Phonics Screening Check Survival: Week 2 Intervention Pack Overview

	Session 1	Session 2	Session 3	Session 4	Session 5
Warm-Up	**Roll a Vowel Sound** Children roll a dice and find a word containing the corresponding sound (ai, ee, igh or oa) using the Roll a Vowel Sound Activity Sheet. Decode and colour the word accordingly.	**Phonics Fortune Tellers** Child to play with a pre-made Fortune Teller, reading nonsense words containing the sounds ai, ee, igh and oa.	**Mixed-Up Maze** Lead the alien back to the spaceship by following the path of Phase 2 nonsense words through the maze.	**Word Hunt** Children must collect and correctly read 15 words (made up of real Phase 2 words and nonsense words) hidden around their learning environment.	**Sound Towers** Children sort words on building bricks into towers to show words containing the same sound – 'oo'/'oo' (two towers), 'ar', 'or' and 'ur'.
Input	**All About 'oo'/'oo'** Introduce 'oo' explaining that it can make two sounds. Read the Word Cards and sort into two piles according to sound made.	**All About 'ar'** Introduce sound 'ar'. Use the Word Spinner to read a range of real and nonsense words containing the digraph 'ar'.	**All About 'or'** Introduce sound 'or'. Read some Yes or No Questions containing the digraph 'or'. Can the children spot the grapheme and read accurately?	**All About 'ur'** Introduce sound 'ur'. Take words out of a container filled with tissue paper. Unfold words, circle the digraph and decode.	**Speedy Sounds Recap** Recap 'oo'/'oo', 'ar', 'or' and 'ur'. Give children 20 words to read and sort into five piles according to which sound they contain, splitting the two 'oo's.
Apply	**'oo' Loop Cards** Children have a set of Loop Cards. Can they complete the loop by reading the word and matching it to the correct picture?	**'ar' Car Park** Adult to robot talk each word. Child to park their car in the parking space which displays the correct word.	**'or' Sound Buttons** Children use pre-given word cards and put sound buttons and lines beneath the graphemes using playdough.	**'ur' Riddles** Children to read and solve the riddle to identify which word out of a bank of 'ur' words, must be the answer.	**Spot the Sounds** Children are given a picture and a jumbled box of sounds. Can they circle all the sounds they can hear in that word?
Assess and Review	**Trash or Treasure** Children have 20 'oo' words on food items. Sort the words into real and nonsense words. Unpick how to read nonsense 'oo' words.	**'ar' Spotter Postcard** Children read the postcard, circling the 'ar' digraph when they see it and correctly decoding all words.	**Snakes and Ladders** Children have a grid of 'or' words. They must roll a dice, move a counter and read the 'or' word that they land on to stay there.	**Lily Pad Leap** Children are frogs. They must cross the pond by jumping on lily pads containing 'ur' words which they blend and read correctly.	**Mock Screening Check** Children read 40 words (containing 'oo'/'oo', 'ar', 'or' and 'ur') in Phonics Screening Check format.

Suggested Home Learning Links:
A specially designed phonics mystery game (The Mystery of the Rainbow) which focuses on the consolidation of the sounds covered so far during the intervention programme (ai, ee, igh, oa, oo/oo, ar, or and ur).

Disclaimer

It is important to note that the Mock Screening Check resources included in Session 5 are only intended to familiarise the children with the test format and don't fully cover all of the content domains recommended by the DfE in their Assessment Framework for the Development of the Year 1 Phonics Screening Check, but instead only focus on the sounds covered in the week's intervention sessions.