

Sheets to promote the teaching of common words as identified in the Literacy initiative for Y1/Y2

Page 1

Contents and instructions

Page 2/3/4

As there are so many words in this set I decided to reduce the size of the sheets. To restore them to their correct (A4) size, cut into two and enlarge on the photocopier. The photocopier will enlarge to A4 from A5 automatically. You will then have six pages of A4 words to use for word tins, key ring words, flash cards, or playing cards for games. They are extremely durable if you photocopy them onto card and then laminate them.

Page 5/6/7/8 also have been reduced to allow you to enlarge them to A4 and get 14 pages instead of 7

Page 5

The footballs are the words from Y1/Y2 that are cvc or short vowel plus either initial or final blend. They can be cut out individually or in sets and given to children to take home and learn or used as a frequency sheet for over-learning.

The apples trees have also been placed in word families to encourage the development of onset and rime skills as well as being useful for spelling. The first tree is mostly vowel consonant e and ee. The second tree is vowel consonant e - many that do not respond to the magic e rule, plus others. The third tree is er words plus ould (Oh you lonely duck) words, and the final tree contains mainly words that make the (ow) sound.

Page 6

Contains five sets of eight words that can be used as bookmarks to target specific words or as short frequency sheets to promote increased visual word banks.

The tennis balls contain the remainder of the Y1/Y2 words not already covered in the previous sheets.

Page 7

Contains a Lotto game to encourage the fluent recognition of the first set (football words) it requires photocopying onto card and enlarging (141%) If the cards are then laminated, it is possible to use a washable OHP pen for scoring the cards rather than covering with counters that easily get lost.

The words used are all listed in alphabetical order to facilitate easy checking.

Page 8

Are two sets of dominoes for revision and over-teaching of the apple tree words. Enlarge onto card, laminate and then cut into individual dominoes. Place face down and select seven dominoes each. At first it is easier to play face up, but as the pupils become more competent, then they can keep their selection secret. The first child puts a domino down and the other player has to attach one end and name the matching word. They then pick up another domino. If a child cannot go then they pick up one of the unselected dominoes. The winner is the child who has managed to have the least number of dominoes left at the end of the game.

Page 9/10 describe games that can be used with the cards for sheets 2-5. It might be useful to make up packs of cards (different colours) and keep them in separate containers. The plastic resealing bags are useful. Once the pupils have played the games with an adult they soon become able to play them without supervision, releasing time to spend with other groups of pupils.

about	after	again
an	another	as
back	ball	be
because	bed	been
boy	brother	but
by	call	called
came	can't	could
did	do	don't

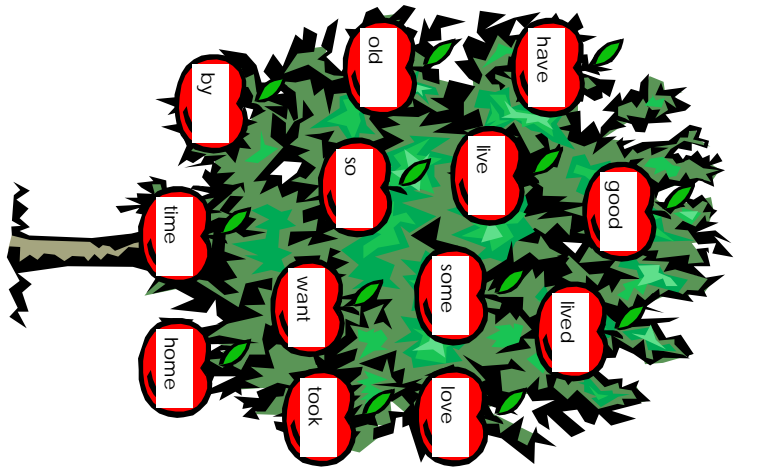
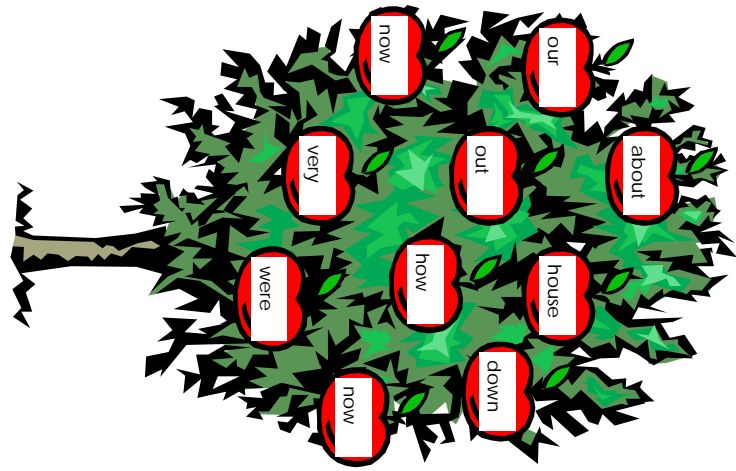
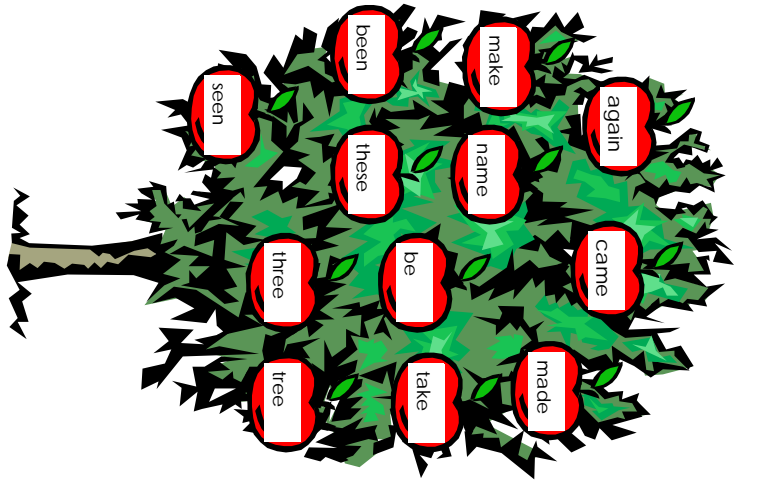
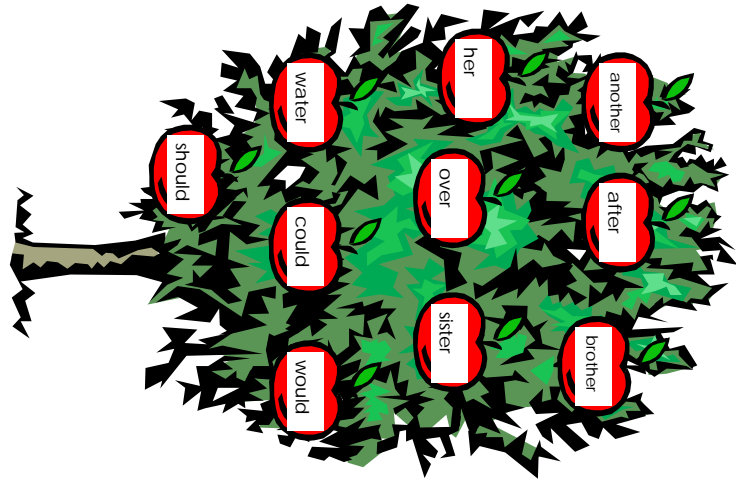
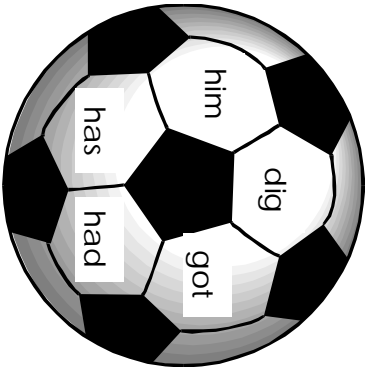
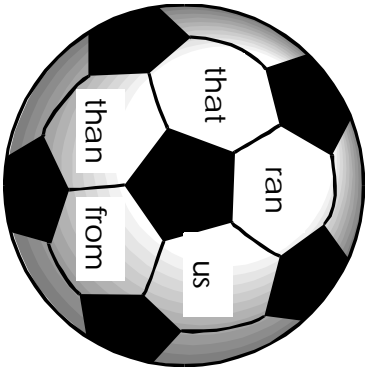
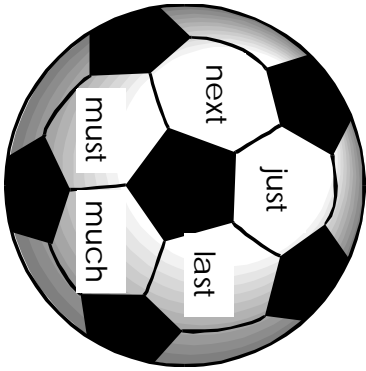
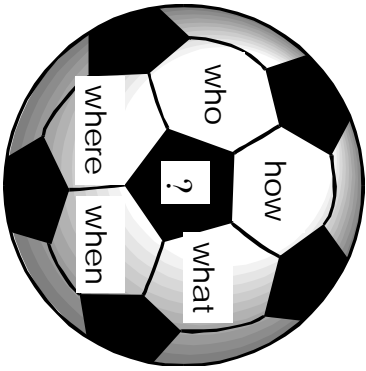
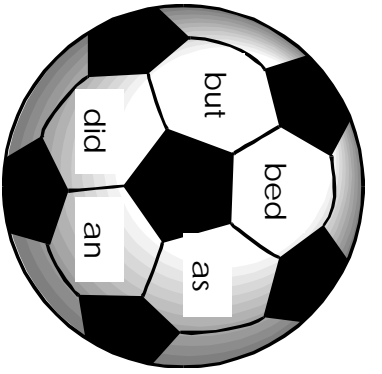
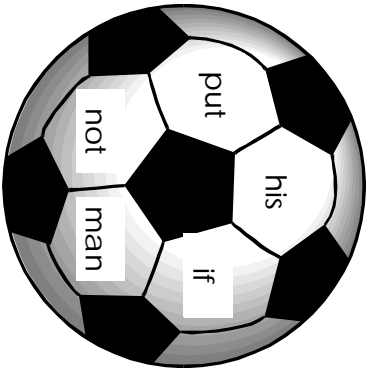
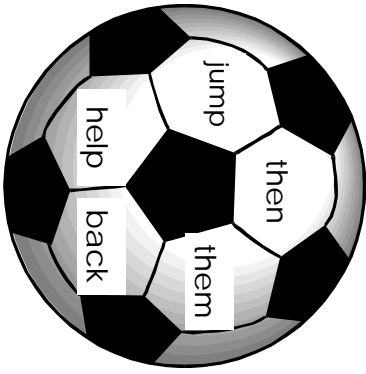
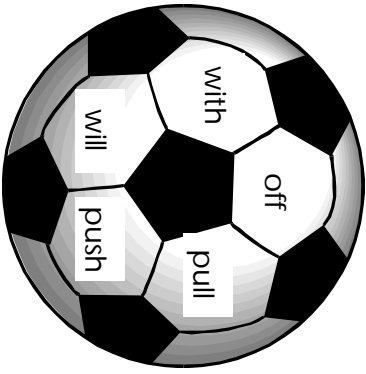
dig	door	down
first	from	girl
good	got	had
half	has	have
help	her	here
him	his	home
house	how	if
jump	just	last

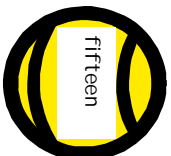
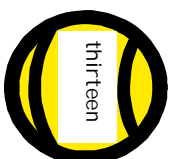
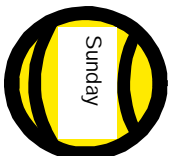
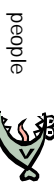
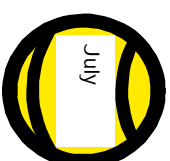
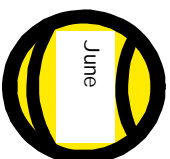
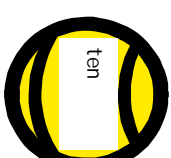
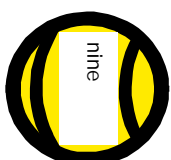
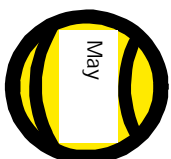
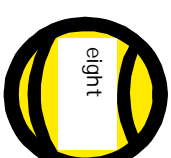
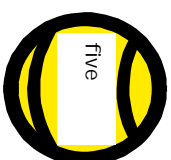
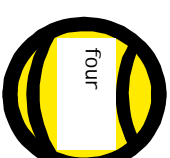
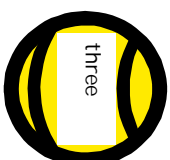
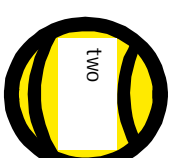
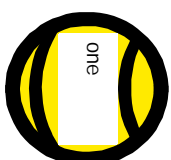
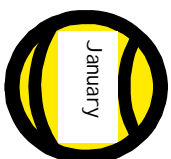
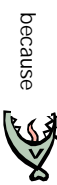
laugh	little	live
lived	love	made
make	man	many
may	more	much
must	name	new
next	night	not
now	off	old
once	one	or

our	out	over
people	push	pull
put	ran	saw
school	seen	should
sister	so	some
take	than	that
their	them	then
there	these	three

time	too	took
tree	two	us
very	want	water
way	were	what
when	where	who
will	with	would
your	black	blue
brown	green	orange

pink	purple	red
white	yellow	Monday
Tuesday	Wednesday	Thursday
Friday	Saturday	Sunday
January	February	March
April	May	June
July	August	September
October	November	December





SNIP ©

bed		then		much
	jump		from	
has		back		

	if		will	
	as		next	who
	man		push	

	had		off	
but		that		where
	put		with	

	an		ran	where
		not		how
	him		last	

did		than		when
	his		pull	
got		just		

	then		must	
	dig		us	what
	help		what	

Bingo Cards

Checklist

as an back bed but
 did dig from got
 had has help his him how
 if jump just last
 man much must
 next not off pull push put
 ran than that then them
 us what where when who will with

Dominoes - Apple tree words - 1 and 2

make	these
name	seen
came	time
made	love
take	seen
have	three
name	three
time	home
been	be
be	came

some	have
time	some
seen	made
love	been
these	name
tree	make
love	name
home	tree
came	take
three	some

Dominoes - Apple words 3and 4

another	over
would	very
our	another
her	brother
could	after
sister	water
her	out
out	would
another	out
should	over

out	very
after	sister
brother	would
very	could
would	her
very	after
over	water
after	our
water	should
over	another

Games to encourage fluent visual response to sight words Y1/Y2

Games are useful to encourage the overlearning that must take place before a word can be confidently described as established. Games that have an element of luck or a competitive element such as being timed are preferable as they encourage motivation.

Card Games:-

SNAP (2-4 players) Photocopy four sets of identical cards. Starting with about 48 cards is usually about right for two children. Deal the cards between the players. Place one card down and then take it in turns to place another. When two cards match the first child to say the word wins them. The card game continues until one child runs out of cards.

Old Maid (2-4 players) Photocopy the cards selected twice so that there are two of each word approximately the size of a small playing card. Twenty pairs is about right for two children. Designate one additional card as the Old Maid card - a special picture a different word for example. Deal the cards between the players. The first player asks the second player for a card by pointing to the back of one held by the first person. As pairs are formed the words are called and placed face down on the table. This continues until all pairs are called and one person is left holding the Old Maid card. They are the winner.

Pairs (2-4 players) Place two identical sets of cards face down on the table . Perhaps 8 pairs for Y1, 12 pairs for Y2 pupils. Each pupil takes it in turns to turn two cards over. When two identical cards are turned over the pupil says the words. If they are correct then they win the cards . The winner is the person who wins the most pairs.

Word Whist. (2-4 players) Start with photocopying five sets of ten words e.g. fifty cards. Deal the players six each. Put the remaining cards face down in the centre. Take it in turns picking up a card and then discarding one on a second pile. The person whose go it is can take a card from either pack - the seen or unseen. The idea is to collect a family of four cards. Once collected, the cards are placed face up and named. The first to collect a complete set wins.

Other games

Flash card game Simply go through the card given to a child on a daily basis. All the word they recognise they win, any they do not recognise, you win. Spend a little time pointing out to them ways of recalling the unknown words - word shape, sounds , chunks etc. Keep the cards in a word tin or punch them with a hole puncher and thread them onto a keyring.

Word association Put the word on one side of the card and a sentence or cue picture on the other. Go through the cards daily. The child can self check the words using the cue to assist them to guess the unknown words.

Memory games Choose four cards and show them to the child before placing them one at a time face down. Say one word and see if the child can remember its position. Continue with the other cards. The object is for the child to recall all four cards correctly. A variation is removing a card and seeing if the child can recall the missing word.

Fishing. Photocopy words onto card and cut out in simple fish shapes. Put a paper clip on the nose of each fish and place it in a container. Fish for a card with a rod using a magnet at the end. If the child can read the word it has fished out it can keep it. The winner is the person with the most fish.

Spinner games Photocopy a number of words onto card and draw simple pictures on the back e.g. cat, house, tree. Make a spinner with a finger and the chosen pictures depicted. Place the cards face down and then spin the finger. When it stops select a card with that symbol and if the child can read the word they have won the card.

Numbers Photocopy a number of words (30) onto card. Write the numbers 1-6 on the back. Throw a dice. The child can select a word with the same number on the back. If it can read the word it can keep the card.

Select. A child has a number of cards. The helper reads out sentence that describes the word . e.g. "The day before Sunday." The child with the correct card holds it up and is given a token. The child with the most tokens wins.

Precision teaching.

Use the grid below to target words that the child is learning. Write up to 20 words in the grid, making sure that they know at least 80% of them and then time them daily to increase visual recognition skills. Particularly popular if the child gets to hold the stop watch, and useful for peer tutoring.



Precision teaching sheet

How long does it take to read 20 words?

Name.....Date started.....

Monday.....Tuesday.....Wednesday.....Thursday.....Friday.....