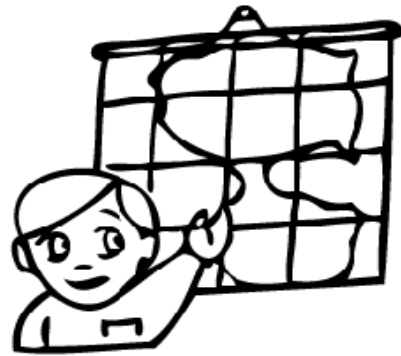


"Finger trace the letter shapes from the dots and say the sound /m/."
"Use your pointing finger to 'write' the letter shape in the air."

"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 /m/ in these words?"
milk swim lamp



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

h i m m e t
m a n r i p
h a t m a t

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 map to find the treasure."

2.1 EYSP

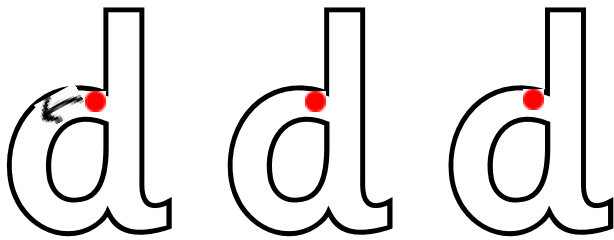
unit 2 letters and sounds

d



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

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



"Finger trace the letter shapes from the dots and say the sound /d/."
"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 /d/ in these words?"
hands dolls bed



"Pinch the crayon with your pointing finger and thumb. Put your next finger beneath the crayon and grip it. Colour the man digging."

dim had
sad hid
dip hand

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 pirate digging for treasure."

2.2 EYSP

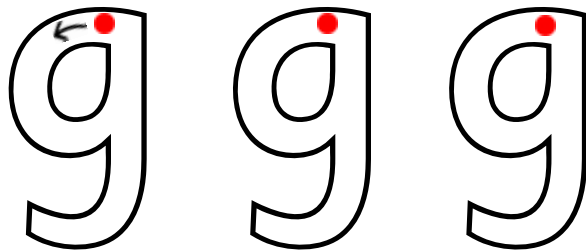
unit 2 letters and sounds

g



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

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



"Finger trace the letter shapes from the dots and say the sound /g/."
"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 /g/ in these words?"
pegs glasses flag



"Pinch the crayon with your pointing finger and thumb. Put your next finger beneath the crayon and grip it. Colour the girl."

d i g g e t
r a g h a t
p e g s a n d

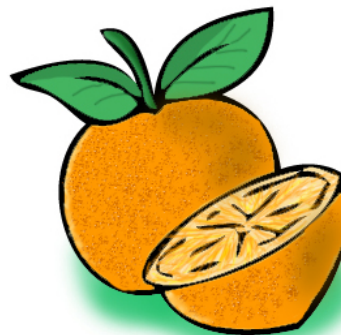
Point under the graphemes in each word from left to right.
Ask the learner to, "Say the sounds. Can you hear a word?"

"Remember to hold your pencil with 'froggy legs and a log under'.
Draw two girls throwing a ball to one another."

2.3 EYSP

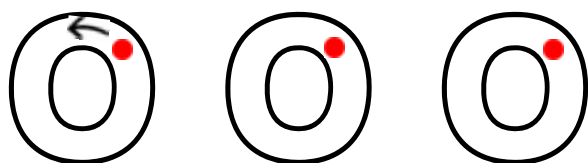
unit 2 letters and sounds

O



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

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



"Finger trace the letter shapes from the dots and say the sound /o/."
"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 /o/ in these words?"
otter log octopus



"Pinch the crayon with your pointing finger and thumb. Put your next finger beneath the crayon and grip it. Colour the orange."

t o p g o t
d o g p o t
l o g h i n t

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 glass of freshly squeezed orange juice."

2.4 EYSP

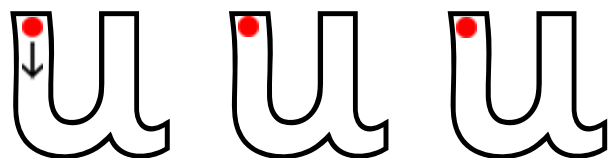
unit 2 letters and sounds

u



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

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



"Finger trace the letter shapes from the dots and say the sound /u/."
"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 /u/ in these words?"
under run jug



"Pinch the crayon with your pointing finger and thumb. Put your next finger beneath the crayon and grip it. Colour the umbrella."

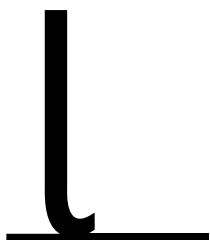
c u p p e g
m u d c u t
s u n t u g

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 lady holding an umbrella in the rain."

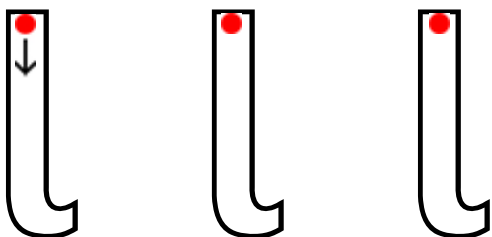
2.5 EYSP

unit 2 letters and sounds



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

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



"Finger trace the letter shapes from the dots and say the sound /l/."
"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 /l/ in these words?"
lamp slide plums



"Pinch the crayon with your pointing finger and thumb. Put your next
finger beneath the crayon and grip it. Colour the ladder."

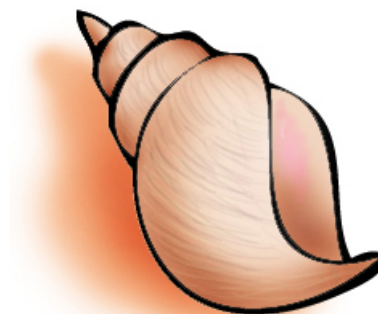
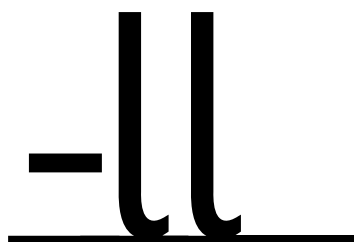
l i p s l o g
s l i p l e t
l i d s l u g

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 person climbing a ladder to clean a window."

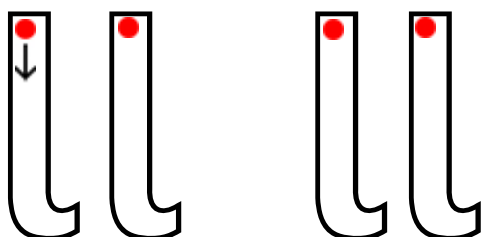
2.6 EYSP

unit **2** letters and sounds



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

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



"Finger trace the letter shapes from the dots and say the sound /l/."
"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 /l/ in these words?"
ill hills dolls



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

p i l l d o l l
t e l l h i l l
g u l l s p i l l

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 shell on the seashore."

2.7 EYSP

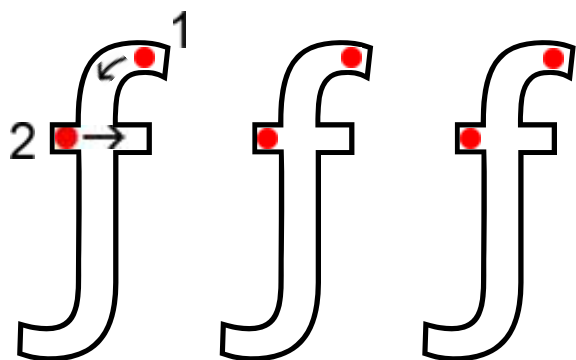
unit 2 letters and sounds

f



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

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



"Finger trace the letter shapes from the dots and say the sound /f/."
"Use your pointing finger to 'write' the letter shapes 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 /f/ in these words?"
flower golf fan



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

f e l l f a t
 s e l l f i l l
 s o f t l i f t

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 fluffy feather."

2.8 EYSP

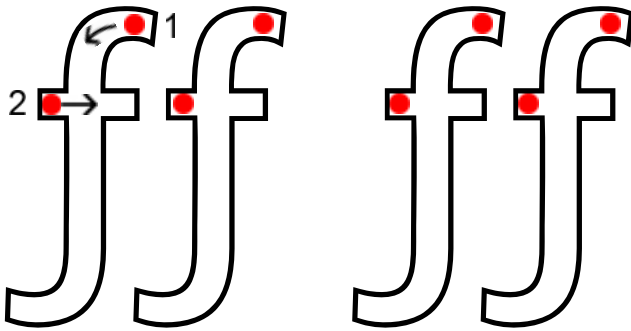
unit 2 letters and sounds

ff



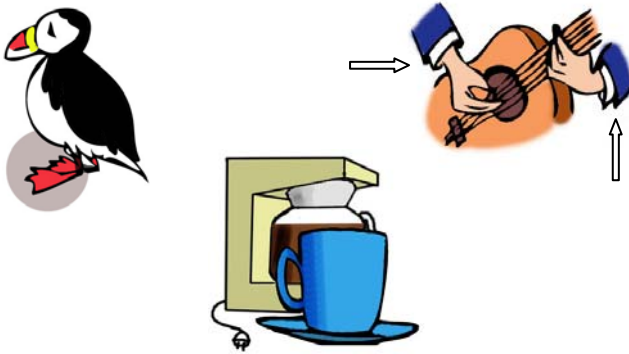
Say, "This grapheme is code for the sound /f/ as in the word 'cliff'". Cut out this grapheme tile and **keep** it for games and activities.

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



"Finger trace the letter shapes from the dots and say the sound /f/."
"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 /f/ in these words?"
puffin coffee cuffs



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

p u ff c u ff
s t a ff l i f t
f i t p u ff i n

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 cliff and some puffins (with stripy beaks) flying nearby."

2.9 EYSP

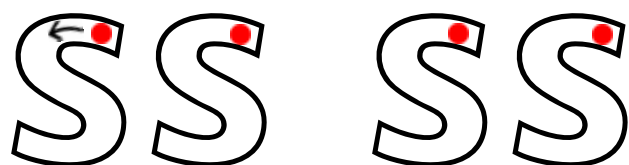
unit 2 letters and sounds

-ss



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

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



"Finger trace the letter shapes from the dots and say the sound /s/."
"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, "This grapheme is code for which sound?"



Ask, "When can you hear the sound /s/ in these words?"
dress glass glasses



"Pinch the crayon with your pointing finger and thumb. Put your next finger beneath the crayon and grip it. Colour the man with the glass."

p a ss m i ss
f u ss m e ss
l o ss g l a ss

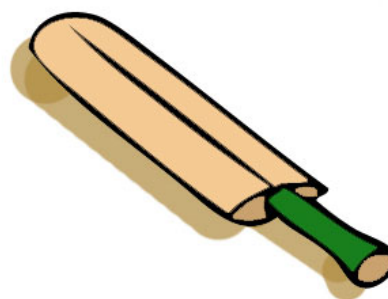
Point under the graphemes in each word from left to right.
Ask the learner to, "Say the sounds. Can you hear a word?"

"Remember to hold your pencil with 'froggy legs and a log under'.
Draw the man carrying a pane of glass."

2.10 EYSP

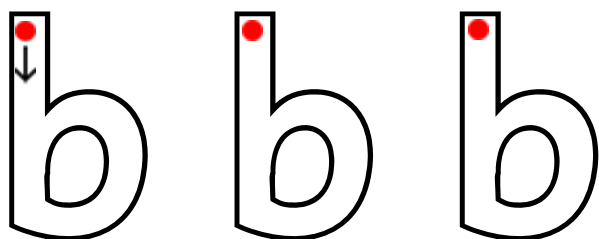
unit 2 letters and sounds

b



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

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

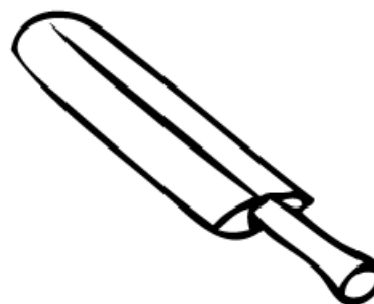


"Finger trace the letter shapes from the dots and say the sound /b/."
"Use your pointing finger to 'write' the letter shapes in the air."

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



Ask, "When can you hear the sound /b/ in these words?"
ball crab bag



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

big ribs
cub boss
bed best

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 two children playing cricket with a bat and ball."

2.11 EYSP

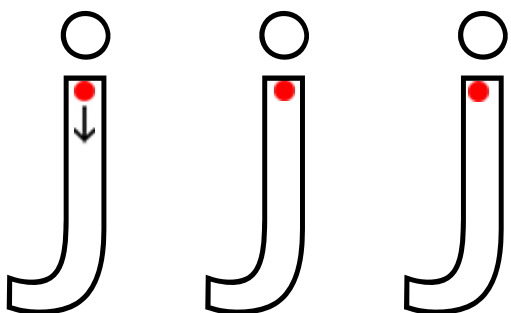
unit 2 letters and sounds

j



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

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



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

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



Ask, "When can you hear the sound /j/ in these words?"
jet juggle jam jar



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

j e t r o b
j u g j a m
b i n j u s t

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 lady pouring a jug of cream."

2.12 EYSP

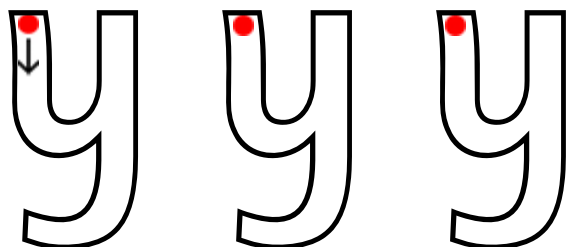
unit 2 letters and sounds

y



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

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



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

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



Ask, "When can you hear the sound /y/ in these words?"
yo-yo yak yellow



"Pinch the crayon with your pointing finger and thumb. Put your next finger beneath the crayon and grip it. Colour the boy yawning."

y e t y e s
j o t j u m p
y a p y e ll

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 yourself yawning in bed in the morning as the sun rises."

2.13 EYSP

unit **2** letters and sounds

ai



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

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

ai

"Finger trace the letter shapes from the dots and say the sound /ai/."
"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 /ai/ in these words?"
rain snail sail

"Pinch the crayon with your pointing finger and thumb. Put your next finger beneath the crayon and grip it. Colour the first aid kit."

ai m n ai l
r ai n p ai n
s ai l s n ai l

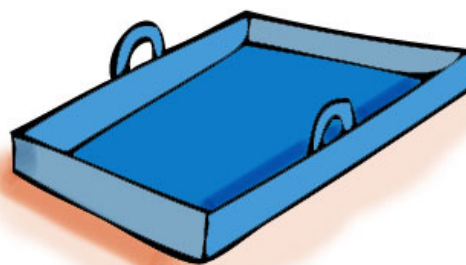
Point under the graphemes in each word from left to right.
Ask the learner to, "Say the sounds. Can you hear a word?"

"Remember to hold your pencil with 'froggy legs and a log under'.
Draw a first aid kit and what you might keep in it."

2.14 EYSP

unit 2 letters and sounds

-ay



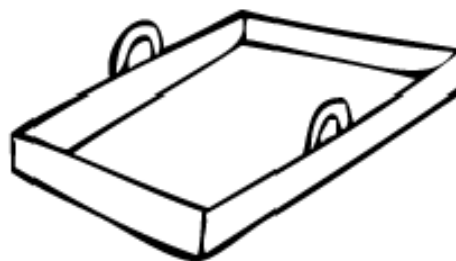
Say, "This grapheme is code for the sound /ai/ as in the word 'tray'". Cut out this grapheme tile and **keep** it for games and activities.

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

ay

"Finger trace the letter shapes from the dots and say the sound /ai/." "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 /ai/ in these words?"
rays crayons play (music)

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

d ay m ay
s ay p ay
p ai d s t ay

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 tray with your supper on it."

2.15 EYSP

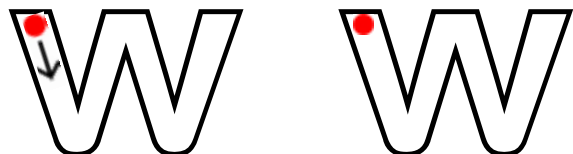
unit 2 letters and sounds

W



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

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



"Finger trace the letter shapes from the dots and say the sound /w/."
"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 /w/ in these words?"
whirlwind twins wet (clothes)



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

w i l l w a i t
w a g w a y
p a i d w e s t

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 web and its 8-legged spider. Can you write 'web'?"

2.16 EYSP

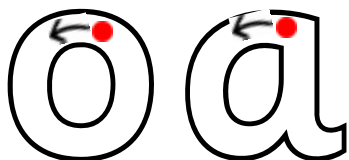
unit 2 letters and sounds

oa



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

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



"Finger trace the letter shapes from the dots and say the sound /oa/."
"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 /oa/ in these words?"
boat toaster cloak



"Pinch the crayon with your pointing finger and thumb. Put your next finger beneath the crayon and grip it. Colour the oak tree."

t oa d r oa d
b oa t c oa t
oa k f l oa t

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 oak tree with some acorns. Can you write 'oak'?"

2.17 EYSP

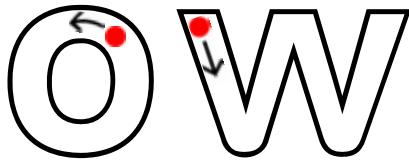
unit 2 letters and sounds

-OW



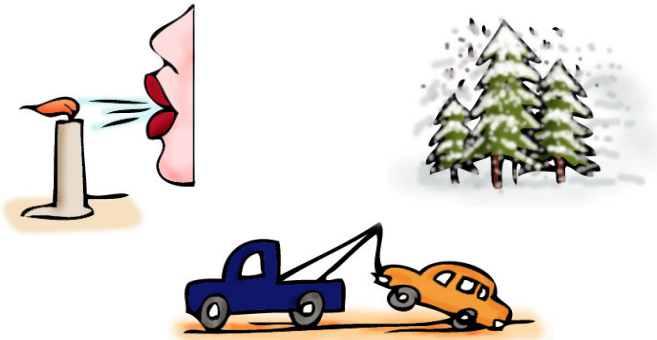
Say, "This grapheme is code for the sound /oa/ as in the word 'bow'". Cut out this grapheme tile and **keep** it for games and activities.

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



"Finger trace the letter shapes from the dots and say the sound /oa/."
"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 /oa/ in these words?"
blow tow snowing



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

s ow s oa p
g l ow t ow
s oa k g r ow

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 bow on a gift. Can you write 'bow'?"

2.18 EYSP

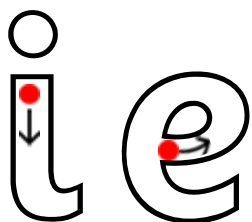
unit 2 letters and sounds

-ie



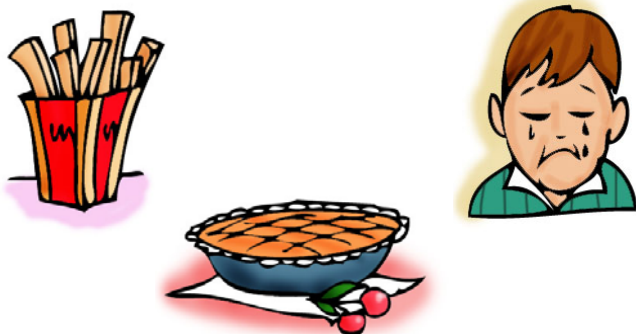
Say, "This grapheme is code for the sound /igh/ as in the word 'tie'". Cut out this grapheme tile and **keep** it for games and activities.

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



"Finger trace the letter shapes from the dots and say the sound /igh/." "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 /igh/ in these words?"
fries pie cries



"Pinch the crayon with your pointing finger and thumb. Put your next finger beneath the crayon and grip it. Colour the shirt and tie."

b ow t ie
l ow c r ie s
t ie d f l ie s

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 boy in a plain shirt and jazzy tie. Can you write 'tie'?"

2.19 EYSP

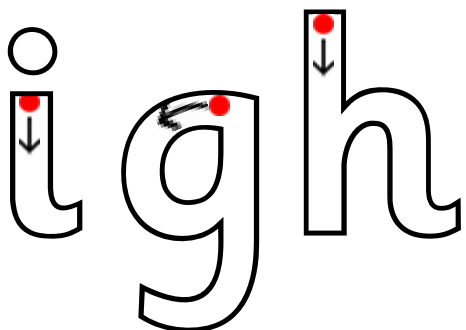
unit 2 letters and sounds

-igh



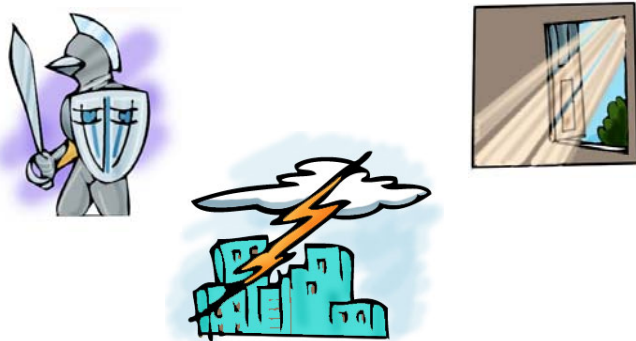
Say, "This grapheme is code for the sound /igh/ as in the word 'night'". Cut out this grapheme tile and **keep** it for various activities.

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



"Finger trace the letter shapes from the dots and say the sound /igh/." "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 /igh/ in these words?"
knight lightning light (rays of sun)



"Pinch the crayon with your pointing finger and thumb. Put your next finger beneath the crayon and grip it. Colour the night sky."

s igh n igh t
m ow l oa d
h igh l igh t

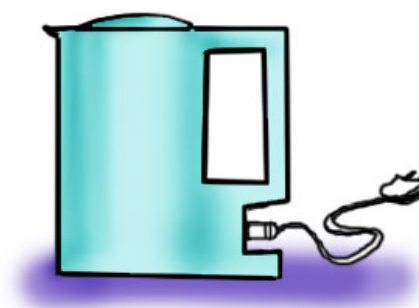
Point under the graphemes in each word from left to right. Ask the learner to, "Say the sounds. Can you hear a word?"

"Remember to hold your pencil with 'froggy legs and a log under'. Draw a night scene. Can you write 'night'?"

2.20 EYSP

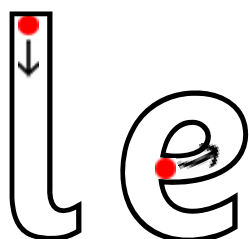
unit 2 letters and sounds

-le



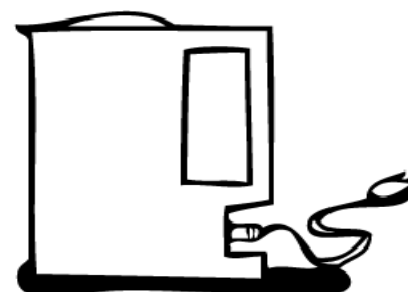
Say, "This grapheme is code for the sound /ul/ as in the word 'kettle'". Cut out this grapheme tile and **keep** it for games and activities.

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



"Finger trace the letter shapes from the dots and say the sound /ul/."
"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 /ul/ in these words?"
table bottles puzzle

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

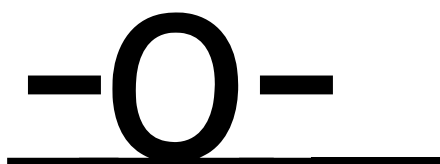
l i t t l e a p p l e
m u d d l e l i e
t i c k l e s i g h t

Point under the graphemes in each word from left to right. Sound out the double consonant letters like 'tt' once only. Can you hear a word?

"Remember to hold your pencil with '**froggy legs and a log under**'. Draw a kettle with steam rising out. Can you write 'kettle'?"

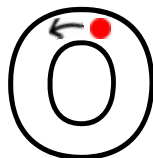
2.21 EYSP

unit 2 letters and sounds



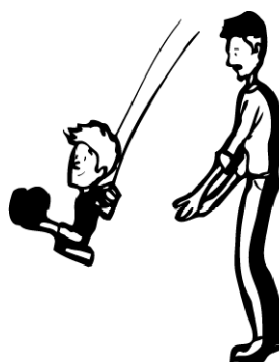
Say, "This grapheme is code for the sound /u/ in some words such as 'son'". Cut out this grapheme tile and **keep** it for various activities.

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



"Finger trace the letter shape from the dot and say the sound /u/."
"Use your pointing finger to 'write' the letter shape 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 /u/ in these words?"
honey onion money

"Pinch the crayon with your pointing finger and thumb. Put your next finger beneath the crayon and grip it. Colour the boy who is the son."

s o n w o n
t o n s s o m e
c o m e f r o n t

Point under the graphemes in each word from left to right. "Don't sound out the end 'e' in 'come' and 'some'. Can you hear the words?"

"Remember to hold your pencil with 'froggy legs and a log under'. Draw a boy with his father. Can you write 'son'?"

2.22 EYSP

unit 2 letters and sounds

a



Say, "This grapheme is code for the sound /ai/ in some words such as 'table'". Cut out this grapheme tile and **keep** it for various activities.

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

a

"Finger trace the letter shape from the dot and say the sound /ai/."
"Use your pointing finger to 'write' the letter shape 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 /ai/ in these words?"
apron lady ladle

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

w o n c o m e
a b l e t a b l e
s t a b l e s o n

Point under the graphemes in each word from left to right. "Don't sound out the end 'e' in 'come'." Can you hear the words?"

"Remember to hold your pencil with 'froggy legs and a log under'. Draw a table which is set for tea. Can you write 'table'?"

2.23 EYSP

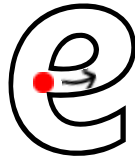
unit 2 letters and sounds

e



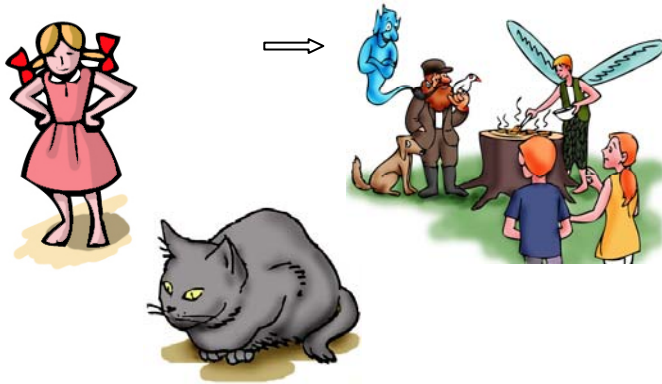
Say, "This grapheme is code for the sound /ee/ in some words such as 'emu'". Cut out this grapheme tile and **keep** it for various activities.

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



"Finger trace the letter shape from the dot and say the sound /ee/."
"Use your pointing finger to 'write' the letter shape 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 /ee/ in these words?"
female feline (cat family) genie (fairy tale figure)

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

m e w e
b e h e
come some

Point under the graphemes in each word from left to right. "Don't sound out the end 'e' in 'come' and 'some'. Can you hear the words?"

"Remember to hold your pencil with 'froggy legs and a log under'. Draw an emu. Can you write 'he is big'?"

2.24 EYSP

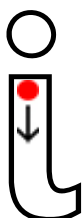
unit 2 letters and sounds

i



Say, "This grapheme is code for the sound /igh/ in some words such as 'behind'". Cut out this grapheme tile and **keep** it for activities.

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



"Finger trace the letter shape from the dot and say the sound /igh/." "Use your pointing finger to 'write' the letter shape 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 /igh/ in these words?"
child find bicycle

"Pinch the crayon with your pointing finger and thumb. Put your next finger beneath the crayon and grip it. Colour the tree and child."

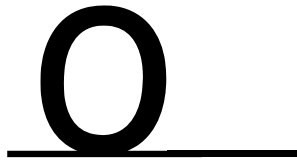
I find
mild tie
high wild

Point under the graphemes in each word from left to right. "Look at the special capital letter for the word 'I'. Can you read the words?"

"Remember to hold your pencil with 'froggy legs and a log under'. Draw a tree with a child playing hide and seek behind the trunk."

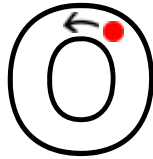
2.25 EYSP

unit 2 letters and sounds



Say, "This grapheme is code for the sound /oa/ in some words such as 'yo-yo'". Cut out this grapheme tile and **keep** it for activities.

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

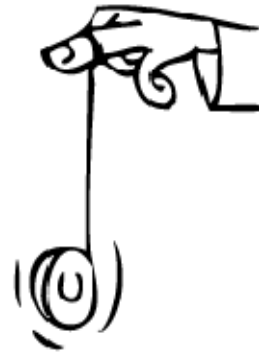


"Finger trace the letter shape from the dot and say the sound /oa/."
"Use your pointing finger to 'write' the letter shape in the air."

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



Ask, "When can you hear the sound /oa/ in these words?"
gold old ghost



"Pinch the crayon with your pointing finger and thumb. Put your next finger beneath the crayon and grip it. Colour the yo-yo."

n o g o s o
o l d c o l d
c o a t s n o w

Point under the graphemes in each word from left to right. "Look at the three types of code for the sound /oa/. Can you read the words?"

"Remember to hold your pencil with '**froggy legs and a log under**'. Draw two children playing with yo-yos. Can you write 'yo-yo'?"

2.26 EYSP

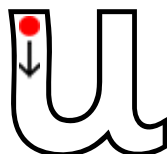
unit 2 letters and sounds

u



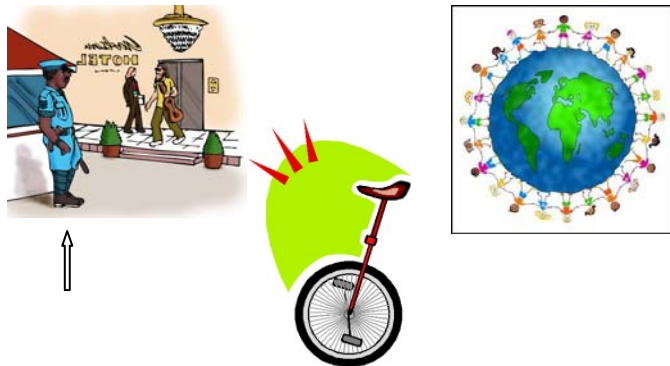
Say, "This grapheme is code for the sound /yoo/ in some words such as 'unicorn'". Cut out this grapheme tile and **keep** it for activities.

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



"Finger trace the letter shape from the dot and say the sound /yoo/." "Use your pointing finger to 'write' the letter shape 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 /yoo/ in these words?"
uniform uni-cycle united (nations)

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

u n i t f u n
I cut it up.
I am big.

Point under the graphemes in each word from left to right. "Notice the two ways of sounding out the letter **u**. Can you read the words?"

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

2.27 EYSP

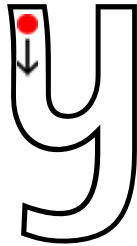
unit **2** letters and sounds

y



Say, "This grapheme is code for the sound /igh/ in some words such as 'fly'". Cut out this grapheme tile and **keep** it for activities.

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



"Finger trace the letter shape from the dot and say the sound /igh/." "Use your pointing finger to 'write' the letter shape 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 /igh/ in these words?"
cry shy fly (a kite)



"Pinch the crayon with your pointing finger and thumb. Put your next finger beneath the crayon and grip it. Colour the man in the plane."

fly high
I can fly high
in **the** sky.

Point under the graphemes in each word from left to right. Point to the word '**the**' and say what it is. "Can you read the sentence?"

"Remember to hold your pencil with '**froggy legs and a log under**'. Draw an aeroplane flying through the clouds."

2.28 EYSP

unit **2** letters and sounds