Introduce - core phonics lesson

Once you select a letter-sound you will be taken to a screen with the following activities:



- 1. Revisit: previously taught letter-sounds
- Tricky Words: words that have one or more unusual letter sequences e.g. people.
- **3. Teach:** focus letter-sound and formation.
- **4. Blend:** Read words that include the focus letter-sound.
- Apply: Includes a caption for dictation and a fully decodable reader for practise.

1. Revisit - oral blending

A variety of oral blending games are conducted at the start of each phase 2 core phonics lesson.

Oral blending game: (mix up the order)

Can you touch your ...?

h-ea-d t-o-p ch-ee-k h-ee-l

Oral blending game:

Can you do these actions?

- c-l-a-p your hands
- n-o-d your head
- t-a-p your food

Oral blending game: (mix up the order)
Which animal ... ?

c-a-t

f-r-o-a

f-i-sh

Oral blending game:

Can you touch your ...?

I-e-g ar-m b-a-ck f-oo-t

Revisit - previous letter-sounds

Start every core phonics lesson by revisiting previously learnt letter-sounds.



- Start by showing the picture mnemonic,
 then the corresponding letter-sound.
- Next, click on the 'speedy sounds' button to run through the letter-sounds without the picture mnemonics.

Note: Revisit, Tricky Words, Practice are not taught for the first lesson /s/.

2. Tricky words

Tricky Words are words that have one or more unusual letter sequences e.g. is, the, people

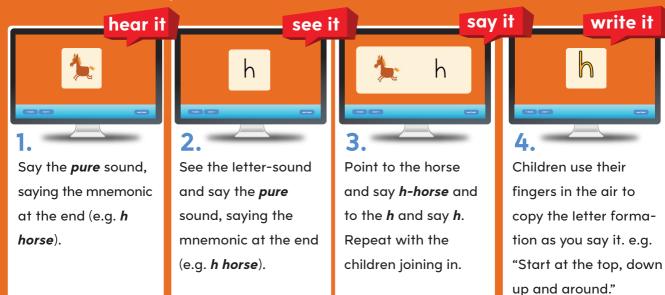


- 1. Review previously taught tricky words.
- 2. New tricky words are labelled 'new'.

Note: the first tricky word taught is included with the lesson for /i/. Further guidance is provided on how to teach tricky words.

3. Teach - letter-sounds

All lessons follow this sequence:



4. Blend - blending for reading

Blend words from right to left only using words that contain previously taught letter sounds.



Note: blending for reading is introduced in the lesson for /p/. Further guidance is provided on how to teach blending for reading.

4. Apply - reading a caption and matching decodable book



