

Teacher guide – phonics

Purpose

The purpose of this learning pathway is for the children to learn to recognize phonics sounds and words that contain them, specifically:

ay (play), ee (see), igh (light), ow (snow), oo (spoon), oo (book), ar (star), or (horse), air (hair), ir (twirl), ou (loud), oy (toy)

Preparation and material

The children will need:

- printed copies of the material in this PDF
- Maths cubes or something similar for bingo
- colouring pens for making drawings

How to proceed

The playlist includes these games:

- Phonics (presentation)
- Phonics memory (memory)
- Phonics Sound Sorter (ay, ee,igh)
- Sort the phonics ir, ou, oy
- Race with phonics
- Phonics quiz
- Talk about phonics

This playlist can be used in many ways. You can pick and choose between the games and activities, or you can follow the progression.

The presentation game (phonics) can be used when you practice repetition or you can choose to work with each slide one at a time, making one slide, one short lesson about that particular phoneme. The idea is for the children to take turns stepping on the elements. Discuss what you see in the image before stepping on the elements. Ask the children what they can see and repeat them back to them. The text and sound in the elements help children articulate the phonemes. You can turn the sound off, if you want to pronounce the words and sounds yourself, together with the children.

The following games: Phonics Memory; Phonics Sound Sorter (ay, ee, igh); Sort the Phonics ir, ou, oy; Bike Race with phonics and phonics quiz are all games suited for repetition. Finally, the game Talk about phonics is meant as an evaluation game.

Suggestions for Other Counting Activities

Phonemes bingo

The children need a bingo card per child, or they can work in groups of two. The teacher shows a card with a picture and sounds out the word, the children look at their bingo cards and see if they have the sound and mark it.

For example:

The teacher shows a picture of a star and sounds out the word clearly a few times. All the children with the “ar” sound on their cards mark it. When a child has a line of phonemes marked, they raise their hand and shout out “bingo”. The child or children with a full line reads the sounds out loud, saying both the phoneme and a word using the phoneme. The teacher checks it.

The game continues with two lines and a full card.

Drawing phonemes

The children need a print out of the drawing cards from the PDF. Ask the children to look at the pictures on their cards. Read them out loud with them. Then ask them to draw a picture of a word with a similar sound in the blank box.

When everyone is done, go through the drawings and ask the children to say the words and the phonemes out loud.

Evaluation:

When evaluating this learning pathway you can use the SpinIt game: “Talk about phonics



ACTIVE FLOOR
Jump n' Learn

ar

The star is sharp

ay

Play all day

air

Hair in the air

igh

Light in the night

oo

I took the book

oy

The boy has a toy

or

Short horse

ow

Slow in the snow

ee

I see a sheep

oo

Food on the spoon

ou

Loud shout

ir

The girl does a twirl



ACTIVE FLOOR
Jump n' Learn

ir

The girl does a twirl

ou

Loud shout

ee

I see a sheep

ar

The star is sharp

oo

Food on the spoon

igh

Light in the night

oo

I took the book

ay

Play all day

air

Hair in the air

or

Short horse

ow

Slow in the snow

oy

The boy has a toy



ACTIVE FLOOR
Jump in! Learn

ay

Play all day

ow

Slow in the snow

oo

I took the book

igh

Light in the night

oo

Food on the spoon

ee

I see a sheep

ar

The star is sharp

oy

The boy has a toy

air

Hair in the air

ir

The girl does a twirl

ou

Loud shout

or

Short horse



ACTIVE FLOOR
Jump in! Learn

ay

Play all day

oo

Food on the spoon

oy

The boy has a toy

ar

The star is sharp

or

Short horse

oo

I took the book

ee

I see a sheep

ou

Loud shout

air

Hair in the air

igh

Light in the night

ir

The girl does a twirl

ow

Slow in the Snow



ACTIVE FLOOR
Jump n' Learn

ay

Play all day

oo

I took the book

air

Hair in the air

ow

Slow in the snow

oy

The boy has a toy

ou

Loud shout

ar

The star is sharp

or

Short horse

ee

I see a sheep

igh

Light in the night

oo

Food on the spoon

ir

The girl does a twirl

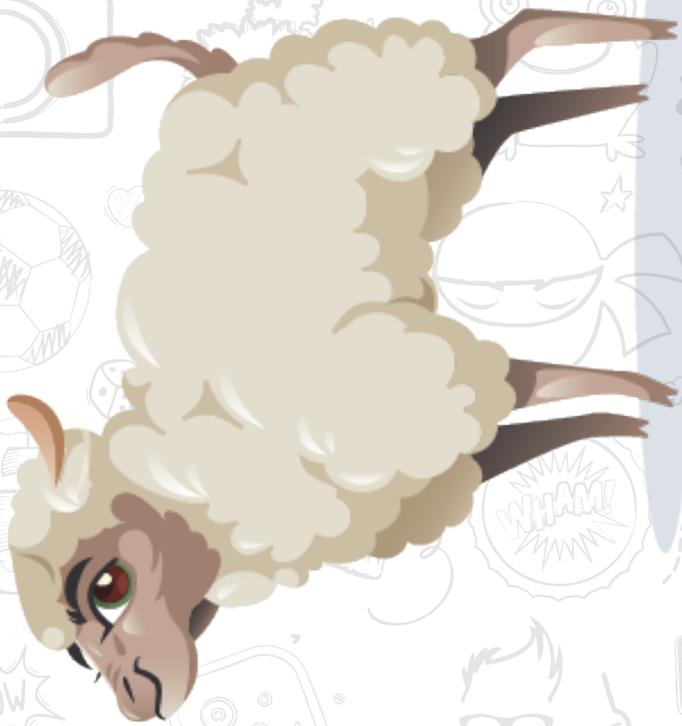


ACTIVE FLOOR

Jump n' Learn



Play all day



I see a sheep



ACTIVE FLOOR
Jump in! Learn



Slow in the Snow



Light in the night



ACTIVE FLOOR

Jump in! Learn



Hair in the air



The star is sharp



ACTIVE FLOOR

Jump n' Learn



I took the book



The girl does a twirl



ACTIVE FLOOR
Jump n' Learn



The boy has a toy



Loud shout



ACTIVE FLOOR
Jump n' Learn



Food on the spoon

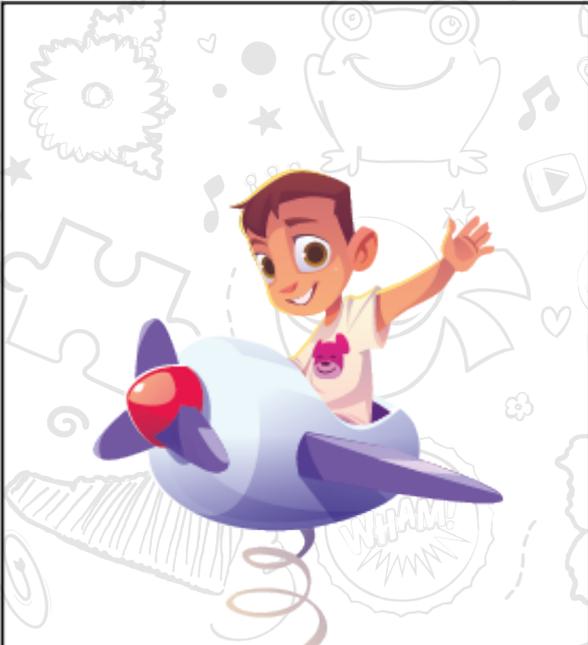
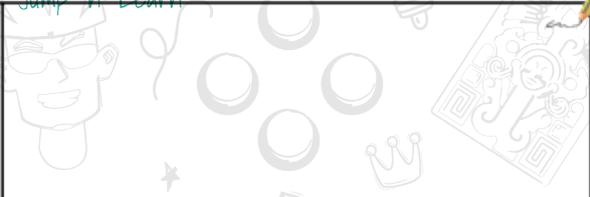
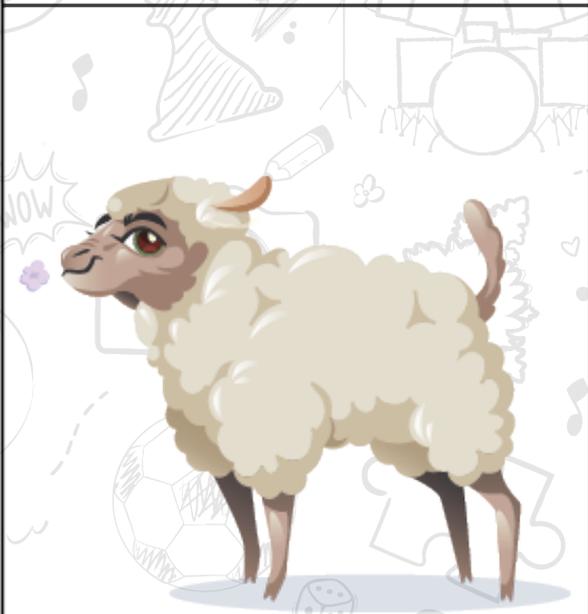


Short horse



ACTIVE FLOOR

Jump in! Learn

  Play all day	  ay
 I see a sheep	  ee



ACTIVE FLOOR

Jump 'n' Learn



Slow in the snow

ow



Light in the night

igh



ACTIVE FLOOR

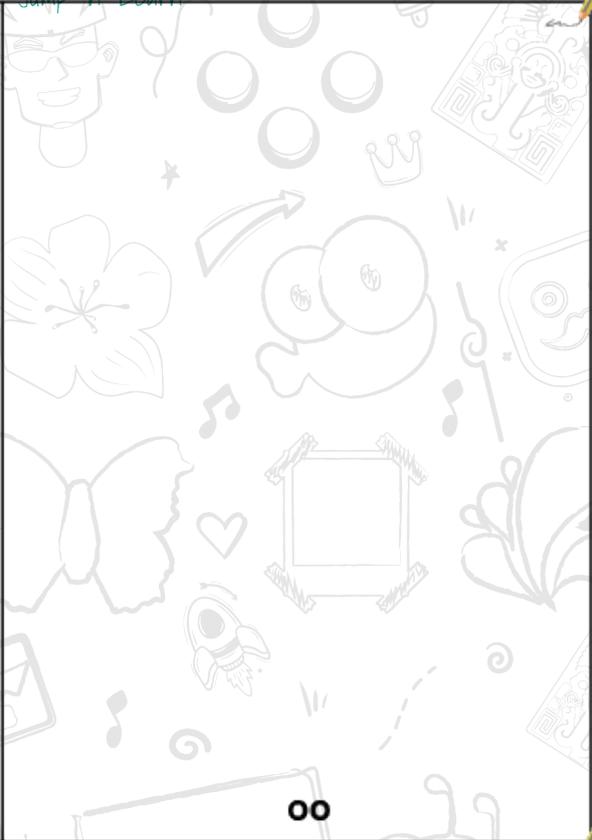
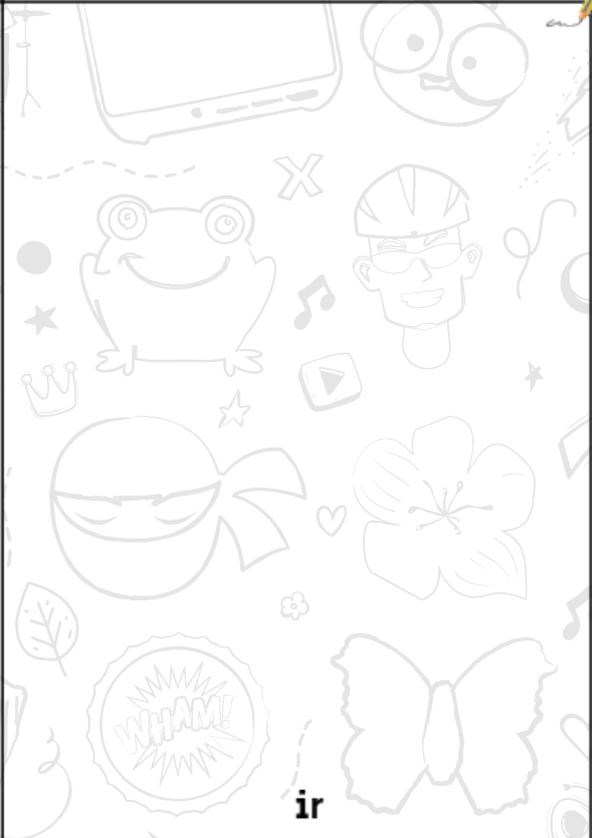
Jump 'n' Learn

 <p>The boy has a toy</p>	<p>oy</p>
 <p>Loud shout</p>	<p>ou</p>



ACTIVE FLOOR

Jump in! Learn

 <p>I took the book</p>	 <p>oo</p>
 <p>The girl does a twirl</p>	 <p>ir</p>



ACTIVE FLOOR

Jump 'n' Learn

 <p>Hair in the air</p>	 <p>air</p>
 <p>The star is sharp</p>	 <p>ar</p>



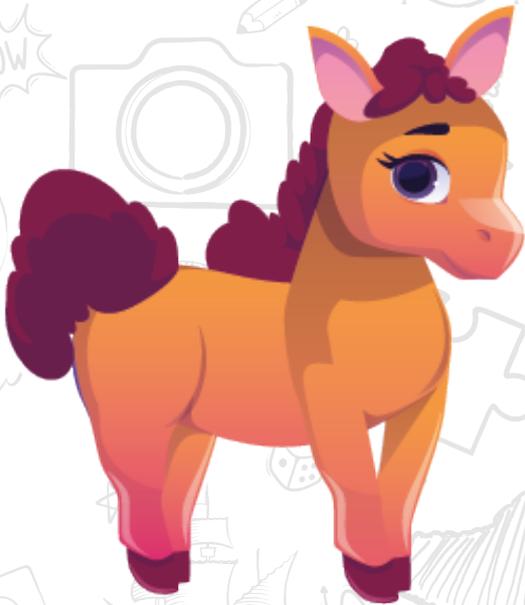
ACTIVE FLOOR

Jump n' Learn



Food on the spoon

oo



Short horse

or