

Term 1 taught all Reception graphemes and HFWs. Phases 1- 4 of Letters and Sound have now been covered.

Term 2 places emphasis on blending graphemes to read and segmenting words to spell. There is weekly opportunity to revisit learnt graphemes as part of the Monster Sounds Roar speed read.

Term 3 addresses the gap between the Letters & Sounds and the KS1 Spelling Curriculum by introducing the phase 3 digraphs which are comprehensively covered in Year 1 as part of the KS1 Spelling Curriculum. Term 3 also introduces the phase 4 HFWs and more of the 100 HFWs that are beyond the Reception HFWs.

Story books remain an essential part of this learning. Term 2 and 3 use well-known repetitive stories, action songs and games to develop reading and writing in sentences. The aim is to provide real and meaningful contexts for practising blending and segmenting of CVC, CVCC, CCVC, CCVC and 2 syllable words and HFWs.

2 week topic blocks focus on

A Repeating Story – providing real reading and writing opportunities

Blending CVC+ words to read

Segmenting CVC+ words to write words, captions and simple sentences

Active Phonics Games

An Action Song

Drawing Activities

Monster Sounds Roar – speed reading Reception Graphemes

HFW Games

HFW PowerPoints

CVC+ PowerPoints

Monday	Tuesday	Wednesday	Thursday	Friday
<p>Quick Sounds Roar Speed read the Reception Grapheme Flashcards one by one.</p>	<p>Quick CVCC Roar Blend sounds to read CVCC flashcards – put cards that need a recap to one side.</p>	<p>Quick HFW Roar Read the Reception HFW Flashcards – put cards that need a recap to one side.</p>	<p>Quick CVCC Roar Blend sounds to read CVCC flashcards – put cards that need a recap to one side.</p>	<p>Recap Roar Read through any grapheme, CVCC, CCVC or HFW flashcard which the class found tricky.</p>
<p>Reading Read The Gingerbread Man PowerPoint Match actions to the characters on the last page.</p>	<p>Re read PowerPoint The Gingerbread man</p>	<p>Writing Writing sentences on strips of paper. A cat can ... A dog can ... A lady can ... A fox can ...</p>	<p>Reading PowerPoint The Gingerbread man</p>	<p>HFW Art no go going can Show Miss Oh No and her action. Explain that the O sound can be spelt different ways. What letter makes the o sound in no go going? Use media to create HFW flashcards for a wall display. -paint, pastels, felt pens, playdough letters, iPad drawings. Take photos of models and screenshot of digital work.</p>
<p>Label each character with an action – Action Flashcards Children make their own flashcards with the words - run wag hunt grunt jump</p>	<p>Game – What’s the time? Use the Flashcards to play ‘What time is it Mr Fox’. One child is Mr Fox holding the flashcards. The class call ‘What time is it Mr Fox?’ Fox either calls out the word and the children take a step forward for every letter e.g. stamp s-t-a-m-p. Or calls dinnertime and chases.</p>	<p>Game – What’s the time? Repeat the game with Mr Fox reading the whole sentence. ‘A cat can hunt.’ Children take 4 steps for h-u-n-t. Or dinnertime!</p>	<p>Map Draw and label characters on the map to show the Gingerbread Man’s journey. Encourage any writing of the repeating sentences.</p>	<p>HFW Game – I Spy Use the Reception HFW flashcards to play I-Spy. Place the cards in the middle of the circle. Have extra copies of the focus words. ‘I-spy with my little eye, go’. Child takes the card when spotted. At the end ask the class to gather the cards in monster/colour groups. Encourage reading of all HFWs.</p>

Monday	Tuesday	Wednesday	Thursday	Friday
<p>Quick Sounds Roar Speed read the Reception Grapheme Flashcards one by one.</p>	<p>CVCC Blending PowerPoint Blend sounds to read CVCC words</p>	<p>Reception HFW PowerPoint Read the Reception HFWs</p>	<p>CCVC Blending PowerPoint Blend sounds to read CVCC words</p>	<p>Recap Roar Read through any grapheme, CVCC, CCVC or HFW flashcard which the class found tricky.</p>
<p>Song Shake your Sillies Out. Sing the song with actions!</p>	<p>Game – Simon Says Play Simon Says, repeating the song, pointing to actions on the back of the puppet. e.g. The gingerbread man says, I’m going to clap my clappers out!</p>	<p>Book Making Print out and make copies of The Gingerbread Man Pdf. In groups of 3 or 4, the children read and sequence the pages, which are then fastened together. The children then read the story as a group.</p>	<p>HFW Art I like am to Show Yellow I and his action. Explain that the I sound can be spelt different ways. How is it spelt in I and like? Introduce Cool Blue and his action. He makes the oo sound in to – compare this to go and so. Use a variety of media to create HFW flashcards for a wall display. -paint, pastels, felt pens - playdough letters - iPad drawings Take photos of models and screenshot of digital work.</p>	<p>HFW Sentence Writing & Yes/No Questions Use I like no go going to write the following sentences with pictures. I like I am I go to I am going to Yes/no answers Yes/No Questions Read each question and answer yes or no.</p>
<p>Puppet Art Glue the edges of the 2 A4 Puppet templates to make a puppet. Writing Write the action words on the back of the Gingerbread Man puppet</p>	<p>Hopscotch Game CVCC and CVCC word hopscotch – draw out hopscotch with as many boxes as desired. Instead of numbers in the boxes write the key words in chalk.</p>	<p>Repeat Hopscotch Game CVCC and CVCC word hopscotch – draw out hopscotch with as many boxes as desired. Instead of numbers in the boxes write the key words in chalk.</p>	<p>Vehicle Race Game Have 2 sets of go no going I like flashcards per group. Each flashcard is taped to a vehicle. Each time a matching flashcard is taken from a feely bag, that car moves forward. The first to pass the finish wins.</p>	<p>Vehicle Race Game Have 2 sets of go no going I like flashcards per group. Each flashcard is taped to a vehicle. Each time a matching flashcard is taken from a feely bag, that car moves forward. The first to pass the finish wins.</p>

Monday	Tuesday	Wednesday	Thursday	Friday
<p>Quick Sounds Roar Speed read the Reception Grapheme Flashcards one by one.</p>	<p>Quick CVCC Roar Blend sounds to read CVCC flashcards – put cards that need a recap to one side.</p>	<p>Quick HFW Roar Read the Reception HFW Flashcards – put cards that need a recap to one side.</p>	<p>Quick CVCC Roar Blend sounds to read CVCC flashcards – put cards that need a recap to one side.</p>	<p>Recap Roar Read through any grapheme, CVCC, CCVC or HFW flashcard which the class found tricky.</p>
<p>Reading Read The Little Red Hen PowerPoint Match actions to the characters on the last page.</p>	<p>Re read PowerPoint The Little Red Hen</p>	<p>Writing Writing sentences on strips of paper. A pig likes to ... grunt. A dog likes to ... woof. A rat likes to ... sniff. A hen likes to ... peck.</p>	<p>Reading PowerPoint The Little Red Hen</p>	<p>HFW Art you me yes Show Cool Blue and his action. What letters make the oo sound in you? Compare this to to. Introduce Green Froggy and her action. What letters make the E sound in me? Use media to create HFW flashcards for a wall display. -paint, pastels, felt pens, playdough letters, iPad drawings. Take photos of models and screenshot of digital work. Add pictures of Angry Red A.</p>
<p>Label each character with an action – Action Flashcards Children make their own flashcards with the words - stamp grunt scratch bark blink sniff woof tramp twitch grump slump munch yum gulp lick</p>	<p>Game – Blow in the Wind You will need pegs, string and straws. Peg the flashcards that the class created yesterday onto the washing line. Working in pairs, children whisper ‘blow the word ‘blink’ in the wind’. Their partner finds a copy of the word and blows it with their straw. Change places and repeat.</p>	<p>Game – Blow in the Wind Repeat the game. This time ask the children to blow and then take the flashcard. Play the game until all of the flashcards have been taken.</p>	<p>Writing Animal Speech Bubbles Model writing of the sentence ‘Will you help me’ on the whiteboard. Children write a sentence in pairs on whiteboards. Can you help me? Children cut out the Little Red Hen from the Animal Speech Bubbles pdf and write the sentence.</p>	<p>HFW Game – Treasure Hunt Hide the Reception HFW flashcards around the classroom. In pairs children hunt for as many words as they can find. Write these on a piece of paper to win a point. Who can find the focus words?</p>

Monday	Tuesday	Wednesday	Thursday	Friday
<p>Quick Sounds Roar Speed read the Reception Grapheme Flashcards one by one.</p>	<p>CVCC Blending PowerPoint Blend sounds to read CVCC words</p>	<p>Reception HFW PowerPoint Read the Reception HFWs</p>	<p>CCVC Blending PowerPoint Blend sounds to read CVCC words</p>	<p>Recap Roar Read through any grapheme, CVCC, CCVC or HFW flashcard which the class found tricky.</p>
<p>Song Old MacDonald</p> <p>Sing the song!</p> <p>Use the song to talk about the A, E, I and O sounds. How are these sounds different to the short a, e, i and o? Which Monster Phonics characters make these sounds?</p>	<p>Writing Animal Speech Bubbles Part 2 Model writing 'No, not me' and 'Yes I will'. Children write sentences in pairs on small whiteboards. Children cut out the pig, the dog, the rat and Angry Red A from the Animal Speech Bubbles pdf and write the sentence in the speech bubbles. Stick all the characters on sugar paper and add farm drawing to create a scene.</p>	<p>Book Making Print out and make copies of The Little Red Hen pdf.</p> <p>In groups of 3 or 4, the children read and sequence the pages, which are then fastened together. The children then read the story as a group.</p>	<p>HFW Art play day way Show Angry Red A from the story. He makes the A sound which is spelt in different ways. How is it spelt in in play. day and way? Use paint, pastels, felt pens, playdough letters, iPad drawings to create HFW flashcards for a wall display. Take photos of models and screenshot of digital work. Add pictures of Angry Red A.</p>	<p>HFW Sentence Writing & Yes/No Questions</p> <p>Use I like no go going to play day you me write the sentences with pictures.</p> <p>I like to play ... On this day I I like me. You can go to</p> <p>Yes/No Questions Read each question and answer yes or no.</p>
<p>Monster Phonics Colouring Choose a monster to colour. Write on any words that contain this sound. Add it to a Monster Phonics display.</p>	<p>CVCC Bingo Play in groups of 3 to 5. Each player has a bingo card. Place the bingo words face-down on the table. Players take turns to take a word. They keep it if is on their bingo card. If not then they return it to the table.</p>	<p>Repeat CVCC Bingo Play in groups of 3 to 5. Each player has a bingo card. Place the bingo words face-down on the table. Players take turns to take a word. They keep it if is on their bingo card. If not then they return it to the table.</p>	<p>Game – Fishing HFW Place a paperclip on each HFW flashcard like to play day way you me can go going no Use a magnet tied to a string, ideally passed through a straw to create a fishing rod. Children take turns to fish and read. Write down their catch.</p>	<p>Game – Fishing HFW Place a paperclip on each HFW flashcard like to play day way you me can go going no Use a magnet tied to a string, ideally passed through a straw to create a fishing rod. Children take turns to fish and read. Write down their catch.</p>

Monday	Tuesday	Wednesday	Thursday	Friday
<p>Quick Sounds Roar Speed read the Reception Grapheme Flashcards one by one.</p>	<p>Quick CVCC Roar Blend sounds to read CVCC flashcards – put cards that need a recap to one side.</p>	<p>Quick HFW Roar Read the Reception HFW Flashcards – put cards that need a recap to one side.</p>	<p>Quick CVCC Roar Blend sounds to read CVCC flashcards – put cards that need a recap to one side.</p>	<p>Recap Roar Read through any grapheme, CVCC, CCVC or HFW flashcard which the class found tricky.</p>
<p>Reading Read The Three Little Pigs PowerPoint On the last page, find the Angry Red A words. Which one is different? Find the Green Froggy words. What makes the 'E' sound? And the Miss Oh No Words. What makes the 'O' sound? Can this make another sound? (to, do)</p>	<p>Re read PowerPoint The Three Little Pigs Often words ending in s and f have a double ff and double ss in English. Are there any in this story? fuff puff Jess Tess Bess The words of and bus are common exceptions.</p>	<p>Writing Character Descriptions - use the HFW flashcards to write one or more sentences to describe a character. Use the templates provided. For example He has a black hat. She is the little pig. Provide the word sheet for support, especially for little middle</p>	<p>Reading PowerPoint The Three Little Pigs</p>	<p>HFW Art they my see he she Show Green Froggy and her action. How is see different to he and she? Show Yellow I and the action. Which letter makes the I sound in my? Show Angry Red A. Recap how they is different to play. Use media to create HFW flashcards for a wall display. -paint, pastels, felt pens, playdough letters, iPad drawings. Take photos of models and screenshot of digital work.</p>
<p>HFW Flashcards Children make their own flashcards on blank paper for the words - he she is the no go going am can to you he me she we play day way away I like of see my said</p>	<p>Hopscotch Game CVCC and CVCC word hopscotch – draw out hopscotch with as many boxes as desired. Instead of numbers in the boxes write the key words in chalk.</p>	<p>Repeat Hopscotch Game CVCC and CVCC word hopscotch – draw out hopscotch with as many boxes as desired. Instead of numbers in the boxes write the key words in chalk.</p>	<p>Writing Little Pig Speech Bubbles Model writing the sentence I will huff and I will puff on the whiteboard. Children write the sentence in pairs on whiteboards. I will not let you in. Children cut out one of the little pigs from the Little Pigs Speech Bubbles pdf and write the sentence.</p>	<p>HFW Game – I Spy Use the Reception HFW flashcards to play I-Spy. Place the cards in the middle of the circle. Have extra copies of the focus words. 'I-spy with my little eye, my'. Child takes the card when spotted. At the end ask the class to gather the cards in monster/colour groups. Encourage reading of all HFWs.</p>

Monday	Tuesday	Wednesday	Thursday	Friday
<p>Quick Sounds Roar Speed read the Reception Grapheme Flashcards one by one.</p>	<p>CVCC Blending PowerPoint Blend sounds to read CVCC words</p>	<p>Reception HFW PowerPoint Read the Reception HFWs</p>	<p>CCVC Blending PowerPoint Blend sounds to read CVCC words</p>	<p>Recap Roar Read through any grapheme, CVCC, CCVC or HFW flashcard which the class found tricky.</p>
<p>Song If You're Happy and You Know it, Sing the song! Explain the actions and use the CCVC+ words, written on the whiteboard or 4 paper to indicate which one to follow clap stamp blink grunt snap</p>	<p>Writing Animal Speech Bubbles Part 2 Model write I will huff and puff. You can all play. Children write sentences in pairs on small whiteboards. Then cut out the characters from the Little Pig Speech Bubbles pdf and write the sentence in the speech bubbles. Stick all the characters on sugar paper and decorate the scene.</p>	<p>Book Making Print out and make copies of The Three Little Pigs pdf. In groups of 3 or 4, the children read and sequence the pages, which are then fastened together. The children then read the story as a group.</p>	<p>HFW Art all of is Show Tricky Witch and explain how she likes to change the sounds of letters. Which letters has she cast a spell on and what sounds do they make? Use paint, pastels, felt pens, playdough letters, iPad drawings to create HFW flashcards for a wall display. Take photos of models and screenshot of digital work. Add pictures of Tricky Witch.</p>	<p>HFW Sentence Writing & Yes/No Questions Use they my see all said of is to write the following sentences with pictures. I like all of my .. They can see He is She is Yes/No Questions Read each question and answer yes or no.</p>
<p>Monster Phonics Colouring Choose a monster to colour. Write on any words that contain this sound. Add it to a Monster Phonics display.</p>	<p>CCVC Bingo Play in groups of 3 to 5. Each player has a bingo card. Place the bingo words face-down on the table. Players take turns to take a word. They keep it if is on their bingo card. If not then they return it to the table.</p>	<p>Repeat CCVC Bingo Play in groups of 3 to 5. Each player has a bingo card. Place the bingo words face-down on the table. Players take turns to take a word. They keep it if is on their bingo card. If not then they return it to the table.</p>	<p>Vehicle Race Game Have 2 sets of they my see all said of is flashcards per group. Each flashcard is taped to a vehicle. Each time a matching flashcard is taken from a feely bag, that car moves forward. The first to pass the finish wins.</p>	<p>Vehicle Race Game Have 2 sets of they my see all said of flashcards per group. Each flashcard is taped to a vehicle. Each time a matching flashcard is taken from a feely bag, that car moves forward. The first to pass the finish wins.</p>

Monday	Tuesday	Wednesday	Thursday	Friday
<p>Quick Blends Roar Speed read the Reception Initial Blends Flashcards one by one.</p>	<p>Quick CCVCC Roar Blend sounds to read CCVCC flashcards – put cards that need a recap to one side.</p>	<p>Quick HFW Roar Read the Reception HFW Flashcards – put cards that need a recap to one side.</p>	<p>Quick Compound Words Roar Blend sounds to read Compound Word Flashcards – put cards that need a recap to one side.</p>	<p>Recap Roar Read through any grapheme, CCVCC, compound or HFW flashcard which the class found tricky.</p>
<p>Reading Read The Three Billy Goats Gruff PowerPoint On the last page, read the words. The 2 syllable and compound words can be moved apart to demonstrate how to break each syllable unit for reading. Read the HFWs and the CCVCC words.</p>	<p>Re read PowerPoint The Three Billy Goats Gruff</p>	<p>Writing Character Actions - show the sample sentences and picture cues. Children write a sentence on the flashcard to describe the actions of a chosen character. For example He went across the bridge. She went across the bridge. He went to the green grass. She drank a drink. He slept in a trench.</p>	<p>Reading PowerPoint The Three Billy Goats Gruff</p>	<p>HFW Art went for am Show the Black Cats and the action. They make words using sounds that the children have already learnt. The words are phonetic. Use media to create HFW flashcards for a wall display. -paint, pastels, felt pens, playdough letters, iPad drawings. Take photos of models and screenshot of digital work.</p>
<p>HFW Flashcards Children use words from the story to look at compound words (pondweed, lunchbox) Cut out the Compound Words Flashcards pdf. Stick on the board – ask children to find matching pairs. Children use these to write compound flashcards.</p>	<p>Game – Blow in the Wind You will need pegs, string and straws. Peg the flashcards that the class created yesterday onto the washing line. Working in pairs, children whisper ‘blow the word ‘sandpit’ in the wind’. Their partner finds a copy of the word and blows it with their straw. Change places and repeat.</p>	<p>Repeat Blow in the Wind Repeat the game. This time ask the children to blow and then take the flashcard. Play the game until all of the flashcards have been taken.</p>	<p>Writing Little Billy Goats Gruff Speech Bubbles Model writing the sentence I am going to the green grass. Children write the sentence in pairs on whiteboards. I will not let you. Children cut out a Billy Goat and the Troll and write the sentences.</p>	<p>HFW Game Write the key words very large in chalk in the outside area. Play games where the children run to the word which is shouted out by an adult.</p>

Monday	Tuesday	Wednesday	Thursday	Friday
<p>Quick Blends Roar Speed read the Reception Final Blends Flashcards one by one.</p>	<p>CCVCC Blending PowerPoint Blend sounds to read CVCC words</p>	<p>Reception HFW PowerPoint Read the Reception HFWs</p>	<p>Compound Words PowerPoint Blend sounds to read compound words</p>	<p>Recap Roar Read through any grapheme, CCVCC, compound or HFW flashcard which the class found tricky.</p>
<p>Compound Words Song What have you got in your lunchbox?</p> <p>Read through the compound flashcards that the children made.</p> <p>Sing the song to the tune of 'We All Go Round the Mulberry Bush'</p> <p>handbag sandpit lipstick drumstick anthill bathtub suntan sunset goldfish pondweed</p>	<p>Writing Animal Speech Bubbles Part 2 Model write Have a sandwich. I am full! Children write sentences in pairs on small whiteboards. Then cut out the characters from the Little Billy Goats Gruff Speech Bubbles pdf and write the sentence in the speech bubbles. Stick all the characters on sugar paper and decorate the scene.</p>	<p>Book Making Print out and make copies of The Three Billy Goats Gruff pdf.</p> <p>In groups of 3 or 4, the children read and sequence the pages, which are then fastened together. The children then read the story as a group.</p>	<p>HFW Art the said was Show Tricky Witch and explain how she likes to change the sounds of letters. Which letters has she cast a spell on and what sounds do they make? Both letters a and s are changed in was. Use paint, pastels, felt pens, playdough letters, iPad drawings to create HFW flashcards for a wall display. Take photos of models and screenshot of digital work. Add pictures of Tricky Witch.</p>	<p>HFW Sentence Writing & Yes/No Questions</p> <p>Use went for am the said was to write the following sentences with pictures.</p> <p>She went for He was .. I am ... The cat said</p> <p>Yes/No Questions Read each question and answer yes or no.</p>
<p>Adding New Items Ask the children to think of other compound words to add to the song and add actions eg raindrop, windmill, playground, teapot, rainbow.</p>	<p>Compound Words Bingo Play in groups of 3 to 5. Each player has a bingo card. Place the bingo words face-down on the table. Players take turns to take a word. They keep it if it is on their bingo card. If not then they return it to the table.</p>	<p>Compound Words Bingo Play in groups of 3 to 5. Each player has a bingo card. Place the bingo words face-down on the table. Players take turns to take a word. They keep it if it is on their bingo card. If not then they return it to the table.</p>	<p>Wall Race Game Hide several copies of went for am the said was in the room. Put one of each word in a space on a wall. Each time a flashcard is found put it above the last one on the wall. The winner has the column which is the highest.</p>	<p>Repeat Wall Race Game Hide several copies of went for am the said was in the room. Put one of each word in a space on a wall. Each time a flashcard is found put it above the last one on the wall. The winner has the column which is the highest.</p>

Monday	Tuesday	Wednesday	Thursday	Friday
<p>Quick Blends Roar Speed read the Reception Initial Blends Flashcards one by one.</p>	<p>Quick CCVCC Roar Blend sounds to read CCVCC flashcards – put cards that need a recap to one side.</p>	<p>Quick HFW Roar Read the Reception HFW Flashcards – put cards that need a recap to one side.</p>	<p>Quick Compound Words Roar Blend sounds to read Compound Word Flashcards – put cards that need a recap to one side.</p>	<p>Recap Roar Read through any grapheme, CCVCC, compound or HFW flashcard which the class found tricky.</p>
<p>Reading Read The Enormous Turnip PowerPoint On the last page, read the HFWs and the CCVCC words.</p>	<p>Re read PowerPoint The Enormous Turnip</p>	<p>Writing Character Actions - show the sample sentences and picture cues. Children write a sentence on the flashcard to describe the actions of a chosen character. For example Let's eat it for a snack. Let's eat it before the slugs do. Let's eat it for a picnic. We can grill it so it is crunchy. Lots of turnip up for grabs.</p>	<p>Reading PowerPoint The Enormous Turnip</p>	<p>HFW Art come are Show the Tricky Witch and her action. Which letters has she cast a spell on? Introduce the Ghosts. Explain that they are silent letters that make no sound. Which letters are silent? Use media to create HFW flashcards for a wall display -paint, pastels, felt pens, playdough letters, iPad drawings. Take photos of models and screenshot of digital work.</p>
<p>HFW Flashcards Children use words from the story to write CCVCC and 2 syllable flashcards - crunch scunch crash smash blast strong string spring grabs slugs snack grill picnic</p>	<p>Game – What's the time? Use the Flashcards to play 'What time is it Mr Farmer'. One child is Mr Farmer holding the flashcards. The class call 'What time is it Mr Farmer?' The farmer either sounds out the word and the children take a step forward for every letter e.g. strong s-t-r-o-n-g or calls dinnertime!</p>	<p>Game – What's the time? Repeat the game with Mr Fox reading the whole sentence. 'Let's eat it for a snack.' Children take 4 steps for s-n-a-ck. Or dinnertime and chases!</p>	<p>Writing The Enormous Turnip Speech Bubbles Model writing the sentence Let's eat it for a snack. Children write the sentence in pairs on whiteboards. Let's eat it for a picnic. Children cut out the old man and the dog and write the sentences.</p>	<p>Game – Fishing HFW Place a paperclip on each HFW flashcard. Use a magnet tied to a string, ideally passed through a straw to create a fishing rod. Children take turns to fish and read. Write down their catch.</p>

Monday	Tuesday	Wednesday	Thursday	Friday
<p>Quick Blends Roar Speed read the Reception Final Blends Flashcards one by one.</p>	<p>CCVCC Blending PowerPoint Blend sounds to read CVCC words</p>	<p>Reception HFW PowerPoint Read the Reception HFWs</p>	<p>Compound Words PowerPoint Blend sounds to read compound words</p>	<p>Recap Roar Read through any grapheme, CCVCC, compound or HFW flashcard which the class found tricky.</p>
<p>The Turnip Chant Write on the whiteboard push pull twist thrust must pushes bushes Point out the sound of the es ending in pushes and bushes. Chant the song together, adding actions.</p>	<p>Writing Animal Speech Bubbles Part 2 Model write Lots of turnip to grab. We can grill it so it is crunchy. Children write sentences in pairs on small whiteboards. Then cut out the characters from The Enormous Turnip Speech Bubbles pdf and write the sentence in the speech bubbles. Stick all the characters on sugar paper and decorate the scene.</p>	<p>Book Making Print out and make copies of The Enormous Turnip pdf. In groups of 3 or 4, the children read and sequence the pages, which are then fastened together. The children then read the story as a group.</p>	<p>HFW Art we this yes big dog cat Show Green Froggy and her action. Link we to me she he. Show the Black Cats and their action. Explain that this starts with the th(v) sound and yes big dog cat are phonetic. Use paint, pastels, felt pens, playdough letters, iPad drawings to create HFW flashcards for a wall display. Take photos of models and screenshot of digital work. Add pictures of Tricky Witch.</p>	<p>HFW Sentence Writing & Yes/No Questions Use come are we yes big dog cat this to write the following sentences with pictures. We are ... This big dog ... The cat can come to .. Can you come to Yes/No Questions Read each question and answer yes or no.</p>
<p>Adding New Items Ask the children to think of a sentence from the story. Can it be added to the chant? For example Let's eat it for a snack. Let's eat it before the slugs do. Let's eat it for a picnic.</p>	<p>CCVCC Bingo Play in groups of 3 to 5. Each player has a bingo card. Place the bingo words face-down on the table. Players take turns to take a word. They keep it if it is on their bingo card. If not then they return it to the table.</p>	<p>Repeat CCVCC Bingo Play in groups of 3 to 5. Each player has a bingo card. Place the bingo words face-down on the table. Players take turns to take a word. They keep it if it is on their bingo card. If not then they return it to the table.</p>	<p>Wall Race Game Hide several copies of went for am the said was in the room. Put one of each word in a space on a wall. Each time a flashcard is found put it above the last one on the wall. The winner has the column which is the highest.</p>	<p>Game – Fishing HFW Place a paperclip on each HFW flashcard Use a magnet tied to a string, ideally passed through a straw to create a fishing rod. Children take turns to fish and read. Write down their catch.</p>

Monday	Tuesday	Wednesday	Thursday	Friday
<p>Quick Blends Roar Speed read the Reception Initial Blends Flashcards one by one.</p>	<p>Quick CCVCC Roar Blend sounds to read CCVCC flashcards – put cards that need a recap to one side.</p>	<p>Quick HFW Roar Read the Reception HFW Flashcards – put cards that need a recap to one side.</p>	<p>Quick Compound Words Roar Blend sounds to read Compound Word Flashcards – put cards that need a recap to one side.</p>	<p>Recap Roar Read through any grapheme, CCVCC, compound or HFW flashcard which the class found tricky.</p>
<p>Reading Read Goldilocks and the Three Bears PowerPoint On the last page, read the HFWs and the CCVC, CVCC, CCVCC and compound words. How did Brown Owl help Goldilocks?</p>	<p>Re read PowerPoint Goldilocks and the Three Bears.</p>	<p>Writing Goldilocks sentences - show the sample sentences and picture cues. Children write a sentence on the flashcard to describe the actions of a chosen character. For example I felt a drop of rain. I will just smell it. I need a rest. I have not slept.</p>	<p>Reading PowerPoint Goldilocks and the Three Bears.</p>	<p>HFW Art mum and dad Include other Reception HFWs Show the action for the phonetic black cat words. Use media to create HFW flashcards for a wall display - paint, pastels, felt pens, playdough letters, iPad drawings. Take photos of models and screenshot of digital work.</p>
<p>HFW Flashcards Children use words from the story to write flashcards CCVCC - smell slept track drops blink crash CVCC - just went soft felt lots fast help bang CCVC – stop then</p>	<p>Hopscotch Game CCVCC, CVCC and CVCC word hopscotch – draw out hopscotch with as many boxes as desired. Instead of numbers in the boxes write the key words in chalk.</p>	<p>Repeat the Hopscotch Game CCVC, CVCC and CVCC word hopscotch – draw out hopscotch with as many boxes as desired. Instead of numbers in the boxes write the key words in chalk.</p>	<p>Writing Goldilocks and the Three Bears Speech Bubbles Model writing the sentence This is too soft. Children write the sentence in pairs on whiteboards. I will help you. Children cut out the Goldilocks and Brown Owl and write the sentences.</p>	<p>Game – Fishing HFW Place a paperclip on each HFW flashcard. Use a magnet tied to a string, ideally passed through a straw to create a fishing rod. Children take turns to fish and read. Write down their catch.</p>

Monday	Tuesday	Wednesday	Thursday	Friday
<p>Quick Blends Roar Speed read the Reception Final Blends Flashcards one by one.</p>	<p>CCVCC Blending PowerPoint Blend sounds to read CVCC words</p>	<p>Reception HFW PowerPoint Read the Reception HFWs</p>	<p>Compound Words PowerPoint Blend sounds to read compound words</p>	<p>Recap Roar Read through any grapheme, CCVCC, compound or HFW flashcard which the class found tricky.</p>
<p>Song – The Goldilocks Hokey Cokey</p> <p>Write on the whiteboard track smells jumps blinks</p> <p>Sing the song together, adding actions.</p>	<p>Writing Animal Speech Bubbles Part 2 Model write Someone has been sleeping in my bed. Someone has been sitting in my chair. Children write sentences in pairs on small whiteboards. Then cut out the characters from Goldilocks Speech Bubbles pdf and write the sentence in the speech bubbles. Stick all the characters on sugar paper and decorate the scene.</p>	<p>Book Making Print out and make copies of Goldilocks and the Three Bears pdf.</p> <p>In groups of 3 or 4, the children read and sequence the pages, which are then fastened together. The children then read the story as a group.</p>	<p>HFW Art All Reception HFWs Use paint, pastels, felt pens, playdough letters, iPad drawings to create HFW flashcards for a wall display. Take photos of models and screenshot of digital work. Add pictures of Tricky Witch.</p>	<p>HFW Sentence Writing & Yes/No Questions</p> <p>Use the Reception HFWs flashcards to write the following sentences with pictures.</p> <p>Mum and dad like my cat. He said that we are going to bed. The vet will come to see my dog. She went to play all day.</p> <p>Yes/No Questions Read each question and answer yes or no.</p>
<p>Adding New Items Ask the children to think of a sentence from the story. Can it be added to the song? For example The three bears left the house They went to see Brown Owl Went to Brown Owl Left the House Shake it all about</p>	<p>HFW Bingo Play in groups of 3 to 5. Each player has a bingo card. Place the bingo words face-down on the table. Players take turns to take a word. They keep it if it is on their bingo card. If not then they return it to the table.</p>	<p>Repeat HFW Bingo Play in groups of 3 to 5. Each player has a bingo card. Place the bingo words face-down on the table. Players take turns to take a word. They keep it if it is on their bingo card. If not then they return it to the table.</p>	<p>Vehicle Race Game Have 2 sets of 5 Reception HFW flashcards per group. Each flashcard is taped to a vehicle. Each time a matching flashcard is taken from a feely bag, that car moves forward. The first to pass the finish wins.</p>	<p>Game – Fishing HFW Place a paperclip on each HFW flashcard Use a magnet tied to a string, ideally passed through a straw to create a fishing rod. Children take turns to fish and read. Write down their catch.</p>