

Monday	Introduce	We are learning a new phoneme y 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 Play Flashcards Sing the alphabet song and point to each letter as you sing. Flashcards: Speed Trial , Flashcards: Time Challenge .
	Teach	Teach the new phoneme y with actions.
	Practise	Play Buried Treasure. Words: yap, yes, yet, yell, yum, yud, yem, yock, yit .
	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.
Tuesday	Introduce	We are learning a new phoneme z 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 Play Quickwrite graphemes Sing the alphabet song and point to each letter as you sing. Flashcards: Speed Trial , Flashcards: Time Challenge .
	Teach	Teach the new phoneme z with actions. Explain that this phoneme can be represented by the grapheme z or sometimes by zz at the end of words. Show the word zigzag – see reading two syllable words p94.
	Practise	Play Soundbuttons see p58 Words: zip, buzz, jazz, zigzag, yes, yell, yet, yum .
	Apply	Hold up caption on card or whiteboard. Read together model blending tricky words. Zip it up! Can a taxi zigzag? Can a bell buzz?
	Assess	Make notes on assessment sheet.
Wednesday	Introduce	We are learning to read the tricky words he and she .
	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 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 words: he and she – see learning to read tricky words p91. Train Your Brain Phase 3
	Practise	Practise high frequency words see p92. Words: he, she, and, the, no, go .
	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.
Thursday	Introduce	We are learning a new phoneme qu 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 Play Quickwrite. Sing the alphabet song – all children point to letters as you sing. Flashcards: Speed Trial , Flashcards: Time Challenge .
	Teach	Introduce the phoneme qu with actions – see p78.
	Practise	Play Quickwrite see p89. Words: quiz, quit, quick, liquid, quack, yap, buzz, zip, yes, yell .
	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.
Friday	Introduce	We are learning to spell the tricky words the and to .
	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 Play Flashcards. Sing the alphabet song – all children point to letters as you sing. Flashcards: Speed Trial , Flashcards: Time Challenge .
	Teach	Teach spelling the high frequency words: the, to – see learning to spell and practising tricky words p93.
	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.

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.

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

Monday	Introduce	We are learning a new phoneme sh 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 Play Flashcards. Sing the alphabet song and point to each letter as you sing. Flashcards: Speed Trial, Flashcards: Time Challenge.
	Teach	Teach the new phoneme sh with actions – see Introducing two letter GPCs p81.
	Practise	Play Buried Treasure see p58. Words: ship, shop, shell, fish, cash, bash, hush, rush. 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 children 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.
	Assess	Make notes on assessment sheet.
Tuesday	Introduce	We are learning a new phoneme ch 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 Play Quickwrite Graphemes. Sing the alphabet song and point to each letter as you sing. Flashcards: Speed Trial.
	Teach	Teach the new phoneme ch with actions – see Introducing two letter GPCs p81.
	Practise	Play Buried Treasure see p60. Words: chip, rich, chill, much, shop, fish, chim, nich, chig, fich, lish. 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.
Wednesday	Introduce	We are learning to read the tricky words we, me, be.
	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 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 words: we, me, be – see learning to read tricky words p91. Train Your Brain Phase 3.
	Practise	Practise reading the high frequency words. Words: he, she, we, me, be 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.
Thursday	Introduce	We are learning a new phoneme th 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 Play Quickwrite Graphemes. Sing the alphabet song – all children point to letters as you sing. Flashcards: Speed Trial.
	Teach	Introduce the phoneme th with actions – see p78.
	Practise	Play Quickwrite see p89 Words: them, then, that, this, with, thin, thick, chop, such, shock, bash.
	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.
Friday	Introduce	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 Play Flashcards. Sing the alphabet song – all children point to letters as you sing. Flashcards: Speed Trial, Flashcards: Time Challenge.
	Revisit	Introduce the phoneme ng with actions – see p78.
	Teach	Model writing sing, ring and ping-pong and add sound buttons.
	Practise	Continue with I can... books (or create new ones) see p96 Add pages with the above words. Books could be continued independently in other lessons.
	Apply	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.

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.

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

Monday	Introduce	We are learning a new phoneme ai 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 Play Flashcards. Sing the alphabet song and point to each letter as you sing. Flashcards: Speed Trial, Flashcards: Time Challenge.
	Teach	Teach the new phoneme ai with actions.
	Practise	Play Soundbuttons see p58 Words: wait, hail, pain, aim, sail, main, tail, rain, bait.
	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.
Tuesday	Assess	Make notes on assessment sheet.
	Introduce	We are learning a new phoneme ee 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. Play Quickwrite graphemes. Sing the alphabet song and point to each letter as you sing. Flashcards: Speed Trial.
	Teach	Teach the new phoneme ee with actions. Get children to write ee in the air and on whiteboards.
	Practise	Play Buried Treasure. Words: see, feel, weep, feet, meet, deep, ree, leeb, deet, meep Buried Treasure, Dragon's Den, Picnic on Pluto.
Wednesday	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 was, my
	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. 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 was, my – see learning to read tricky words p91. Train Your Brain Phase 3.
Thursday	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	Make notes on assessment sheet.
	Introduce	We are learning a new phoneme igh 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. Play Quickwrite graphemes. Sing the alphabet song – all children point to letters as you sing. Flashcards: Speed Trial.
Friday	Teach	Introduce the phoneme igh with actions – see p78 Get children to try writing igh in the air and on whiteboards.
	Practise	Play Quickwrite see p89 Words: high, light, night, fight, sigh, tonight, might, tight.
	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. Is it light at night? Can fish weep? Can a fox sail? Can a rat feel pain? Will it rain tonight? Will a chick cheep?
	Assess	Make notes on assessment sheet.
	Introduce	We are learning to spell the phoneme oa and how to read and write it.
Friday	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. Play Flashcards. Sing the alphabet song – all children point to letters as you sing. Flashcards: Speed Trial, Flashcards: Time Challenge.
	Teach	Introduce the phoneme oa with actions – see p78 Get children to try writing oa in the air and on whiteboards.
	Practise	Play Soundbuttons. Words: goat, foal, cat, dog, rat, fox, rat, sheep, vet.
	Apply	Pretend all the children are animal owners and you are the vet. Model writing Can the vet see my ...? And add in the name of an animal of choice from the list of animals developed in the soundbuttons game earlier. Ask all children to choose an animal and write a request card Can the vet see my ...?
	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.

Monday	Introduce	We are learning a new phoneme oo 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 Play Flashcards. Sing the alphabet song and point to each letter as you sing. Flashcards: Speed Trial, Flashcards: Time Challenge.
	Teach	Teach the two new phonemes made by oo with actions (the u sound as in book and also an oo sound as in moon). Explain that oo can make both these sounds in different words.
	Practise	Play Soundbuttons see p58. Words: look, foot, book, good, took, too, zoo, boot, hoof, food, moon.
	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 go to the moon in a boat. It is fun to go to the zoo. The foal had a pain in his hoof.
	Assess	Make notes on assessment sheet.
Tuesday	Introduce	We are learning a new phoneme ar 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 Play Quickwrite Graphemes. Sing the alphabet song and point to each letter as you sing. Flashcards: Speed Trial.
	Teach	Teach the new phoneme ar with actions.
	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. 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?
	Assess	Make notes on assessment sheet.
Wednesday	Introduce	We are learning to spell the tricky words: no, go.
	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, xy, z, qu, sh, ch, th, ng, ai, ee, igh, oa, oo, ar 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 spell the tricky words (p93): no, go Train Your Brain Phase 3
	Practise	Play Quickwrite see p89. Words: look, foot, too, zoom, food, card, cart, hard, jar, park Rocket Rescue, Space Race.
	Apply	Give children sticky notes. Ask them to write This book is cool. on the sticky note. Ask them to soundtalk and think through how to write this. When they have written this repeat with the sentences. This book is fun. This book is good. Stick notes on favourite books in class.
	Assess	Make notes on assessment sheet.
Thursday	Introduce	We are learning a new phoneme or 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 Play Quickwrite Graphemes. Sing the alphabet song – all children point to letters as you sing. Flashcards: Speed Trial, Flashcards: Time Challenge.
	Teach	Introduce the phoneme or with actions – see p78.
	Practise	Play Quickwrite see p89 Words: for, fork, sort, born, worn, torn, hard, park, cook, boot. Rocket Rescue, Space Race.
	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. Is a fork sharp? Will a fish forget things? Will a fort be big? Is a boot short? Is a tail for wagging? Can a coat get torn on a thorn? Is a torch bright? Is corn red? Do bees buzz in the morning?
	Assess	Make notes on assessment sheet.
Friday	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, f, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, ng, ai, ee, igh, ou, oo, ar, or Play Flashcards. Sing the alphabet song – all children point to letters as you sing. Flashcards: Speed Trial, Flashcards: Time Challenge.
	Teach	See Introducing spelling two-syllable words p94. Use the words: chicken, jacket, velvet, wicked, zigzag, liquid, tonight, boatman, rooftop, market, farmyard.
	Practise	Look at a picture of a boat, car, rocket, cart, jeep. Ask each child to write a caption for a picture e.g. This is my jeep. 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.
	Apply	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.

Monday	Introduce	We are learning a new phoneme ur 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 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	Teach the new phoneme ur with actions.
	Practise	Play Soundbuttons see p58 Words: fur, burn, burp, curl, hurt, surf, turn, turnip .
	Apply	Hold up captions on card or whiteboard. One child reads – encourage them to blend 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.	
Tuesday	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, l, ll, ss, j, v, w, x, y, z, qu, sh, ch, th, 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 Buried Treasure. Words: now, down, owl, cow, how, town, fown, owp, hown, lown . Dragon's Den , Buried Treasure , Picnic on Pluto .
	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.	
Wednesday	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 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.	
Thursday	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 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.	
Friday	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.
	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.

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

Monday	Introduce	We are learning a new phoneme ear 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, 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	Teach the new phoneme ear with actions.
	Practise	Play Soundbuttons see p58. Words: ear, dear, fear, hear, gear, near, tear, year, rear, beard.
	Apply	Hold up captions on card or whiteboard. One child reads – encourage them to blend if they get stuck - then all children read together. Did the shark feel fear? Can a toad hear? Is the church near the park or the farmyard?
	Assess	Make notes on assessment sheet.
Tuesday	Introduce	We are learning a new phoneme air 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, oi, ear 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 air with actions. Children write air in the air and on whiteboards.
	Practise	Play Buried Treasure. Words: air, hair, pair, hear, fear, year, gair, sair, kair, kear, zear Buried Treasure, Dragon's Den, Picnic on Pluto.
	Apply	Hold up caption on card or whiteboard. Read together model blending tricky words. Do I need to cut his hair? Put that pair of socks on the chair. He went back to his lair.
Assess	Make notes on assessment sheet.	
Wednesday	Introduce	We are learning to read the tricky word: they .
	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 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: they – see learning to read tricky words p91. Train Your Brain Phase 3.
	Practise	Play Countdown. Words: fear, hear, beard, fair, hair, pair, near, year, chair. Pick-A-Picture.
	Apply	Hold up sentence on card or whiteboard. Read together. Model blending tricky words. They zoom near to the moon. Did they get to the dark lair? They can sit in the rocking chair.
Assess	Make notes on assessment sheet.	
Thursday	Introduce	We are learning a new phoneme ure and how to read and write it. NB In some accents this phoneme can't be distinguished easily. If this is the case for the majority of children in your class, then don't teach this phoneme.
	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 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 ure with actions – see p78. Get children to try writing ure in the air and on whiteboards.
	Practise	Play Quickwrite see p89. Words: sure, pure, cure, secure, manure, mature, chair, year, hear, fair. Space Race, Rocket Rescue.
	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. Do teeth feel sharp? Can a shark sit in a chair? Can a torch light up a porch? Is all hair fair? Will a farmyard be full of manure? Will the moon light up the night? Can you shear a sheep? Did you hear an owl hoot at night? Can a vet cure a sad cow?
Assess	Make notes on assessment sheet.	
Friday	Introduce	We are practising reading words in sentences.
	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, oi, ear, air, ure 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 Playing sentence substitution see p86 and 104.
	Practise	Play Sentence Substitution.
	Apply	Mark fed the cat – dog – hid – Gail – moon. The sheep are in the shed – bedroom – farmyard – cars – wait.
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.

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

Monday	Introduce	We are learning a new phoneme er 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, 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 Trial, Flashcards: Time Challenge.
	Teach	Teach the new phoneme er with actions.
	Practise	Play Soundbuttons see p58. Words: her, hammer, letter, ladder, supper, dinner, better, summer, farmer, shorter, longer, powder.
	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.
Tuesday	Introduce	We are learning to write 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, 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	Look at a picture of a woodland scene and demonstrate writing captions to go with the picture. See Writing captions p97.
	Practise	Children write their own captions to go with the woodland scene.
	Apply	
	Assess	Make notes on assessment sheet.
Wednesday	Introduce	We are revising some phonemes.
	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 Flashcards. Sing the alphabet song – all children point to letters as you sing Flashcards: Speed Trial, Flashcards: Time Challenge.
	Teach	Recap 2 phonemes that children have found tricky including actions, graphemes etc.
	Practise	Play Sentence Substitution.
	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.
Thursday	Introduce	We are learning to read 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, 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.
	Teach	Model reading words with two syllables chicken, tonight, boatman, rooftop, farmyard, market, lightning, bedroom.
	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.
Friday	Introduce	We are practising writing words in sentences.
	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, oi, ear, air, ure, er Play Flashcards. Sing the alphabet song. Flashcards: Speed Trial, Flashcards: Time Challenge.
	Teach	Each child makes a zig zag book about the sea. Ask children to draw pictures and write captions. Children could carry these on independently in other lessons.
	Practise	
	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.

Monday	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, igh, oa, oo, ar, or, ur, ow, 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 Trial, Flashcards: Time Challenge.		
	Teach	Teach spelling two syllable words p94.		
	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 Space Race, Rocket Rescue.		
	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.			
Tuesday	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, 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.		
	Teach	Model reading a sentence about a farm (see below).		
	Practise	Children read sentences about a farm and draw pictures to go with them.		
	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.			
Wednesday	Introduce	We are learning to read the tricky word: all .		
	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.		
	Teach	Teach reading the tricky word: all Train Your Brain Phase 3.		
	Practise	Play Sentence Substitution.		
	Apply	She has worn red shorts – boots – boats – seen – He. 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.			
Thursday	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, 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.		
	Teach	Reteach any phonemes that have proved tricky – including actions, graphemes etc.		
	Practise	Play Buried Treasure. Words: thing, short, arch, longer, thicker, shing, chort, arth, ponger, zicker.		
	Apply	Look at a picture showing a farmyard scene. Write sentences about the scene including words such as: cow goat duck chicken farmer.		
Assess	Make notes on assessment sheet.			
Friday	Introduce	We are practising writing words in sentences.		
	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, 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.		
	Teach	Each child makes a zig zag books about a farm. Ask children to draw pictures and write captions.		
	Practise	Children could carry these on independently in other lessons.		
	Apply	PRINTABLE RESOURCE AVAILABLE		
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.

Monday	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, igh, oa, oo, ar, or, ur, ow, 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 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 card with the word on. Ask children to tick all letters they got right and correct any mistakes. Words: visit, jacket, cobweb, wicked, exit, zigzag, liquid, towel, poison.
	Practise	Space Race, Rocket Rescue.
	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 a bus? Can you get fish and chips near a market? Can a bus park on a car? Will poison be liquid? Can a bug get off a cobweb? Will you put on a jacket if you visit a queen?
	Assess	Make notes on assessment sheet.
Tuesday	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, 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.
	Teach	Model reading a sentence about a town.
	Practise	Children read sentences about a town and draw pictures to go with them. I can run to the park. I wait for a big red bus. The taxi took me to the shop. The church had a big bell. Cars park all along the road. At night the lights turn on. The fish and chip shop is on the corner. The market is near the church. A fox barks in the park.
	Apply	
	Assess	Make notes on assessment sheet.
Wednesday	Introduce	We are learning to read the tricky word: are .
	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.
	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.
Thursday	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, 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.
	Teach	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. Buried Treasure, Dragon's Den, Picnic on Pluto.
	Apply	Look at a picture of a town scene. Label items on the town scene e.g. bus, taxi, road, park, church, shop.
	Assess	Make notes on assessment sheet.
Friday	Introduce	We are practising writing words in sentences.
	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, 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 Trial, Flashcards: Time Challenge.
	Teach	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.

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.