

Trick or Treat?

You will need:

- Trick and treat labels (see resources)
- A pot and pumpkin
- Trick or treat words (see resources)

Phonics skills:

This game allows your child to practise reading real (treat) and pseudo (trick) words as expected in the phonics screening test.

Physical skills:

To develop balance and co-ordination through movement, using a range of different actions.

How to Play:

- Prepare your 'trick' and 'treat' containers using the labels provided. These can be stuck to any kind of container or even a pot and carved pumpkin if you have them.



- Print and cut out the trick or treat words that are appropriate to your child's current phonic level (see resources below). If you do not have a printer, write the relevant words onto pieces of paper or card.
- Spread them around the inside or outside area you will be playing in.
- Explain to your child that they are going to collect one word at a time and blend the phonemes to read the word. If it is a real word, they run and place it into the treat pot (pumpkin).

- If it is a pseudo (nonsense) word, they run and put it into the trick pot (cauldron).
- Each time your child goes to find a different word ask them to move in a different 'spooky' way. Examples includes:
Jump like a witch's frog, fly like a witch, stumble like a skeleton, glide like a ghost, crawl like a spider, walk like a zombie.
- Repeat until all the words have been read and put into the appropriate pot.
- Check through the words with your child to ensure they are all in the correct pot. If not, place them into the correct area.

Teaching tips:

If you do not have a pumpkin and pot, find any two containers, and place the trick and treat pictures on the front that can be found in the resources below.

If your child struggles to blend, be patient. The process of learning to read is easier for some children than for others. Blending to read can be a long process and many children will say the sounds "c-a-t" several times and then say "elephant" or some other random word. The key is to remain calm and patient and model the process to your child making the blending more and more obvious until you are virtually saying the word. Then let them have a go.

Resources:

This game has 4 different sets of resources to cater for a range of different phonic levels. Please choose the appropriate level for your child.

Set 1: This set can be used with children learning to recognise graphemes (the written representation of a sound). The real letters go into the treat box, the other symbols into the trick box.

Set 2: This set uses some phonemes from Phase 2 only.

Set 3: This set uses phonemes from Phases 2 and 3.

Set 4: This set uses phonemes from Phases 2 - 5.

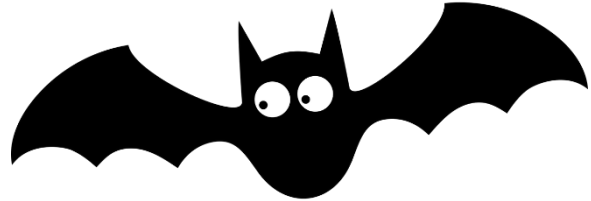
Sets 3 and 4 contain words used in previous phonic screening tests.

Set 1

f



b



g



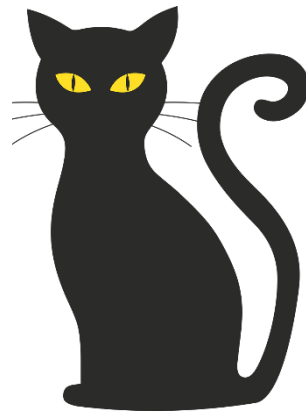
s



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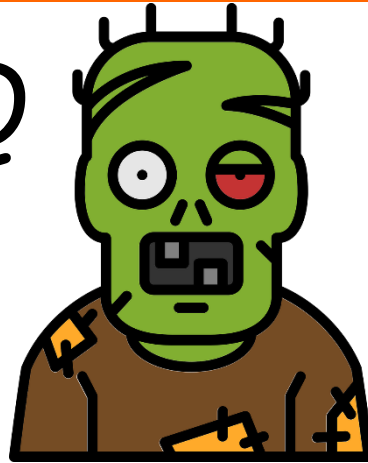
c



5



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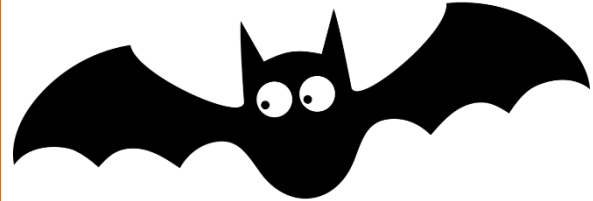


Set 2

hop



bat



hid



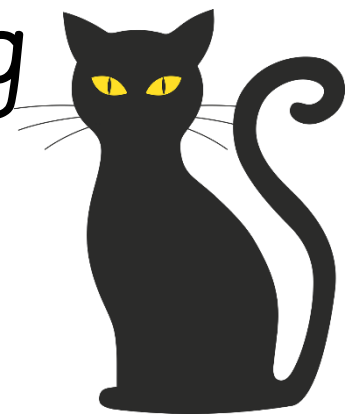
leg



fun



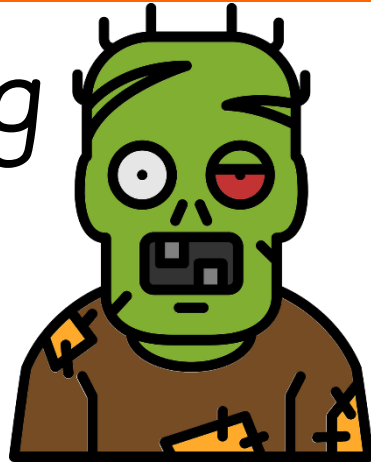
mog



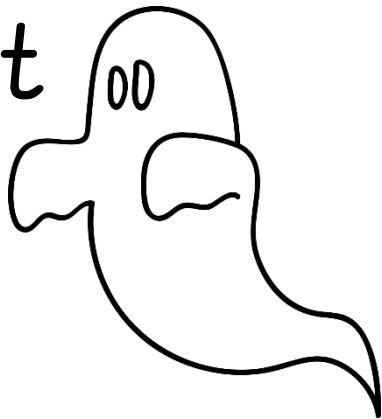
fip



lig



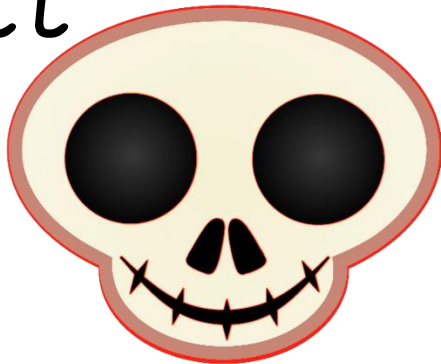
dat



reb



sut



mep

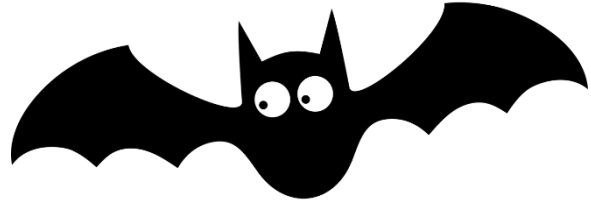


Set 3

horn



chin



long



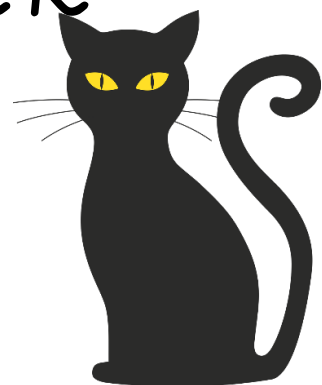
dart



queen



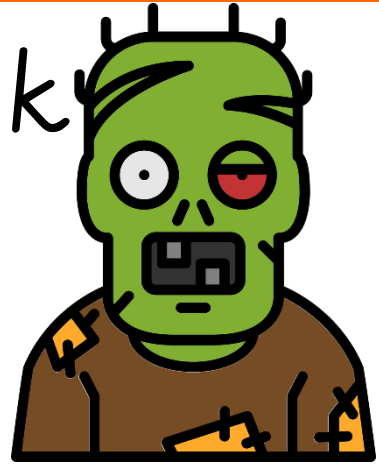
shock



jigh



zook



woats



doil



yair



beff

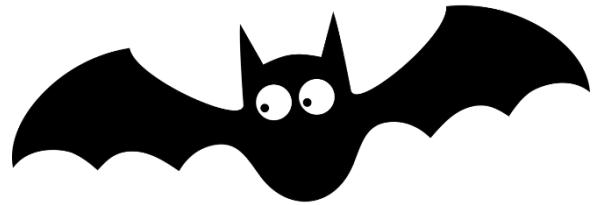


Set 4

shape



feast



groans



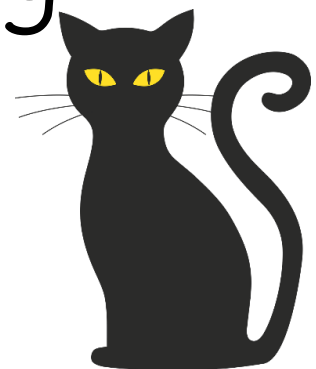
gloom



straw



spray



phobe



zome



splam



rird



clend



zued



