C	
Say, "This grapheme <u>is code for</u> the sound /s/ (as in the word 'city') when the letter 'c' is <u>followed</u> by the letters <b>e</b> , <b>i</b> or <b>y</b> ." Cut out.	Ask, "Where can you hear the sound /s/ in the words 'city' or 'cents' or 'bicycle'?" Cut out this tile for matching with the grapheme 'c'.
"Finger trace the letter shape from the dot and say the sound /s/." "Write the letter shape in the air."	"Try writing the grapheme here. Where does the letter shape start?" "This grapheme <u>is code for</u> which two sounds?" /k/ and /s/
c ir c le c er t ai n	
lacy	
Finger-track under each word from left to right whilst saying the word slowly. Ask, "When can you hear the sound /s/ in these words?"	"Remember to hold your pencil with 'froggy legs and a log under'. Draw a picture from above where the grapheme 'c' is code for /s/."
I have found an old ten cent coin in the soil.	
Are you certain of that?	
Can I keep it please? "Look for the 'c' graphemes and think which are code for /s/ and	"Listen for the sounds from beginning to end of some 'c' /s/ words.
which are code for /k/. Read the words and sentences." 1 Early Years introduction	Use your grapheme tiles to spell the words and then write them." unit 6 letters and sounds

g	
Say, "This grapheme <u>is sometimes code for</u> the sound /j/ (as in the word 'g@rbil') when the letter 'g' is followed by the letters <b>e</b> , <b>i</b> or <b>y</b> ."	Ask, "Where can you hear the sound /j/ in the words 'g®rbil' or 'gåraffe' or 'gymnast'?" Cut out this tile for matching with the 'g'.
(J)	
"Finger trace the letter shape from the dot and say the sound /j/." "Write the letter shape in the air."	"Try writing the grapheme here. Where does the letter shape start?" "This grapheme <u>is code for</u> which <u>two</u> sounds?" /g/ and /j/
gentle magical	
giant	
Finger-track under each word from left to right whilst saying the word slowly. Ask, "When can you hear the sound /j/ in these words?"	"Remember to hold your pencil with 'froggy legs and a log under'. Draw a picture from above where the grapheme 'g' is code for /j/."
Gill tries a magic trick. I am certain it will fail.	
Gill gently taps the top	
hat. Out jumps a black	
rabbit. I am shocked!	
"Look for the 'g' graphemes which are code for /j/. Read the words and sentences."	"Listen for the sounds from beginning to end of some 'g' /j/ words. Use your grapheme tiles to spell the words and then write them."
2 Early Years introduction	unit 6 letters and sounds

Say, "This grapheme <u>is code for</u> the sound /oa/ as in the word 'oboe'".	Ask, "Where can you hear the sound /oa/ in the word 'oboe'?"
Cut out and keep this grapheme tile for games and activities.	Cut out this picture tile for matching with the 'oe'.
	«Tuu uwiting the graph and have . Milean de the letter element start?"
"Finger trace the letter shapes from the dots and say the sound /oa/." "Write the letter shapes in the air."	"Try writing the grapheme here. Where do the letter shapes start?" "This grapheme <u>is code for</u> which sound?"
h oe t oe s	
d oe	
Finger-track under each word from left to right whilst saying the word slowly. Ask, "When can you hear the sound /oa/ in these words?"	"Remember to hold your pencil with 'froggy legs and a log under'. Draw a picture of someone playing an oboe."
Joe stubs his toe on a	
rock. When he goes to	
play his oboe, he cannot	
stand. Joe has to sit	
down to play his oboe!	
"Look for the 'oe' graphemes which are code for the sound /oa/. Read the words and sentences."	"Listen for the sounds from beginning to end of some 'oe' words. Use your grapheme tiles to spell the words and then write them down."
3 Early Years introduction	unit 6 letters and sounds

i-e	
Say, "This split digraph <u>is code for</u> the sound /igh/ as in the word 'bike'". Cut out and keep this grapheme tile for various activities.	Ask, "Where can you hear the sound /igh/ in the word 'bike'?" [In the middle as /b/ /igh/ /k/.] Cut out this tile for matching with the 'i-e'.
"Finger trace the letter shapes from the dots and say the sound /igh/." "Write the letter shapes in the air."	"Try writing the split digraph here. Where do the letter shapes start?" "This grapheme <u>is code for</u> which sound?"
like ice pipes	
Finger-track under each word from left to right whilst saying the word slowly. Ask, "When can you hear the sound /igh/ in these words?"	"Remember to hold your pencil with 'froggy legs and a log under'. Draw a picture of a motor bike."
Mike likes to ride on his bike. Bonny hides his	
helmet. Mike spies it	
inside a box. Now Mike	
can ride his bike again!	
"Look for the 'i-e' split digraphs which are code for the sound /igh/. Read the words and sentences."	"Listen for the sounds from beginning to end of some 'i-e' words. Use your grapheme tiles to spell the words and then write them down."
4 Early Years introduction	unit 6 letters and sounds

<b>Beeg</b> Say, "This split digraph is code for the sound /ee/ as in the word 'concrete'". Cut out and keep this grapheme tile for various activities.	Ask, "Where can you hear the sound /ee/ in the word 'concrete'?" Cut out this picture tile for matching with the 'e-e'.
"Finger trace the letter shapes from the dots and say the sound /ee/." "Write the letter shapes in the air." <b>S W E de</b>	"Try writing the split digraph here. Where do the letter shapes start?" "This grapheme <u>is code for</u> which sound?"
SC e ne th e me Finger-track under each word from left to right whilst saying the word	"Remember to hold your pencil with 'froggy legs and a log under'.
Pete lays concrete on the drive. It is a hard job. He can park the	Draw a picture of a workman laying concrete."
car when the concrete has dried. Pete is tired. "Look for the 'e-e' split digraphs which are code for the sound /ee/. Read the words and sentences." 5 Early Years introduction	"Listen for the sounds from beginning to end of some 'e-e' words. Use your grapheme tiles to spell the words and then write them down." unit 6 letters and sounds

0-е	
Say, "This split digraph <u>is code for</u> the sound /oa/ as in the word 'rope'". Cut out and keep this grapheme tile for various activities.	Ask, "Where can you hear the sound /oa/ in the word 'rope'?" Cut out this picture tile for matching with the 'o-e'.
"Finger trace the letter shapes from the dots and say the sound /oa/." "Write the letter shapes in the air."	"Try writing the split digraph here. Where do the letter shapes start?" "This grapheme <u>is code for</u> which sound?"
h o me ph o ne	
s t o vo	
stove	
Finger-track under each word from left to right whilst saying the word slowly. Ask, "When can you hear the sound /oa/ in these words?"	"Remember to hold your pencil with 'froggy legs and a log under'. Draw a picture of a coiled rope."
Rover stole a bone. He dug	
a hole for the bone. Mum	
drove home and parked the	
car over the hole! Poor old	
Rover. He whined and	
moaned no more bone!	
"Look for the 'o-e' split digraphs which are code for the sound /oa/. Read the words and sentences."	"Listen for the sounds from beginning to end of some 'o-e' words. Use your grapheme tiles to spell the words and then write them down."
6 Early Years introduction	unit 6 letters and sounds

<b>a-e</b>	
Say, "This split digraph <u>is code for</u> the sound /ai/ as in the word 'cakes'". Cut out and keep this grapheme tile for various activities.	Ask, "Where can you hear the sound /ai/ in the word 'cakes'?" Cut out this picture tile for matching with the 'a-e'.
(Eincer trees the letter shares from the data and say the sound fail "	"Try writing the split digraph here. Where do the letter shapes
"Finger trace the letter shapes from the dots and say the sound /ai/." "Write the letter shapes in the air."	"Try writing the split digraph here. Where do the letter shapes start?" "This grapheme <u>is code for</u> which sound?"
s a me a pe	
b a ke	
Finger-track under each word from left to right whilst saying the word slowly. Ask, "When can you hear the sound /ai/ in these words?"	"Remember to hold your pencil with 'froggy legs and a log under'. Draw a picture of your favourite cake."
Jake made a big fort with	
his bucket and spade.	
Dale made a grand flag. He	
came and stuck it into the	
main tower. Then, Jake and	
Dale made a sand dragon!	
"Look for the 'a-e' split digraphs which are code for the sound /ai/. Read the words and sentences."	"Listen for the sounds from beginning to end of some 'a-e' words. Use your grapheme tiles to spell the words and then write them down."
7 Early Years introduction	unit 6 letters and sounds

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u-e	Source and the second s
Say, "This split digraph <u>is code for</u> the two sounds: /y <b>00</b> / as in 'tube' and long / <b>00</b> / as in 'flute'".	Ask, "Where can you hear the sounds /yoo/ and /oo/ in the words 'tube' and 'flute'?" Cut out this tile for matching with the 'u-e'.
"Finger trace the letter shapes from the dots and say the sounds /yoo/ - /oo/." "Write the letter shapes in the air."	"Try writing the split digraph here. Where do the letter shapes start?" "This grapheme <u>is code for</u> which two sounds?" /yoo/ - /oo/
cubecute mule	
flute rule	
Finger-track under each word from left to right whilst saying the word slowly. "When can you hear the sounds /yoo/ or /oo/ ?"	"Remember to hold your pencil with 'froggy legs and a log under'. Draw a picture of a flute which, funnily enough, is also a tube!"
Duke thinks he is a cool	
dude. His mates think so	
too. His mum is not so	
fooled! Duke's gran rules the	
house. She thinks Duke is	
cute when he plays his flute.	
"Look for the 'u-e' split digraphs which are code for the sounds /yoo/ and /oo/. Read the words and sentences."	"Listen for the sounds from beginning to end of some 'u-e' words. Use your grapheme tiles to spell the words and then write them down."
8 Early Years introduction	unit 6 letters and sounds

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Say, "This grapheme <u>is code for</u> the sound /air/ as in the word 'hair'". Cut out and keep this grapheme tile for various activities.	Ask, "Where can you hear the sound /air/ in the word 'hair'?" Cut out this picture tile for matching with the 'air'.
"Finger trace the letter shapes from the dots and say the sound /air/."	"Try writing the grapheme here. Where do the letter shapes start?"
"Write the letter shapes in the air."	"This grapheme <u>is code for</u> which sound?"
s t air s	
ch air	
Finger-track under each word from left to right whilst saying the word slowly. "When can you hear the sound /air/?"	"Remember to hold your pencil with 'froggy legs and a log under'. Draw a picture of a fashionable or funny hairstyle."
Blair went up the stairs. He	
planned to go to the fair.	
He brushed his hair and	
packed his bag. Dad said,	
"No, you cannot go". "But	
that's not fair!" cried Blair.	
"Look for the 'air' grapheme which is code for the sound /air/. Read the words and sentences."	"Listen for the sounds from beginning to end of some 'air' words. Use your grapheme tiles to spell the words and then write them down."
9 Early Years introduction	unit 6 letters and sounds

-are	
Say, "This grapheme <u>is code for</u> the sound /air/ as in the word 'hare'". Cut out and keep this grapheme tile for various activities.	Ask, "Where can you hear the sound /air/ in the word 'hare'?" Cut out this picture tile for matching with the 'are'.
"Finger trace the letter shapes from the dots and say the sound /air/." "Write the letter shapes in the air."	"Try writing the grapheme here. Where do the letter shapes start?" "This grapheme <u>is code for</u> which sound?"
c are	
stares	
s p are	
Finger-track under each word from left to right whilst saying the word slowly. "When can you hear the sound /air/?"	"Remember to hold your pencil with 'froggy legs and a log under'. Draw a picture of a hare racing across the countryside."
Clare was barely three years	
old when mum gave her a	
pet cat. Clare really cared	
for Bobble. She gave him	
the spare scraps from her	
tea plate. He ate very well!	
"Look for the 'are' grapheme which is code for the sound /air/. Read the words and sentences."	"Listen for the sounds from beginning to end of some 'are' words. Use your grapheme tiles to spell the words and then write them."
10 Early Years introduction	unit 6 letters and sounds

-ear See "This seeks as is add for the cond data in the word theory"	
Say, "This grapheme <u>is code for</u> the sound /air/ as in the word 'bear'". Cut out and keep this grapheme tile for various activities.	Ask, "Where can you hear the sound /air/ in the word 'bear'?" Cut out this picture tile for matching with the 'ear'.
"Finger trace the letter shapes from the dots and say the sound /air/." "Write the letter shapes in the air."	"Try writing the grapheme here. Where do the letter shapes start?" "This grapheme <u>is code for</u> which sound?"
b ear	
p ear s	
w ear i ng	
Finger-track under each word from left to right whilst saying the word slowly. "When can you hear the sound /air/?"	"Remember to hold your pencil with 'froggy legs and a log under'. Draw a picture of a bear or different kinds of bear."
The big brown bear was	
wearing a pair of braces.	
These held up his trousers.	
Ben was mad. A bear in	
trousers! This is not right!	
He needs to be in the wild.	
"Look for the 'ear' grapheme which in these words is code for the sound /air/. Read the words and sentences."	"Listen for the sounds from beginning to end of some 'ear' words. Use your grapheme tiles to spell the words and then write them."
11 Early Years introduction	unit 6 letters and sounds

<b>– Crc</b> Say, "This grapheme <u>is code for</u> the sound /air/ as in the word	Ask, "Where can you hear the sound /air/ in the word 'where'?"
'where'". Cut out and keep this grapheme tile for various activities.	Cut out this picture tile for matching with the grapheme 'ere'.
EPPE	
"Finger trace the letter shapes from the dots and say the sound /air/." "Write the letter shapes in the air."	"Try writing the grapheme here. Where do the letter shapes start?" "This grapheme <u>is code for</u> which sound?"
wh ere n o wh ere	
It o wit ere	
th ere	
Finger-track under each word from left to right whilst saying the word slowly. "When can you hear the sound /air/?"	"Remember to hold your pencil with 'froggy legs and a log under'. Draw a picture of a signpost pointing to different places."
Where is that man going?	
That man - over there.	
He seems to be going	
nowhere. Anywhere is better	
than nowhere! Perhaps he is	
travelling somewhere.	
"Look for the 'ere' grapheme which in these words is code for the sound /air/. Read the words and sentences."	"Listen for the sounds from beginning to end of some 'ere' words. Use your grapheme tiles to spell the words and then write them."
12 Early Years introduction	unit 6 letters and sounds

<b>Say</b> , "This grapheme <u>is code for</u> the sound /eer/ as in the word 'deer'". Cut out and keep this grapheme tile for various activities.	Ask, "Where can you hear the sound /eer/ in the word 'deer'?" Cut out this picture tile for matching with the grapheme 'eer'.
"Finger trace the letter shapes from the dots and say the sound /eer/."	"Try writing the grapheme here. Where do the letter shapes start?"
"Write the letter shapes in the air." <b>ch eer f u l</b> <b>s t eer i ng</b>	"This grapheme <u>is code for</u> which sound?"
<b>deer</b> Finger-track under each word from left to right whilst saying the word slowly. "When can you hear the sound /eer/?"	"Remember to hold your pencil with 'froggy legs and a log under'. Draw a picture of a deer in a wood."
My dad has a career as a mountaineer. Men cheer when he volunteers to save	
p <u>eo</u> ple that get lost in the mountains. My dad can cli <u>mb</u> like a mountain deer!	
"Look for the 'eer' grapheme which is code for the sound /eer/. Read the words and sentences." 13 Early Years introduction	"Listen for the sounds from beginning to end of some 'eer' words. Use your grapheme tiles to spell the words and then write them." unit 6 letters and sounds

ear	
Say, "This grapheme <u>is code for</u> the sound <u>leer</u> as in the word 'ears'". Cut out and keep this grapheme tile for various activities.	Ask, "Where can you hear the sound /eer/ in the word 'ears'?" Cut out this picture tile for matching with the grapheme 'ear'.
ROIT	
"Finger trace the letter shapes from the dots and say the sound /eer/." "Write the letter shapes in the air."	"Try writing the grapheme here. Where do the letter shapes start?" "This grapheme <u>is code for</u> which <u>two</u> sounds?" /air/ and /eer/
ear	
sh ear s	
t ear f u l	
Finger-track under each word from left to right whilst saying the word slowly. "When can you hear the sound /eer/?"	"Remember to hold your pencil with 'froggy legs and a log under'. Draw an animal with long or large ears."
Dear Gran,	
I nearly came to visit you	
yesterday. You clearly need	
to hear me sing my songs.	
Never fear as next year I	
shall appear on the stage.	
"Look for the 'ear' grapheme which is code for the sound /eer/. Read the words and sentences."	"Listen for the sounds from beginning to end of some 'ear' words. Use your grapheme tiles to spell the words and then write them."
14 Early Years introduction	unit 6 letters and sounds

-ere	
Say, "This grapheme <u>is code for</u> the sound /eer/ as in the word 'adh <mark>ere'</mark> ". Cut out and keep this grapheme tile for various activities.	Ask, "Where can you hear the sound /eer/ in the word 'adhere'?" Cut out this picture tile for matching with the grapheme 'ere'.
"Finger trace the letter shapes from the dots and say the sound /eer/."	"Try writing the grapheme here. Where do the letter shapes start?"
"Write the letter shapes in the air."	"This grapheme <u>is code for</u> which two sounds?" /air/ and /eer/
h ere	
atmos ph ere	
sincerely	
Finger-track under each word from left to right whilst saying the word slowly. "When can you hear the sound /eer/?"	"Remember to hold your pencil with 'froggy legs and a log under'. Draw someone glueing a collage."
Dear Mrs. Clere,	
Please may I perform for	
you when you come here to	
choose children for your	
Spring Concert.	
Yours sincerely, Tamara	
"Look for the 'ere' grapheme which is code for the sound /eer/ in the words above. Read the words and sentences."	"Listen for the sounds from beginning to end of some 'ere' words. Use your grapheme tiles to spell the words and then write them."
15 Early Years introduction	unit 6 letters and sounds

Say, "This grapheme is code for the sound /eer/ as in the word	Ask, "Where can you hear the sound /eer/ in the word 'cashier'?"
'cashier'''. Cut out and keep this grapheme tile for various activities.	Cut out this picture tile for matching with the grapheme 'ier'.
"Finger trace the letter shapes from the dots and say the sound /eer/." "Write the letter shapes in the air."	"Try writing the grapheme here. Where do the letter shapes start?" "This grapheme <u>is code for</u> which sound?" /eer/
f ier ce s k ier p ier	
Finger-track under each word from left to right whilst saying the word slowly. "When can you hear the sound /eer/?"	"Remember to hold your pencil with 'froggy legs and a log under'. Draw a cashier at the checkout of a foodstore."
My mum is a cashier at	
the local shop. She has	
saved up to take us on the	
pier at the seaside. My big	
brother is a keen skier. He	
is going skiing instead.	
"Look for the 'ier' grapheme which is code for the sound /eer/. Read the words and sentences."	"Listen for the sounds from beginning to end of some 'ier' words. Use your grapheme tiles to spell the words and then write them."
16 Early Years introduction	unit 6 letters and sounds

Say, "This grapheme <u>is code for</u> the sound /er/ as in the word 'birthday'". Cut out and keep this grapheme tile for various activities.	Ask, "Where can you hear the sound /er/ in the word 'birthday'?" Cut out this picture tile for matching with the grapheme 'ir'.
"Finger trace the letter shapes from the dots and say the sound /er/." "Write the letter shapes in the air."	"Try writing the grapheme here. Where do the letter shapes start?" "This grapheme <u>is code for</u> which sound?"
s ir	
th ir s t y b ir d s	
Finger-track under each word from left to right whilst saying the word slowly. "When can you hear the sound /er/?"	"Remember to hold your pencil with 'froggy legs and a log under'. Draw a birthday party scene."
It is Kirk's third birthday.	
His mum scrubs the dirt off	
him and he puts on his red	
birthday shirt. Thirteen little	
boys and girls will soon	
arrive for his party. Oh no!	
"Look for the 'ir' grapheme which is code for the sound /er/. Read the words and sentences."	"Listen for the sounds from beginning to end of some 'ir' words. Use your grapheme tiles to spell the words and then write them."
17 Early Years introduction	unit 6 letters and sounds

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ur	
Say, "This grapheme <u>is code for</u> the sound /er/ as in the word 'nurse'". Cut out and keep this grapheme tile for various activities.	Ask, "Where can you hear the sound /er/ in the word 'nurse'?" Cut out this picture tile for matching with the grapheme 'ur'.
UIF	
"Finger trace the letter shapes from the dots and say the sound /er/." "Write the letter shapes in the air."	"Try writing the grapheme here. Where do the letter shapes start?" "This grapheme <u>is code for</u> which sound?"
purse burst	
b ur g er	
Finger-track under each word from left to right whilst saying the word slowly. "When can you hear the sound /er/?"	"Remember to hold your pencil with 'froggy legs and a log under'. Draw a nurse in her uniform."
The sea waves curled and	
crashed. Karim surfed until	
he felt as if his lungs might	
burst. His back burnt in the	
hot sun. His tired legs hurt.	
Karim had a fantastic time!	
"Look for the 'ur' grapheme which is code for the sound /er/.	"Listen for the sounds from beginning to end of some 'ur' words. Use
Read the words and sentences." 18 Early Years introduction	your grapheme tiles to spell the words and then write them." unit 6 letters and sounds

ear	
Say, "This grapheme <u>is code for</u> the sound /er/ as in the word 'earth'". Cut out and keep this grapheme tile for various activities.	Ask, "Where can you hear the sound /er/ in the word 'earth'?" Cut out this picture tile for matching with the grapheme 'ear'.
COP COP	
"Finger trace the letter shapes from the dots and say the sound /er/." "Write the letter shapes in the air."	"Try writing the grapheme here. Where do the letter shapes start?" "This grapheme <u>is code for</u> which three sounds?"  air   eer   er
ear th	
h ear d	
l ear n	
Finger-track under each word from left to right whilst saying the word slowly. "When can you hear the sound /er/?"	"Remember to hold your pencil with 'froggy legs and a log under'. Draw a digger shifting piles of earth."
Sue learned lots from books.	
She searched on the internet	
to learn about the planet	
Earth. Sue heard more still	
from her mother. Then she	
did her own research.	
"Look for the 'ear' grapheme which is code for the sound /er/. Read the words and sentences." 19 Early Years introduction	"Listen for the sounds from beginning to end of some 'ear' words. Use your grapheme tiles to spell the words and then write them." unit 6 letters and sounds

WVOr	
Say, "This grapheme <u>is code for</u> the sound /er/ as in the word 'world'". Cut out and keep this grapheme tile for various activities.	Ask, "Where can you hear the sound /er/ in the word 'world'?" Cut out this picture tile for matching with the grapheme 'wor'.
"Finger trace the letter shapes from the dots and say the sounds	"Try writing the three letters here. Where do the letter shapes
/w/+/er/ together." "Write all the letter shapes in the air."	start?" "These letters together <u>are code for</u> which sounds?"
worm	
working	
w or d c	
words	
Finger-track under each word from left to right whilst saying the word slowly. "When can you hear the sound /er/?"	"Remember to hold your pencil with 'froggy legs and a log under'. Draw a view of the world from outer space."
This is the worst trip I	
have ever had. Words	
cannot describe how bad I	
feel about it. My dad's car	
did not work. He felt even	
worse than me about it.	
"Look for the 'wor' letters which are code for the sounds /w/+/er/. Read the words and sentences."	"Listen for the sounds from beginning to end of some 'wor' words. Use your grapheme tiles to spell the words and then write them."
20 Early Years introduction	unit 6 letters and sounds