

# Activity guide to help with Reading and Phonics.



### Make it fun!

- Visit the library
- Build dens
- "Where do you think that truck is going?" Make up a story together about the journey of the truck, each telling a sentence at a time.
- Read a book, see the film, play the game! Make links between books and films – which is best?
- Set up treasure hunts or challenges and encourage your child to read the clues to find the treasure.
- Play yes/no games. Your child chooses an object, person or animal and answers yes/no to your questions until you guess what/who they are thinking of
- Read instructions for recipes, games, to build something and then follow them.
- Play word/spelling games like *Junior Scrabble* and *Boggle* to focus on blending letter sounds to make words.
- Joke books can be a useful thing to pack for a long car journey. Take it in turns to tell a joke or a riddle

### Activities to do with the book you are reading or have read

- Design a new front cover for the book.
- Draw a picture of the setting in the book. Can you include everything in the picture and label it?
- Choose a character and find or make a list of adjectives, similes and alliteration associated with the character.
- Write an alternative ending for the story you have read
- Draw some speech/ thought bubbles and write what the main character may be thinking or saying at different stages in the story.
- Imagine you are an agony aunt in a magazine. Write some advice to the character having problems in the story.
- Draw a cartoon strip of the main events you have read
- Design a birthday card for the main character in the book. How old are they?
- Design a wanted or missing poster for a character in the story.
- Pretend you are a character in the book and write a diary entry as them
- Which character would you most like to be? Draw them and explain why
- Write about an experience or memory of your own that is similar to what you have read.
- Write a conversation between you and the main character in the book
- Write a letter to the author of the book. Explain why you like the book or how to improve or questions about the story

- Draw a picture of your favourite part of the story
- Create a book review and mark your book out of ten.
- Find 5 interesting words in text. Write down the meaning of each word then use each one in a sentence of your own.
- Write down any new words you have found in your book and use a dictionary to record what each words means.
- Find 10 adjectives in the book. Can you use them in a sentence? Can you find synonyms for these words?
- Choose a part of the story and mime it, can they tell what is happening?
- Act out using puppets a scene from the book. Can you use different voices for the characters?
- Make up a song about your book and what happens.
- Write a letter to one of the characters.
- Find a part of the story without a picture. Can you draw one to show what happens.
- Write down 5 truths and 5 lies about what you have read. Can you trick someone?
- Change the ending to the story or create a new problem or solution.
- Draw a picture of the main character and write a description of them.
- Use puppets, dolls and construction toy characters to build a story setting.
- Write down at least 5 interesting facts that you have found out in your reading.
- Draw a picture of something you found out about in your book can you label it.
- Write a list of features of your non-fiction book. Does it have a contents? An index? How many features can you find?
- Find any 10 words in your book. Now put them into alphabetical order.
- Draw a poster to advertise the book you have read. Make sure you write on the poster why people should read it.
- Choose your favourite section from your book. Read each sentence and write down the key words and phrases to summarise it.

### General activities which will aid and support reading

#### Oral blending games.

- Robotic talking words e.g. pass me the b-a-g.  
brush your t-ee-th. As they become more confident and familiar see if they can say words in robot talk themselves.
- I spy with my little eye something beginning with..... allow children to have plenty of opportunities to guess what you have chosen.
- Point out print everywhere- talk about written words you see in the world around you e.g. road names, Tesco, McDonalds etc.
- Play with words encourage your child to sound out the word as you change it from mat, rat, sat.

### Phoneme recognition games

- Looking for letters. Whilst you are out and about ask children can they find letters from their own names, letters they have learnt in school including digraphs and trigraphs.
- Fast letter sorting. Using 3 hoops or circles choose 3 sets letters 2 which the child already knows and one new one. Spread the letter cards out and ask child to sort the letters into the correct hoop as they move it.
- Letter discrimination. Create a 3X3 grid write the letter you are focussing on in half of the spaces, in the other put letters that they have already learnt. Practise going through the letters, play games to cover the new letter with an object as fast as they can.
- Letter sound bingo. Create a 3x3 grid for each player, write some letters in the spaces making each grid slightly different. The bingo caller will say a letter in turn and the players cover the letter up if it's on their grid. The winner is the first to fill their board. To make this easier you can show them letter for them to match. To make this harder say a sound e.g. ay in day and can children choose correct ay representation.

### Tricky word games

- Bingo Create a 3x3 grid for each player, write some tricky words in the spaces which the child is learning. Make each grid slightly different. The bingo caller will say a word in turn and the players cover the word up if it's on their grid. The winner is the first to fill their board. To make this easier you can show them the word for them to match.
- Matching pairs- write each word twice on 2 separate pieces of paper. Place all the cards face down on a table. Each player takes it in turn to turn over two cards (saying the word as they do) to find matching pairs. The person with the most pairs at the end wins.
- Snap- write each word twice on 2 separate cards shuffle the cards and share them out. Each player takes turn to turn over their card, put it down and read the word. if it matches the previous card played the first person who shouts snap wins the pile. This game is best to practise tricky words your child knows fairly well.