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Set 1 s, a, t, p	)				
Objective	We are learning a new letter s	We are learning a new letter <mark>a.</mark>	We are learning a new letter t	We are learning a new letter p	We will practise all the letters we have learned and practise blending and segmenting
Revisit/ Review	Revision from Phase 1. Look at sets of 3 pictures – 2 that rhyme and 1 that doesn't. Ask children to find the odd one out. E.g. hat, cat, bus / bin, bell, pin / bun, lock, sock / fan, pan, pig Cake Bake (Phase 1)	Revision from Phase 1.  Play Name Play see p34 in Letters and Sounds.  Children make up alliterative sentences including their name e.g.  Josh jumps and jiggles.	Play Silly Soup (Revision of Phase 1) see p34 Ask children to find the pictures that start with t and put them into the saucepan.	Play Flashcards with the letters s a t. See p52. Show a flashcard, children say the phoneme. Repeat, increasing speed. Flashcards: Speed Trial Flashcards: Time Challenge	Put an assortment of magnetic letters/phonix cubes or grapheme cards down. Say a phoneme (s a t p) and ask children to find the letter. Muddle the letters up again and repeat. Who can get to the letter first.
Teach	Introduce the letter s - see three part example session for teaching a letter <b>p51</b> .	Introduce the letter a - see three part example session for teaching a letter p51	Introduce the letter t - see three part example session for teaching a letter <b>p51</b> .	Introduce the letter p - see three part example session for teaching a letter <b>p51</b> .	Repeat Say it and Write it from p52 for each of the four letters learned so far. Talk through the formation of the letter whilst following the shape with your finger. Encourage the children to join in with talking through the formation and making the shape with their finger in the air then try writing the letter on whiteboards or paper
Practise	The children practise writing the letter s – with a finger in the air, on the carpet, on the back of another child, on a whiteboard, on paper with a pencil. See p52	The children practise writing the letter a – with a finger in the air, on the carpet, on the back of another child. See p52	The children practise writing the letter t – with a finger in the air, on the carpet, on the back of another child.  See p52.	The children practise writing the letter p – with a finger in the air, on the carpet, on the back of another child. See p52.	Children write each letter (s a t p) on a post it note

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Apply	Play Silly Soup (Revision of	Revision of Phase 1. Look	Practise oral blending. Play	Practise oral segmentation –	Find items around the room
	Phase 1) see p34. Ask	at pictures of objects that	What's Missing (p56) Put	play the picnic game see	that begin with each letter.
	children to find the	start with s and a. Write s	picture cards on the table -	p57. A toy (who only	Label with the post it notes.
	pictures that start with s	on a small box (a	cat, pin, map, dog, pig,	understands soundtalk is	
	and put them into the	whiteboard with a box	mug. Sound talk a word Ask	choosing what to put in a	
	saucepan	drawn on it will do). Write	children to repeat the word	picnic basket. Tell the	
		a on another box. Children	in sound talk then blend	children the name of the	
		take it in turns to choose a	together to make the word.	item e.g. jam and ask them	
		picture card, say what the	Children look to see if that	to say the word then	
		picture is of, what	item is there. Include the	soundtalk it for the toy. Use	
		phoneme it starts with	words shown in the pictures	a mixture of sensible and	
		and place it in the correct	and some other items that	crazy items	
		box	are missing. E.g. dog, pig,		
			ship, map, pin, rat, cat, hat,		
			mug.		
Assessment:	Assessment:				
Make notes	Make notes on assessment sheet. Who can recognise the sound?		>		
Who can wr	ite the letter?				

Set 2: i, n, m, d	Set 2: i, n, m, d							
Reading High Frequency Words: is, it, in, at								
Objective	We are learning a new	We are learning to blend	We are learning a new	We are learning a new	We are learning a new letter d			
	letter <mark>i.</mark>	words for reading.	letter <mark>n</mark> and learning to	letter <mark>m</mark> and learning to	and learning to blend to read			
			blend to read words	blend to read words	words.			
Revisit/	Play Quickwrite Letters	Play Flashcards with the	Play Flashcards with the	Revise oral blending by	Play Flashcards with: satpin			
Review	with the letters s a t p. See	letters s a t p i see p	letters satpi	playing Georgie's Gym – see	m Flashcards: Speed Trial,			
	p55 Say a phoneme with	<b>52/53</b> Show a flashcard –		p55 Explain that Georgie (a	Flashcards: Time Challenge			
	actions. Children write the	children say the sound.		soft toy) will give exercise				

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	grapheme on a whiteboard. Flashcards: Speed Trial,	Repeat and build up speed. Flashcards: Speed Trial. Flashcards: Time Challenge		instructions but that she only talks in soundtalk. For example if Georgie says stand u-p ask the children to repeat the soundtalking, blend and follow the instructions. E.g. put your hands on your t-oe-s. P-a-t your t-u-m etc	
Teach	Introduce the letter i - see three part example session for teaching a letter <b>p51</b> .	Play Sound Buttons to teach blending for reading see p58. Write a word and draw a sound button underneath each sound in the word. Pretend to press each button as you make the sound, then blend all the sounds together to say the word. Ask children to repeat. Use any of these words: at, it, is, sat, pat, tap, sit, tip, pip, sip.	Introduce the letter n - see three part example session for teaching a letter <b>p51</b>	Introduce the letter m - see three part example session for teaching a letter <b>p51</b> .	Introduce the letter d - see three part example session for teaching a letter <b>p51</b> .
Practise	The children practise writing the letter i – with a finger in the air, on the carpet, on the back of another child. See p52	Play Buried Treasure using the words: sat pat tas si is, ti, it, pip Show children a real or made up word written on a coin. Ask a child to soundtalk the word then blend it together. Ask all children to repeat the soundtalking	Play sound buttons see p58 using any of these words an, in, nip, pan, pin, tin, tan, nap, nit	Play Sound Buttons see p58 using any of these words: am, man, mat, map, Sam, Tim, an, in, nip, pan, pin, tin, tan, nap, nit	Play Buried Treasure see p60 using the words: sad, dad, did, dip, dap, nim, pid, tid Buried Treasure, Dragons Den, Picnic on Pluto

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		and the blending Buried			
		Treasure, Dragons Den,			
		Picnic on Pluto			
Apply	Practise writing the letters learned so far using a range of writing implements on different sizes and colours of paper	Hold up word cards that give instructions in turn. Children take it in turns to sound talk the word and then act out following the instruction. sit tap sip pat	Spread out word and picture cards for pat, tap, pip, pin. Model taking a word card, sound talking the word and blending it. Ask children to match the card to the picture. Repeat with the other word cards.	Spread out word and picture cards for mat, map, tin, pan. Model taking a word card, sound talking the word and blending it. Ask children to match the card to the picture. Repeat with the other word cards	Spread out word and picture cards for <b>pip</b> , <b>pin</b> , <b>pan</b> , <b>tin</b> .  Model taking a word card, sound talking the word and blending it. Ask children to match the card to the picture.
Assessment:	,			•	
Make notes on assessment sheet. Who can recognise the sound?		Can the children recognise the letters learned so far? Can they blend the sounds			
Who can write the letter?		together?			

Objective	We are learning a new letter g and learning to blend to read words	We are learning a new letter o.	We are learning to segment words for spelling	We are learning a new letter c and learning to segment to spell words	We are learning a new letter k and learning to segment to spell words.
Revisit/	Play Flashcards with the	Play Quickwrite	Play Flashcards <b>s a t p i n m</b>	Play Quickwrite Graphemes	Play Flashcards using the letters
Review	letters <b>s a t p i n m d</b>	Graphemes with the	dgo	using the letters <b>satpinm</b>	satpinmdgoc
	Flashcards: Speed Trial,	letters <b>s a t p i n m d g.</b>	Flashcards: Speed Trial,	dgo	Flashcards: Speed Trial,
	Flashcards: Time Challenge	Flashcards: Speed Trial,	Flashcards: Time Challenge	Flashcards: Speed Trial	Flashcards: Time Challenge
Teach	Introduce the letter g - see	Introduce the letter o -	Teach segmentation by	Introduce the letter c - see	Introduce the letter <b>k</b> - see
	three part example session	see three part example	playing Phoneme Frame see	three part example session	three part example session for
	for teaching a letter <b>p51</b>	session for teaching a	p61 Use a two or three	for teaching a letter <b>p51</b> .	teaching a letter <b>p51</b>
		letter p51	phoneme frame as		
			appropriate. Say a word.		
			Segment it. Think about the		

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Practise	Lay out picture cards for: pat, tap, pip, pin, pan, tin, mat, map, pig. Have the matching word cards in a pile. Children take it in turns to take a word card, sound talk it and match it up to a picture card.	Play Buried Treasure. Words: dog, pot, got, not, pog, gop, sog, gom Buried Treasure, Dragons Den, Picnic on Pluto	first phoneme and choose which magnetic letter (from a small selection) represents that phoneme. Put that letter in the first section of a phoneme frame. Repeat with the other phonemes in the word. Use the words: at in am, is, it, sat, mat, map, pip Practise segmentation by playing Quickwrite Words p62 Hold up three fingers. Say a CVC word and then each phoneme in the word pointing to one finger for each sound. Ask children to copy this and then write the letters for each phoneme into a phoneme frame. Use the words: dog, pig, gap pop, dig Space Race, Rocket Rescue	Play Full Circle see p63. Give children whiteboards and magnetic letters c, t, n, m, p, a, o. Start with the word cat and bit by bit change it to can, man, map, mop, cop, cap, and finally back to cat. Say full circle when you get back to cat	Play Quickwrite Words. Words: kid, kit, cat, cop, cap can, dog, top
Apply	Look at three pictures. Show children the caption A pig is sad. Demonstrate reading the caption by sound talking and blending the words. Ask the children which picture the caption belongs to. See p66	Look at three pictures. Show children the caption Pat a dog. Demonstrate reading the caption by sound talking and blending the words. Ask the children which picture the caption matches p66	Look at three pictures. Show children the caption <b>A</b> pin in a map. Demonstrate reading the caption by sound talking and blending the words. Ask the children which picture the caption belongs to. See p66.	Look at three pictures. Show children the caption <b>A cat</b> and a dog. Demonstrate reading the caption by sound talking and blending the words. Ask the children which picture the caption belongs to. See p66.	Look at three pictures. Show children the caption <b>A pig in a cap.</b> Demonstrate reading the caption by sound talking and blending the words. Ask the children which picture the caption belongs to. <b>See p66.</b> Repeat with A cat in a kit.
Assessment:					

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Make notes on assessment sheet. Can the children recognise the	>
letters learned so far? Can they blend the sounds together?	

Set 4: ck, e, u	, r y words : and, the, to				
Objective	We are learning a new grapheme ck and how to read and write it.	We are learning a new phoneme e and how to read and write it	We are learning to read some tricky words.	We are learning a new phoneme u and how to read and write it	We are learning a new phoneme r and how to read and write it
Revisit/	Practise GPCs satpinm	Practise GPCs. satpinm	Practise GPCs satpinmd	Practise GPCs satpinmd	Practise GPCs satpinmdgo
Review	d g o c k . Use the games Flashcards or Quickwrite Graphemes Flashcards: Speed Trial, Flashcards: Time Challenge  Teach new grapheme ck. Say the sound and show the act	d g o c k + ck Use the games Flashcards or Quickwrite Graphemes Flashcards: Speed Trial, Flashcards: Time Challenge	g o c k ck + e Use the games Flashcards or Quickwrite Graphemes Flashcards: Speed Trial, Flashcards: Time Challenge	g o c k ck + e Use the games Flashcards or Quickwrite Graphemes Flashcards: Speed Trial, Flashcards: Time Challenge	c k ck e + u Use the games Flashcards or Quickwrite Graphemes Flashcards: Speed Trial, Flashcards: Time Challenge
Teach	Teach new grapheme ck. Say the sound and show the action. Remind children that c and k also make the same phoneme but there is a new grapheme ck. Explain that this grapheme isn't used at the beginning of words. All children say the sound and do the action then try writing the grapheme in	Challenge Teach Introduce the phoneme e with actions and model writing it	Teach reading tricky words the, to and see p64 for help. Train Your Brain Phase 2	Introduce the phoneme u with actions and model writing it. Show the words cut, sun. Model sound talking and blending	Introduce the phoneme r with actions and model writing it. Show the words rat and rug

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3	the air. Write it on a whiteboard.				
Practise	Play Buried Treasure. Words: sock pick pack sick tick dack gick gack Buried Treasure, Dragons Den, Picnic on Pluto	Use a phoneme frame and set out magnetic letters for all the GPCs learned so far. Say a word and model sound talking it and choosing the letters to put in each place in the phoneme frame. Ask the children to try sound talking and choosing letters. Words: get pet pen men neck peg	Children read word cards by sound talking and attempt to find a matching picture. Words and pictures for: pen, sock, tick, peg, neck. Pick-A-Picture	Play Buried Treasure. Words: sun mug cup sunset mun dup sug Buried Treasure, Dragons Den, Picnic on Pluto	Play Phoneme Frame. Words: rip ram rat rag rot rocket
Apply	Hold up captions on card or whiteboard One child reads – encourage them to blend if they get stuck then all children read together.  A dog is sick. Pick a cat.  Dad can pack a cap.  Sentences	Hold up sentence on card or whiteboard One child reads – encourage them to blend if they get stuck. All children read together. Get a pen. A cap on a peg. A cat is a pet. Sentences	Read these sentences together. The man is sick. A cat and a dog dig. Did the kid get to sit on a pig?  Sentences	Read questions together and ask children to decide whether the answer is yes or no. Can the sun sit? Is mud bad? Can a dog put on a sock?  Sentences	Read captions together. Model blending words to read. Rip up the rag. Put the rug in the sun. The cat got a rat.  Sentences
Assessment:		>			
Make notes	s on assessment sheet				

Set 5: h, b, f/ff, I/II, ss Reading Tricky words: no, go, I						
Objective	We are learning two new phonemes h and b	We are learning a new phoneme f and how to read and write it	We are learning a new phoneme I and how to read and write it	We are learning a new grapheme for a phoneme that we know	We are learning to read the tricky words: I go no	
Revisit/	Practise <b>GPCs s a t p i n m</b>	Practise GPCs. s a t p i n m d	Practise GPCs. satpinmdg		Practise GPCs satpinmdgo	

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Review	dgockckeurUse the	gockckeurhbUse the	ockckeurhbfff Use the	ockckeurhbffflll Use the	ckckeurhbffflllss Use the
	games Flashcards or	games Flashcards or	games Flashcards or	games Flashcards or	games Flashcards or Quickwrite
	Quickwrite Graphemes	Quickwrite Graphemes	Quickwrite Graphemes	Quickwrite Graphemes	<b>Graphemes Flashcards: Speed</b>
	Flashcards: Speed Trial,	Flashcards: Speed Trial,	Flashcards: Speed Trial,	Flashcards: Speed Trial,	Trial, Flashcards: Time
	Flashcards: Time	Flashcards: Time Challenge	Flashcards: Time Challenge	Flashcards: Time Challenge	Challenge
	Challenge				
Teach	Introduce the phoneme h	Introduce the phoneme <b>f</b>	Introduce the phoneme I with	Recap the phoneme s. Ask	Teach reading tricky words I go
	and b with actions and	with actions. Show that there	actions. Show that there are	children to show you the	no see p64 for help. Train Your
	model writing them – see	are two ways of writing this	two ways of writing this	actions and pick the letter that	Brain Phase 2
	instructions for introducing	sound. We can write it as f	sound. We can write it as I but	makes that sound from some	
	phonemes	but sometimes at the end of	sometimes at the end of a	magnetic letters. Explain that	
		a word it is spelt ff (remind	word it is spelt <b>II</b> (remind	ss can also make the same	
		children that the sound is still	children that the sound is still	sound. Remind children that	
		the same. Model using sound	the same) Model using sound	double letters often come at	
		talking to read <b>fun</b> and <b>puff</b> .	talking to read lick and bell	the end of words	
Practise	Play Buried Treasure.	Play full circle see p63 Use	Play Sound Buttons. Words:	Play Buried Treasure. Words:	Play Phoneme Frame mess fat
	Words: hat hug big bag	the words: run, bun, but, bit,	hum bug back fan huff leg fill	less hiss fuss kiss mess niss	bun boss back hop cuff dull sell
	bed bat hap huck bip bem	hit, him, dim, din, sin, sun,	full	dess tass goss.	
	bup hin	run		Buried Treasure, Dragons	
	<b>Buried Treasure, Dragons</b>			Den, Picnic on Pluto	
	Den, Picnic on Pluto				
Apply	Hold up captions on card	Hold up sentence on card or	Hold up sentence on card or	Read captions together. <b>Mum</b>	Model writing a caption see
	or whiteboard One child	whiteboard Read together	whiteboard Read together	got a hug and a kiss. The dog	p67
	reads – encourage them to	model blending tricky words.	model blending tricky words.	bed is in a mess. A cat can	Go and pat a cat. I put a hat
	blend if they get stuck then	Where there is a double	Where there is a double letter	hiss.	on a doll. No, it is not hot.
	all children read together.	letter draw a line underneath	draw a line underneath both	Sentences	Sentences
	The cat had a hat. The dog	both letters to show that it is	letters to show that it is one		
	had a big red bed. Hug a	one sound only. I can huff	sound only. <b>Get to the top of</b>		
	pet	and puff. Get off the bus. It	the hill. Put a doll in a cot. Sit		
	Sentences	is fun to sit back to back.	on top of the rocks.		
		Sentences	Sentences		
Assessme	nt.		>		

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Make notes on assessment sheet