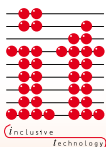
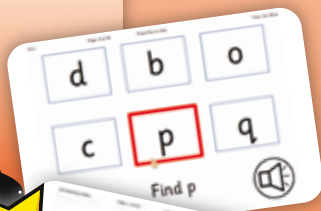
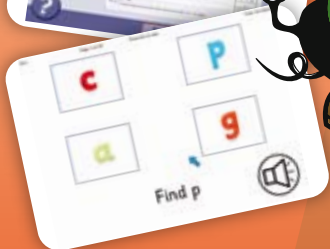


ChooseIt!

Ready-mades

LITERACY SERIES

Initial Letters



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Chooselt! Ready-mades Literacy: Initial Letters was created by Maria Hood (Wordology). Program design by Rod Boyes. Project Management by Laura Cryer. Content design by Wordology. Programming by Ian Webb. Graphic design and illustration by Chris Thornton and David Hornsey. Audio engineering by Graham Wright. Voiceover by Louise Comerford Boyes. Documentation by Rod Boyes, Alison Littlewood, Peter Butler and Laura Cryer.

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Introduction

Literacy : Initial Letters is a set of **Chooselt ! Maker** activities , supplied with the **Chooselt ! Ready -mades** program . This user guide presumes you also have the general user guide for **Chooselt! Ready-mades**.

There are 33 activities , designed to give pupils practice in recognizing the shapes of the 26 letters of the alphabet and matching them to the associated initial sounds (phonemes). The personalised activities are varied to accommodate different learning styles . The order of the activities follow the progressions in the DfES “Letters and Sounds” publication and other familiar teaching programmes which assist teachers in selecting the required activities.

This program should be considered as a resource which can be used as either a teaching aid or for an assessment of the pupil’s knowledge in that area. It is not a linear scheme of work. Because the learning stages have been broken down into very small steps, they are easily linked to SEN pupils’ Individual Education Plans. All activities are self-correcting so the pupil does not experience failure. A simple scoring scheme allows you to track progress.

Note for children with learning difficulties:

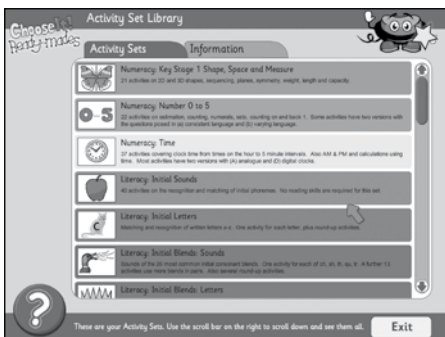
One of the most important aspects in the life of a child with additional educational needs child is routine, because with a good routine comes security, and hence confidence . Once the child has confidence and is relaxed with the surroundings , learning can then take place . This aim has been the priority when planning the activities in **Chooselt ! Maker 2**, using repetition and simple language.

Installation

This manual is accompanied by a general user guide for **Chooselt! Ready-mades**. The **Chooselt Ready-mades** guide gives you help with installing and running this Activity Set. It also shows you how to use the options and how to set up switch access.

Getting Started

There are 33 activities, designed to give pupils practice in recognising and matching letter shapes (graphemes) and in matching graphemes to phonemes.



To see the activities, start the **Choose! Ready-mades** program and click on **Literacy: Initial Letters**. You can scroll down using the scroll bar on the right-hand side of the screen to see all of the activities.



To play an activity, tick the white box next to it and then click the **Play** button at the bottom of the screen.

Quick Hints and Tips

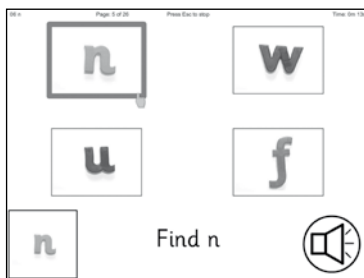


Use the left and right arrow keys on the keyboard to skip forward or back through an activity. They can be used for:

- Reviewing the content of an activity.
- Skipping to a page more suitable for the learner.
- Going back and trying some pages again.



Remember that learners do not need to read to play these activities, as all text is spoken. Learners can click on the loudspeaker button to hear the question again.

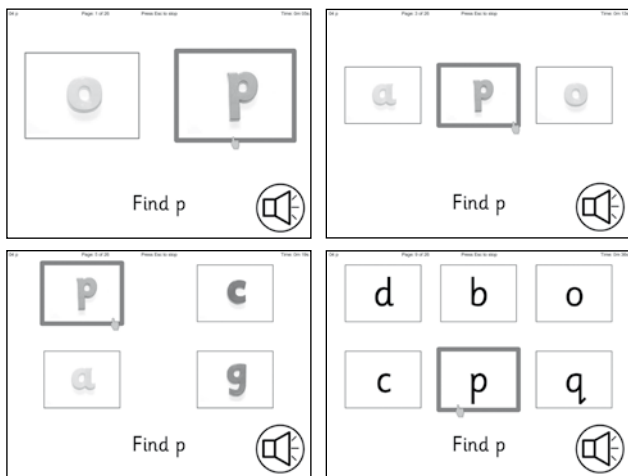


To make an activity easier, you can use the **Prompt** options to display the answer at the bottom of the screen.

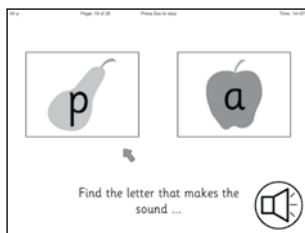
The activities:

- | | |
|----|----------------------------|
| 1 | s |
| 2 | a |
| 3 | t |
| 4 | p |
| 5 | i |
| 6 | n |
| 7 | m |
| 8 | d |
| 9 | g |
| 10 | o |
| 11 | c |
| 12 | e |
| 13 | u |
| 14 | r |
| 15 | h |
| 16 | b |
| 17 | f |
| 18 | l |
| 19 | j |
| 20 | v |
| 21 | w |
| 22 | y |
| 23 | z |
| 24 | k |
| 25 | q |
| 26 | x |
| 27 | Match sound to letter |
| 28 | Matching letters |
| 29 | Initial letter |
| 30 | Find a word |
| 31 | Match word to spelling |
| 32 | Match word to spelling (2) |
| 33 | Monkey letters and sounds |

1 - 35) Letters - Find the letter shape associated with each target phoneme

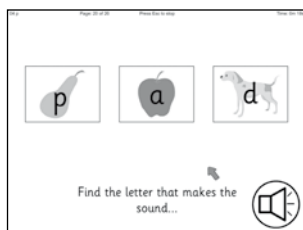
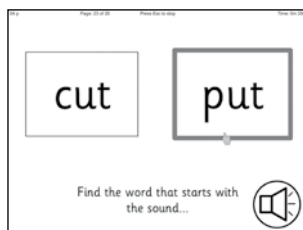


These activities follow a similar progression for each of the target graphemes. The target grapheme is presented from choices of 2, 3, 4 and then 6 boxes, all with appropriate audio support.



The user has to then “find the letter that makes the sound” by clicking on it.

Finally, the activity has pages for the user to “find the word that starts with the sound”

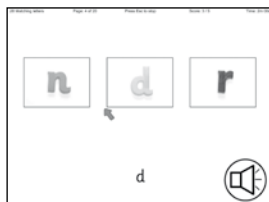


Clicking on this icon allows the sound to be repeated as often as required.

27) Match sound to letter - 20 pages

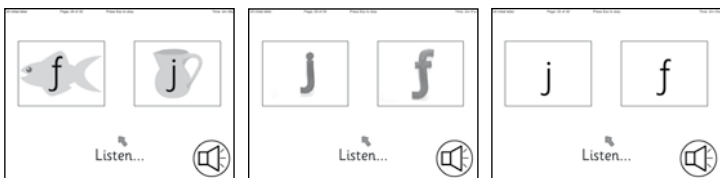
The learner listens to a letter sound and selects the grapheme. Audio support is given on mouse roll-over. The reward reinforces the sound of the letter. The first 5 pages give a choice of two graphemes and subsequent pages have a choice of three graphemes.

28) Match letters - 20 pages



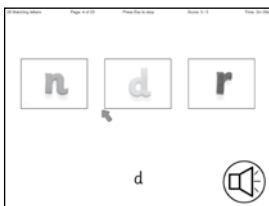
This activity aims to encourage the learner to match letter shapes. The learner does not necessarily need to know the sound of each letter to succeed. Images of plastic letters are included. The rewards give the associated phoneme of the grapheme.

29) Odd one out - 30 pages



Each page has two choices. The learner listens to a word and selects the correct initial letter. Each word is presented in three stages. The first page gives a visual clue with the letter and audio support on mouse roll-over. The second page shows the letter only and the third page shows the letters without mouse roll-over audio support.

30) Missing letters - 20 pages



Match the initial phoneme to the initial grapheme of simple words. There is no audio support on mouse roll-over. The reward gives the target word.

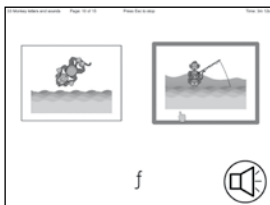
31) Match word to spelling - 20 pages

Each page has three simple 3-letter words for the learner to match with the “sounded-out” word. There is audio support on mouse roll-over.

32) Match word to spelling 2 - 20 pages

Each page has three simple 3-letter words for the learner to match with the sounded-out word. There is no audio support on mouse roll-over. This encourages more grapheme recognition.

33) Monkey letters - 15 pages

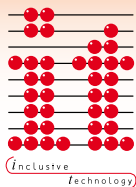


Questions about the monkeys are presented on each page. The question is heard but the learner needs to select the correct letter with audio support.

Notes

Notes

Notes



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Initial Letters

A set of 33 simple, multiple-choice activities on recognising letters and matching them to sounds.

To support learning and assessment. Records student performance. Clear and consistent presentation. Includes additional audio support for visual impairment and switch access support for physical disabilities.

