



9Ь	Total rods guantity				
7	o	1	ţ	q	Rod I
7	1	1	ţ	q	Вод Н
7	а	1	ţ	q	Rod G
7	מ	1	ţ	9	Rod F
91	ss	11	ţţ	ck	Rod E
91	ч	K	р	d	Rod D
91	,	э	w	1	Rod C
91	n	o	u	מ	Rod B
91	а	6	j	s	A bog
Total rods	Rod Face 4	Rod Face 3	Rod Face 2	Rod Face 1	

Letters & Sounds Phase Two Reading Rods® include:



Learning to Read is a Snap!®

LSP 7150-UK

Ages 3+



Letters & Sounds

Set of 96

Phase Two



⚠ WARNING:

CHOKING HAZARD - Small parts. Not for children under 3 years. RISQUE D'ÉTOUFFEMENT. Petites pièces. Interdit aux enfants en dessous de 3 ans. ERSTICKUNGSGEFAHR, Kleine Teile. Nicht geeignet für Kinder unter 3 Jahren. PELIGRO DE ASTIXIA. Piezas pequeñas. No se recomienda para menores de 3 años.



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9/18/09

This set of 96 Reading Rods® includes four complete sets of letters specifically tailored to teaching Phase Two of the Letters & Sounds phonics framework. Follow our unique activities that engage multiple senses and build confidence by breaking down the reading process into achievable tasks.

Word Search

This game will help to develop:

- Segmenting
- Blending
- Word recognition

Give the children a mixture of rods with both vowels and consonants on them. Ask them to make as many words as they can from the rods. They can use each rod as many times as they like. They should record the words they make on a white board to allow them to use the rods again to make more words.

Word Builder

This game will help to develop:

- Phoneme recognition
- Segmenting

This is a game for four children. Give each child a complete set of the rods and then, using the new phoneme(s) the children are learning in their daily phonics session, ask them to build chosen words. After you have worked through the words on your agenda, ask the children to have a go at making more words with the remaining rods. What words can they make?

Wonky Words

This game will help to develop:

- Blending
- Word recognition

The children work in pairs. Split the rods equally between the pairs and ask the children to snap the rods together to make words and wonky words. As children turn the line of rods each sequence of letter faces will make either a real or wonky word. They must then blend the phonemes available to make as many words as they can. Now ask the pairs to swap places with another pair. Each pair should now be sitting in front of a pile of words and wonky words they did not make. The aim of the game is to correctly sort each set of rods into words and wonky words. The first pair to correctly identify the real words wins.

Reading Rummy

This game will help to develop:

- Blending
- Word recognition

The object of the game is to get rid of all your rods by blending them to make words. Give each child an equal amount of rods depending on the group of children you are working with (i.e. 5-10) ask the children to look and blend the phonemes they have to see if they can make word(s). Take turns around the table. When it is your turn, you can lay down any words you have and then you can choose another phoneme from the middle to help you make a word with the rods you have left. You may only swap rods so that you never have more than you started with. The winner is the first to get rid of all their rods.