

VISUAL LEARNING

FLASH SOUNDS

OBJECTIVE: to read letter sounds a-z

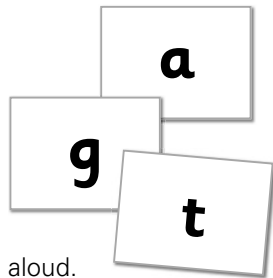
LEARNING LINK: auditory

ORGANISATION: whole class

RESOURCES: a set of large single-letter flash cards (lower-case letters only) shuffled and with no picture cues

WHAT TO DO

- The teacher will show you a flash card.
- Remember to say the letter sound only – not the letter name.
- Say the letter sound aloud.
- If you are correct, the card will be placed to one side.
- If you are incorrect, the card will be placed at the back of the pile.



NOW TRY THIS

Shuffle the cards and see how fast you can say each letter sound. Repeat the activity and try to beat your time!

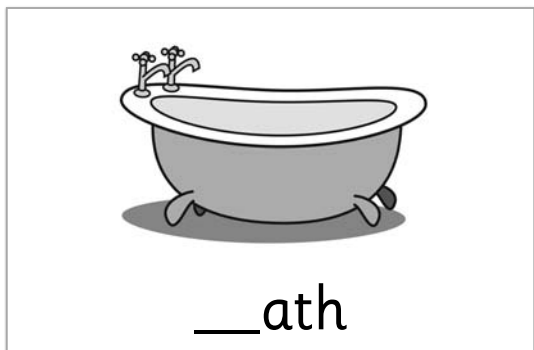
TRICKY LETTERS GAME

OBJECTIVE: to write letters b, d, p, q correctly

LEARNING LINK: auditory, tactile

ORGANISATION: groups of four (teacher/adult-led)

RESOURCES: eight laminated picture cards with a word written under each picture, but with the initial letter missing: 'bath', 'piano', 'dinosaur', 'queen', 'ball', 'quarter', 'pirate', 'duck'; dry-wipe markers, for each group

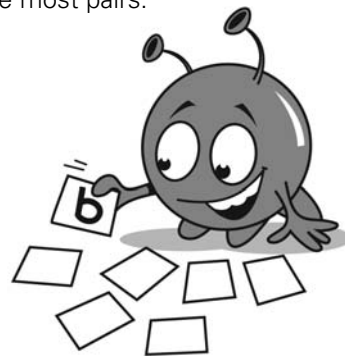


WHAT TO DO

- Look at one picture card.
- When asked, say the word.
- Write the missing letter in the space, using a dry-wipe marker.
- If you write the letter correctly, score a point.
- Repeat until all the cards have been used.
- The winner is the child with the most points.

NOW TRY THIS

Clean the writing from the pictures. Place the pictures face down on the table. Take turns to find two cards with matching first letter sounds. If a match is found, write in the missing letter and keep the cards. If the cards do not match, return them to the table. The winner is the child with the most pairs.



LETTER CARDS GAME

OBJECTIVE: to identify initial phonemes in words

LEARNING LINK: auditory, tactile

ORGANISATION: small groups

RESOURCES: sets of letter cards, for each group

WHAT TO DO

- Place the letter cards face down on a table.
- On your go, turn the cards over one at a time, and say the letter sound.
- Now think of a word that begins with that sound.
- If you are correct, keep the card.
- If incorrect, return the card to the table.
- The winner is the child with the most cards.

NOW TRY THIS

Play the game again, but this time, say and spell a word for each letter card. If you are correct, keep the card and score two points. The winner is the child who has the most points.