



Smart Kids
Letters and Sounds



The Code

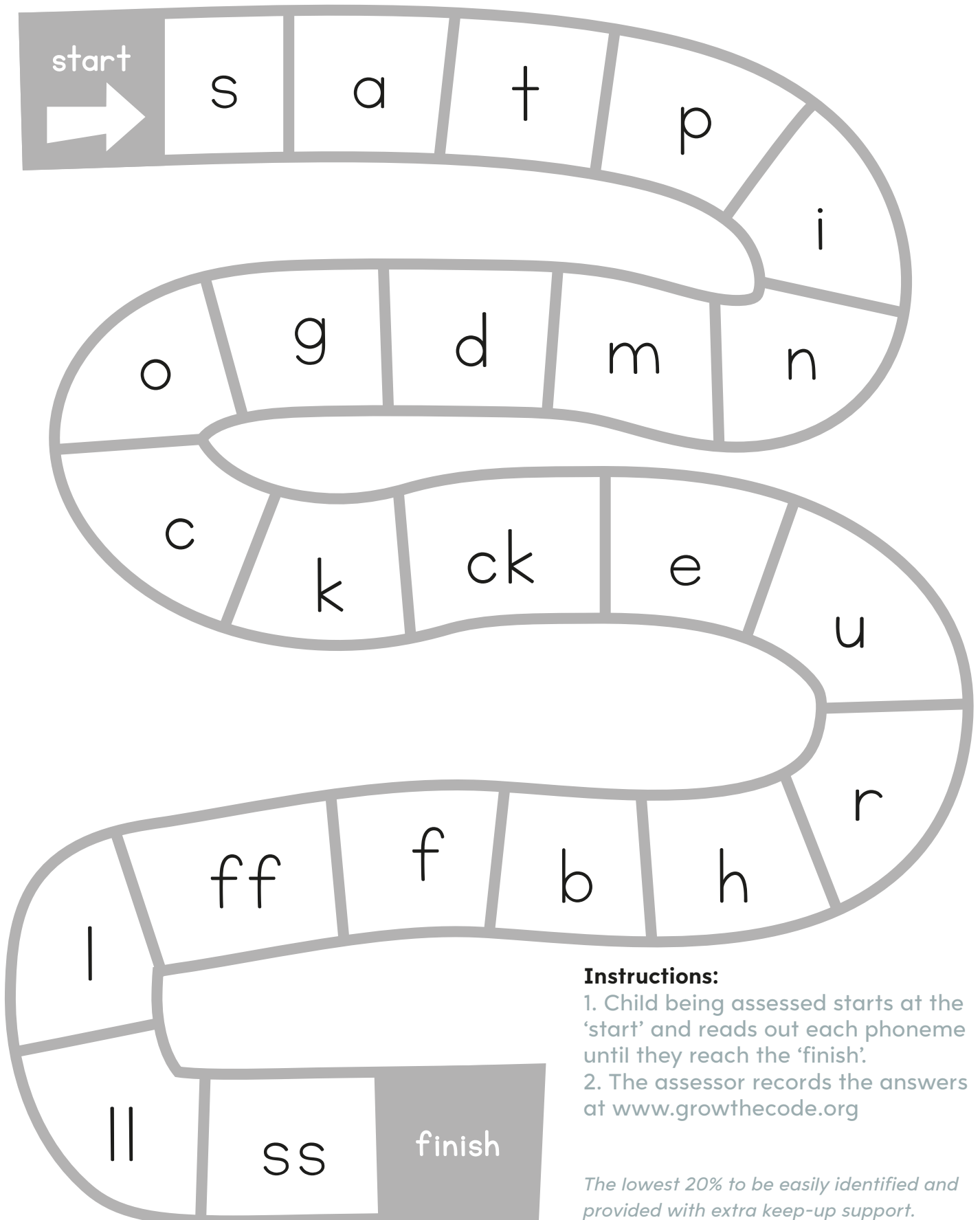
Reception & Year 1

Assessment

Phase 2 Assessment Sheet (letter sound correspondences) and instructions	2
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a complete systematic synthetic phonics programme





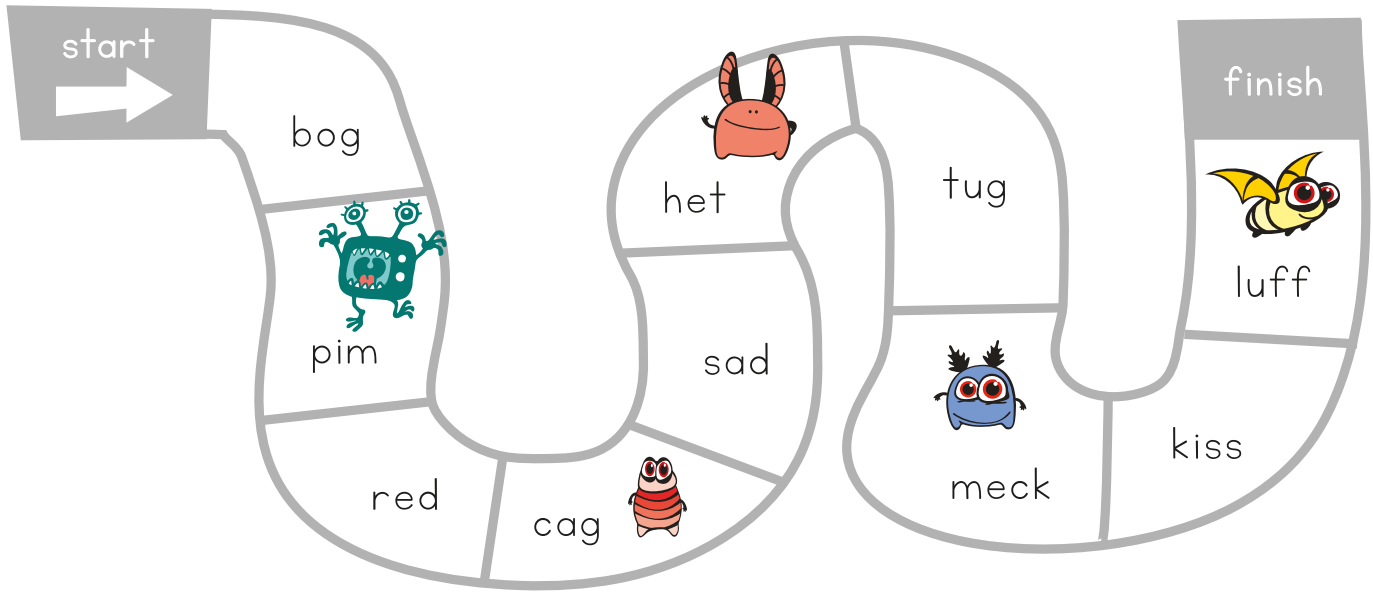
start

s a t p i o g d m n c k ck e u r l ff f b h ll ss finish

Instructions:

1. Child being assessed starts at the 'start' and reads out each phoneme until they reach the 'finish'.
2. The assessor records the answers at www.growthecode.org

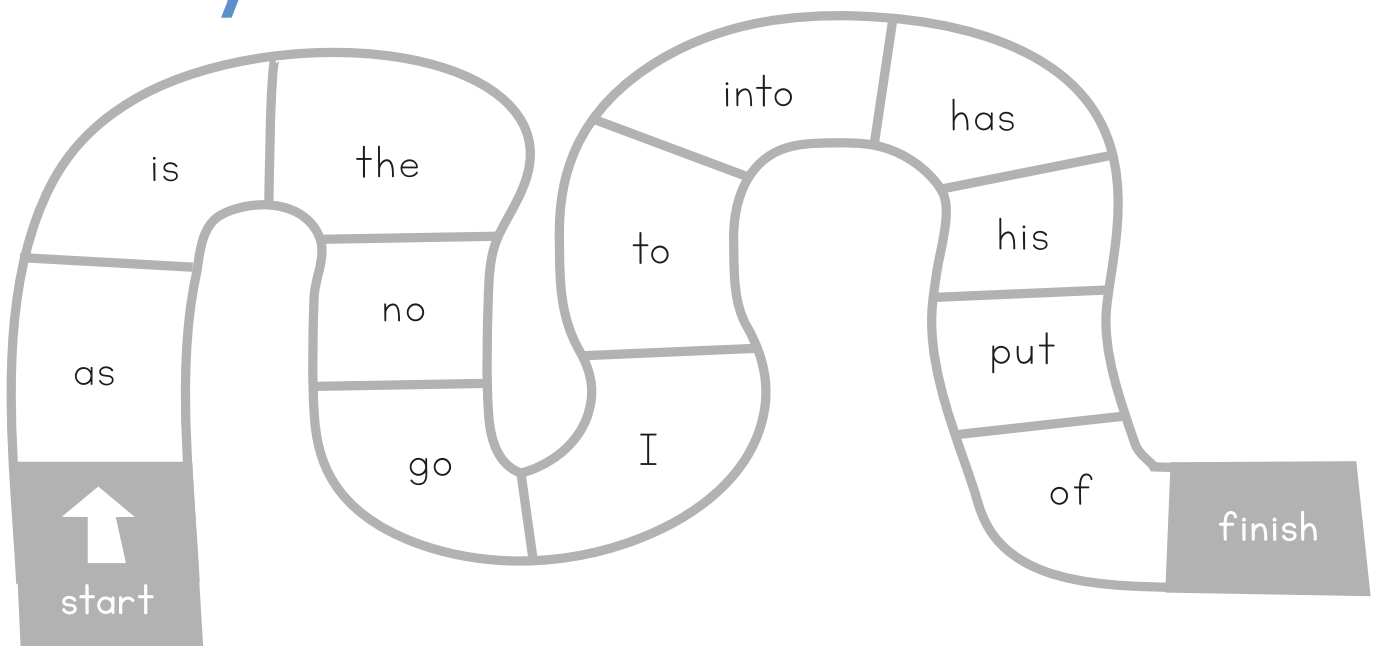
The lowest 20% to be easily identified and provided with extra keep-up support.

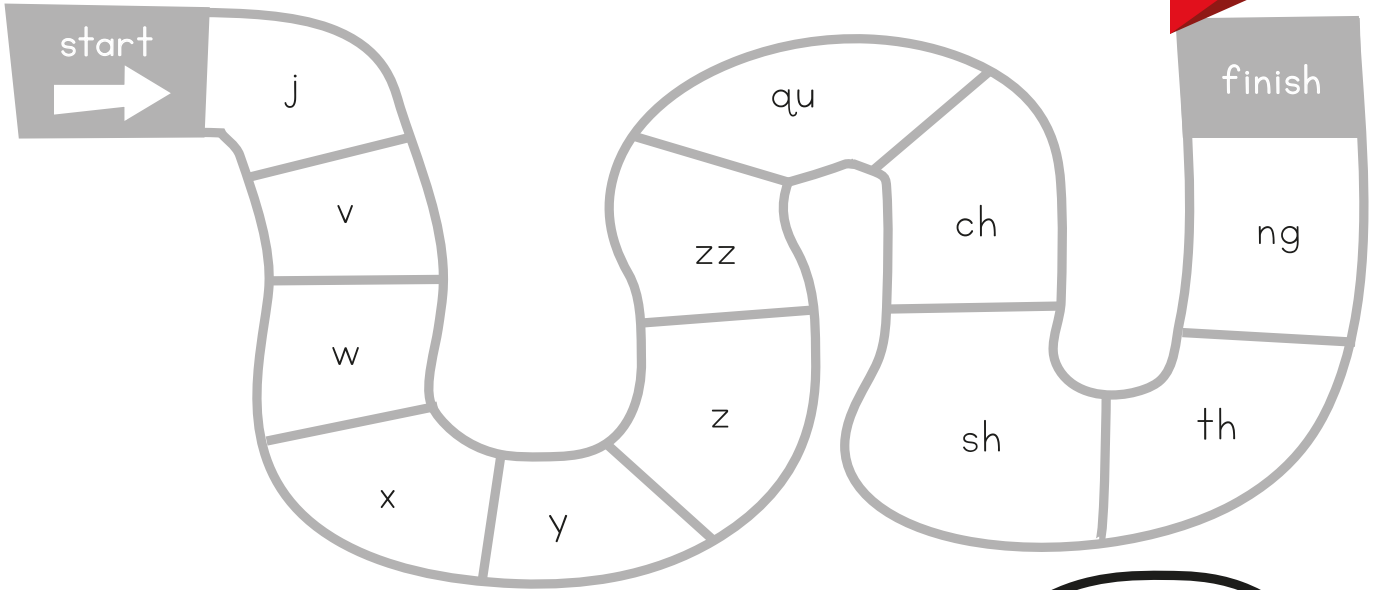


Instructions:

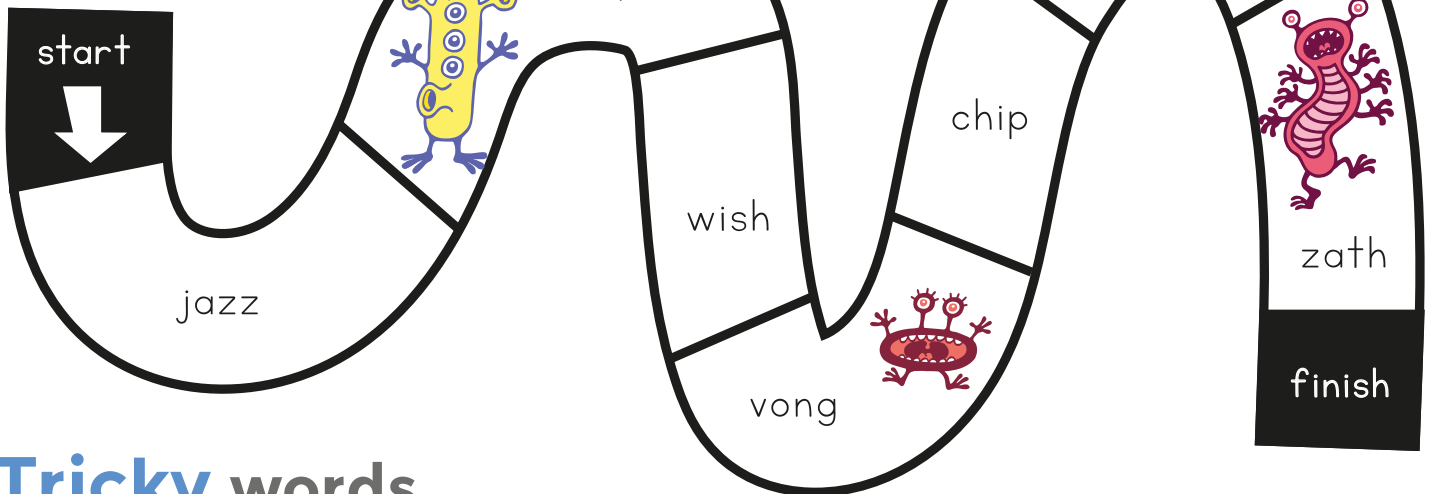
1. Assessor explains to the child being assessed that the track contains real words and alien words. The alien words have aliens on the spaces.
2. Child then reads out each word until they reach the 'finish'.
3. The child then reads the words on the tricky word track
2. The assessor records the answers at www.growthecode.org

Tricky words

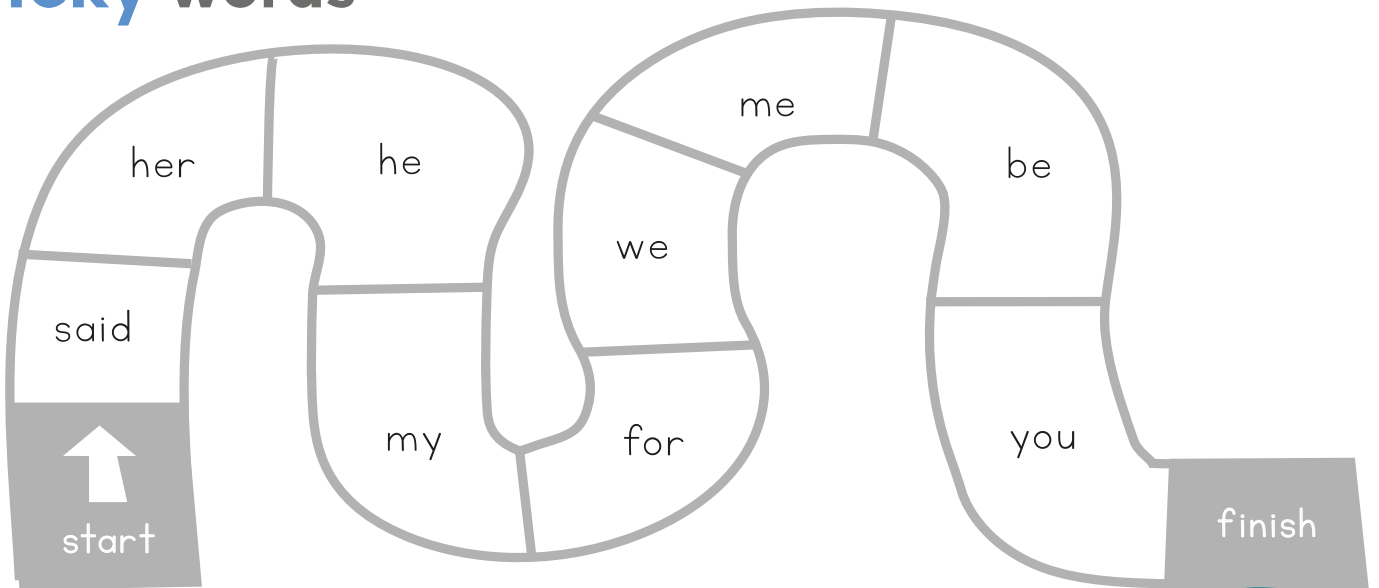


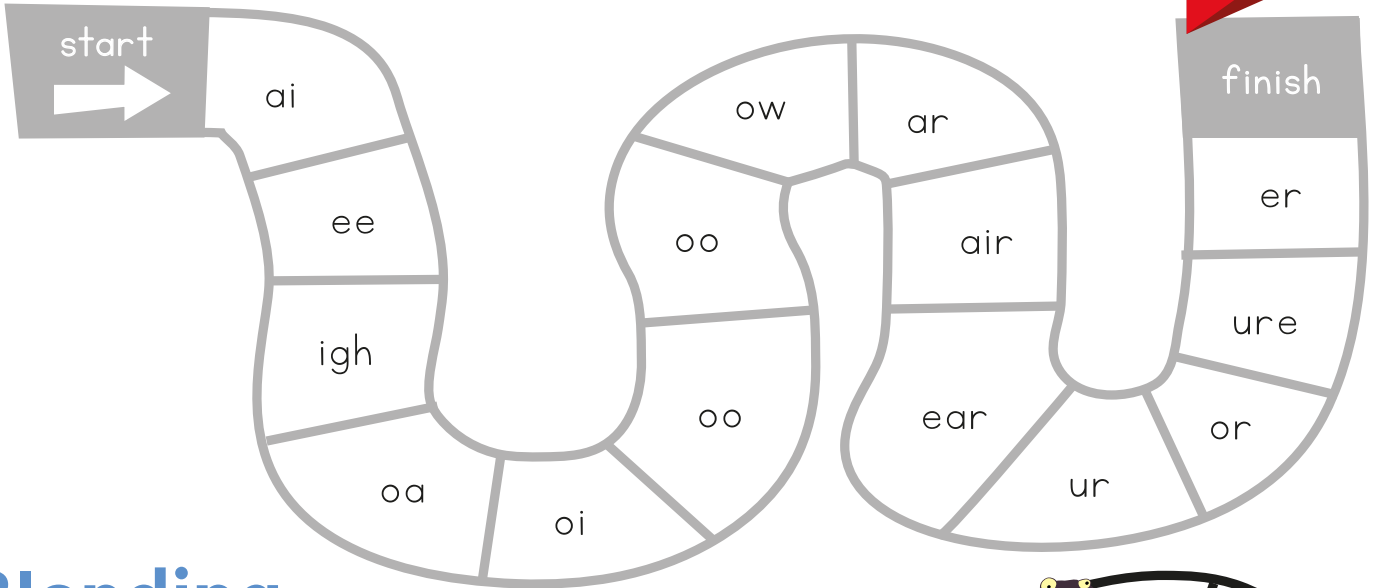


Blending for reading

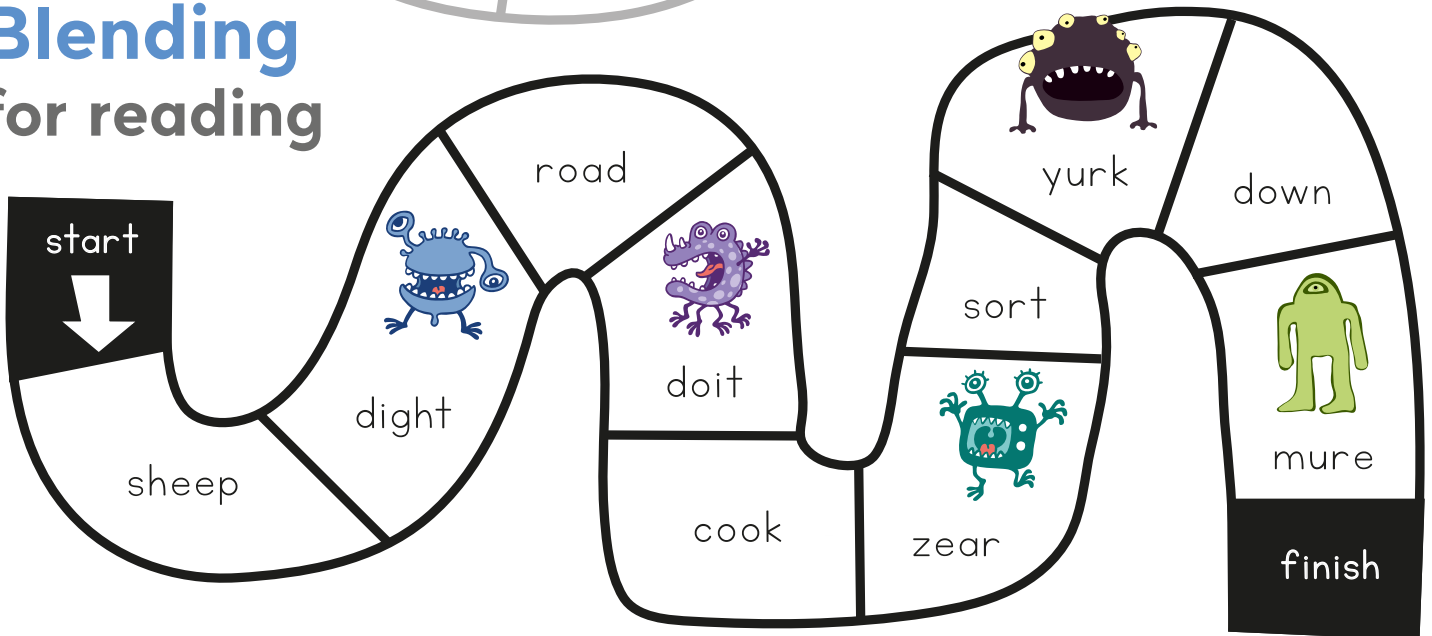


Tricky words

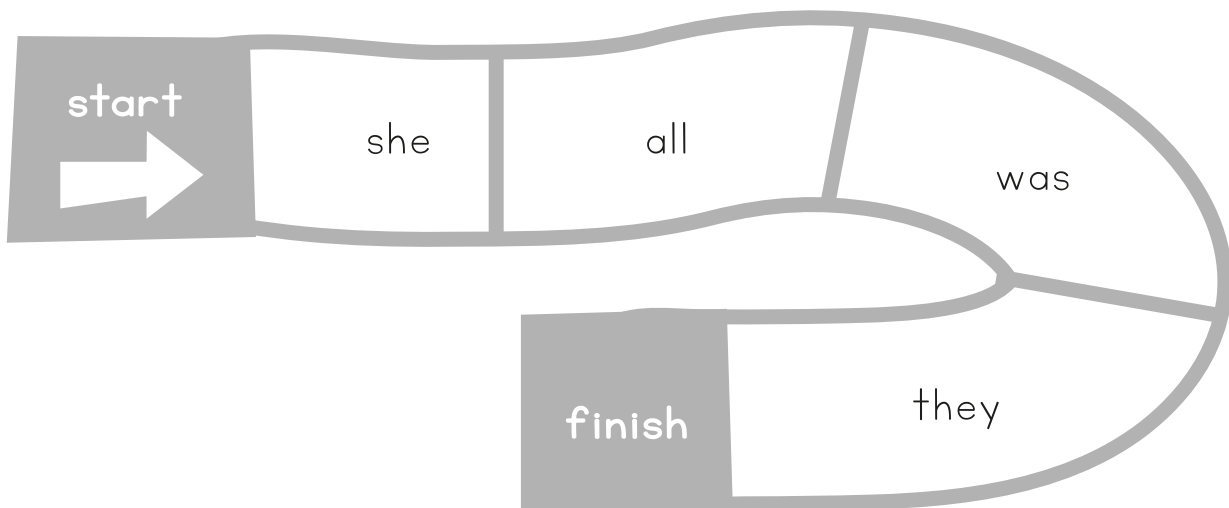





Blending for reading







Tricky words



start →

gloom  dreet grip

plonk  shrowb damp  skarb

 splunch jumping  sprong finish

Tricky words

start →

so were have

there come some like

little when what finish



start →

podest

running

fetter

aimed

valley

strotch

landed

numped

spury

have

gontle

finish

Tricky words

start →

love

one

want

are

out

finish

says

today

about

A maze with a blue background. It starts at a grey box labeled 'start' with a white arrow pointing right. The maze contains several words and illustrations: 'wait' (red insect), 'veel' (red insect), 'high', 'soat' (orange striped creature), 'boil', 'bark' (red monster), 'owb' (red monster), 'foot', 'boot', 'kair' (blue creature), 'near', 'hurn' (purple creature), 'mure' (blue creature), and 'fork'. The maze ends at a grey box labeled 'finish'. A large number '9' is in the bottom right corner.

PHASE
4b Assessment
Blending for reading

A maze with a green background. It starts at a grey box labeled 'start' with a white arrow pointing up. The maze contains several words and illustrations: 'skring' (teal creature), 'dinner', 'glaimed' (black creature), 'plury' (green creature), 'valley', 'modest', 'jumped', 'stitch' (blue creature), 'splave' (dark blue creature), 'landed', and 'kettle'. The maze ends at a grey box labeled 'finish'.

start →

cloud fleads play clie blue

pham wheel zird claw voy mescue

author shew new boe shake bese

finish

vision cute rude zome time

Tricky words

start →

here your asked

Ms Mrs Mr oh people

their water what finish

start →

dice gem chef school fly blind

shield head unicorn go father

her snow soup crystal paper

want

finish

boulder grey push he

Tricky words

start →

friend eye any

work

through hour many

pretty

shoe two again

finish

start →

tunnel metal pencil mouse fence

delicious potion adventure freeze browse

mission link beige bridge large

thumb

finish

would gnaw knee wrist autumn

Tricky words

start →

once

thought different beautiful

busy

finish

start →

share bear calm deer

break bacon learn word before here

eight straight some young there whistle

finish

science daughter pour water call door board science

Tricky words

start →

laugh improve move finish