#### Assess all children.

# Phase 3 - Daily Phonics Planning

#### Set 6: j, v, w, x

Interactive resources are shown in blue. Page numbers refer to Letters & Sounds document. NB Some resources are only available to subscribers. All printable resources needed in order to carry out this planning are available to subscribers. **PhonicsPlay** 

	Introduco	We are learning the alphabet cong	and practising blending and segment	ting			
	Introduce		, , ,	0			
_	Revisit	Flashcards: Speed Trial, Flashcard	o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss P ls: Time Challenge.	hay Hashcaros.			
da)	Teach	Learn an alphabet song.					
Monday	Practise						
Σ	Apply	Hold up captions on card or whitebore read together. I got a hug and a kiss.	oard. One child reads – encourage th The dog bed is in a mess.	nem to blend if they get stuck - then all children <b>A cat can hiss.</b>			
	Assess	Make notes on assessment sheet.					
	Introduce	We are learning a new phoneme <b>j</b> a	nd how to read and write it.				
≥	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , song Flashcards: Speed Trial.	o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss P	lay Quickwrite Graphemes. Sing the alphabet			
sda	Teach	Introduce the phoneme <b>j</b> with action	ns – see p78 in Letters and Sounds.				
Tuesday	Practise	Play Soundbuttons see p58. Words: <b>jam, jet, jog, Jill, Jack</b> .					
F	Apply	Hold up caption on card or whiteboard. Read together and model blending tricky words.Jack and Jill jog up the hill.Jog to get the jam.A man can jog to get fit.					
	Assess	Make notes on assessment sheet.					
	Introduce	We are learning a new phoneme ${f v}$ and how to read and write it.					
Wednesday	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> + <b>j</b> Play Flashcards Sing the alphabet song <b>Flashcards: Speed Trial</b> , <b>Flashcards: Time Challenge</b> .					
esc	Teach	Introduce the phoneme <b>v</b> with actions – see p78.					
p	Practise	Play Countdown see p86. Words: <b>jam, jet, jog, van, vet, visit, back, sun, hot, pen</b> .					
We	Apply	Hold up sentence on card or whiteb Did I put the jam in the van?	oard. Read together and model blen Did the cat get to the vet?	iding tricky words. <b>Can l visit a pet on a jet?</b>			
	Assess	Make notes on assessment sheet.					
	Introduce	We are learning a new phoneme <b>w</b>					
	Revisit	alphabet song. Flashcards: Speed 1	Trial, Flashcards: Time Challenge.	+ <b>v</b> Play Quickwrite Graphemes. Sing the			
Š	Teach	Introduce the phoneme <b>w</b> with action					
Thursday	Practise	Play Quickwrite see p89. Words: will, win, wag, web, wig, wax, jam, jog, van, vet.					
<u> </u>	Apply		children to use thumbs up and thur	mbs down to show whether the answer is yes or			
Ŧ		no. Is the sun wet? Has a pot of jam got a lid? Has a cat got a web?	Can men jo Can a van g Will a pig pu	o up a hill?			
	Assess	Make notes on assessment sheet.					
	Introduce	We are learning a new phoneme <b>x</b> a	and how to read and write it.				
	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> + <b>w</b> Play Flashcards Sing the alphabet song. Flashcards: Speed Trial, Flashcards: Time Challenge.					
	Teach	Introduce the phoneme ${f x}$ with actio	ns – see p78.				
Friday	Practise	Practise reading high-frequency wor Words: <b>no, go, I, the, to</b> .	rds see p92.				
ш	Apply	Play Yes/No questions see p97. Can wax get hot? Can a vet fix a jet? Can a taxi hop?	Has a fox go Will a rat vi Will a dog s	sit a fox?			
	Assess	Make notes on assessment sheet.					

# Week 2

Learn alphabet song

#### Set 7: y, z, qu

# Point to letters in alphabet song

Read tricky words: he, she Spell tricky words: the, to

	In the days					
	Introduce	We are learning a new phoneme <b>y</b> and how to read and write it.				
~	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> Play Flashcards Sing the alphabet song and point to each letter as you sing. Flashcards: Speed Trial, Flashcards: Time Challenge.				
Ida	Teach	Teach the new phoneme <b>y</b> with actions.				
Monday	Practise	Play Buried Treasure. Words: yap, yes, yet, yell, yum, yud, yem, yock, yit.				
2	Apply	Hold up captions on card or whiteboard. One child reads – encourage them to blend if they get stuck then all children read together.Yes! I can get a pet.Yum! It is jam.A dog can yap.				
-	Assess	Make notes on assessment sheet.				
	Introduce	We are learning a new phoneme <b>z</b> and how to read and write it.				
Ā	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> Play Quickwrite graphemes Sing the alphabet song and point to each letter as you sing. Flashcards: Speed Trial, Flashcards: Time Challenge.				
Tuesday	Teach	Teach the new phoneme <b>z</b> with actions. Explain that this phoneme can be represented by the grapheme <b>z</b> or sometimes by <b>zz</b> at the end of words. Show the word <b>zigzag</b> – see reading two syllable words p94.				
Ę	Practise	Play Soundbuttons see p58 Words: <b>zip, buzz, jazz, zigzag, yes, yell, yet, yum</b> .				
	Apply	Hold up caption on card or whiteboard. Read together model blending tricky words.         Zip it up!       Can a taxi zigzag?         Can a taxi zigzag?				
	Assess	Make notes on assessment sheet.				
	Introduce	We are learning to read the tricky words <b>he</b> and <b>she</b> .				
Ā	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>l</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> Play Flashcards. Sing the alphabet song – all children point to letters as you sing. Flashcards: Speed Trial, Flashcards: Time Challenge.				
Wednesday	Teach	Teach the children how to read the tricky words: <b>he</b> and <b>she</b> – see learning to read tricky words p91. Train Your Brain Phase 3				
Wedi	Practise	Practise high frequency words see p92. Words: <b>he, she, and, the, no, go</b> .				
	Apply	Hold up sentence on card or whiteboard. Read together and model blending tricky words.Can he hop and zigzag?Did he yell?Can she zip up a hill?				
	Assess	Make notes on assessment sheet.				
	Introduce	We are learning a new phoneme <b>qu</b> and how to read and write it.				
	Revisit	Practise GPCs <b>s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z</b> Play Quickwrite. Sing the alphabet song – all children point to letters as you sing. Flashcards: Speed Trial, Flashcards: Time Challenge.				
Thursday	Teach	Introduce the phoneme <b>qu</b> with actions – see p78.				
	Practise	Play Quickwrite see p89. Words: quiz, quit, quick, liquid, quack, yap, buzz, zip, yes, yell.				
Thu	Apply	Play Yes/No questions see p97 – get children to use thumbs up and thumbs down to show whether the answer is yes or no.         Can a duck quack?       Is a zebra a pet?         Can a hen peck?       Is a lemon red?         Can a fox get wet?       Can a web buzz?				
	Assess	Make notes on assessment sheet.				
	Introduce	We are learning to spell the tricky words <b>the</b> and <b>to</b> .				
_	Revisit	Practise GPCs <b>s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu</b> Play Flashcards. Sing the alphabet song – all children point to letters as you sing. Flashcards: Speed Trial, Flashcards: Time Challenge.				
Friday	Teach	Teach spelling the high frequency words: <b>the, to</b> – see learning to spell and practising tricky words p93.				
Fric	Practise	Begin writing captions by making 'I can' books. Each page contains a sentence beginning 'I can" and a picture.				
	Apply	E.g. I can run to mum. I can dig. I can kick. I can hum. I can hop. I can hug. I can jog. I can visit. I can fix the box. I can mix. I can zip. I can yell. I can quack. Books will be continued next week.				
	Assess	Make notes on assessment sheet.				

## Consonant digraphs: sh, ch, th, ng Read tricky words: we, me, be

	Introduce	We are learning a new phoneme <b>sh</b> and how to read and write it.			
	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> Play Flashcards. Sing the alphabet song and point to each letter as you sing. Flashcards: Speed Trial, Flashcards: Time Challenge.			
lay	Teach	Teach the new phoneme <b>sh</b> with actions – see Introducing two letter GPCs p81.			
Monday	Practise	Play Buried Treasure see p58. Words: <b>ship, shop, shell, fish, cash, bash, hush, rush</b> . Buried Treasure, Dragon's Den, Picnic on Pluto.			
-	Apply	Hold up captions on card or whiteboard. One child reads – encourage them to blend if they get stuck - then all child read together.I am in a rush to get to the shop.The cash is in the shop.I got a shell and a fish.	dren		
	Assess	Make notes on assessment sheet.			
	Introduce	We are learning a new phoneme <b>ch</b> and how to read and write it.			
>	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> + <b>sh</b> Play Quickwrite Graphemes. Sing the alphabet song and point to each letter as you sing. Flashcards: Speed Trial.			
ga	Teach	Teach the new phoneme <b>ch</b> with actions – see Introducing two letter GPCs p81.			
Tuesday	Practise	Play Buried Treasure see p60. Words: <b>chip, rich, chill, much, shop, fish, chim, nich, chig, fich, lish</b> . Buried Treasure, Dragon's Den, Picnic on Pluto.			
	Apply	Hold up caption on card or whiteboard. Read together and model blending tricky words.Is it fish and a bag of chips?The rich man had a big chin.The chicken got a chill.			
	Assess	Make notes on assessment sheet.			
	Introduce	We are learning to read the tricky words <b>we, me, be</b> .			
lay	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> , <b>sh</b> + <b>ch</b> Play Flashcards. Sing the alphabet song – all children point to letters as you sing. Flashcards: Speed Trial, Flashcards: Time Challenge.			
Wednesday	Teach	Teach the children how to read the tricky words: <b>we, me, be</b> – see learning to read tricky words p91. Train Your Brain Phase 3.			
Vec	Practise	Practise reading the high frequency words. Words: <b>he, she, we, me, be</b> see p92.			
>	Apply	Hold up sentence on card or whiteboard. Read together and model blending tricky words. We can be rich. She is in a rush to get it to me. He had a big shock.			
	Assess	Make notes on assessment sheet.			
	Introduce	We are learning a new phoneme <b>th</b> and how to read and write it.			
	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> , <b>sh</b> + <b>ch</b> Play Quickwrite Graphemes. Sing the alphabet song – all children point to letters as you sing. Flashcards: Speed Trial.			
	Teach	Introduce the phoneme <b>th</b> with actions – see p78.			
rsd	Practise	Play Quickwrite see p89 Words: them, then, that, this, with, thin, thick, chop, such, shock, bash.			
Thursd	Apply	Play Yes/No game see p97 – get children to use thumbs up and thumbs down to show whether the answer is yes or no.			
		Can a fish quack?Is a shell a pet?Can a hen shop?Can a chicken buzz?Can a chip be as big as a fish?Can a chip be thick?			
	Assess	Make notes on assessment sheet.			
	Introduce	Practise GPCs <b>s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch + th</b> Play Flashcards. Sing the alphabet song – all children point to letters as you sing. <b>Flashcards: Speed Trial, Flashcards: Time Challenge</b> .			
у	Revisit	Introduce the phoneme <b>ng</b> with actions – see p78.			
Friday	Teach	Model writing sing, ring and ping-pong and add sound buttons.			
æ	Practise	Continue with I can books (or create new ones) see p96 Add pages with the above words. Books could be continu	ed		
	Apply	independently in other lessons. I can sing, I can ring, I can ping-pong, I can sing a song. I can run along. I can be a king.			
	Assess	Make notes on assessment sheet.			

## Vowel digraphs: ai, ee, igh, oa Read tricky words: was, my

	Introduce	We are learning a new phoneme <b>ai</b> and how to read and write it.				
ž	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> , <b>sh</b> , <b>ch</b> , <b>th</b> , <b>ng</b> Play Flashcards. Sing the alphabet song and point to each letter as you sing. Flashcards: Speed Trial, Flashcards: Time Challenge.				
Monday	Teach	Teach the new phoneme <b>ai</b> with actions.				
	Practise	Play Soundbuttons see p58 Words: wait, hail, pain, aim, sail, main, tail, rain, bait.				
2	Apply	Hold up captions on card or whiteboard. One child reads – encourage them to blend if they get stuck then all children read together.I will wait for a taxi.The cat has a long tail.I sang a song in the rain.				
	Assess	Make notes on assessment sheet.				
	Introduce	We are learning a new phoneme <b>ee</b> and how to read and write it.				
Ž	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> , <b>sh</b> , <b>ch</b> , <b>th</b> , <b>ng</b> , <b>ai</b> . Play Quickwrite graphemes. Sing the alphabet song and point to each letter as you sing. Flashcards: Speed Trial.				
sda	Teach	Teach the new phoneme <b>ee</b> with actions. Get children to write <b>ee</b> in the air and on whiteboards.				
Tuesday	Practise	Play Buried Treasure. Words: <b>see, feel, weep, feet, meet, deep, ree, leeb, deet, meep</b> Buried Treasure, Dragon's Den, Picnic on Pluto.				
	Apply	Hold up caption on card or whiteboard. Read together model blending tricky words.He can see his big feet.I feel sad in the rain.A cat can meet a rat.				
	Assess	Make notes on assessment sheet.				
	Introduce	We are learning to read the tricky words <b>was, my</b>				
lay	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>xy</b> , <b>z</b> , <b>qu</b> , <b>sh</b> , <b>ch</b> , <b>th</b> , <b>ng</b> , <b>ai</b> , <b>ee</b> . Play Flashcards Sing the alphabet song – all children point to letters as you sing. <b>Flashcards: Speed Trial</b> , <b>Flashcards: Time Challenge</b> .				
Wednesday	Teach	Teach the children how to read the tricky word <b>was, my</b> – see learning to read tricky words p91. Train Your Brain Phase 3.				
Ve	Practise	Play Countdown. Words: hail, rain, tail, main, pain, see, feel, weep, feet, keep.				
>	Apply	Hold up sentence on card or whiteboard. Read together model blending tricky words.				
		My rat was mad at the vet. The rain was a pain. I need to feed my cat and my dog.				
	Assess	My rat was mad at the vet.The rain was a pain.I need to feed my cat and my dog.Make notes on assessment sheet.				
	Assess Introduce					
		Make notes on assessment sheet.				
lay	Introduce	Make notes on assessment sheet. We are learning a new phoneme <b>igh</b> and how to read and write it. Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>l</b> , <b>s</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> , <b>sh</b> , <b>ch</b> , <b>th</b> , <b>ng</b> , <b>ai</b> , <b>ee</b> . Play Quickwrite graphemes. Sing the alphabet song – all children point to letters as you sing.				
rsday	Introduce Revisit	Make notes on assessment sheet. We are learning a new phoneme <b>igh</b> and how to read and write it. Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> , <b>sh</b> , <b>ch</b> , <b>th</b> , <b>ng</b> , <b>ai</b> , <b>ee</b> . Play Quickwrite graphemes. Sing the alphabet song – all children point to letters as you sing. <b>Flashcards: Speed Trial</b> .				
Thursday	Introduce Revisit Teach	Make notes on assessment sheet. We are learning a new phoneme <b>igh</b> and how to read and write it. Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>l</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> , <b>sh</b> , <b>ch</b> , <b>th</b> , <b>ng</b> , <b>ai</b> , <b>ee</b> . Play Quickwrite graphemes. Sing the alphabet song – all children point to letters as you sing. <b>Flashcards: Speed Trial</b> . Introduce the phoneme <b>igh</b> with actions – see p78 Get children to try writing <b>igh</b> in the air and on whiteboards. Play Quickwrite see p89 Words: <b>high</b> , <b>light</b> , <b>night</b> , <b>fight</b> , <b>sigh</b> , <b>tonight</b> , <b>might</b> , <b>tight</b> . Play Yes/No questions see p97 – get children to use thumbs up and thumbs down to show whether the answer is yes or no.				
Thursday	Introduce Revisit Teach Practise	<ul> <li>Make notes on assessment sheet.</li> <li>We are learning a new phoneme igh and how to read and write it.</li> <li>Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee.</li> <li>Play Quickwrite graphemes. Sing the alphabet song – all children point to letters as you sing.</li> <li>Flashcards: Speed Trial.</li> <li>Introduce the phoneme igh with actions – see p78 Get children to try writing igh in the air and on whiteboards.</li> <li>Play Quickwrite see p89 Words: high, light, night, fight, sigh, tonight, might, tight.</li> <li>Play Yes/No questions see p97 – get children to use thumbs up and thumbs down to show whether the answer is yes or</li> </ul>				
Thursday	Introduce Revisit Teach Practise	Make notes on assessment sheet.         We are learning a new phoneme <b>igh</b> and how to read and write it.         Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> , <b>sh</b> , <b>ch</b> , <b>th</b> , <b>ng</b> , <b>ai</b> , <b>ee</b> .         Play Quickwrite graphemes. Sing the alphabet song – all children point to letters as you sing.         Flashcards: Speed Trial.         Introduce the phoneme <b>igh</b> with actions – see p78 Get children to try writing <b>igh</b> in the air and on whiteboards.         Play Quickwrite see p89 Words: <b>high</b> , <b>light</b> , <b>night</b> , <b>fight</b> , <b>sigh</b> , <b>tonight</b> , <b>might</b> , <b>tight</b> .         Play Yes/No questions see p97 – get children to use thumbs up and thumbs down to show whether the answer is yes or no.         Is it light at night?       Can fish weep?         Can a fox sail?       Can a rat feel pain?				
Thursday	Introduce Revisit Teach Practise Apply	Make notes on assessment sheet.         We are learning a new phoneme igh and how to read and write it.         Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee.         Play Quickwrite graphemes. Sing the alphabet song – all children point to letters as you sing.         Flashcards: Speed Trial.         Introduce the phoneme igh with actions – see p78 Get children to try writing igh in the air and on whiteboards.         Play Quickwrite see p89 Words: high, light, night, fight, sigh, tonight, might, tight.         Play Yes/No questions see p97 – get children to use thumbs up and thumbs down to show whether the answer is yes or no.         Is it light at night?       Can fish weep?         Can a rat feel pain?         Will a chick cheep?				
Thursday	Introduce Revisit Teach Practise Apply Assess	Make notes on assessment sheet.         We are learning a new phoneme igh and how to read and write it.         Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee.         Play Quickwrite graphemes. Sing the alphabet song – all children point to letters as you sing.         Flashcards: Speed Trial.         Introduce the phoneme igh with actions – see p78 Get children to try writing igh in the air and on whiteboards.         Play Quickwrite see p89 Words: high, light, night, fight, sigh, tonight, might, tight.         Play Yes/No questions see p97 – get children to use thumbs up and thumbs down to show whether the answer is yes or no.         Is it light at night?       Can fish weep?         Can a fox sail?       Can a rat feel pain?         Will a chick cheep?         Make notes on assessment sheet.				
·	Introduce Revisit Teach Practise Apply Assess Introduce	Make notes on assessment sheet. We are learning a new phoneme <b>igh</b> and how to read and write it. Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>l</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> , <b>sh</b> , <b>ch</b> , <b>th</b> , <b>ng</b> , <b>ai</b> , <b>ee</b> . Play Quickwrite graphemes. Sing the alphabet song – all children point to letters as you sing. <b>Flashcards: Speed Trial</b> . Introduce the phoneme <b>igh</b> with actions – see p78 Get children to try writing <b>igh</b> in the air and on whiteboards. Play Quickwrite see p89 Words: <b>high</b> , <b>light</b> , <b>night</b> , <b>fight</b> , <b>sigh</b> , <b>tonight</b> , <b>might</b> , <b>tight</b> . Play Yes/No questions see p97 – get children to use thumbs up and thumbs down to show whether the answer is yes or no. Is <b>it light at night?</b> <b>Can fish weep?</b> <b>Can a rat feel pain?</b> Will a chick cheep? Make notes on assessment sheet. We are learning to spell the phoneme <b>oa</b> and how to read and write it. Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> , <b>sh</b> , <b>ch</b> , <b>th</b> , <b>ng</b> , <b>ai</b> , <b>ee</b> , <b>igh</b> . Play Flashcards. Sing the alphabet song – all children point to letters as you sing.				
·	Introduce Revisit Teach Practise Apply Assess Introduce Revisit	Make notes on assessment sheet. We are learning a new phoneme <b>igh</b> and how to read and write it. Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> , <b>sh</b> , <b>ch</b> , <b>th</b> , <b>ng</b> , <b>ai</b> , <b>ee</b> . Play Quickwrite graphemes. Sing the alphabet song – all children point to letters as you sing. <b>Flashcards: Speed Trial</b> . Introduce the phoneme <b>igh</b> with actions – see p78 Get children to try writing <b>igh</b> in the air and on whiteboards. Play Quickwrite see p89 Words: <b>high</b> , <b>light</b> , <b>night</b> , <b>fight</b> , <b>sigh</b> , <b>tonight</b> , <b>might</b> , <b>tight</b> . Play Yes/No questions see p97 – get children to use thumbs up and thumbs down to show whether the answer is yes or no. Is <b>it light at night?</b> <b>Can fish weep?</b> <b>Can a fox sail?</b> Will a <b>chick cheep?</b> Make notes on assessment sheet. We are learning to spell the phoneme <b>oa</b> and how to read and write it. Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> , <b>sh</b> , <b>ch</b> , <b>th</b> , <b>ng</b> , <b>ai</b> , <b>ee</b> , <b>igh</b> . Play Flashcards: Sing the alphabet song – all children point to letters as you sing. <b>Flashcards: Speed Trial</b> , <b>Flashcards: Time Challenge</b> . Introduce the phoneme <b>oa</b> with actions – see p78 Get children to try writing <b>oa</b> in the air and on whiteboards. Play Soundbuttons. Words: <b>goat</b> , <b>foal</b> , <b>cat</b> , <b>dog</b> , <b>rat</b> , <b>fox</b> , <b>rat</b> , <b>sheep</b> , <b>vet</b> .				
Friday Thursday	Introduce Revisit Teach Practise Apply Assess Introduce Revisit Teach	Make notes on assessment sheet.         We are learning a new phoneme igh and how to read and write it.         Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee.         Play Quickwrite graphemes. Sing the alphabet song – all children point to letters as you sing.         Flashcards: Speed Trial.         Introduce the phoneme igh with actions – see p78 Get children to try writing igh in the air and on whiteboards.         Play Quickwrite see p89 Words: high, light, night, fight, sigh, tonight, might, tight.         Play Quickwrite see p89 Words: high, light, night, fight, sigh, tonight, might, tight.         Play Quickwrite see p89 Words: high, light, night, fight, sigh, tonight, might, tight.         Play Yes/No questions see p97 – get children to use thumbs up and thumbs down to show whether the answer is yes or no.         Is it light at night?       Can fish weep?         Can a fox sail?       Can fish weep?         Will a chick cheep?         Make notes on assessment sheet.         We are learning to spell the phoneme oa and how to read and write it.         Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh.         Play Flashcards: Speed Trial, Flashcards: Time Challenge.         Introduce the phoneme oa with actions – see p78 Get children to try writing oa in the air and on whiteboards.         Play Soundbuttons. Words: goat, foal,				
·	Introduce Revisit Teach Practise Apply Assess Introduce Revisit Teach Practise	Make notes on assessment sheet.         We are learning a new phoneme igh and how to read and write it.         Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee.         Play Quickwrite graphemes. Sing the alphabet song – all children point to letters as you sing.         Flashcards: Speed Trial.         Introduce the phoneme igh with actions – see p78 Get children to try writing igh in the air and on whiteboards.         Play Quickwrite see p89 Words: high, light, night, fight, sigh, tonight, might, tight.         Play Yes/No questions see p97 – get children to use thumbs up and thumbs down to show whether the answer is yes or no.         Is it light at night?       Can fish weep?         Can a fox sail?       Can a rat feel pain?         Will a chick cheep?         Make notes on assessment sheet.         We are learning to spell the phoneme oa and how to read and write it.         Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh.         Play Flashcards: Sing the alphabet song – all children point to letters as you sing.         Flashcards: Speed Trial, Flashcards: Time Challenge.         Introduce the phoneme oa with actions – see p78 Get children to try writing oa in the air and on whiteboards.         Play Soundbuttons. Words: goat, foal, cat, dog, rat, fox, rat, sheep, vet.         Pretend all the children are animal owners and you				

# Vowel digraphs: oo, ar, or Spell tricky words: no, go

	Introduce	We are learning a new phoneme <b>oo</b> an				
	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , Play Flashcards. Sing the alphabet song <b>Flashcards: Speed Trial</b> , <b>Flashcards: 1</b>	and point to each letter as you sing.	x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa		
Monday	Teach	Teach the two new phonemes made by <b>oo</b> with actions (the <b>u</b> sound as in <b>book</b> and also an <b>oo</b> sound as in <b>moon</b> ). Explain that <b>oo</b> can make both these sounds in different words.				
Ř	Practise	Play Soundbuttons see p58. Words: <b>loc</b>	ok, foot, book, good, took, too, zoo, bo	oot, hoof, food, moon.		
	Apply	Hold up captions on card or whiteboar read together. I go to the moon in a boat.	d. One child reads – encourage them to It is fun to go to the zoo.	blend if they get stuck then all children The foal had a pain in his hoof.		
	Assess	Make notes on assessment sheet.				
	Introduce	We are learning a new phoneme <b>ar</b> and	d how to read and write it.			
>	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> , <b>sh</b> , <b>ch</b> , <b>th</b> , <b>ng</b> , <b>ai</b> , <b>ee</b> , <b>igh</b> , <b>oa</b> , <b>oo</b> Play Quickwrite Graphemes. Sing the alphabet song and point to each letter as you sing. Flashcards: Speed Trial.				
ga	Teach	Teach the new phoneme <b>ar</b> with actions.				
Tuesday	Practise	Play Buried Treasure. Words: car, bark, hard, zoom, wool, root, lar, tark, pard, noom, goot Buried Treasure, Dragon's Den, Picnic on Pluto.				
	Apply	Hold up caption on card or whiteboard. Read together model blending tricky words. <b>Will it be hard to park my car on this road? Will a dog bark if it sees a shark? Is it dark on the moon?</b>				
	Assess	Make notes on assessment sheet.				
	Introduce	We are learning to spell the tricky word	s: <b>no, go</b> .			
Ув	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>xy</b> , <b>z</b> , <b>qu</b> , <b>sh</b> , <b>ch</b> , <b>th</b> , <b>ng</b> , <b>ai</b> , <b>ee</b> , <b>igh</b> , <b>oa</b> , <b>oo</b> , <b>ar</b> Play Flashcards. Sing the alphabet song – all children point to letters as you sing <b>Flashcards: Speed Trial</b> , <b>Flashcards: Time Challenge</b> .				
sdi	Teach	Teach the children how to spell the tric	ky words (p93): <b>no, go Train Your Brai</b> i	n Phase 3		
Wednesday	Practise	Play Quickwrite see p89. Words: <b>look</b> , <b>f</b> <b>Rocket Rescue</b> , <b>Space Race</b> .	foot, too, zoom, food, card, cart, hard	, jar, park		
3	Apply	Give children sticky notes. Ask them to write <b>This book is cool.</b> on the sticky note. Ask them to soundtalk and think through how to write this. When they have written this repeat with the sentences. <b>This book is fun. This book is good.</b> Stick notes on favourite books in class.				
	Assess	Make notes on assessment sheet.				
	Introduce	We are learning a new phoneme <b>or</b> and	d how to read and write it.			
>	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> , <b>sh</b> , <b>ch</b> , <b>th</b> , <b>ng</b> , <b>ai</b> , <b>ee</b> , <b>igh</b> , <b>oa</b> , <b>oo</b> , <b>ar</b> Play Quickwrite Graphemes. Sing the alphabet song – all children point to letters as you sing. <b>Flashcards: Speed Trial</b> , <b>Flashcards: Time Challenge</b> .				
da	Teach	Introduce the phoneme <b>or</b> with actions – see p78.				
Thursday	Practise	Play Quickwrite see p89 Words: <b>for, fork, sort, born, worn, torn, hard, park, cook, boot.</b> Rocket Rescue, Space Race.				
-	Apply	Play Yes/No game see p97 – get childre Is a fork sharp? Is a boot short? Is a torch bright?	n to use thumbs up and thumbs down Will a fish forget things? Is a tail for wagging? Is corn red?	to show whether the answer is yes or no. Will a fort be big? Can a coat get torn on a thorn? Do bees buzz in the morning?		
	Assess	Make notes on assessment sheet.				
	Introduce	We are learning to spell two syllable wo				
~	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> , <b>sh</b> , <b>ch</b> , <b>th</b> , <b>ng</b> , <b>ai</b> , <b>ee</b> , <b>igh</b> , <b>ou</b> , <b>oo</b> , <b>ar</b> , <b>or</b> Play Flashcards. Sing the alphabet song – all children point to letters as you sing. Flashcards: Speed Trial, Flashcards: Time Challenge.				
Friday	Teach	tonight, boatman, rooftop, market, f				
	Practise	Look at a picture of a boat, car, rocket, cart, jeep. Ask each child to write a caption for a picture e.g. <b>This is my jeep</b> . <b>This rocket can go to the moon. This boat can zoom. This cart can go to the park. The car is on the road. The boat has got a sail.</b>				
	Apply	Make notes on assessment sheet.				

# Vowel digraphs: ur, ow, oi Read tricky words: you

Torduce         We are learning a new phoneme ur and how to read and write it.           Revisit         Practice GPCs a, t, p, i, m, d, g, o, c, k, c, e, u, r, h, f, f, I, II, s, j, v, w, x, y, z, qu, sh, ch, th, q, al, ee, igh, oa, oa, ar, or Play Fashcards: Suped Trial, Hashcards: Suped Trial, Hashcards: Suped Trial, Hashcards: Suped Trial, Hashcards: Action Childrenge.           Practise         Play Soundbuttons see p58 Words: fur, burn, burp, curl, hurt, surf, turn, turn).           Apply         Hold up captions on card or whiteboard. One child reads - encourage them to blend if they get stuck then all children read together.           Revisit         Mate notes on assessment sheet.           Introduce         We are learning a new phoneme wor and how to read and write it.           Revisit         Practice GPCs s, a, t, p, i, m, d, g, o, c, k, ck, e, u, r, h, b, f, I, II, ss, j, vw, x, y, z, qu, sh, ch, th, ng, al, ee, igh, oa, oa, or, or ur Way Quickwite Graphemes, took at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial.           Teach         Teach the new phoneme ow with actions.         Teach the new phoneme ow with actions.           Practise         Play Buried Treasure. Words: now, down, own, cown, fown, fown, lown, lown.         Buried Treasure.           Teach         Teach the new phoneme ow with actions.         Teach the new performes.         Mate notes on assessment sheet.           Treactice         Play Buried Treasure. Words: now, down, own, fown, fown, nown. Iown.         Burie New on a cond or whiteboar							
Open of Play Flashcards: Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial, Flashcards: Time Challenge.           Practise         Play Soundbuttons see p58 Words: fur, burn, burn, curl, hurt, surf, turn, turnip.           Appy         Hold up captions on card or whiteboard. One child reads - encourage them to blend if they get stuck then all children read together.           Assess         Make notes on assessment sheet.           Introduce:         We are learning a new phoneme ow and how to read and write it.           Revisit         Practise GPCs s. a. t. p. i. n. m. d. g. o. c. k. ck. e. u. r. h. b. f. f. I. It. ss. j. v. w. x. y. z. qu. sh. ch. th. ng. al. ee. [gh, oa.		Introduce	We are learning a new phoneme <b>ur</b>	and how to read and write it.			
Apply         Hold up captions on card or whiteboard. One child reads - encourage them to bend if they get stuck then all children read together.           If i burn my leg, it will hurt.         I can surf or sail a boat.         My dog has fur on his tail.           Assess         Make notes on assessment sheet.         Introduce         We are learning a new phoneme ow and how to read and write it.           Practise GPCs s, a, t, p, i, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, i, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, al, ee, igh, oa, oo, ar, or, ur Play Duickwrite Graphemes. Look at an alphabet that and practise the names of letters that children were finding tricky. Hashcards: Speed Trial.           Practise GPCs s, a, t, p, in, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, al, ee, igh, oa, oo, ar, or, ur Play Duired Treasure. Dragon's Den, Picnic on Plato.           Apply         Hold up caption on card or whiteboard Read together model blending tricky words.           This owill son feeling sad and down.         I park my car in the town. How do l feed a cow?           Assess         Make notes on assessment sheet.         Introduce           Introduce         We are learning to read the tricky word; you.         Practise GPCs s, a, t, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, ll, is, s, y, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow Play Fashcards: Time Challenge.           Practise         Plashcards: Read-rate: Me challenge.         Challenge           Practise Play Countdown. Words: fur, burn, burp, surf, turnip, d	ž	Revisit	oo, ar, or Play Flashcards. Look at a	n alphabet chart and practise the na	<b>j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa,</b> ames of letters that children were finding tricky.		
Apply         Hold up captions on card or whiteboard. One child reads - encourage them to bend if they get stuck then all children read together.           If i burn my leg, it will hurt.         I can surf or sail a boat.         My dog has fur on his tail.           Assess         Make notes on assessment sheet.         Introduce         We are learning a new phoneme ow and how to read and write it.           Practise GPCs s, a, t, p, i, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, i, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, al, ee, igh, oa, oo, ar, or, ur Play Duickwrite Graphemes. Look at an alphabet that and practise the names of letters that children were finding tricky. Hashcards: Speed Trial.           Practise GPCs s, a, t, p, in, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, al, ee, igh, oa, oo, ar, or, ur Play Duired Treasure. Dragon's Den, Picnic on Plato.           Apply         Hold up caption on card or whiteboard Read together model blending tricky words.           This owill son feeling sad and down.         I park my car in the town. How do l feed a cow?           Assess         Make notes on assessment sheet.         Introduce           Introduce         We are learning to read the tricky word; you.         Practise GPCs s, a, t, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, ll, is, s, y, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow Play Fashcards: Time Challenge.           Practise         Plashcards: Read-rate: Me challenge.         Challenge           Practise Play Countdown. Words: fur, burn, burp, surf, turnip, d	pr	Teach	-				
Apply         Hold up captions on card or Whiteboard. Une Child reads - encourage them to blend if they get stuck then all children read together.           If i Furn my leg, it will hurt.         I can surf or sail a boat.         My dog has fur on his tail.           Assess         Make notes on assessment sheet.         Introduce         We are learning a new phoneme ow and how to read and write it.           Teach         Teach the wp honeme ow with actions. Get children to write ow in the air and on whiteboards.         Practise GPCs s, a, t, p, i, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, I, Il, s, J, v, w, x, y, z, qu, sh, ch, th, ng, al, ee, igh, oa, oo, ar, or, ur Play Quickwrite Graphemes. Look at an alphabet thent and practise the names of letters that children wree finding tricky. Hashcards: Speed Trial.           Teach         Teach the new phoneme ow with actions. Get children to write ow in the air and on whiteboards.           Practise         Play Burled Treasure. Words: now, down, owl, cow, how, town, own, hown, hown.           Burled Treasure. Dragon's Bon, Pincic on Plauto.         How of feed a cow?           Assess         Make notes on assessment sheet.         I park my car in the town. How do I feed a cow?           Train Your, or, ur, ow Play Fashcards: Time Chillenen         Fashcards: Speed Trial, Fashcards: Time Chillenen           Practise         Play Coundown. Words: Rur, burn, burp, surf, turnip, down, town, own, how. Neick-A-Picture.           Apply         Hold up sentence on card or whiteboard. Read together model blending tricky words.         It	lor	Practise	Play Soundbuttons see p58 Words: 1	fur, burn, burp, curl, hurt, surf, tu	ırn, turnip.		
Introduce         We are learning a new phoneme ow and how to read and write it.           Revisit         Practise CPCs s, at p, l, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur PlaQ Quickwrite Graphemes. Look at an alphabet chart and practise the names of letters that children were finding tridy. Flashcards: Speed Trial.           Teach         Teach the new phoneme ow with actions. Get children to write ow in the air and on whiteboards.           Practise         Play Buried Treasure. Words: now, down, owl, cow, how, town, fown, owp, hown, lown.           Buried Treasure. Words: now, down, owl, cow, how, town, fown, owp, hown, lown.         Buried Treasure. Words: now, down, owl, cow, how, town, fown, owp, hown, lown.           Apply         Hold up caption on card or whiteboard Read together model blending tricky words.         This owl is not feeling sad and down.         I park my car in the town.         How do I feed a cow?           Assess         Make notes on assessment sheet.         Introduce         We are learning to read the tricky word: you.           Revisit         Practise CPCs s, at p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, xy, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow PlaQ Flachards. Time Challenge.           Teach         Teach the children how to read the tricky word; you - see learning to read tricky words p91.           Train Your Brain Phases 3.         How can you see an owl at night?         Will a cow go to town with you?           Asses	2	Apply	read together.	C C			
Protise         Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, h, ng, ai, ee, igh, oa, oo, ar, or, ur Play Quickwrite Graphemes. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial.           Teach         Teach the new phoneme ow with actions. Get children to write ow in the air and on whiteboards.           Practise         Play Burled Treasure. Works: now, down, own, town, fown, own, nown, hown, hown, lown.           Apply         Hold up caption on card or whiteboard Read together model blending tricky words.           This owil is not feeling sad and down.         Tark my car in the town.         How do I feed a cow?           Assess         Make notes on assessment sheet.         Introduce         We are learning to read the tricky word: you.           Revisit         Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, ll, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow Play Flashcards. Sing the alphabet song - all children point to letters as you sing.           Flashcard:         Teach the children how to read the tricky word: you - see learning to read tricky words.           Practise         Play Countidown. Words: fur, burn, burp, surf, turnip, down, town, now, how. Pick-A-Picture.           Apply         Hold up sentence on card or whiteboard. Read together model blending tricky words.           Is it cool for you to burp?         How can you see an owl at night?         Will a cow go to town with yo		Assess	Make notes on assessment sheet.				
Image: Note of the second se		Introduce	We are learning a new phoneme <b>ow</b>	and how to read and write it.			
Apply       Hold up caption on card or whiteboard Read together model blending tricky words. This owil is not feeling sad and down. I park my car in the town. How do I feed a cow?         Assess       Make notes on assessment sheet.         Introduce       We are learning to read the tricky word: you.         Revisit       Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow Plashards: Sing the alphabet song - all children point to letters as you sing. Flashcards: Speed Trial, Flashcards: Time Challenge.         Teach       Teach the children how to read the tricky word: you - see learning to read tricky words p91. Train Your Brain Phase 3.         Practise       Play Countdown. Words: fur, burn, burp, surf, turnip, down, town, owl, now, how. Pick-A-Picture.         Apply       Hold up sentence on card or whiteboard. Read together model blending tricky words. Is it cool for you to burp?       How can you see an owl at night?       Will a cow go to town with you?         Assess       Make notes on assessment sheet.       Introduce       We are learning a new phoneme oi and how to read and write it.       Revisit       Practise GPCs s, a, t, p, i, n, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow Play Quickwrite Graphemes. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial.         Revisit       Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z,	Ž	Revisit	oo, ar, or, ur Play Quickwrite Graphemes. Look at an alphabet chart and practise the names of letters that children				
Apply       Hold up caption on card or whiteboard Read together model blending tricky words. This owil is not feeling sad and down. I park my car in the town. How do I feed a cow?         Assess       Make notes on assessment sheet.         Introduce       We are learning to read the tricky word: you.         Revisit       Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow Plashards: Sing the alphabet song - all children point to letters as you sing. Flashcards: Speed Trial, Flashcards: Time Challenge.         Teach       Teach the children how to read the tricky word: you - see learning to read tricky words p91. Train Your Brain Phase 3.         Practise       Play Countdown. Words: fur, burn, burp, surf, turnip, down, town, owl, now, how. Pick-A-Picture.         Apply       Hold up sentence on card or whiteboard. Read together model blending tricky words. Is it cool for you to burp?       How can you see an owl at night?       Will a cow go to town with you?         Assess       Make notes on assessment sheet.       Introduce       We are learning a new phoneme oi and how to read and write it.       Revisit       Practise GPCs s, a, t, p, i, n, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow Play Quickwrite Graphemes. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial.         Revisit       Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z,	sda	Teach	Teach the new phoneme <b>ow</b> with ac	tions. Get children to write <b>ow</b> in th	e air and on whiteboards.		
Assess       Make notes on assessment sheet.       How do I feed a cow?         Assess       Make notes on assessment sheet.       Horduce       We are learning to read the tricky word; you.         Revisit       Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, I, II, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow Play Flashcards. Sing the alphabet song - all children point to letters as you sing.         Practise       Plashcards: Speed Trial, Hashcards. Time Challenge.         Practise       Play Countdown. Words: fur, burn, burp, surf, turnip, down, town, owl, now, how. Pick-A-Picture.         Apply       Hold up sentence on card or whiteboard. Read together model blending tricky words. Is it cool for you to burp? How can you see an owl at night? Will a cow go to town with you?         Assess       Make notes on assessment sheet.       Nor ou, ar, ur, ow Play Quickwrite Graphemes. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial.         Practise       Play Quickwrite sep 39. Words: oil, boil, coin, coil, join, soil, poison, foil, turnip, burn, down, town Rocket Rescue, Space Race.       Can you put a fish in foil?         Practise       Play Yes/No questions see p97 - get children to use thumbs up and thumbs down to show whether the answer is yes or no.       Can oil go boing?       Can you put a fish in foil?         Will a coll go boing?       Can a cow get a coin?       Can you put a fish in foil?       Will a car need oil?       Will a car ne	Tue	Practise					
Introduce         We are learning to read the tricky word: you.           Revisit         Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, I, II, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow Play Flashcards. Sing the alphabet song - all children point to letters as you sing. Flashcards: Speed Trial, Flashcards: Time Challenge.           Teach         Teach the children how to read the tricky word: you - see learning to read tricky words p91. Train Your Brain Phase 3.           Practise         Play Countdown. Words: fur, burn, burp, surf, turnip, down, town, owl, now, how. Pick-A-Picture.           Apply         Hold up sentence on card or whiteboard. Read together model blending tricky words. Is it cool for you to burp? How can you see an owl at night? Will a cow go to town with you?           Assess         Make notes on assessment sheet.           Introduce         We are learning a new phoneme oi and how to read and write it.           Revisit         Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, l, II, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow Play Quickwrite Graphemes. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial.           Practise         Play Quickwrite Sapeed Trial.         Can you gut on some p37. get children to try writing oi in the air and on whiteboards.           Practise         Play Quickwrite see p89. Words: oil, boil, coin, coil, join, soil, poison, foil, turnip, burn, down, town Rocket Rescue, Space Race.           Apply <th></th> <th>Apply</th> <th></th> <th></th> <th></th>		Apply					
Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow Play Flashcards: Sing the alphabet song - all children point to letters as you sing.         Flashcards: Speed Trial, Flashcards: Time Challenge.         Practise       Play Countdown. Words: fur, burn, burp, surf, turnip, down, town, owl, now, how. Pick-A-Picture.         Apply       Hold up sentence on card or whiteboard. Read together model blending tricky words.         Is it cool for you to burp?       How can you see an owl at night?       Will a cow go to town with you?         Assess       Make notes on assessment sheet.       Introduce       We are learning a new phoneme oi and how to read and write it.         Practise       Play Quickwrite Graphemes. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial.       Play Cell children to try writing oi in the air and on whiteboards.         Practise       Play Quickwrite see p39. Words: oil, boil, coin, coil, join, soil, poison, foil, turnip, burn, down, town Rocket Rescue, Space Race.       Play Yes/No questions see p37 - get children to use thumbs up and thumbs down to show whether the answer is yes or no.         Can soil be red?       Make notes on assessment sheet.       Can a cow get a coin? Can you burt a fish in foil? Will a coil go boing?       Can you burt a fish in foil? Will a coil go boing?         Practise       Make notes on assessment sheet.       Revisit       Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k,		Assess					
Open of ar, or, ur, ow Play Flashcards: Sing the alphabet song – all children point to letters as you sing.           Flashcards: Speed Trial, Flashcards: Time Challenge.           Teach         Teach the children how to read the tricky word: you – see learning to read tricky words p91.           Train Your Brain Phase 3.         Practise           Practise         Play Countdown. Words: fur, burn, burp, surf, turnip, down, town, owl, now, how. Pick-A-Picture.           Apply         Hold up sentence on card or whiteboard. Read together model blending tricky words.           Introduce         We are learning a new phoneme oi and how to read and write it.           Revisit         Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow Play Quickwrite Graphemes. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial.           Practise         Play Quickwrite Sape Space Race.           Apply         Play Yes/No questions see p97 - get children to use thumbs up and thumbs down to show whether the answer is yes or no.           Can you surf on a coin?         Can a cow get a coin?         Can you put a fish in foil?           Will a coil go boing?         Can you burn oil?         Can you burn oil?           Assess         Make notes on assessment sheet.         Thorduce           Introduce         We are practising reading captions.         Can igo boin		Introduce		· · · · · · · · · · · · · · · · · · ·			
Apply       Hold up sentence on card or whiteboard. Read together model blending tricky words. Is it cool for you to burp?       How can you see an owl at night?       Will a cow go to town with you?         Assess       Make notes on assessment sheet.       Introduce       We are learning a new phoneme oi and how to read and write it.         Revisit       Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow Play Quickwrite Graphemes. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial.         Teach       Introduce the phoneme oi with actions - see p78. Get children to try writing oi in the air and on whiteboards.         Practise       Play Quickwrite see p89. Words: oil, boil, coin, coil, join, soil, poison, foil, turnip, burn, down, town Rocket Rescue, Space Race.         Apply       Play Yes/No questions see p97 - get children to use thumbs up and thumbs down to show whether the answer is yes or no.         Can you surf on a coin?       Can a cow get a coin?       Can you put a fish in foil?         Will a coil go boing?       Can you burn oil?       Assess         Make notes on assessment sheet.       Introduce       We are practising reading captions.         Revisit       Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, wo, oi Play Flashcards. Look at an alphabet chart and practise the names of letters that children	lay	Revisit	oo, ar, or, ur, ow Play Flashcards. Sing the alphabet song – all children point to letters as you sing. Flashcards: Speed Trial, Flashcards: Time Challenge.				
Apply       Hold up sentence on card or whiteboard. Read together model blending tricky words. Is it cool for you to burp?       How can you see an owl at night?       Will a cow go to town with you?         Assess       Make notes on assessment sheet.       Introduce       We are learning a new phoneme oi and how to read and write it.         Revisit       Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow Play Quickwrite Graphemes. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial.         Teach       Introduce the phoneme oi with actions - see p78. Get children to try writing oi in the air and on whiteboards.         Practise       Play Quickwrite see p89. Words: oil, boil, coin, coil, join, soil, poison, foil, turnip, burn, down, town Rocket Rescue, Space Race.         Apply       Play Yes/No questions see p97 - get children to use thumbs up and thumbs down to show whether the answer is yes or no.         Can you surf on a coin?       Can a cow get a coin?       Can you put a fish in foil?         Will a coil go boing?       Can you burn oil?       Assess         Make notes on assessment sheet.       Introduce       We are practising reading captions.         Revisit       Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, wo, oi Play Flashcards. Look at an alphabet chart and practise the names of letters that children	lnesc	Teach		tricky word: <b>you</b> – see learning to re	ad tricky words p91.		
Apply       Hold up sentence on card or whiteboard. Read together model blending tricky words. Is it cool for you to burp?       How can you see an owl at night?       Will a cow go to town with you?         Assess       Make notes on assessment sheet.       Introduce       We are learning a new phoneme oi and how to read and write it.         Revisit       Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow Play Quickwrite Graphemes. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial.         Teach       Introduce the phoneme oi with actions - see p78. Get children to try writing oi in the air and on whiteboards.         Practise       Play Quickwrite see p89. Words: oil, boil, coin, coil, join, soil, poison, foil, turnip, burn, down, town Rocket Rescue, Space Race.         Apply       Play Yes/No questions see p97 - get children to use thumbs up and thumbs down to show whether the answer is yes or no.         Can you surf on a coin?       Can a cow get a coin?       Can you put a fish in foil?         Will a coil go boing?       Can you burn oil?       Assess         Make notes on assessment sheet.       Introduce       We are practising reading captions.         Revisit       Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, wo, oi Play Flashcards. Look at an alphabet chart and practise the names of letters that children	Vec	Practise	Play Countdown. Words: fur, burn,	burp, surf, turnip, down, town, ov	wl, now, how. Pick-A-Picture.		
Introduce       We are learning a new phoneme oi and how to read and write it.         Revisit       Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow Play Quickwrite Graphemes. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial.         Teach       Introduce the phoneme oi with actions - see p78. Get children to try writing oi in the air and on whiteboards.         Practise       Play Quickwrite see p89. Words: oil, boil, coin, coil, join, soil, poison, foil, turnip, burn, down, town Rocket Rescue, Space Race.         Apply       Play Yes/No questions see p97 - get children to use thumbs up and thumbs down to show whether the answer is yes or no.         Can you surf on a coin?       Can a cow get a coin?       Can you put a fish in foil?         Will an owl join a town?       Can i boil?       Will a car need oil?         Can soil be red?       Will a coil go boing?       Can you burn oil?         Assess       Make notes on assessment sheet.       Introduce         Introduce       We are practising reading captions.       Revisit         Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow, oi Play Flashcards: Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial, Flashcards: Time Challenge.         Teach       Mo	>	Apply					
RevisitPractise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow Play Quickwrite Graphemes. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial.TeachIntroduce the phoneme oi with actions - see p78. Get children to try writing oi in the air and on whiteboards.PractisePlay Quickwrite see p89. Words: oil, boil, coin, coil, join, soil, poison, foil, turnip, burn, down, town Rocket Rescue, Space Race.ApplyPlay Yes/No questions see p97 - get children to use thumbs up and thumbs down to show whether the answer is yes or no.Can soil be red?Can a cow get a coin? Will a car need oil? Can you burn oil?AssessMake notes on assessment sheet.IntroduceWe are practising reading captions.RevisitPractise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow, oi Play Flashcards. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial, Flashcards: Time Challenge.TeachModel reading a caption or sentence (choose one from below). Soundtalk any words that are tricky. Draw a picture of what is happening in the caption.PractiseRead captions - children draw pictures of the captions and label items in the picture. The pig and the fox go down the applyApplyRead captions - children draw pictures of the captions and label items in the picture. The pig and the fox go down the sheep and a goat go to see the vet. The fat toad is in the boat.		Assess	Make notes on assessment sheet.				
Oo, ar, or, ur, ow Play Quickwrite Graphemes. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial.         Teach       Introduce the phoneme oi with actions - see p78. Get children to try writing oi in the air and on whiteboards.         Practise       Play Quickwrite see p89. Words: oil, boil, coin, coil, join, soil, poison, foil, turnip, burn, down, town Rocket Rescue, Space Race.         Apply       Play Yes/No questions see p97 - get children to use thumbs up and thumbs down to show whether the answer is yes or no.         Can you surf on a coin?       Can a cow get a coin?       Can you put a fish in foil?         Will an owl join a town?       Can oil boil?       Will a car need oil?         Can soil be red?       Will a coil go boing?       Can you burn oil?         Assess       Make notes on assessment sheet.       Introduce         Introduce       We are practising reading captions.       Revisit         Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow, oi Play Flashcards. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial, Flashcards: Time Challenge.         Teach       Model reading a caption or sentence (choose one from below). Soundtalk any words that are tricky. Draw a picture of what is happening in the caption.         Practise       Read captions – children draw pictures of the captions and label items in the		Introduce	We are learning a new phoneme <b>oi</b> a	and how to read and write it.			
Practise       Play Quickwrite see p89. Words: oil, boil, coin, coil, join, soil, poison, foil, turnip, burn, down, town         Rocket Rescue, Space Race.       Play Yes/No questions see p97 - get children to use thumbs up and thumbs down to show whether the answer is yes or no.         Can you surf on a coin?       Can a cow get a coin?       Can you put a fish in foil?         Will an owl join a town?       Can oil boil?       Will a car need oil?         Can soil be red?       Will a coil go boing?       Can you burn oil?         Assess       Make notes on assessment sheet.         Introduce       We are practising reading captions.         Revisit       Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow, oi Play Flashcards. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial, Flashcards: Time Challenge.         Teach       Model reading a caption or sentence (choose one from below). Soundtalk any words that are tricky. Draw a picture of what is happening in the caption.         Practise       Read captions - children draw pictures of the captions and label items in the picture. The pig and the fox go down the road. The cow and the goat go to the park. The dark shark has sharp teeth. The red fish has a big tail. A duck, a sheep and a goat go to see the vet. The fat toad is in the boat.		Revisit	<b>oo, ar, or, ur, ow</b> Play Quickwrite Graphemes. Look at an alphabet chart and practise the names of letters that children were finding tricky. <b>Flashcards: Speed Trial</b> .				
Practise       Play Quickwrite see p89, Words: oil, boil, coin, coil, join, soil, poison, foil, turnip, burn, down, town         Rocket Rescue, Space Race.       Play Yes/No questions see p97 - get children to use thumbs up and thumbs down to show whether the answer is yes or no.         Can you surf on a coin?       Can a cow get a coin?       Can you put a fish in foil?         Will a owl join a town?       Can oil boil?       Will a car need oil?         Can soil be red?       Will a coil go boing?       Can you burn oil?         Assess       Make notes on assessment sheet.         Introduce       We are practising reading captions.         Revisit       Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow, oi Play Flashcards. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial, Flashcards: Time Challenge.         Teach       Model reading a caption or sentence (choose one from below). Soundtalk any words that are tricky. Draw a picture of what is happening in the caption.         Practise       Read captions - children draw pictures of the captions and label items in the picture. The pig and the fox go down the road. The cow and the goat go to see the vet. The fat toad is in the boat.	Ň	Teach	Introduce the phoneme <b>oi</b> with action	ons – see p78. Get children to try wr	iting <b>oi</b> in the air and on whiteboards.		
Inc. Can you surf on a coin? Will an owl join a town? Can soil be red?Can a cow get a coin? Can oil boil? Will a car need oil? Can you burn oil?AssessMake notes on assessment sheet.Can soil go boing?Can you burn oil? Can you burn oil?AssesiMake notes on assessment sheet.IntroduceWe are practising reading captions.RevisitPractise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow, oi Play Flashcards. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial, Flashcards: Time Challenge.TeachModel reading a caption or sentence (choose one from below). Soundtalk any words that are tricky. Draw a picture of what is happening in the caption.PractiseRead captions - children draw pictures of the captions and label items in the picture. The pig and the fox go down the road. The cow and the goat go to the park. The dark shark has sharp teeth. The red fish has a big tail. A duck, a sheep and a goat go to see the vet. The fat toad is in the boat.		Practise					
Can soil be red?Will a coil go boing?Can you burn oil?AssessMake notes on assessment sheet.IntroduceWe are practising reading captions.RevisitPractise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow, oi Play Flashcards. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial, Flashcards: Time Challenge.TeachModel reading a caption or sentence (choose one from below). Soundtalk any words that are tricky. Draw a picture of what is happening in the caption.PractiseRead captions - children draw pictures of the captions and label items in the picture. The pig and the fox go down the orad. The cow and the goat go to the park. The dark shark has sharp teeth. The red fish has a big tail. A duck, a sheep and a goat go to see the vet. The fat toad is in the boat.	Ţ	Apply	no. <b>Can you surf on a coin?</b>	Can a cow get a coin?	Can you put a fish in foil?		
Assess       Make notes on assessment sheet.         Introduce       We are practising reading captions.         Revisit       Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow, oi Play Flashcards. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial, Flashcards: Time Challenge.         Teach       Model reading a caption or sentence (choose one from below). Soundtalk any words that are tricky. Draw a picture of what is happening in the caption.         Practise       Read captions – children draw pictures of the captions and label items in the picture. The pig and the fox go down the road. The cow and the goat go to the park. The dark shark has sharp teeth. The red fish has a big tail. A duck, a sheep and a goat go to see the vet. The fat toad is in the boat.							
IntroduceWe are practising reading captions.RevisitPractise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow, oi Play Flashcards. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial, Flashcards: Time Challenge.TeachModel reading a caption or sentence (choose one from below). Soundtalk any words that are tricky. Draw a picture of what is happening in the caption.PractiseRead captions – children draw pictures of the captions and label items in the picture. The pig and the fox go down the road. The cow and the goat go to the park. The dark shark has sharp teeth. The red fish has a big tail. A duck, a sheep and a goat go to see the vet. The fat toad is in the boat.		Assess					
RevisitPractise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow, oi Play Flashcards. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial, Flashcards: Time Challenge.TeachModel reading a caption or sentence (choose one from below). Soundtalk any words that are tricky. Draw a picture of what is happening in the caption.PractiseRead captions – children draw pictures of the captions and label items in the picture. The pig and the fox go down the road. The cow and the goat go to the park. The dark shark has sharp teeth. The red fish has a big tail. A duck, a sheep and a goat go to see the vet. The fat toad is in the boat.							
PractiseRead captions – children draw pictures of the captions and label items in the picture. The pig and the fox go down the road. The cow and the goat go to the park. The dark shark has sharp teeth. The red fish has a big tail. A duck, a sheep and a goat go to see the vet. The fat toad is in the boat.			Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>oo</b> , <b>ar</b> , <b>or</b> , <b>ur</b> , <b>ow</b> , <b>oi</b> Play Flashcards	s. Look at an alphabet chart and pra			
PractiseRead captions – children draw pictures of the captions and label items in the picture. The pig and the fox go down the road. The cow and the goat go to the park. The dark shark has sharp teeth. The red fish has a big tail. A duck, a sheep and a goat go to see the vet. The fat toad is in the boat.	riday	Teach	<b>e</b> ,	e (choose one from below). Soundta	lk any words that are tricky. Draw a picture of		
sheep and a goat go to see the vet. The fat toad is in the boat.	4	Practise					
Assess Make notes on assessment sheet.		Apply			rp teeth. The red fish has a big tail. A duck, a		
		Assess	Make notes on assessment sheet.				

# Vowel digraphs: ear, air, ure Read tricky words: they

	Introduce	We are learning a new phoneme <b>ear</b> and how to read and write	e it.			
ay	Revisit	Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f oo, ar, or, ur, ow, oi Play Flashcards. Look at an alphabet char finding tricky. Flashcards: Speed Trial, Flashcards: Time Cha	t and practise the names of letters that	<b>g, ai, ee, igh, oa,</b> children were		
Monday	Teach	Teach the new phoneme <b>ear</b> with actions.				
ĥ	Practise	Play Soundbuttons see p58. Words: ear, dear, fear, hear, gea	r, near, tear, year, rear, beard.			
	Apply	Hold up captions on card or whiteboard. One child reads – end read together. <b>Did the shark feel fear? Can a toad hear? Is t</b>				
	Assess	Make notes on assessment sheet.				
	Introduce	We are learning a new phoneme <b>air</b> and how to read and write	e it.			
Ž	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> <b>oo</b> , <b>ar</b> , <b>or</b> , <b>ur</b> , <b>ow</b> , <b>oi</b> , <b>ear</b> Play Quickwrite Graphemes. Look at children were finding tricky. <b>Flashcards: Speed Trial</b> .				
sda	Teach	Teach the new phoneme <b>air</b> with actions. Children write <b>air</b> in	the air and on whiteboards.			
Tuesday	Practise	Play Buried Treasure. Words: <b>air, hair, pair, hear, fear, year, gair, sair, kair, kear, zeard</b> Buried Treasure, Dragon's Den, Picnic on Pluto.				
	Apply	Hold up caption on card or whiteboard. Read together modelDo I need to cut his hair?Put that pair of socks on		s lair.		
	Assess	Make notes on assessment sheet.				
	Introduce	We are learning to read the tricky word: <b>they</b> .				
lay	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> , <b>sh</b> , <b>ch</b> , <b>th</b> , <b>ng</b> , <b>ai</b> , <b>ee</b> , <b>igh</b> , <b>oa</b> , <b>oo</b> , <b>ar</b> , <b>or</b> , <b>ur</b> , <b>ow</b> , <b>oi</b> , <b>ear</b> , <b>air</b> Play Flashcards. Sing the alphabet song – all children point to letters as you sing <b>Flashcards: Speed Trial</b> , <b>Flashcards: Time Challenge</b> .				
Wednesday	Teach	Teach the children how to read the tricky word: <b>they</b> – see leas <b>Train Your Brain Phase 3</b> .	ning to read tricky words p91.			
Vec	Practise	Play Countdown. Words: fear, hear, beard, fair, hair, pair, no	ear, year, chair. Pick-A-Picture.			
>	Apply	Hold up sentence on card or whiteboard. Read together. ModeThey zoom near to the moon.Did they get to the data		cking chair.		
	Assess	Make notes on assessment sheet.				
	Introduce	We are learning a new phoneme <b>ure</b> and how to read and write distinguished easily. If this is the case for the majority of childr				
	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> , <b>sh</b> , <b>ch</b> , <b>th</b> , <b>ng</b> , <b>ai</b> , <b>ee</b> , <b>igh</b> , <b>oa</b> , <b>oo</b> , <b>ar</b> , <b>or</b> , <b>ur</b> , <b>ow</b> , <b>oi</b> , <b>ear</b> , <b>air</b> Play Quickwrite Graphemes. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial.				
	Teach	Introduce the phoneme <b>ure</b> with actions – see p78. Get childre	n to try writing <b>ure</b> in the air and on wh	iteboards.		
Thursday	Practise	Play Quickwrite see p89.Words: <b>sure, pure, cure, secure, manure, mature, chair, year, hear, fair.</b> Rocket Rescue, Space Race.				
Ì	Apply	Play Yes/No questions see p97 – get children to use thumbs up no.Do teeth feel sharp?Can a shark sit in a chair?Is all hair fair?Will a farmyard be full of m Did you hear an owl hoot a	Can a torch light up a anure? Will the moon light up	porch? the night?		
	Assess	Make notes on assessment sheet.				
	Introduce	We are practising reading words in sentences.				
A	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> <b>oo</b> , <b>ar</b> , <b>or</b> , <b>ur</b> , <b>oi</b> , <b>ear</b> , <b>air</b> , <b>ure</b> Play Flashcards. Look at an alph were finding tricky. Flashcards: Speed Trial, Flashcards: Time	abet chart and practise the names of le			
Friday	Teach	Model Playing sentence substitution see p86 and 104.				
Ē	Practise	Play Sentence Substitution.				
	Apply	Mark fed the cat – dog – hid – Gail – moon. The sheep are in the shed – bedroom – farmyard – cars – w	ait.			
	Assess	Make notes on assessment sheet.				

## Vowel digraphs: er Read tricky words: her Revise everything learned

	Introduce	We are learning a new phoneme <b>er</b> and how to read and write it.
×	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> , <b>sh</b> , <b>ch</b> , <b>th</b> , <b>ng</b> , <b>ai</b> , <b>ee</b> , <b>igh</b> , <b>oa</b> , <b>oo</b> , <b>ar</b> , <b>or</b> , <b>ur</b> , <b>ow</b> , <b>oi</b> , <b>ear</b> , <b>air</b> , <b>ure</b> Play Flashcards. Look at an alphabet chart and practise the names of letters that children were finding tricky. <b>Flashcards: Speed Trial</b> , <b>Flashcards: Time Challenge</b> .
Ida	Teach	Teach the new phoneme <b>er</b> with actions.
Monday	Practise	Play Soundbuttons see p58. Words: <b>her, hammer, letter, ladder, supper, dinner, better, summer, farmer, shorter,</b> <b>longer, powder.</b>
	Apply	Practise reading sentences. I got a letter from a farmer. My ladder was much longer than her ladder. Get a hammer and bang in a nail.
	Assess	Make notes on assessment sheet.
	Introduce	We are learning to write captions.
Tuesday	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> , <b>sh</b> , <b>ch</b> , <b>th</b> , <b>ng</b> , <b>ai</b> , <b>ee</b> , <b>igh</b> , <b>oa</b> , <b>oo</b> , <b>ar</b> , <b>or</b> , <b>ur</b> , <b>ow</b> , <b>oi</b> , <b>ear</b> , <b>air</b> , <b>ure</b> , <b>er</b> Play Quickwrite Graphemes. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial.
	Teach	Look at a picture of a woodland scene and demonstrate writing captions to go with the picture. See Writing captions p97.
F	Practise	Children write their own captions to go with the woodland scene.
	Apply	
	Assess	Make notes on assessment sheet.
	Introduce	We are revising some phonemes.
Wednesday	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> , <b>sh</b> , <b>ch</b> , <b>th</b> , <b>ng</b> , <b>ai</b> , <b>ee</b> , <b>igh</b> , <b>oa</b> , <b>oo</b> , <b>ar</b> , <b>or</b> , <b>ur</b> , <b>ow</b> , <b>oi</b> , <b>ear</b> , <b>air</b> , <b>ure</b> , <b>er</b> Play Flashcards. Sing the alphabet song – all children point to letters as you sing <b>Flashcards: Speed Trial</b> , <b>Flashcards: Time Challenge</b> .
ese	Teach	Recap 2 phonemes that children have found tricky including actions, graphemes etc.
gu	Practise	Play Sentence Substitution.
Ň	Apply	You can hear a goat – toad – song – see – coin. They might meet in the town – market – summer –we – fish. The shop is on the corner – church – right – shark – boat.
	Assess	Make notes on assessment sheet.
	Introduce	We are learning to read two syllable words.
Thursday	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> , <b>sh</b> , <b>ch</b> , <b>th</b> , <b>ng</b> , <b>ai</b> , <b>ee</b> , <b>igh</b> , <b>oa</b> , <b>oo</b> , <b>ar</b> , <b>or</b> , <b>ur</b> , <b>ow</b> , <b>oi</b> , <b>ear</b> , <b>air</b> , <b>ure</b> , <b>er</b> Play Quickwrite Graphemes. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial.
	Teach	Model reading words with two syllables <b>chicken, tonight, boatman, rooftop, farmyard, market, lightning, bedroom.</b>
Ч	Practise	Look at a picture of a sea scene. Children label items in picture e.g. shell, fish, shark, tooth, weed, boat, sail, ship.
	Apply	Read sentences. The farmyard is full of pigs and cows. Lightning might hit a boat tonight. Rats run on the rooftops in the dark.
	Assess	Make notes on assessment sheet.
	Introduce	We are practising writing words in sentences.
Friday	Revisit	Practise GPCs <b>s</b> , <b>a</b> , <b>t</b> , <b>p</b> , <b>i</b> , <b>n</b> , <b>m</b> , <b>d</b> , <b>g</b> , <b>o</b> , <b>c</b> , <b>k</b> , <b>ck</b> , <b>e</b> , <b>u</b> , <b>r</b> , <b>h</b> , <b>b</b> , <b>f</b> , <b>f</b> , <b>l</b> , <b>ll</b> , <b>ss</b> , <b>j</b> , <b>v</b> , <b>w</b> , <b>x</b> , <b>y</b> , <b>z</b> , <b>qu</b> , <b>sh</b> , <b>ch</b> , <b>th</b> , <b>ng</b> , <b>ai</b> , <b>ee</b> , <b>igh</b> , <b>oa</b> , <b>oo</b> , <b>ar</b> , <b>or</b> , <b>ur</b> , <b>oi</b> , <b>ear</b> , <b>air</b> , <b>ure</b> , <b>er</b> Play Flashcards. Sing the alphabet song. Flashcards: Speed Trial, Flashcards: Time Challenge.
rid	Teach	Each child makes a zig zag book about the sea. Ask children to draw pictures and write captions. Children could carry
ш	Practise	these on independently in other lessons.
	Apply	
	Assess	Make notes on assessment sheet.

Interactive resources are shown in blue. Page numbers refer to Letters & Sounds document. NB Some resources are only available to subscribers. All printable resources needed in order to carry out this planning are available to subscribers.

**PhonicsPlay** 

	Introduce	We are learning to chall two cylloble we	vide			
	Introduce	We are learning to spell two syllable wo				
	Revisit	oa, oo, ar, or, ur, ow, oi, ear, air, ure,	c, k, ck, e, u, r, h, b, f, ff, l, ll, ss, j, v, w, er Play Flashcards. Look at an alphabet cards: Speed Trial, Flashcards: Time Cl	chart and practise the names of letters		
	Teach	Teach spelling two syllable words p94.				
Monday	Practise	Ask children to spell a two syllable word on their whiteboards. Hold up a card with the word on. Ask children to tick all letters they got right and correct any mistakes they made. chicken, tonight, boatman, rooftop, farmyard, market, lightning, bedroom Rocket Rescue, Space Race.				
	Apply	Play Yes/No questions. Can we get wool from sheep? Can a goat quack? Will a cat get a rat in a barn?	Will six cows fit in a car? Can sheep bark? Can you cook in a bedroom?	Can a chicken sit on a chair? Can a farmer keep a duck? Will lightning hit a church?		
	Assess	Make notes on assessment sheet.				
	Introduce	We are learning to read captions.				
Tuesday	Revisit		<b>c, k, ck, e, u, r, h, b, f, ff, l, ll, ss, j, v, w, er</b> Play Quickwrite Graphemes. Look at ding tricky. <b>Flashcards: Speed Trial</b> .			
	Teach	Model reading a sentence about a farm (see below).				
	Practise	Children read sentences about a farm and draw pictures to go with them.				
F	Apply	Did I hear a cow go moo? Put the chickens in the shed. I can feed the cows. The goat has horns that curl. The hens peck up corn. The pig has mud on his back. Ten piglets, born in the night, sleep tight. A sheep has a big wool coat. A sheep dog wags his tail.				
	Assess	Make notes on assessment sheet.				
	Introduce	We are learning to read the tricky word: <b>all</b> .				
Wednesday	Revisit	Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, ff, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow, oi, ear, air, ure, er Play Flashcards Sing the alphabet song – all children point to letters as you sing Flashcards: Speed Trial, Flashcards: Time Challenge.				
esi	Teach	Teach reading the tricky word: all Train	Your Brain Phase 3.			
dn	Practise	Play Sentence Substitution. She has worn red shorts – boots – boats – seen – He.				
We	Apply	He sat down on the carpet – chair – fell – soil – weeds. She has had lots of good books – food – seen – hard – Joan.				
	Assess	Make notes on assessment sheet.				
	Introduce	We are practising blending to read wor	ds.			
lay	Revisit	Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow, oi, ear, air, ure, er Play Quickwrite Graphemes. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial, Flashcards: Time Challenge.				
Irse	Teach	Reteach any phonemes that have prove	ed tricky – including actions, graphemes	etc.		
Thursday	Practise	Play Buried Treasure. Words: thing, sh	ort, arch, longer, thicker, shing, chort	, arth, ponger, zicker.		
-	Apply	Look at a picture showing a farmyard s chicken farmer.	cene. Write sentences about the scene i	ncluding words such as: <b>cow goat duck</b>		
	Assess	Make notes on assessment sheet.				
	Introduce	We are practising writing words in sent	ences.			
Friday	Revisit		Flashcards. Sing the alphabet song – all	<b>x, y, z, qu, sh, ch, th, ng, ai, ee, igh, oa,</b> children point to letters as you sing		
rid	Teach		a farm. Ask children to draw pictures a	nd write captions.		
ш	Practise	Children could carry these on independ	dently in other lessons.			
	Apply	PRINTABLE RESOURCE AVAILABLE				
	Assess	Make notes on assessment sheet.				

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**PhonicsPlay** 

Read tricky words: are Revise everything learned

Introduce         We are learning to spell two syllable words.           Revisit         Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, ff, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, oa, oo, ar, or, ur, ow, oi, ear, air, ure, er Play Flashcards. Look at an alphabet chart and practise the names of that children were finding tricky. Flashcards: Speed Trial, Flashcards: Time Challenge.           Teach         Teach spelling two syllable words p94. Ask children to spell a two syllable word on their whiteboards. Hold up a with the word on. Ask children to tick all letters they got right and correct any mistakes. Words: visit, jacket, col wicked, exit, zigzag, liquid, towel, poison. Rocket Rescue, Space Race.           Apply         Play Yes/No questions.           Can a bus go down a road? Will you meet a shark in the park? Can a taxi park in a town? Will a rat wait for bus? Can you get fish and chips near a market? Can a bus park on a car? Will poison be liquid? Can a bug a cobweb? Will you put on a jacket if you visit a queen?           Assess         Make notes on assessment sheet.           Introduce         We are learning to read captions.           Practise         Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, ff, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, oa, oo, ar, or, ur, ow, oi, ear, air, ure, er Play Quickwrite Graphemes. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Trial.           Teach         Model reading a sentence about a town.         Practise	ard wweb, r a get off igh, e g red
Practisewith the word on. Ask children to tick all letters they got right and correct any mistakes. Words: visit, jacket, col wicked, exit, zigzag, liquid, towel, poison. Rocket Rescue, Space Race.ApplyPlay Yes/No questions. Can a bus go down a road? Will you meet a shark in the park? Can a taxi park in a town? Will a rat wait for bus? Can you get fish and chips near a market? Can a bus park on a car? Will poison be liquid? Can a bug a cobweb? Will you put on a jacket if you visit a queen?AssessMake notes on assessment sheet.IntroduceWe are learning to read captions.RevisitPractise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, ff, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, oa, oo, ar, or, ur, ow, oi, ear, air, ure, er Play Ouickwrite Graphemes, Look at an alphabet chart and practise th	r a get off igh, e g red
Apply       Play Yes/No questions.         Can a bus go down a road? Will you meet a shark in the park? Can a taxi park in a town? Will a rat wait for bus? Can you get fish and chips near a market? Can a bus park on a car? Will poison be liquid? Can a bug a cobweb? Will you put on a jacket if you visit a queen?         Assess       Make notes on assessment sheet.         Introduce       We are learning to read captions.         Revisit       Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, ff, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, oa. oo. ar, or, ur, ow, oi, ear, air, ure, er Play Ouickwrite Graphemes. Look at an alphabet chart and practise the state of t	r a get off igh, e g red
Apply       Play Yes/No questions.         Can a bus go down a road? Will you meet a shark in the park? Can a taxi park in a town? Will a rat wait for bus? Can you get fish and chips near a market? Can a bus park on a car? Will poison be liquid? Can a bug a cobweb? Will you put on a jacket if you visit a queen?         Assess       Make notes on assessment sheet.         Introduce       We are learning to read captions.         Revisit       Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, ff, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, oa. oo. ar, or, ur, ow, oi, ear, air, ure, er Play Ouickwrite Graphemes. Look at an alphabet chart and practise the state of t	get off igh, e g red
Introduce       We are learning to read captions.         Revisit       Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, ff, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, oa, oo, ar, or, ur, ow, oi, ear, air, ure, er Play Ouickwrite Graphemes. Look at an alphabet chart and practise the statement of the s	e g red
Revisit Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, ff, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, oa, oo, ar, or, ur, ow, oi, ear, air, ure, er Play Ouickwrite Graphemes. Look at an alphabet chart and practise th	e g red
oa, oo, ar, or, ur, ow, oi, ear, air, ure, er Play Ouickwrite Graphemes, Look at an alphabet chart and practise th	e g red
<b>Teach</b> Model reading a sentence about a town. <b>Practise</b> Children read sentences about a town and draw pictures to go with them <b>I can run to the park. I wait for a bi</b>	
Practise Children read sentences about a town and draw pictures to go with them I can run to the park. I wait for a hi	
F The set of the set o	15
Apply bus. The taxi took me to the shop. The church had a big bell. Cars park all along the road. At night the lig turn on. The fish and chip shop is on the corner. The market is near the church. A fox barks in the park.	
Assess Make notes on assessment sheet.	
Introduce We are learning to read the tricky word: are.	
RevisitPractise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, ff, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, oa, oo, ar, or, ur, ow, oi, ear, air, ure, er Play Flashcards. Sing the alphabet song – all children point to letters a sing Flashcards: Speed Trial, Flashcards: Time Challenge.TeachTeach reading the tricky word are Train Your Brain Phase 3.PractisePlay Sentence Substitution.Join me in the pool – them – park – keep – coach.	
Teach Teach reading the tricky word are Train Your Brain Phase 3.	
Practise Play Sentence Substitution.	
Apply Join me in the pool – them – park – keep – coach. This is a good shop for chips – coats – year – coffee – bad.	
Assess Make notes on assessment sheet.	
Introduce We are practising blending to read words.	
Revisit       Practise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, i         oo, ar, or, ur, ow, oi, ear, air, ure, er Play Quickwrite Graphemes. Look at an alphabet chart and practise the nuletters that children were finding tricky. Flashcards: Speed Trial.         Teach       Reteach any phonemes that have proved tricky – including actions, graphemes etc.         Practise       Play Buried Treasure. Words: chain shoek nowder march barsh thain chook nowder farch barsh Buri	
<b>Teach</b> Reteach any phonemes that have proved tricky – including actions, graphemes etc.	
Practise Play Buried Treasure. Words: chain, shook, powder, march, harsh, thain, chook, nowder, farch, barsh. Buri Treasure, Dragon's Den, Picnic on Pluto.	ed 🛛
Apply Look at a picture of a town scene. Label items on the town scene e.g. <b>bus, taxi, road, park, church, shop.</b>	
Assess Make notes on assessment sheet.	
Introduce We are practising writing words in sentences.	
RevisitPractise GPCs s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, i oo, ar, or, ur, oi, ear, air, ure, er Play Flashcards. Look at an alphabet chart and practise the names of letters that children were finding tricky. Flashcards: Speed Flashcards: Time Challenge.TeachEach child makes a zig zag book about a town. Ask children to draw pictures and write	
<b>Teach</b> Each child makes a zig zag book about a town. Ask children to draw pictures and write	
Practise         Practise captions. Children could carry these on independently in other lessons.	
Apply	
Assess Make notes on assessment sheet.	

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**PhonicsPlay**