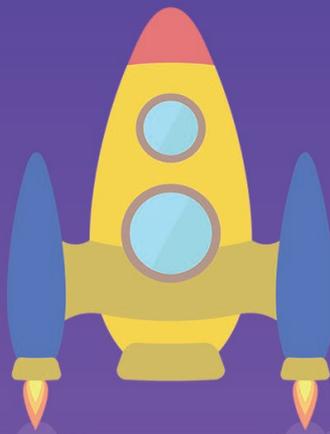


ROCKET RESCUE



Phonics learning opportunities

To practise segmenting for spelling.

Organisation

This game can be used as:

- 1) A teaching tool
- 2) Independent practise
- 3) A spelling test

Teaching ideas

Using the game as a teaching tool (whole class or small group)

Click on the Start button. A picture representing a word will appear and the word will be spoken. If you want to hear the word again, click on the Replay button.

Model soundtalking the word. Count out the phonemes on your fingers. Model drawing this number of soundbuttons on a whiteboard. Soundtalk the word again and model writing the grapheme that represents each phoneme above the relevant sound button.

Ask the children if they agree with your spelling of the word (making deliberate mistakes here can lead to some interesting discussions). Type the word into the computer and click on Enter. With subsequent words ask all children to say the word, soundtalk it, draw soundbuttons and write the word on their individual whiteboards. Pick a willing volunteer and ask them to show you how they have spelt the word. Type this into the computer. Ask all children to show (using thumbs up/thumbs down) whether they agree or not with this spelling. Give the first child the choice of whether to keep their original spelling or change it. Click Enter to let the children find out how they have done. Encourage all children to tick each letter they got right.

Obviously this will be a slow process for the first few tries but as children become familiar with the game you should aim to pick the pace up and work through words quickly. N.B Don't expect to get through all ten words during the teaching segment of a phonics session.

Using the game for independent practise

Just let the children play. If the room is noisy, headphones may be helpful. Remind the children to try and soundtalk the words and listen carefully for all the phonemes. Encourage them to reflect on any spelling they get wrong and try to learn from their mistakes.

If children are working in pairs, ensure that both partners are involved in playing the game. For example, have a rule that one child should do the typing but that the other child will tell them exactly which letters to type in. Once they have completed the game they should swap roles.

At the end of the session, ask children to mark their partner out of ten (by holding up fingers) on how well they did at sticking to their role, sharing and being helpful.

Using the game as a spelling test

Obviously you can very simply test an individual child on a single computer. However, you can also test a large group of children in a computer suite. You will need one child per PC. If there are too many children, simply get them all to bring a reading book and get half the group to do the test whilst the other half read, then swap over.

Simply ask the children to do the test and then put their hand up when they get to the final score screen. The scores are large so that you can see them from a distance and record them on a class list.

A note about assessment

This game only gives you a quick snapshot of how well a child is doing in terms of spelling at a particular phase. Before you decide whether they are ready to move on to the next phase you also need to consider how they are doing with reading as well.