

TOOLBOX PHONICS

British Curriculum-Aligned Phonics through Play

Phase 6A Planning

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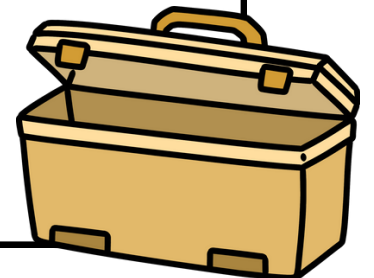
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REVISIT

Act it Out: The revisits in Phase 6 will review the grammar terminology needed for the lesson, ensuring the children understand the types of words being altered by the focus prefix or suffix. As this lesson uses **verbs**, the revisit activity will review what a verb is. (If they have not yet learnt about verbs, use this as a teaching opportunity.) Since a verb is an action or doing word, take the flashcards and call out the different verbs for the children to demonstrate—for example: jump, dance, eat. Flip the card to reveal the answer.

Note: While this lesson focuses on verbs, it does not use verbs exclusively.

Phase 6.1

+un Prefix

TOOLBOX PHONICS

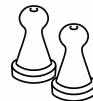
Suggested Toolbox Items:



bag



dice



playing pieces

SENTENCES

Time to sit and focus! Today's sentence activity involves both **reading** and **writing** within the same task.

The children will read each sentence and change the word highlighted in **bold** to its opposite by adding the prefix '**un**' at the beginning. Reiterate that the word in bold is the **root word**, and '**un**' is the **prefix**.

Make sure today's prefix is clearly displayed for the children to refer to.

TEACH PREFIX

This lesson introduces the concept of a prefix to the children for the first time. Begin by showing them the prefix '**un**' and explain that a prefix is different from a grapheme. A prefix is a group of letters—in this case, '**un**'—added to the beginning of a word to change its meaning. Provide an example: show a picture of someone who is happy and write the root word 'happy'. Then, show a picture of someone who is unhappy and explain that when we add the prefix 'un' to the word 'happy', it becomes 'unhappy'. The prefix 'un' changes the meaning of the word to 'not' or 'the opposite of'. Highlight that '**happy**' is the **root word** and '**un**' is the **prefix** that changes its meaning. Explore more examples by playing a memory game of 'pairs' where the children take turns turning over cards to find matches, such as 'pack' and 'unpack'. Each time, reiterate what the root word is and how the 'un' prefix changes it to mean 'not' or 'the opposite of'.

READ WORDS

Mime Time: This game focuses on reading words with the '**un**' prefix while recognising that these words mean the opposite of the **root word**. To play, place the word cards into a gift bag or box. Have the children sit in a circle and invite a volunteer to step into the middle. The volunteer then secretly takes a word card from the bag, reads it, and places it face down. They act out the word using only mime actions (no talking), while the other children try to guess what it is. After each round, reiterate the root word and explain how the '**un**' prefix changes its meaning to 'not' or 'the opposite of'.

SPELL WORDS

Board Game: During this activity, the children will learn to simply add the prefix '**un**' to the beginning of a **root word** to spell it, highlighting just how easy it is. To play, print a copy of the game, a record sheet for each player, and gather some counters and a die. The board game has different root words (typically verbs) on the landing squares. Every time a player lands on a square, they must change the root word to its opposite by adding the '**un**' prefix and recording it on their record sheet. Players continue around the board until all words have been claimed, with the winner being the player with the most words. To help vary the number of words claimed per player, a word cannot be claimed twice; rolling a '3' means 'miss a turn', and rolling a '6' means 'take another turn'.