

# Teaching ideas

## Tumbling Tumbleweed

### Phonics/Spelling learning opportunities

To learn the conventions for adding the suffix -ing.

### Organisation

Whole class, small group, 1:1 or independently

### Teaching ideas

Click on Start. The tumbleweed will blow away revealing a base word. Encourage children to read the word in their heads then read the word out loud as a class. Check that all children know what the word means. Explain that if we wanted to add -ing to this base word we may need to do something else first.

Look at the cacti on the screen and introduce the different things that can be done to a base word before adding -ing. Ask the children to think carefully about which of these would be the right choice for this particular base word. Encourage children to talk in pairs. Make sure that they don't just tell their partner which choice they think is right. Instead ask them to explain to their partner why they think a particular choice is right.

Ask all children to show the choice that they think is right. You could do this by asking them to point in the direction of the appropriate cactus, number the cacti and ask children to hold up that many fingers or develop actions to represent each of the choices. Click on the cactus that the majority of children choose and discuss the feedback that is given.

Gradually build up children's understanding of the conventions for adding -ing.

### Top tips

As children become more familiar with the spelling of these words, give them lots of opportunities for using them in their own writing. Encourage them to practise writing them in handwriting and race on whiteboards to see how many times they can correctly spell one of the words in a minute.

The Printable Resources page has word cards and sorting grids that can be used to play a paper based version of this game.

Alternatively, spread the word cards out face down on a table. Have 3 players (or 3 pairs of players). Ask Player 1 to look for base words that don't need anything to be done before adding -ing. Player 2 needs to find words where the final e is dropped before -ing is added and Player 3 needs to find words where the final consonant is doubled before adding -ing. Players take it in turns to pick a card and turn it over. If it is the kind of word they are looking for, they can keep it. If it isn't, they must show it to the other players and put it back face down. The first player to collect 10 cards wins.

