

# TOOLBOX PHONICS

British Curriculum-Aligned Phonics through Play

## Phase 3 Group Planning

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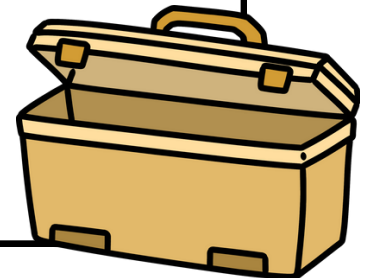
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## REVISIT

**Dizzy Dinosaurs:** For this game, the children stand in a large circle, each holding a Phase 2 flashcard. One child takes a turn to be the 'dizzy dinosaur', standing in the middle of the circle while wearing a blindfold. With their finger outstretched, the dizzy dinosaur spins on the spot. When they stop, the sound they are pointing at is the one to guess. The other players provide clues about the sound by saying words that begin with the corresponding letter. Once the child guesses the sound, they can remove their blindfold to check. If a child points to an end sound (e.g., ck), let them know it's an end sound before giving clues.

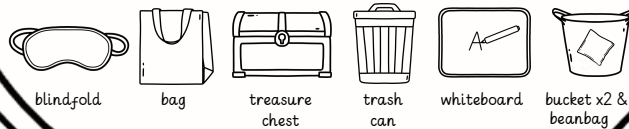
**Tricky Words:** Revise using flashcards.

Phase 3.1

j v w x

## TOOLBOX PHONICS

Suggested Toolbox Items:



## SENTENCES

Time to sit and focus! Decide whether the children will read sentences, write them, or do both. **For the reading option**, the children will read and answer simple 'yes or no' questions. To make the game interactive, create a fun way for the children to answer. Ideas include having the children run to either side of the room, throw a beanbag into a 'yes' or 'no' bucket, or simply hold up a 'yes' or 'no' card. To play, display a question large enough for everyone to see. The children read it and then answer 'yes' or 'no' by throwing, running, or holding up a sign. **For the writing option**, the children will write their own 'yes or no' questions by changing the word in yellow to something else and recording the entire sentence on a whiteboard.

Note: Sentences include tricky word 'the'

## TEACH SOUNDS

Each week, the children will be taught four new sounds. You can either teach all four sounds together or introduce a different sound each day. All of the 'read' and 'spell' activities provide the option to focus on one sound or all four sounds. When introducing each sound (j, v, w, and x), use the letter flashcards and model the correct pronunciation and letter formation. Note that x is an end sound.

**Corners:** This game helps isolate the new sounds in words and match them to the corresponding letters. To play, label each corner of the room (or playground) with j, v, w, and x, and put the picture cards into a bag. The adult will then take picture cards from the bag one at a time, hold them up, and name them. Each time, the children listen and identify the initial or end sound by racing to the corresponding corner. **Tip:** The larger the running space, the more fun the game!

## READ WORDS

**Treasure or Trash:** For this game, you will need a treasure chest and a trash can. If you don't have these as real items, you can simply print and stick the picture versions onto boxes. Place the treasure chest and trash can in the middle of a circle, lay the picture cards in front of them, and put the word cards into a bag- if you have a drawstring pirate-style bag, even better! The children pass the bag around the circle, each taking a turn to draw a word card from the bag and read it. The child must decide whether the word is real or fake, placing real words in the treasure chest and fake words in the trash can. Additionally, encourage them to find the matching picture card for the real words. This not only helps the children determine if the word is real but also shows that they understand what they've read.

## SPELL WORDS

**Hide & Find:** Hide the picture cards around the room and print the pages labelled j, v, w, and x onto A3 paper. Place the sheets on tables or attach them to the board. To play, the children move around the room to find the hidden pictures. Each time a child finds a picture, they return to the table or board and record the word on the correct sheet. Encourage them to sound out the words as they spell them. Once all the pictures have been found and recorded, review the words together to see which letter had the most words.

**Note:** If you are focusing on one sound, play the game in the same way but only hide words containing the focus sound and only print the corresponding page for recording.