

Week Commencing 16th November 2020



Phonic Activities

Over the next 5 afternoons, complete a range of Phonic based activities.

You will find

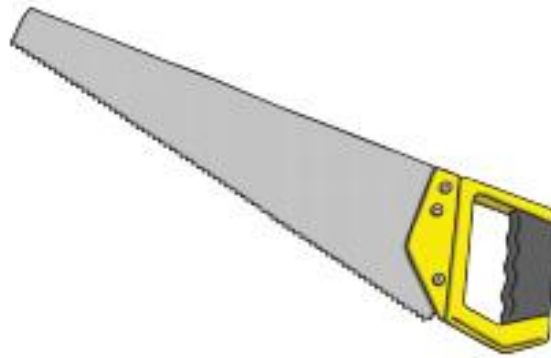
- Bingo
- Buried Treasure
- I Spy and Read
- Pictures and Captions
 - Roll and Read
- Snakes and Ladders
 - Word Cards

Have lots of fun and enjoy practising your Phonics.

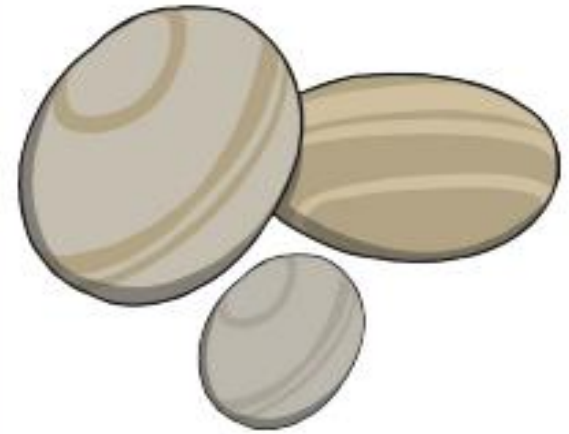
Don't forget to read lots of books of your choice practising 'Fred Talk' and 'Read the Word' to help you decode then blend a tricky word.



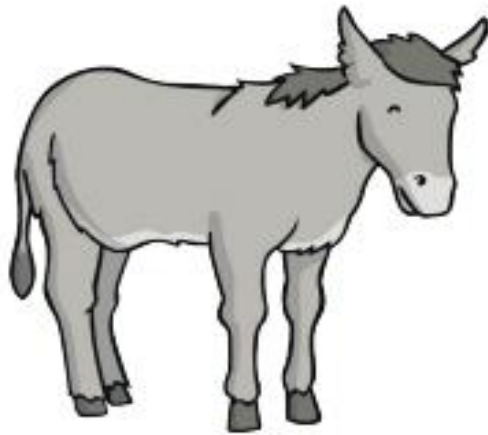
day



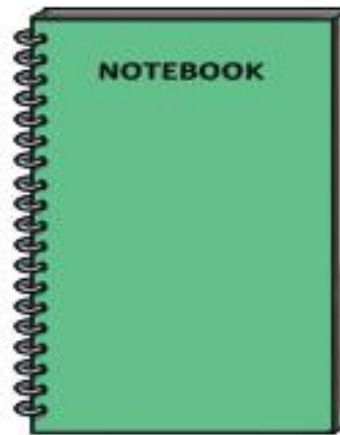
saw



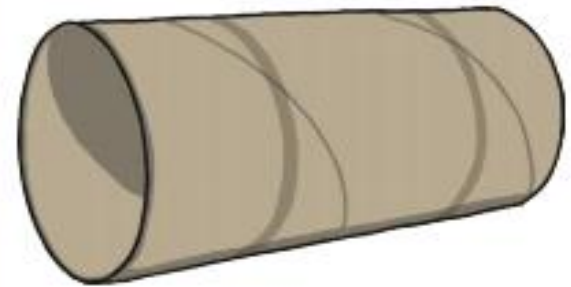
stone



donkey



note



tube



threw



clue



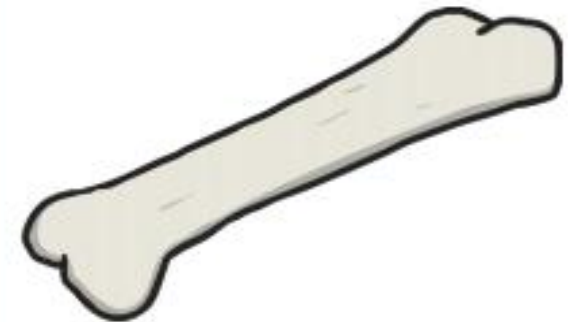
race



author



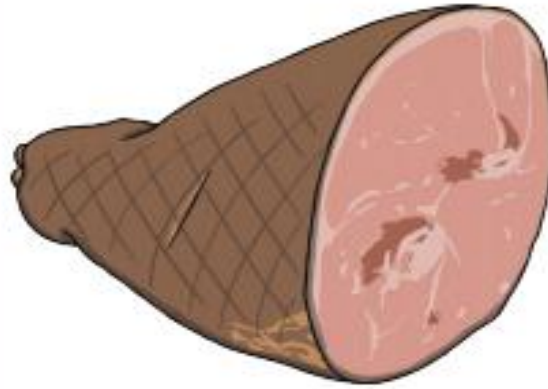
jockey



bone



cloud



meat



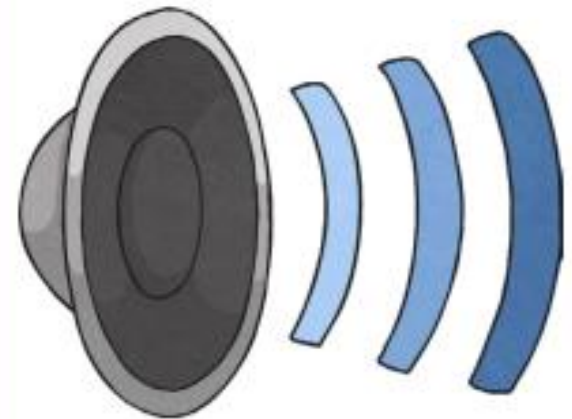
yawn



dolphin



pie



sound



Treasure Words



Fake Words



went



just



help



sixth



handstand



windmill



desktop



jump



fresh



steep



thrush



blast



scrunch



speck



drench



jinch



rindmar



woast



avark



clapast



grair



trell



hoint



yolp

I Spy and Read

Draw a line to the matching picture when you have read each word.

tent

gift

nest

shelf



hand

milk

belt

sink

I Spy and Read

Draw a line to the matching picture when you have read each word.

clay

cloud

pie

sea

treat

cried

sprout

crayon





**An elephant
stomped on
Philip's toes.**



**The crayons
looked very new.**



**I'm going to
make something
out of clay today.**



**Oh, don't these
clouds seem like
puffs of smoke!**



**Mrs Bude asked
the children if
they could put
their glue sticks
away.**



**A monkey threw a
white cube down
the slide.**



**That old house
looks very spooky
and it might be
haunted.**



**I think they have
made your bike
with thirteen
gears.**



Fred and Brent
spent a week
in Spain.



It is fun to
camp in a
tent.



I kept
bumping into
things in the
dark.



The clown did
tricks with a
chimpanzee.



Milk is good
for children's
teeth.









I must not
tramp on the
flowers.









The frog jumps
in the pond
and swims off.



A crab crept
into a crack in
the rock.

	take	name	same	late	make
	made	flame	game	came	take
	same	take	name	late	name
	name	make	same	take	late
	late	same	name	make	flame
	flame	take	late	same	name

Phase 5 Roll and Read - a-e

	taunt	haunt	launch	taut	haunt
	haunt	launch	taut	launch	taunt
	launch	taunt	haunt	taunt	taut
	taut	haunt	launch	haunt	taunt
	taunt	haunt	launch	taut	launch
	taut	launch	taunt	haunt	taunt

Phase 5 Roll and Read - au



blink

blend

blank

blink

blend



blank

blend

blink

blend

blank



blend

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blink

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blink



blend

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blend

blink

blank

Phase 4 Roll and Read - bl



brand

brown

bring

brush

brown



bring

brush

brown

brand

bring



brush

brown

brush

bring

brand



brown

brush

bring

brand

brown



bring

brush

brand

brown

bring



brand

bring

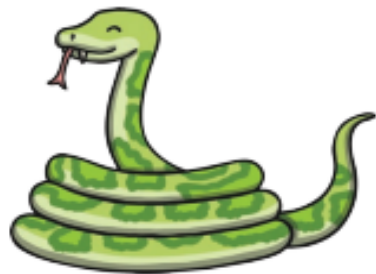
brush

brown

brand

Phase 4 Roll and Read - br

Snakes and Ladders



You will need...

- The Snakes and Ladders Board Game board
- A dice
- A counter per player



How to play...

1. Players take it in turns to roll the dice. The player with the highest number goes first, the person with the second highest goes second and so on.
2. The player moves the counter the number of spaces shown on the dice.
3. If a player lands on a snake's head, the player's counter slides down to the square at the snake's tail.
4. If a player lands on the bottom of a ladder, the player's counter climbs up to the square at the top of the ladder.
5. The first player to reach 100 is the winner!

★ 100	99	escape	97	96	95	like	93	92	91
81	82	83	84	85	ripe	who	88	89	90
80	where	78	77	pine	75	74	73	again	71
61	slide	63	water	65	66	67	68	69	gene
60	59	58	scene	56	looked	54	53	asked	51
41	called	43	44	make	46	47	time	49	50
40	39	38	day	36	people	34	33	32	Mrs
21	Mr	23	24	25	26	27	28	29	30
20	stray	18	17	16	oh	14	glue	12	race
★ 1	2	3	4	amaze	6	7	8	9	their

Phonics Snakes and Ladders Game



s-n-a-ck 20 	b-l-i-n-k 21	c-l-o-ck 22	s-m-e-ll 23 	FINISH 
th-r-ee 19	b-r-ow-n 18	17	s-m-a-sh 16	s-p-oo-n 15
m-u-n-ch 10	s-m-oo-th 11	p-r-i-n-t 12 	s-t-i-ng 13 	sh-r-i-m-p 14
d-r-ai-n 9 	c-r-e-ss 8	th-r-o-a-t 7	th-i-n-k 6 	g-r-a-ss 5
START 	t-w-i-g 1	th-a-n-k 2	t-r-i-p 3	p-l-a-n-t 4

amaze

vate



gaze

grabe



lake

quade



take

lafe



same

krate



race

splame

