Phonics Screening Check Survival: Week 2 Session 3

Preparation	**Print Out and Prepare:** **Mixed-Up Maze** **sheets**, **'or' Poster**, **'Yes or No Questions**, **Snakes and Ladders Game** **Laminate and Trim:** **'or' Sound Button Cards** **Resources:** Colouring pencils or felt tips, playdough or sticky tack, dice and counters
Warm-Up	**Mixed-Up Maze** Give each child a copy of the **Mixed-Up Maze**. Tell the child that they must find their way from start to finish by following and colouring the path of nonsense words. Encourage the children to decode each word aloud before colouring it in so that you can assess their knowledge of phase 2 sounds. **Can the child speedily and accurately identify and read phase 2 real and nonsense words?**
Input	**All About 'or'** Use the **'or' Poster** to introduce the sound. Remind the children that 'or' is a diagraph, explaining that the two letters work together to make one sound. Model saying the 'or' sound aloud. Ensure your pronunciation is clear and it is a pure sound. Ask the children to repeat the sound back to you until you are happy they are confident and clear in their sound production. Show the trimmed **Yes or No Questions** one at a time. Ask the children to identify and read the word containing the 'or' grapheme first. Then, encourage the child to read the whole question aloud. Ask the child to show their yes (thumbs up) or no (thumbs down) response after reading the question to show their understanding. **Is the child able to identify and read words containing 'or'?**
Apply	**'or' Sound Buttons** Lay out the prepared **'or' Sound Button Cards**. Model making the correct sound buttons for the word from playdough. Ask the children to select a word and make their own sound buttons. Encourage them to look for the 'or' sound first, making a line beneath the digraph using playdough. Complete all the words and recap any sounds that the children found difficult to identify. **Can the child accurately identify the sounds within a word containing 'or'?**
Assess and Review	**Snakes and Ladders** Pair up children or work with the child to play the **Snake and Ladders Game**. Move through the board game reading each 'or' word landed upon. If the word is read correctly, the player can remain on that space. If the word is read incorrectly, they must go back to the previous square. The aim of the game is to finish first. Remember: if the player lands on a ladder, they can move up. If they land on a snake, it takes them back down. **Can the child accurately read words containing 'or'?**