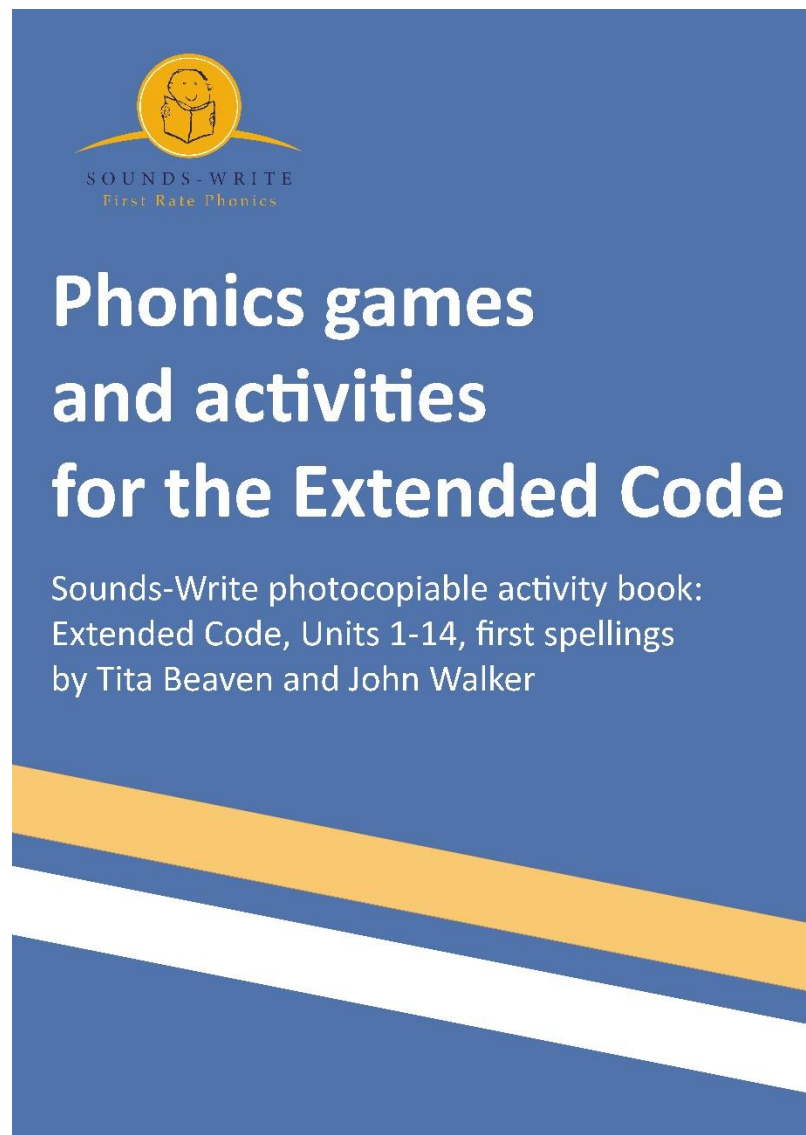


FREE RESOURCES – COVID 19

Dear colleagues, parents and carers, because of the disruptions to education from the COVID 19 outbreak, we are making a selection of activities from our book *Phonics games and activities for the Extended Code* freely available.



Free resources from Phonics games and activities for the Extended Code

Sounds-Write photocopiable activity book:
Extended Code, Units 1-14, first spellings

by Tita Beaven and John Walker

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Introduction

FREE RESOURCES – COVID 19

Dear colleagues, parents and carers, because of the disruptions to education from the COVID 19 outbreak, we are making a selection of activities from our book *Phonics games and activities for the Extended Code* freely available.

These activities are part of our workbook for classroom practitioners teaching the Extended Code to a whole class or using Sound-Write as an intervention. Students should already have completed Units 1-11 of the Initial Code. Students ready to start the Extended Code should, by now, have perfect or near perfect segmenting, blending and phoneme manipulation skills and have mastered the code knowledge taught in the Initial Code.

We have selected the games from the original book so that parents and carers can support their children at home during the COVID 19 period. Each activity has some clear instructions to enable parents or carers to understand what is required of their child.

We suggest that after doing an activity, you ask the students to write some of the words they have been working with, or you give 4 or 5 words from the activity to the student as a dictation. It is important that students not only read words, but also write them. Writing is an essential part of the Sounds-Write approach as there is very good evidence that writing – and especially saying sounds as they are written – helps enormously in getting pupils to remember the different ways in sounds are spelt and in improving fluency.

This book includes a selection of games for Units 1-15 of the Sounds-Write Extended Code, as well as an additional unit, Unit 23. This is a fairly straightforward unit as it contains only two spellings of /oy/.

We would love to hear how you are enjoying the book. Let us know and share pictures on our facebook page or on twitter!



[facebook.com/SoundsWritePhonics/](https://www.facebook.com/SoundsWritePhonics/)



<https://twitter.com/swliteracy>

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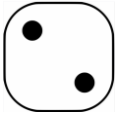
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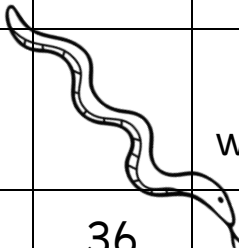
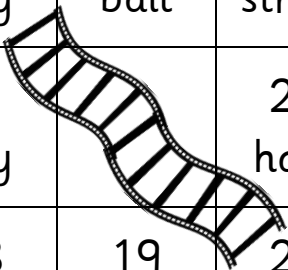

Unit 1: Sound /ae/

1.5 Roll and read: sound /ae/

This is a game for two players. Each player has a pencil of a different colour. Each player takes turns to roll the die. When they roll the die, they have to read the word at the bottom of the column with the same number as the die. Once they've read the word, they claim it by crossing it out in their colour. The aim is to complete all the columns. The player who reads the top word in each column wins the column. The player with the greatest number of columns wins the game.

lake	came	made	say	shade	space
pay	May	day	nail	gate	flame
wait	cake	tail	hail	chase	paid
great	plain	snake	brave	break	faith
clay	tray	stray	train	name	steak
1		3	4	5	6

1.8 Snakes and ladders: sound /ae/

49 paint	50 hail	51 craze	52 shake	53 claim	54 vain	55 pay	END
48 pray	47 praise	46 scale		44 whale	43 say	42 vale	41 sway
33 dame	34 day	35 bait		37 lame	38 frail	39 lane	40 nay
32 braid	31 hay		29 hate	28 grade	27 jade	26 grain	25 drake
17 nail	18 waist		20 great	21 play	22 trail	23	24 mane
16 wave	15 break	14 ray	13 crave	12 ate	11 way		9 spray
1 ★	2 may	3 tray	4 spade	5 lake	6 trade	7 date	8 bail

1.9 Word search: sound /ae/

Students have to find the following words in the word search by tracking through each line from left to right. Words only appear horizontally. Remind them that sometimes we spell a sound with two letters. In this word search, they will see some two-letter spellings. When the two letters are in the same square, they represent one sound. Split spellings are underlined. When students find a word in the word search, they say the sounds and read the word.

break day drain drake gate make pain
quaint shake steak sway tail train waist

d	r	ai	n	w	f	ay	d	l	g	<u>a</u>	t	<u>e</u>
n	b	w	ai	m	a	j	t	ai	n	ae	h	e
i	o	b	m	<u>a</u>	k	<u>e</u>	f	k	a	t	ai	l
m	a	p	e	r	d	w	b	ay	a	v	r	sh
ch	ai	k	b	r	ea	k	f	r	a	p	ai	n
t	r	v	ay	d	r	b	r	ai	c	s	t	ai
d	r	q	u	ai	n	t	a	w	ai	s	t	d
d	r	<u>a</u>	k	<u>e</u>	f	w	d	ai	n	r	a	n
q	u	ai	p	f	r	t	r	ai	n	f	i	b
a	f	d	ay	r	sh	ai	f	g	ai	z	j	r
f	e	d	a	j	h	ai	p	a	j	a	z	e
sh	w	s	t	ea	k	s	t	i	p	d	r	o
s	w	ay	f	o	j	e	t	a	g	o	w	z
ay	s	g	a	f	e	sh	ay	b	sh	<u>a</u>	k	<u>e</u>

Unit 2: Sound /ee/

2.6 Four-in-a-Row game: sound /ee/

This is a game for two players. Each player chooses a different-coloured marker. They take it in turns to read a word on the grid and cross out the word they have just read with their coloured marker (but they HAVE TO SAY THE SOUNDS AND READ THE WORD out loud!). The aim of the game is to be the first to form a horizontal, vertical, or diagonal line of four words in one's own colour.

treat	need	tea	sleek	see	feet	teams
team	messy	each	wheat	me	seal	Jean
dolly	seed	cream	seem	creep	steal	we
bean	sheet	he	free	seen	pea	mean
sunny	sea	speed	read	wheel	street	funny
meals	runny	heel	east	sweet	feel	leap
clean	be	bunny	sheep	she	green	happy

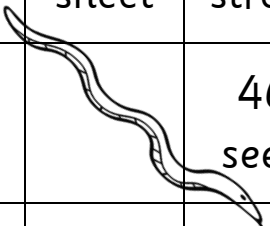
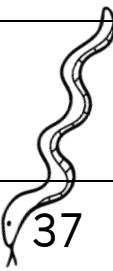
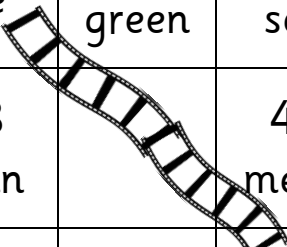




2.7 Speed read: sound /ee/

How many words can the student read in 20 seconds? Students in pairs time each other to see how many words they can read correctly in 20 seconds. Ask the students to do the activity several times over several days to challenge them to read faster.

Do the activity again after a few weeks as revision.



2.8 Snakes and ladders: sound /ee/

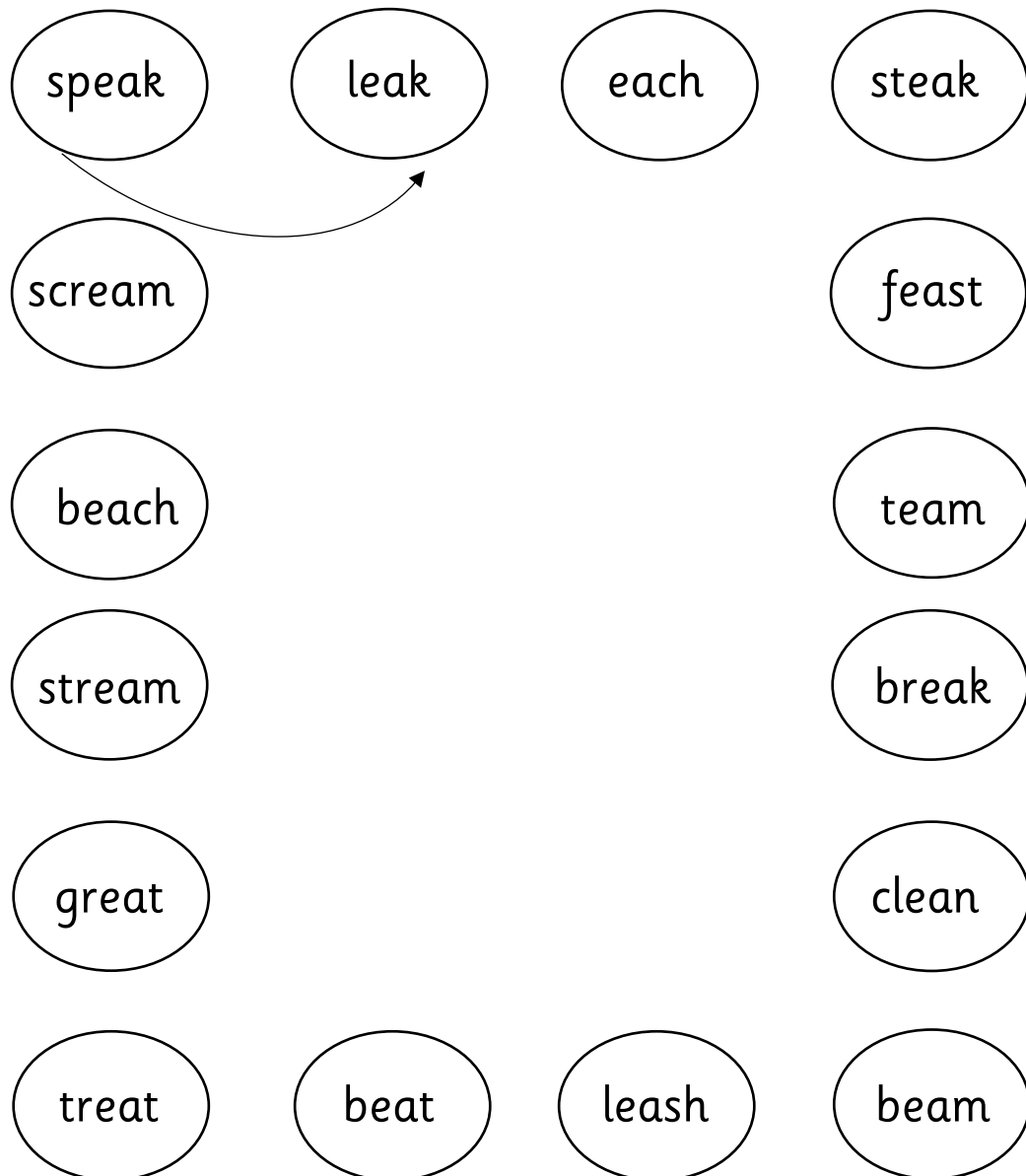
49 heel	50 sheet	51 street	52 peach	53 see	54 Jean	55 happy	END
48 greet		46 seen	45 runny		43 me	42 green	41 sea
33 feel	34 east	35 need	36 clean	37 creep	38 bean		40 mean
32 speak	31 wheat	30 dolly	29 cream	28 we	27 eat	26 bunny	25 tree
17 treat		18 pea	19 seed	20 she	21 team		22 speed
16 feet	15 tea	14 sunny	13 read	12 steal	11 funny	23 beep	24 beach
1 	2 be	3 sleek	4 sheep	5 he	6 sweet	7 meal	 8 leap

Unit 3: Spelling < ae >

3.3 Speed read: spelling < ea >

How many words can the student read in 20 seconds? Students in pairs time each other to see how many words they can read correctly in 20 seconds. Ask the students to do the activity several times over several days to challenge them to read faster.

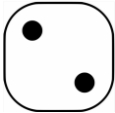
Do the activity again after a few weeks as revision.



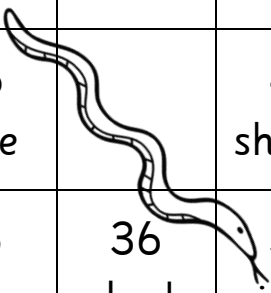
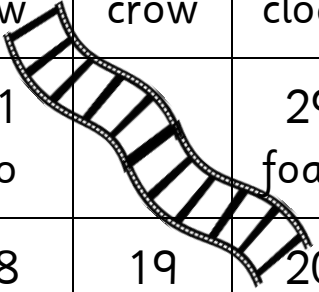
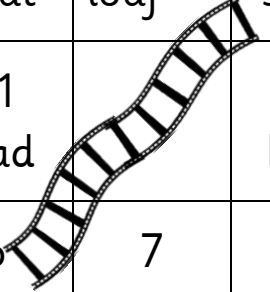

Unit 4: Sound /oe/

4.5 Roll and read: sound /oe/

This is a game for two players. Each player has a pencil of a different colour. Each player takes turns to roll the die. When they roll the die, they have to read the word at the bottom of the column with the same number as the die. Once they've read the word, they claim it by crossing it out in their colour. The aim is to complete all the columns. The player who reads the top word in each column wins the column. The player with the greatest number of columns wins the game.

road	shown	foe	low	boast	joke
coach	doe	most	toe	coat	don't
foam	stone	note	yo-yo	vote	soap
slow	cloak	throne	moan	Joe	coal
nose	cone	croak	no	grow	croak
1		3	4	5	6

4.8 Snakes and ladders: sound /oe/

49 note	50 poke	51 bolt	52 stroke	53 bowl	54 boast	55 home	END
48 soap	47 glow	46 vote		44 shown	43 moan	42 don't	41 mow
33 snow	34 low	35 crow		37 joke	38 croak	39 coal	40 groan
32 stow	31 no		29 foam	28 rope	27 toad	26 hoax	25 broke
17 grow	18 Joe		20 flow	21 nose	22 goat	23 loaf	24 slope
16 throat	15 float	14 foe	13 bone	12 spoke	11 load		9 boat
1 	2 post	3 blow	4 stone	5 cone	6 go	7 hole	8 drove

4.9 Word search: sound /oe/

Students have to find the following words in the word search by tracking through each line from left to right. Words only appear horizontally. Remind them that sometimes we spell a sound with two letters. In this word search, they will see some two-letter spellings. When the two letters are in the same square, they represent one sound. Split spellings are underlined. When students find a word in the word search, they say the sounds and read the word.

boast broke coach drove goes joke
most roast snow throne toe

i	m	b	oa	s	t	g	a	b	r	o	v	e
c	e	h	d	oa	s	t	oe	r	o	s	t	o
d	o	l	t	<u>a</u>	s	<u>r</u>	oa	s	t	oe	o	g
p	o	g	j	<u>o</u>	k	<u>e</u>	o	t	b	o	l	g
m	o	t	s	o	b	o	k	e	b	e	l	b
i	m	s	n	ow	p	e	t	g	oe	s	i	s
m	o	s	t	g	oe	t	o	b	r	<u>o</u>	k	<u>e</u>
s	ow	d	e	sh	a	n	o	l	d	a	b	e
c	oa	ch	v	e	b	oe	s	t	r	oa	t	i
t	e	d	p	oe	s	g	d	r	<u>o</u>	v	<u>e</u>	f
a	d	r	o	k	e	b	a	ch	n	oe	g	t
th	o	n	e	r	e	d	oa	s	<u>g</u>	a	<u>g</u>	i
g	oe	f	e	b	i	th	r	<u>o</u>	n	<u>e</u>	o	h
g	s	t	r	o	ll	b	a	d	e	f	o	n
a	f	o	t	s	i	g	a	d	ch	oa	ch	e

Unit 5: Spelling < o >

5.3a Speed read: spelling < o >

How many words can the student read in 20 seconds? Students in pairs time each other to see how many words they can read correctly in 20 seconds. Ask the students to do the activity several times over several days to challenge them to read faster.

Do the activity again after a few weeks as revision.



5.3b Speed read: spelling < o >

How many words can the student read in 20 seconds? In pairs, students, time each other to see how many words they can read correctly in 20 seconds. Ask the students to do the activity several times over several days to challenge them to read faster.

Do the activity again after a few weeks as revision.

hot

frog

no

lost

nod

so

from

sock

post

off

most

ox

go

dog

both

Bob

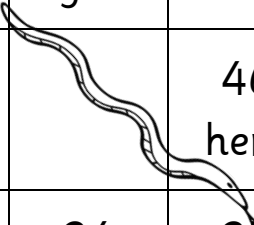
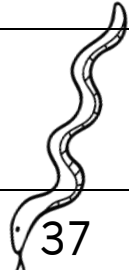
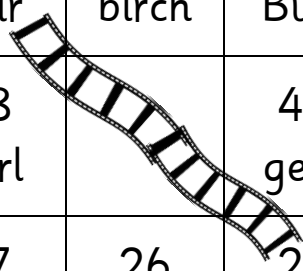
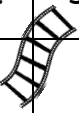



Unit 6: Sound /er/

6.6 Four-in-a-Row game: sound /er/

This is a game for two players. Each player chooses a different-coloured marker. They take it in turns to read a word on the grid and cross out the word they have just read with their coloured marker (but they HAVE TO SAY THE SOUNDS AND READ THE WORD out loud!). The aim of the game is to be the first to form a horizontal, vertical, or diagonal line of four words in one's own colour

smirk	turn	worth	verb	whirl	word	world
stern	twirl	nurse	surf	thirst	swirl	verse
worm	firm	sir	turf	skirt	squirt	fir
third	birth	shirt	fur	girl	dirt	kerb
burst	herb	curl	purse	germ	herd	burn
term	first	hurt	bird	her	blur	perch

6.8 Snakes and ladders: sound /er/

49 squirm	50 girl	51 dirt	52 bird	53 hurt	54 world	55 first	END
48 kerb		46 herb	45 swirl		43 blur	42 birch	41 Burt
33 herd	34 blurt	35 worst	36 curl	37 burst	38 hurl		40 germ
32 word	31 swirl	30 turn	29 shirt	28 her	27 perch	26 lurch	25 whirl
17 surf		18 burp	19 firm	20 slur	21 skirt		22 squirt
16 worm	15 burn	14 perm	13 work	12 church	11 nurse	10 fern	9 term
1 	2 turn	3 birth	4 fur	5 verb	6 quirk	7 purse	 8 smirk

6.9 Word search: sound /er/

Students have to find the following words in the word search by tracking through each line from left to right. Words only appear horizontally. Students have to find the following words in the word search by tracking through each line from left to right. Remind them that sometimes we spell a sound with two letters. In this word search, they will see some two-letter spellings. When the two letters are in the same square, they represent one sound. When students find a word in the word search, they say the sounds and read the word.

church germ herd hurt nurse purse shirts
skirt squirt swirl smirk swirl thirst world

th	ir	t	g	er	m	a	d	s	ir	t	o	p
s	w	er	p	n	ur	t	d	u	t	sh	ir	d
s	q	u	ir	t	a	b	w	ch	ur	ch	o	sh
i	ch	a	d	a	b	ir	t	w	t	w	ir	l
c	h	u	t	d	g	er	g	a	v	ir	p	a
i	t	ir	l	w	c	sh	ir	t	s	g	o	f
m	ir	k	h	ur	t	e	h	u	b	b	a	d
s	ir	l	m	er	d	e	g	a	r	er	t	c
f	a	k	ir	t	o	s	m	ir	g	ur	d	v
h	er	d	c	ir	l	d	w	or	b	s	a	z
o	m	n	ur	se	w	or	l	d	s	k	ir	t
s	w	ir	l	o	s	th	ir	t	s	ir	sh	er
d	e	g	a	v	p	ur	se	ur	s	w	or	l
h	e	d	h	ur	th	ir	s	t	s	m	ir	k

Unit 7: Sound /e/

7.6 Four-in-a-Row game: sound /e/

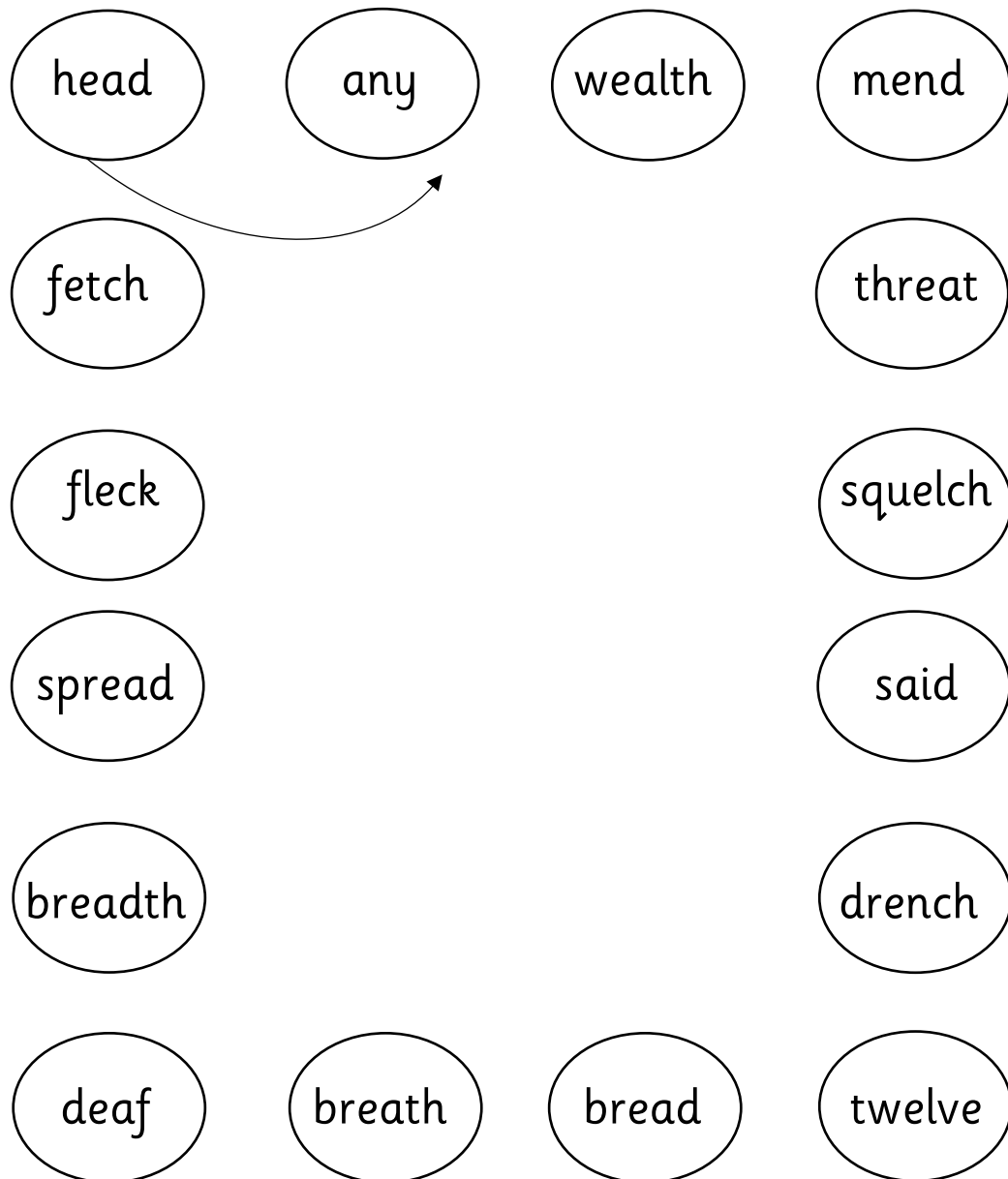
This is a game for two players. Each player chooses a different-coloured marker. They take it in turns to read a word on the grid and cross out the word they have just read with their coloured marker (but they HAVE TO SAY THE SOUNDS AND READ THE WORD out loud!). The aim of the game is to be the first to form a horizontal, vertical, or diagonal line of four words in one's own colour.

mend	shred	many	belt	head	retch	threat
leg	them	meant	swept	depth	hen	sweat
blend	bench	said	any	fell	went	again
quest	fetch	fresh	shell	any	dead	health
speck	tread	tempt	fleck	next	deaf	red
egg	bread	dwel	pet	dread	shed	crept

7.7 Speed read: sound /e/

How many words can the student read in 20 seconds? Students in pairs time each other to see how many words they can read correctly in 20 seconds. Ask the students to do the activity several times over several days to challenge them to read faster.

Do the activity again after a few weeks as revision.



7.9 Word search: sound /e/

Students have to find the following words in the word search by tracking through each line from left to right. Words only appear horizontally. Remind them that sometimes we spell a sound with two letters. In this word search, they will see some two-letter spellings. When the two letters are in the same square, they represent one sound. When students find a word in the word search, they say the sounds and read the word.

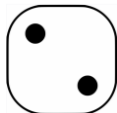
again any bread breath guess knelt read said
spread then threads twelfth twelve wealth

th	ea	d	t	p	r	ea	f	th	r	ea	d	s
e	l	f	r	a	d	s	i	d	g	ss	r	e
ea	d	s	f	t	w	e	l	ve	th	e	l	th
s	p	e	d	r	e	d	s	p	s	p	r	d
r	ea	g	th	r	ea	s	p	r	ea	d	t	b
r	e	b	a	g	a	g	a	n	y	e	n	y
r	ea	b	t	r	e	d	ea	d	b	r	ea	d
s	ai	d	d	ea	b	r	t	w	e	l	f	th
th	ai	g	u	e	ss	t	r	e	s	g	u	ss
kn	e	l	t	kn	th	e	n	y	d	b	e	d
b	r	ea	d	b	e	th	w	e	ll	w	e	th
g	r	a	p	g	ai	n	kn	w	ea	l	th	ea
a	g	ai	n	t	b	r	th	kn	e	l	p	s
sh	r	ea	b	th	r	w	b	r	ea	th	o	p

Unit 8: Sound /ow/

8.5 Roll and read: sound /ow/

This is a game for two players. Each player has a pencil of a different colour. Each player takes turns to roll the die. When they roll the die, they have to read the word at the bottom of the column with the same number as the die. Once they've read the word, they claim it by crossing it out in their colour. The aim is to complete all the columns. The player who reads the top word in each column wins the column. The player with the greatest number of columns wins the game.

pouch	stout	round	proud	trout	cow
out	mouth	mound	shroud	count	how
drown	foul	hound	prowl	clown	couch
ground	crouch	brow	vouch	amount	pout
frown	gown	found	house	scowl	noun
1		3	4	5	6

8.6 Four-in-a-Row game: sound /ow/

This is a game for two players. Each player chooses a different-coloured marker. They take it in turns to read a word on the grid and cross out the word they have just read with their coloured marker (but they HAVE TO SAY THE SOUNDS AND READ THE WORD out loud!). The aim of the game is to be the first to form a horizontal, vertical, or diagonal line of four words in one's own colour.

south	spout	crowd	found	growl	howl	frown
gown	snout	couch	pout	hound	stout	noun
vow	shout	trout	house	town	loud	owl
pouch	out	slouch	found	prowl	scowl	ounce
lout	how	down	wow	brow	now	drown
brown	bound	clown	foul	count	crown	sprout

8.8 Snakes and ladders: sound /ow/

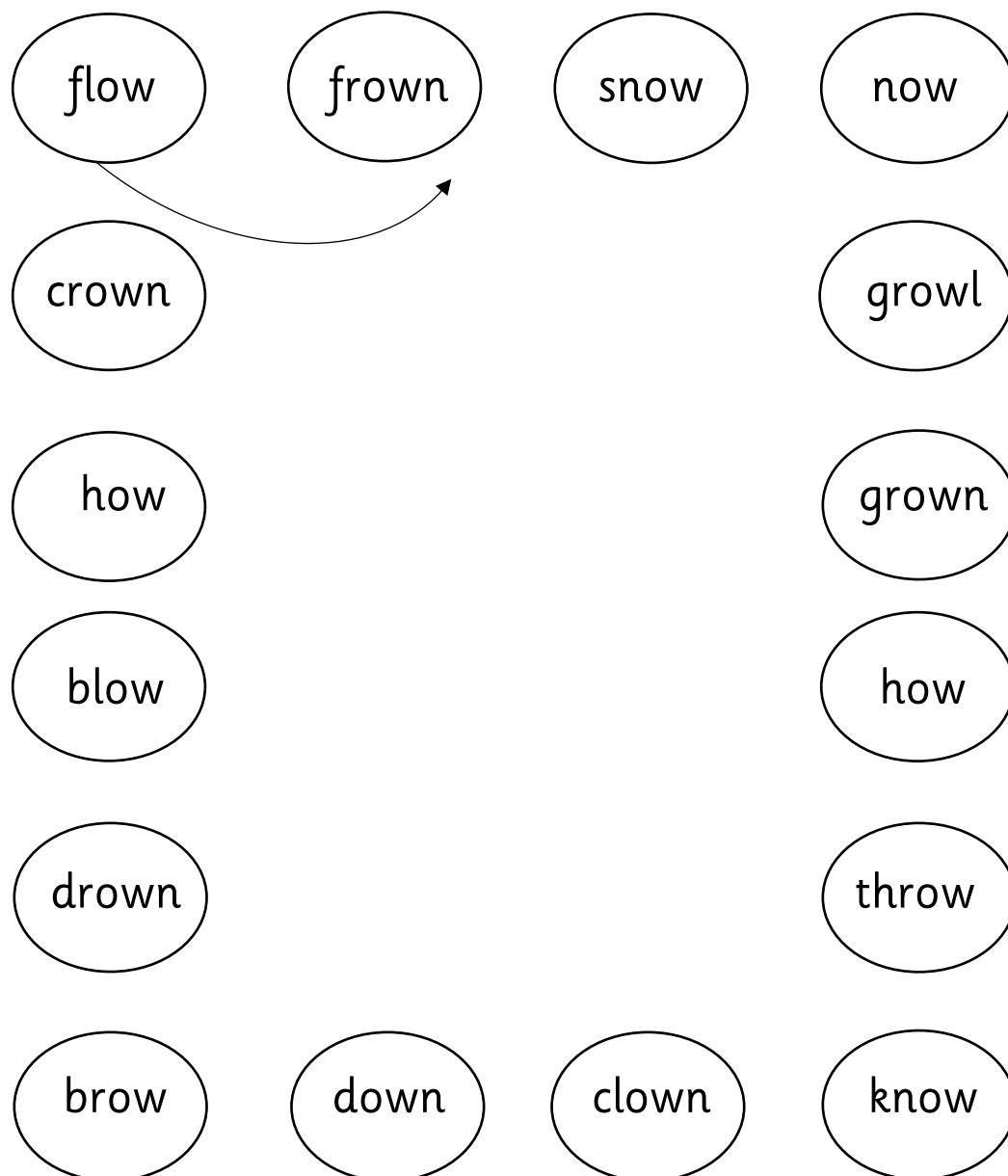
49 snout	50 south	51 down	52 spout	53 trout	54 scout	55 crown	END
48 ounce	47 pouch	46 noun		44 proud	43 stout	42 joust	41 round
33 mount	34 loud	35 couch	36 clown	37 out	38 frown	39 bound	40 mouth
32 crowd	31 owl		29 growl	28 hound	27 prowl	26 slouch	25 howl
17 how	18 vow	19 drown	20 wow	21 frown	22 now		24 count
16 crouch	15 cloud	14 foul	13 mouse	12 brow	11 lout		9 found
1 ★	2 brown	3 vouch	4 joust	5 town	6 shout	7 pout	8 scowl

Unit 9: Spelling < ow >

9.3 Speed read: spelling < ow >

How many words can the student read in 20 seconds? Students in pairs time each other to see how many words they can read correctly in 20 seconds. Ask the students to do the activity several times over several days to challenge them to read faster.

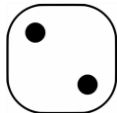
Do the activity again after a few weeks as revision.



Unit 10: Sound /oo/ as in 'moon'

10.5 Roll and read: sound /oo/ as in 'moon'

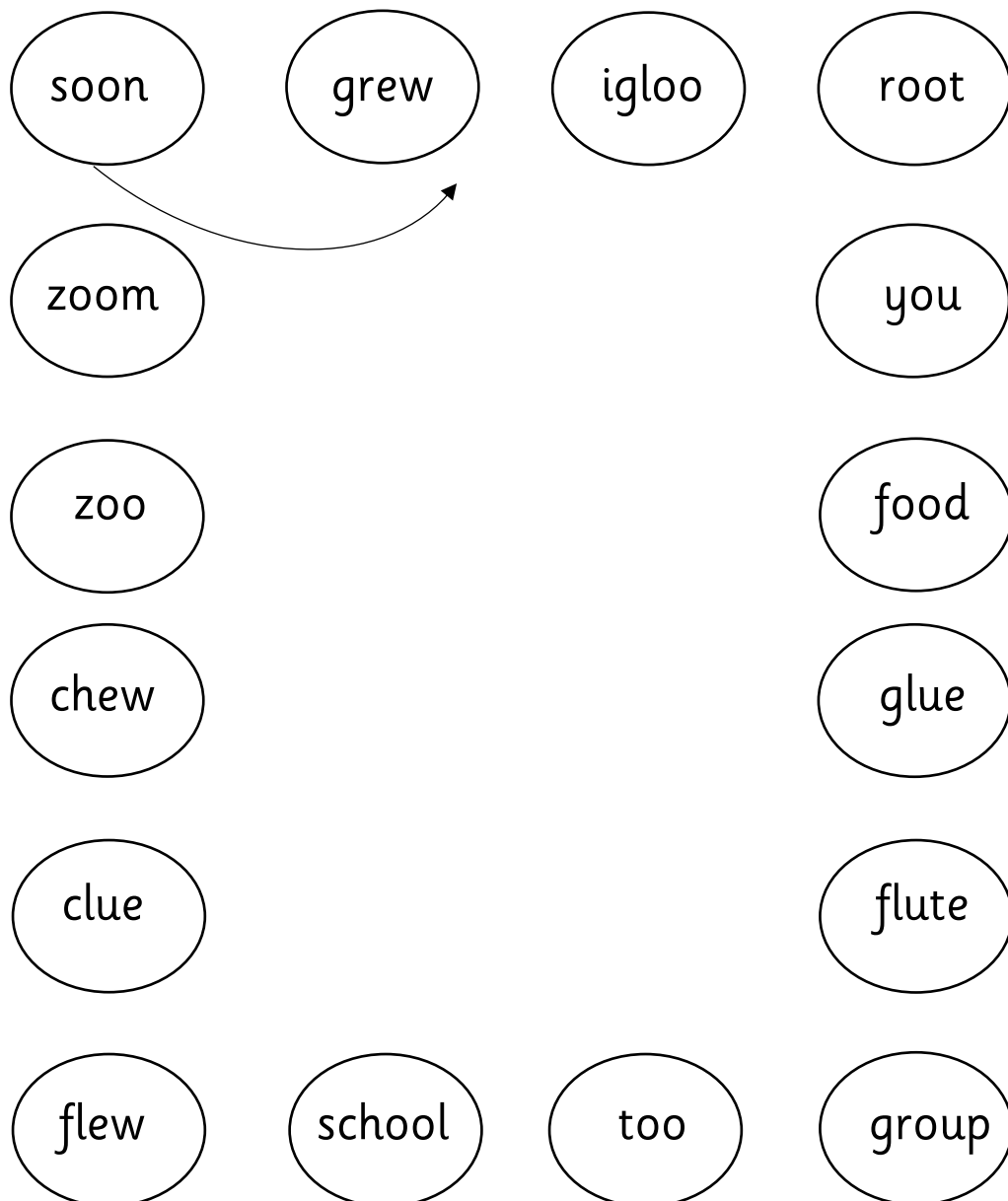
This is a game for two players. Each player has a pencil of a different colour. Each player takes turns to roll the die. When they roll the die, they have to read the word at the bottom of the column with the same number as the die. Once they've read the word, they claim it by crossing it out in their colour. The aim is to complete all the columns. The player who reads the top word in each column wins the column. The player with the greatest number of columns wins the game.

school	clue	root	tool	flute	crew
fluke	grew	zoom	too	boost	you
threw	food	June	glue	group	gloom
blue	zoo	you	brute	do	screw
hoof	flew	rude	brew	true	loo
1		3	4	5	6

10.7 Speed read: sound /oo/ as in 'moon'

How many words can the student read in 20 seconds? Students in pairs time each other to see how many words they can read correctly in 20 seconds. Ask the students to do the activity several times over several days to challenge them to read faster.

Do the activity again after a few weeks as revision.



10.9 Word search: sound /oo/ as in 'moon'

Students have to find the following words in the word search by tracking through each line from left to right. Words only appear horizontally. Remind them that sometimes we spell a sound with two letters. In this word search, they will see some two-letter spellings. When the two letters are in the same square, they represent one sound. When students find a word in the word search, they say the sounds and read the word.

brew blue chew clue flute
gloom group loo school you

ew	r	b	l	b	ew	r	oo	b	oo	b	r	ew
sh	o	sh	o	m	p	a	ch	a	sh	e	p	a
l	ue	t	sh	t	u	t	c	a	b	ue	l	ue
oo	p	s	oo	l	s	ch	a	l	y	u	y	o
b	l	o	m	l	oo	b	l	ue	g	ew	sh	a
l	o	ch	sh	oo	l	f	oo	t	ew	f	ch	ew
c	l	e	l	eu	f	o	c	l	ue	y	o	d
a	y	u	l	u	t	d	a	g	l	oo	n	m
l	g	oo	m	oo	l	s	ch	oo	l	s	oo	g
r	g	o	g	ou	p	g	l	o	g	l	oo	m
g	r	o	d	a	g	r	ou	p	g	ew	p	s
f	u	t	a	f	l	o	t	d	ay	o	t	ay
ch	u	sh	l	u	t	d	f	l	<u>u</u>	t	<u>e</u>	f
l	p	l	oo	d	t	o	j	oo	c	y	ou	d

Unit 11: Sound /ie/

11.6 Four-in-a-Row game: sound /ie/

This is a game for two players. Each player chooses a different-coloured marker. They take it in turns to read a word on the grid and cross out the word they have just read with their coloured marker (but they HAVE TO SAY THE SOUNDS AND READ THE WORD out loud!). The aim of the game is to be the first to form a horizontal, vertical, or diagonal line of four words in one's own colour.

smile	nice	light	while	shy	by	bike
bride	wife	wide	tie	shine	sign	fight
fright	grind	die	stripe	mild	ninth	high
wine	lie	sight	my	night	pies	dive
bright	crime	might	right	tried	sky	white
mice	grime	try	I	file	why	ivy
price	sigh	find	life	dry	fly	pipe

11.8 Snakes and ladders: sound /ie/

49 right	50 slime	51 why	52 tight	53 might	54 bright	55 prize	END
48 I	47 size	46 pipe		44 pint	43 fright	42 cry	41 mice
33 wide	34 high	35 shine	36 ripe	37 bite	38 dive	39 file	40 flight
32 life	31 sky		29 shy	28 like	27 pie	26 wild	25 grind
17 fly	18 quite	19 fight	20 ride	21 nine	22 kind	23 lie	24 smile
16 bind	15 mind	14 sigh	13 line	12 child	11 my		9 bike
1 ★	2 find	3 mild	4 sight	5 wine	6 nice	7 tried	8 dry

11.9 Word search: sound /ie/

Students have to find the following words in the word search by tracking through each line from left to right. Words only appear horizontally. Remind them that sometimes we spell a sound with two letters. In this word search, they will see some two-letter spellings. When the two letters are in the same square, they represent one sound. Split spellings are underlined. When students find a word in the word search, they say the sounds and read the word.

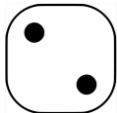
blind crime fright knight mild ninth
pride prize quite stripe white why

b	i	b	l	i	d	r	i	p	l	i	f
b	igh	d	l	i	n	b	l	i	n	d	b
s	t	i	p	a	t	r	a	s	t	r	a
c	r	i	m	i	n	q	u	g	r	i	m
a	s	t	r	<u>i</u>	p	<u>e</u>	c	r	<u>i</u>	m	<u>e</u>
f	r	igh	p	l	igh	f	t	f	g	igh	t
q	u	i	l	p	q	i	d	p	i	d	f
wh	i	t	a	f	r	igh	t	wh	i	f	r
n	i	t	o	p	i	f	p	r	<u>i</u>	d	<u>e</u>
q	u	<u>i</u>	t	<u>e</u>	kn	e	kn	igh	t	o	g
m	i	d	i	t	wh	<u>i</u>	t	<u>e</u>	m	e	t
a	f	wh	a	f	a	m	i	l	d	i	l
n	i	th	a	th	i	n	i	n	th	a	m
o	wh	y	q	u	p	e	p	r	<u>i</u>	z	<u>e</u>

Unit 12: Sound /oo/ as in 'book'

12.5 Roll and read: sound /oo/ as in 'book'

This is a game for two players. Each player has a pencil of a different colour. Each player takes turns to roll the die. When they roll the die, they have to read the word at the bottom of the column with the same number as the die. Once they've read the word, they claim it by crossing it out in their colour. The aim is to complete all the columns. The player who reads the top word in each column wins the column. The player with the greatest number of columns wins the game.

rook	stood	book	puts	brook	look
nook	hook	woof	looks	bush	good
wool	could	foot	full	bull	crook
wouldn't	shook	would	soot	wood	took
books	pull	cook	put	hood	should
1		3	4	5	6

12.7 Word search: sound /oo/ as in 'book'

Students have to find the following words in the word search by tracking through each line from left to right. Words only appear horizontally. Remind them that sometimes we spell a sound with two or three letters. In this word search, they will see some two- and three-letter spellings. When the two or three letters are in the same square, they represent one sound. When students find a word in the word search, they say the sounds and read the word.

book bull bush cooks could crook foot
good hook put shook should wool would

oo	k	b	oo	g	b	ll	oo	l	b	oo	k
b	ll	s	b	u	s	oo	l	b	u	ll	g
c	k	c	oo	s	oo	c	oo	k	b	u	sh
c	oo	k	s	oul	c	oul	d	oo	r	oo	k
f	u	t	c	oul	p	oo	g	c	r	oo	k
c	oo	g	oo	b	f	t	o	oo	d	f	t
o	g	o	d	j	oo	f	oo	t	g	oo	d
h	oo	g	h	o	d	oo	k	h	oo	k	p
h	oo	p	u	t	oul	g	a	sh	oo	p	oo
s	oo	k	sh	oul	g	t	sh	oo	k	oo	b
s	oul	d	f	oo	v	oo	w	ou	b	oul	d
b	sh	oul	d	w	oo	k	w	l	w	oo	l
b	oo	w	oo	b	oul	d	w	u	w	oul	d

Unit 13: Spelling < oo >

13.3 Speed read: spelling <oo>

How many words can the student read in 20 seconds? Students in pairs time each other to see how many words they can read correctly in 20 seconds. Ask the students to do the activity several times over several days to challenge them to read faster.

Do the activity again after a few weeks as revision.



Unit 14: Sound /u/

14.6 Four-in-a-Row game: sound /u/

This is a game for two players. Each player chooses a different-coloured marker. They take it in turns to read a word on the grid and cross out the word they have just read with their coloured marker (but they HAVE TO SAY THE SOUNDS AND READ THE WORD out loud!). The aim of the game is to be the first to form a horizontal, vertical, or diagonal line of four words in one's own colour.

dumb	won	front	young	gulf	glove	blunt
fuss	hush	none	son	luck	scruff	some
dull	numb	tough	monk	pulse	dump	ton
guts	dove	drum	touch	rough	rust	chum
blush	strum	hutch	done	cup	bud	love
come	fun	shove	jump	mug	us	run

14.8 Snakes and ladders: sound /u/

49 chum	50 bud	51 rough	52 clump	53 trudge	54 pluck	55 won	END
48 dusk	47 fuss	46 blunt		44 glove	43 bug	42 tough	41 must
33 mug	34 dove	35 dumb		37 done	38 hush	39 thumb	40 truck
32 plump	31 run		29 sun	28 fun	27 cup	26 none	25 month
17 love	18 son		20 nudge	21 numb	22 jump	23 us	24 luck
16 truck	15 pulse	14 shove	13 scruff	12 some	11 ton		9 wrung
1 	2 rust	3 lump	4 front	5 hutch	6 come	7 strum	8 monk

14.9 Word search: sound /u/

Students have to find the following words in the word search by tracking through each line from left to right. Words only appear horizontally. Remind them that sometimes we spell a sound with two letters. In this word search, they will see some two-letter spellings. When the two letters are in the same square, they represent one sound. When students find a word in the word search, they say the sounds and read the word.

come some crunch sponge numb love
month young plunge clump thumb glove

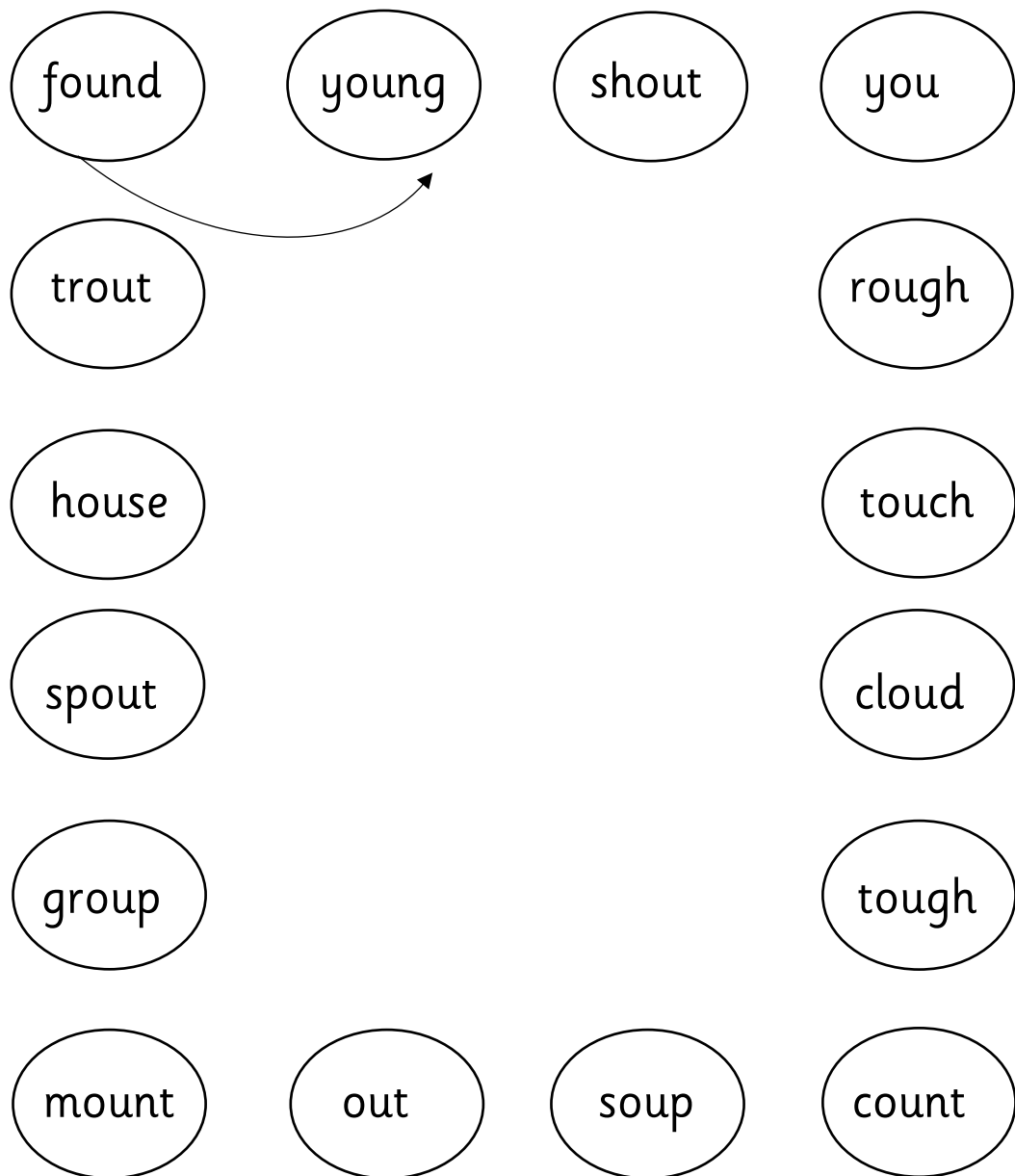
o	m	c	o	m	o	c	e	n	c	o	me
c	u	m	p	c	l	u	p	l	u	b	n
c	r	u	ch	c	ch	u	r	c	u	n	ch
c	r	u	n	ch	l	u	c	l	u	m	p
g	o	ve	g	o	l	o	ve	g	l	o	ve
l	o	v	th	m	n	th	m	o	th	m	o
m	o	n	th	m	o	n	u	m	d	n	o
n	u	n	mb	u	n	n	u	mb	p	u	ge
p	u	n	ge	p	u	n	p	l	u	n	ge
s	me	s	o	m	n	s	o	me	n	e	m
s	p	o	ge	o	n	ge	s	o	n	ge	p
n	ge	s	p	o	n	ge	u	m	th	u	m
th	u	mb	th	y	ou	g	ou	y	ou	n	g

Unit 15: Spelling < ou >

15.3 Speed read: spelling < ou >

How many words can the student read in 20 seconds? Students in pairs time each other to see how many words they can read correctly in 20 seconds. Ask the students to do the activity several times over several days to challenge them to read faster.

Do the activity again after a few weeks as revision.



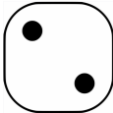
Additional unit:

Unit 23: Sound / oy /

(Sounds-Write Extended Code Unit 23)

A.5 Roll and read: sound /oy/

This is a game for two players. Each player has a pencil of a different colour. Each player takes turns to roll the die. When they roll the die, they have to read the word at the bottom of the column with the same number as the die. Once they've read the word, they claim it by crossing it out in their colour. The aim is to complete all the columns. The player who reads the top word in each column wins the column. The player with the greatest number of columns wins the game.

toy	oink	joy	enjoy	spoilt	coin
coil	noise	boil	voice	ploy	coy
foil	poise	hoist	spoil	choice	soil
cloy	moist	oil	boy	joint	Roy
1		3	4	5	6

A.7 Word search: sound /oy/

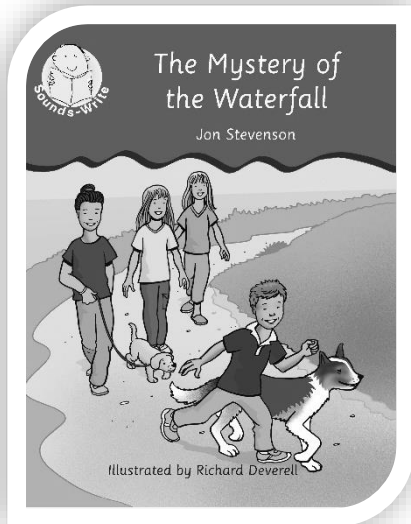
Students have to find the following words in the word search by tracking through each line from left to right. Words only appear horizontally. Remind them that sometimes we spell a sound with two letters. In this word search, they will see some two-letter spellings. When the two letters are in the same square, they represent one sound. When students find a word in the word search, they say the sounds and read the word.

boil join choice boy spoilt coin
noise voice ploy toilet enjoy oink

b	o	l	l	b	o	b	b	oi	l	o	oy
o	l	oi	j	b	oy	b	l	oy	b	e	j
e	j	oy	a	n	e	n	j	i	f	oy	p
oy	j	i	oi	n	e	n	j	oy	ch	o	s
t	ch	oi	e	oi	d	t	o	l	v	oy	c
t	oi	l	e	t	d	ch	oi	ce	c	oi	v
p	o	l	o	m	p	l	oy	b	ce	oi	m
n	p	oy	o	n	c	m	c	oi	n	e	n
j	i	n	j	o	j	oi	m	oy	f	e	b
n	oi	se	p	oi	n	oi	k	ce	j	oi	n
v	oy	f	c	v	o	ce	f	l	oi	m	d
se	p	s	p	oi	t	o	l	v	oi	ce	f
s	p	oi	l	t	ce	b	l	d	oi	n	k

Sounds- Write decodable readers for the Extended Code

Our range of decodable readers for the Extended Code provide:

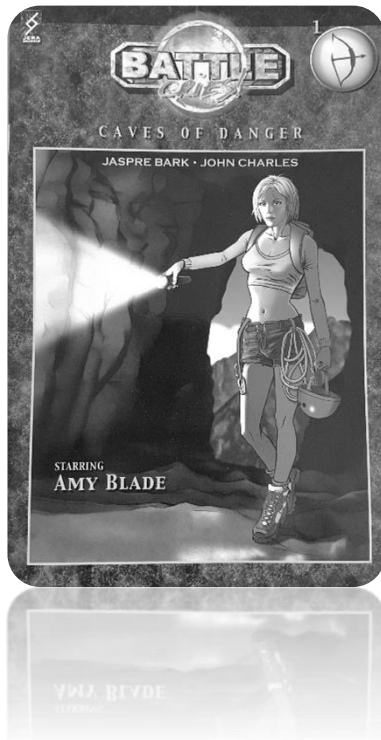


- Fully decodable texts that build on code knowledge, matching sounds to spellings and spellings to sounds
- A carefully graded, step-by-step introduction of new sounds and spellings in each book
- Practice in sound-letter matching, starting with matching one letter to one sound and
- building towards the introduction of all the main two-letter consonant and vowel
- spellings (digraphs), as well as adjacent consonants
- Practice with segmenting and blending throughout each word
- Attractively illustrated books, especially designed to appeal to beginning readers
- A coherent, graduated approach to the introduction of high-frequency words
- An opportunity in each story to read many more words than is offered by most other graded readers and to practise fluency



To order individual books or classroom sets please go to: <https://www.sounds-write.co.uk> and look for 'Books and resources'.

Battle Cries Extended Code comics



The Battle Cries comic book series is designed to help foster and improve literacy in older children and young adults by helping them to read with greater fluency and, at the same time, enjoy a series of six thrilling adventures.

Battle Cries can be read as a straightforward adventure series, each book containing a different adventure and a problem that has to be solved before the next adventure starts.

The books also explain in story form how some of the writing systems people have used throughout history work. These range from early cave painting through Egyptian hieroglyphics to the alphabet system we use for reading and writing English today.



To order individual books or classroom sets please go to: <https://www.sounds-write.co.uk> and look for 'Books and resources'.