

Prompt cards: Foundations for phonics

Tuning into sounds (weekly provision)

Play with sounds	Notes
<ul style="list-style-type: none">• Say: <i>Let's play with sounds.</i>• Using the children's names, or objects that are particularly engrossing for them, make up alliterative phrases that the children will engage and enjoy experimenting with. <p>Examples: David's dangerous dinosaur/Malak's marvellous, magic mittens</p> <p>Bertha the bus goes to the zoo</p> <ul style="list-style-type: none">• Chant the rhyme: <i>Bertha the bus is going to the zoo. Who does she see as she passes through?</i>• Pull models or pictures of the animals she sees out of a bag, and say the name of the animal.• At the end of the chant, briefly discuss with the children the initial sound of the animals and encourage them to enunciate it.• Repeat using animals with different initial sounds.• Extend by using alliterative phrases for some of the animals (see Play with sounds above).	<ul style="list-style-type: none">• This game can be:<ul style="list-style-type: none">◦ played incidentally (as the children are playing and the practitioner is supporting or extending their play.)◦ pre-planned during free play or as a group activity.• Ensure you correctly enunciate the sound and carefully make the correct formation with your mouth.• This is also a great opportunity to use new vocabulary with the children. <p>Purpose</p> <ul style="list-style-type: none">• To explore how different sounds are articulated• To understand alliteration so that children can make connections with the same sounds• To enjoy experimenting with sounds <ul style="list-style-type: none">• Prepare a toy bus and a bag with animal pictures or models that all begin with the same initial sound.• Repeat the chant before revealing each animal, and encourage the children to join in with the repeated chant.• Emphasise the initial sound as you say the name of the animal.• Ensure you correctly enunciate the sound and carefully make the correct formation with your mouth.• Encourage the children to play this game independently, during free play, by providing them with the relevant resources. <p>Purpose</p> <ul style="list-style-type: none">• To explore how different sounds are articulated• To enjoy experimenting with sounds

Name play	Notes
<p>• Say: <i>Let's play name play.</i></p> <p>• Pull the children's name cards out of a bag. Show each card and say the name.</p> <p>• Make up fun sentences with the children's names.</p> <p>Examples: Tyrone has ten tickly toes. Beti has a banana.</p> <p>Voice sounds</p> <p>• Say: <i>Let's play voice sounds.</i></p> <p>• Model making different voice sounds.</p> <ul style="list-style-type: none"> ◦ Make your voice go down a slide – <i>wheeeee</i> ◦ Make your voice bounce like a ball – <i>boing, boing</i> ◦ Sound really disappointed – <i>oh</i> ◦ Hiss like a snake – <i>ssssss</i> ◦ Keep everyone quiet – <i>shhhhh</i> ◦ Moo like a cow – <i>mmmmooooo</i> ◦ Make a noise like a steam train – <i>ch-ch-ch</i> ◦ Buzz like a bumble bee – <i>zzzzz</i> ◦ Be a clock – <i>tick tock</i> <p>What's in the box?</p> <p>Explain that all the objects begin/end with the same sound.</p> <ul style="list-style-type: none"> • Take out each object one by one and say what it is, emphasising the intail/end sound. • Use the copy me method so the children say the sound and object. • Check the children know what the object is. 	<p>• Prepare a bag of cards with the children's names written on them.</p> <p>• Emphasise the focus sound (/t/) within the fun sentence.</p> <p>• Ensure you correctly enunciate the sound and carefully make the correct formation with your mouth.</p> <p>Purpose</p> <ul style="list-style-type: none"> • To explore how different sounds are articulated • To understand alliteration so that the children can make connections with the same sounds • To enjoy experimenting with sounds <ul style="list-style-type: none"> • Emphasise the mouth articulation. <p>Purpose</p> <ul style="list-style-type: none"> • To explore how different sounds are articulated • To enable children to explore different mouth movements <p>You will need to source the objects/photos listed on the weekly grid for this game.</p> <ul style="list-style-type: none"> • Graphemes at the end of words are 'x', 'ck', 'll', 'ff', 'ss' and 'zz'.