

Phonics games

A Listening moment: Remind the children how to be good listeners and invite them to show how good they are at listening by remembering all the sounds they hear when they listen for a moment. Ask them what made each sound and encourage them to try to make the sound themselves

Teddy is lost in the jungle: One child (the rescuer) is taken aside while a teddy bear is hidden somewhere in the room. Tell the other child, family members... they are going to guide the rescuer to the teddy by singing louder as the rescuer gets closer to, or quietly as the rescuer moves further away from the teddy. Alternatively lead the children in singing a familiar song, rhyme or jingle, speeding up and slowing down to guide the rescuer.

Story sounds: As you read or tell stories, encourage the children to play their instruments in different ways(e.g. Make this instrument sound like the goat crossing the bridge, the monster walking...)Invite them to make their own suggestions for different characters. (e.g. How might Goat's feet sound as he walks by the bridge?).

Noisy neighbour: This game needs two adults to lead it. Tell a simple story about a noisy neighbour and invite the children to join in. Begin with: *Early this morning the children were all fast asleep*-(Ask the children to close their eyes and pretend to sleep)- *when all of a sudden they heard a sound from the house next door.*

At this point the adult makes a sound from behind the screen.

The story teller continues: wake up children. *What's that noise?*

The children take it turn to identify the sound and then the whole group are encouraged to join in with: *Noisy neighbour, please be quiet. We are trying to sleep.*

Repeat the simple story line with another sound (e.g. snoring, brushing teeth, munching, cornflakes, yawning, stamping feet, washing)

Encourage the children to add their own ideas to the story about the noisy neighbour

Rhyming soup: Ask a small group to sit in a circle so they can see a selection of rhyming objects (e.g.. rat, hat, cat) placed on the floor. Use a bowl and spoon as props to act out the song. Invite the child to choose an object to put into the soup and place it in the bowl. After each turn, stir the soup and sing the following song to recite the growing list of things that end up in the soup. You can create small pictures as a prop! You can do the same game looking for the initial sounds, for example look for objects with "b" as a first sound, e.g. banana, ball, bat, balloon, and mix them with other random pictures.

Sing the first part of the song to the tune of "Pop Goes the Weasel"

I'm making lots of silly soup

I'm making soup that's silly

I'm going to cook it in the fridge

To make it nice and chilly

In goes...a fox...a box...some socks

Tennis game: pretend that you are playing tennis to create rhymes. When is your turn say for example cat to pass the "ball", and the other person will say a word that rhymes with cat and pass the "ball" mat...