**Week Beginning: 20th April 2020**

**Phonics: 1C – Alternate ai/ay/a\_e**

1. The structure of our phonics lessons begin with a **starter** which is used to rehearse prior learning (e.g. flash cards of sounds, reading spellings, singing the alphabet song, handwriting practise etc).
2. We then move onto our **sound/focus**. The sessions will include a video to support the learning of the new sound guiding you through the spelling rule and providing examples for reading and writing.
3. We then practise reading the sound by playing games to support recognition of the new sound and to rehearse the skills to segment and blend (chopping up the sounds and reading the word back). See **Activities to complete**.
4. **Extra practise** will support your child further so please feel free to continue the learning by carrying out additional activities. See ‘Extra Practise’ box below.

**Resource Login:** **Phonics Play** (Games/Starters below): **Username:** march20 / **Password:** home

**Your child will need to complete the following: Learning and Activities to complete**

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| **Sound / Focus** | **Learning (Resources to use)** | **Activities to complete**  | **Extra Practise** |
| Alternate soundsai/ay/a\_eLesson 1 | 1. **Starter:** *‘Flash Card Speed Trial’*

<https://www.phonicsplay.co.uk/member-only/Flashcards.html>(Click Phases 3 & 5a)1. *’* **Sound/Focus:** Watch the video: *‘Alphablocks – Series 4 Name’*

<https://www.youtube.com/watch?v=ROKNNvuGpEo> | 1. **Reading Practise:** – *‘Phase 5 ai, ay and a\_e Sound Family Phoneme Roll and Read Mat’* **(ATTACHED DOCUMENT)**

**Instructions:** Pairs game / choose a different coloured pencil each.Take it in turns to roll the dice, find the dice pattern and read the word in that line, once you’ve read the word, colour it in with your chosen coloured pencil. **PHOTOGRAPH your game and POST TO TAPESTRY** | 1. **Reading Practise / Game: Bingo (3+ players – 1 players and 1 bingo caller)**

**Instructions:** Divide a piece of paper up into 6 or 8 boxes and add a word (from the lists below or choose your own) into each box. The bingo caller will call out a word and the player will cross out the word once they’ve spotted it and read it. Continue until you have crossed all of your words. Repeat with a new selection of words. |
| Alternate soundLesson 2 | 1. **Starter:** *‘Tricky Word Trucks’*

<https://www.phonicsplay.co.uk/member-only/Flashcards.html> (Click Phase 4 ALL HFW) 1. **Sound/Focus:** Watch the video – *‘Alternate “ai”’*

<https://www.educreations.com/lesson/view/alternative-ai/53619146/?s=Usxy0Q&ref=app>On completion, brainstorm the **ai / ay / a\_e digraph words** in two lists and then add your own words. **See helpful words to support below** | 1. **Reading Practise:** *‘Jake the Snake’*

Read the book together and every time your child hears an a\_e split digraph word they put their finger on their nose, hand on head, hand up etc. On completion, make a list of all the a-e words and read them again. **(ATTACHED DOCUMENT)** | **Reading/Writing Extras**1. **Reading Practise:** *‘au phoneme spotter postcard – Sid the Snail’*

Colour / underline the ‘ai/ay/a\_e’ words**(ATTACHED DOCUMENT)**1. **Writing Practise:** *‘Alternative spellings for ‘ai’*

**(ATTACHED DOCUMENT)**1. **Writing Practise:** Use the ai/ay/a\_e words below to generate your own sentences. Remember capital letters, finger spaces, full stops and good handwriting. Can they use conjunctions like and, so, but?

**UPLOAD PHOTOS OF WORKSHEETS / GAMES TO TAPESTRY** |
| Spelling rules | **ai:****sound can be heard in the middle of a word** | **ay:****sound can be heard at the end of a word** | **a\_e****Magic ‘e’ / also known as a Split Digraph** **The silent ‘e’ makes the ‘a’ say its name** |
| Helpful words to support | **ai words: rain, pain, gain, tail, paid, hail,, wail, aim, jail, fail, wait, train, chain, paint, snail, brain, stain****ay words: ay, pay, day, hay, may, lay, ray, pray, play, stay, tray, spray, today, Sunday****a\_e words: name, cake, make, bake, rake, shape, shake, spade, chase, same, flame, shame, lake, snake, plane, escape, game** |