

Top tips for teaching

Skill 4: Sounding (Identifying Sounds in Words)

Safe words: Are regular words that only use previously taught sounds

1. Pre-Writing (Sounding out words)

- Words are made up of individual sounds.
- Show a picture and identify the word it shows. Count the individual sounds in that word (holding up a finger for each sound as it is identified). What sound is at the start, middle and end of the word?
- As this is a pre-writing task, children don't need to write the word, they are practicing the skill of hearing individual sounds within words.

2. Sounding from a picture

- Draw pictures on the board. Make sure you only use safe words! (See separate sheet: 'Safe Words' Word Bank).
- Help learners identify the safe word from the picture.
- Identify the sounds in the safe word and count the sounds together (holding up a finger for each sound).
- Encourage learners to write each sound to write the whole word independently.

3. Dictation (spelling test)

- Ideally, this should happen twice a week.
- Avoid telling them that it is a test, as this may discourage some children. They are simply practicing their sounding out skills
- Call out a few sounds (one at a time) for learners to write in their books.
- Call out a few 'safe words' (one at a time) for learners to write in their books (*Be careful not to spell out the words for the children, instead allow them to sound out the spelling on their own.*)

4. Activities

- Letterboard: Ask a learner to use sound cards to spell a word on the letterboard, then encourage learners to change one sound within the word to make a new word e.g. 'tip' change <p> to <n> to make 'tin', change <i> to <a> to make 'tan', change <t> to <m> to make 'man'.
- Losing sounds: Call out a whole word, ask learners to mentally remove the first sound from the word and call out the rest of the word. Keep removing sounds until there is nothing left e.g. splash-lash-ash-sh; blend-lend-end-nd-d
- Blending bounce game: Have selected sounds spread on the ground. Call out a safe word and select a learner to identify the starting sound and then bounce through the sounds in the word called out to spell it