

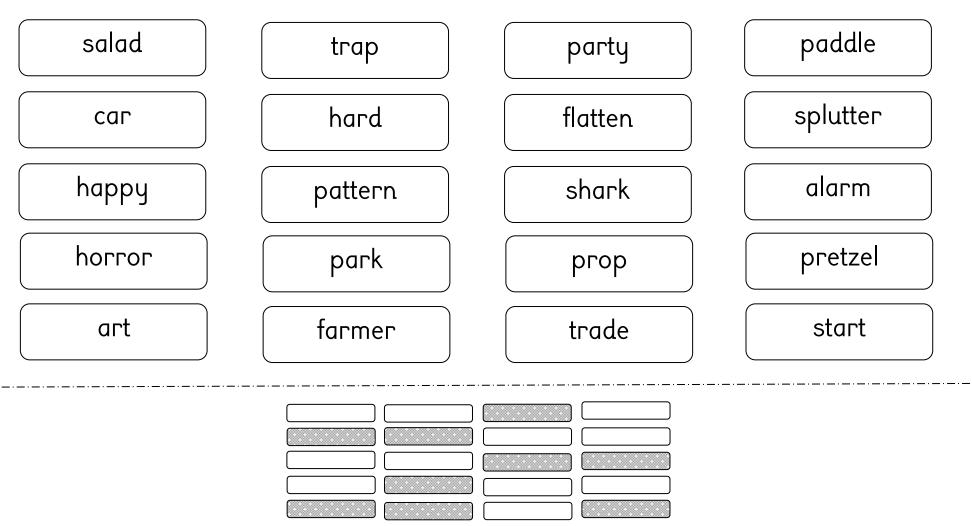
Reading and sorting: words with ar spellings



Photocopy this page onto card and cut into reading and sorting cards. Store cards in an envelope and stick the label on the front for reference. This activity can be split into two levels by colour coding the spellings on the cards first with highlighter pens. Cards can also be made into a simple matching game by printing on two different colours of card. Select five or six words and place face down on the table. Take it in turns to find the pairs.

Colour in the words with ar spellings of the ar sound





Fold this sheet on the dotted line. Read the words in the column on the left. Listen to the sounds in the words. Colour in the lozenges with words that have **ar** spellings of the ar sound. Repeat this in the other columns. Unfold the sheet and check the correct words have been coloured in. This sheet may be photocopied by the purchaser. © Phonic Books Ltd 2020



Timed reading

blast shark alarm starve half clasp aunt calf park craft hearth calm cart path yard balm harp dance dark start qasp flask starch last harm palm laugh

1st try Time:

half shark alarm starve blast clasp aunt hearth calf cart park path craft calm yard harp dance start balm dark qasp flask last starch laugh harm palm

2nd try Time:

shark alarm starve half blast clasp aunt park path craft hearth calf calm cart balm harp dance yard dark start qasp flask starch last palm harm laugh

3rd try Time:

This timed reading exercise is for the pupil to improve his/her reading speed and fluency. Ask the pupil to read the words as fast as he/she can. Record the time in the box. Repeat the exercise. This sheet can be cut or folded along the dotted lines to allow for different presentations.

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Jed has a garden but he hates gardening. Sim and Jed chat on the phone. Sim's dad has given him six plants. They are all dark green. Jed sends Sim a tiny parcel. There are six big plant pots in the parcel. Sim puts his plants in the pots. He adds a string of lights. The plants look great! He tells Jed it looks like a painting.

There are 7 things in the story above that are not true. Can you spot them?

Ask the pupil to read the text carefully and circle any false information that has been planted in the story.

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A game for two players: Play with two sets of coloured counters or two different sets of coins. Players take turns to read a word and put a counter on it. The winner is the first to get four of his or her counters in a row in any direction. The winner places a counter on a picture of Sim. The game is played four times until all the pictures of Sim are covered.

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