

Animal Quiz

Oxford level 2 More A

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<p>Focus phonics</p> <p>Revision of phonics from Stages 1+ and 2</p> <p>The sound made by: ll zz sh ch th ff wh ng ck x qu</p>	<p>Skills – Blend sounds together to read words; Segment words into their individual sounds for writing</p> <p>Concepts – Words consist of sounds; A sound in a word can be represented by one letter or more than one letter; There can be more than one way to represent a sound</p> <p>Knowledge – Focus phonics</p>	<p>Example phonic words</p> <p>gull will puffin buzz dish which chicks chips chickens this wing long sing ducklings duck quack pocket Mick ox fox vixen</p>	
		<p>High frequency tricky words</p> <p>the of have she their They do to into</p>	<p>Challenge words</p> <p>she's or give</p>
		<p>Letters and Sounds</p> <p>Phase 3 Phoneme-grapheme correspondences from sets 1–7</p>	<p>C = Language comprehension</p> <p>W = Word recognition</p>

Revisit, review and teach the phonics

W Write quick sounds

Give children individual whiteboards. Say the sound made by letter patterns already learnt (e.g. *th, sh, ch, qu, ng, j, d, h*) and ask the children to write the letter pattern. Model correct letter formation as you write the letter pattern for children to check their work.

W Spot the difference

Say pairs of three-phoneme words which differ only in one letter pattern (e.g. *will quill, fax wax, fish dish, which rich, thick chick, ten when, sing thing, shack quack, less chess, ruff cuff*). Sound out the first word and model writing it down on a whiteboard. Underline the letter patterns where two letters make one sound and add a sound button under the letter patterns where one letter makes one sound. Ask the children to sound out the second word and change one letter pattern to write it down on their whiteboard.

W Reading words

Display pictures of animal names which are written using phonics already learnt (e.g. *cat, yak, fish, panda, duck, robin, heron, bat, chicken, ox, gull, vixen, rat, wombat, pig*). Write word cards to match the pictures. Show one card at a time. Ask the children to read each word by sounding out and blending. Leave the cards for children to read and match to the pictures independently.

Group or guided reading

Before reading: strategy check

- W** Ask the children to tell you the sound made by each letter pattern in the box on the back cover of their books. Remind them that double letters like *bb* in *rubbish* make one sound. Tell the children that some of the words in this book use these letter patterns so they should look out for them as they read, remembering to sound out and blend words they do not recognise. If they find longer words that they do not recognise, they can read them by breaking the word up into smaller parts or syllables (e.g. *parrot*, *parr – ot*), then sounding out and blending the parts (e.g. *p – a – rr*, *parr*, *o – t*, *ot*, *parrot*).
- W** Explain that it is important when blending the sounds in a word together to check to see if it sounds like a real word as some words are less regular. Introduce the children to the context words (see inside the back cover of the story book) by writing them on a board. Read these words and point out the letter patterns which make the usual sound in each word (e.g. *th* in *they*). This will help the children to remember these words.

Independent reading: applying strategies

- W** Encourage each of the children to read the whole book, sounding out and blending words that they do not recognise. Listen in to each child reading and provide lots of praise and support.

Assessment Observe the children to check that they can:

- confidently give the sound for the focus letter patterns
- on page 8 and 9, successfully read the multi-syllabic words *vixen* and *robin* by breaking them up into smaller parts and sounding them out.

Emphasise and model these skills for any child who needs help.

Returning to the text: practice

Ask the children to:

- C** (**Questioning, Summarising**) Recall the names of all the animals that appear in the story (*bat, camel, chicks, gull, fox cubs, vixen, robin, wombat, rabbit, ducklings*).
- W** Write the words *chicks, gull, fox, wombat* on individual whiteboards. Remind the children to segment each word into its separate sounds, write the letter patterns that make those sounds then blend them together to read what they have written. Look in the book to check.

Assessment Observe the children to check that they can:

- follow the meaning of the text recalling significant events in sequence
- segment words into their separate sounds for writing, remembering the letter patterns which represent those sounds.

Model the appropriate responses for children who need help. Follow this up with further practice using the Stage 2 activities on the *eSongbirds* CD-ROM.

Where next?

Further practice

- W** Ask the children to find all the words for animal noises in the book (*quack, sing, buzz, tap*). Tell the children to shut the book and write the words in speech bubbles by sounding out. Remind the children to blend the sounds together again to read the words and find them in the book to check. Then ask the children to draw pictures of animals which make these noises and add the appropriate speech bubble.

Extension work

- W** Display the pictures of animal names which are written using phonics already learnt (e.g. *cat, yak, fish, panda, duck, robin, heron, bat, chicken, ox, gull, vixen, rat, wombat, pig*). Tell the children to work together in pairs. One child in each pair hides a picture. The other child writes what could be hidden using the sentence structure from the story, *Is it a ___*? The hider then has to read the sentence, by sounding out and blending, and write the answer either *Yes* or *No it is a ___*. The children then swap roles.

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Animal Quiz is a challenging quiz game for kids. It is designed to help kids identify and learn about different animals. The kids Animals quiz - Kids will enjoy the challenging game rounds as they test their knowledge of the animal kingdom. Dog, cat, mouse - those animals are easy to identify, but with some species things become complicated. In this free animal quiz you can test your knowledge about animals! Look at the picture in each level and guess the name of the animal. How many animals can you guess correctly? Animal Quiz is an interesting English game. This game has simple gameplay, suitable for all ages, especially children and families. If you are looking for a game to practice your English skills then this is the right game for you. Play it right here for a smooth gaming experience.