

Endeavour Academy – Games & Activities List

At Endeavour Academy, we understand how some children learn & apply Phonics using games & activities. Whilst our Phonics sessions follow the scheme outlined in Floppy's Phonics guidance, we can use games and other activities to help children apply the Phonics learned or as an intervention tool to either stretch & challenge the children or to diminish the difference. It is important that as children play these games, that the sounds/words used are representative of what is taught within Floppy's Phonics sessions. These activities should never replace the 'agreed' structures of Floppy's Phonic sessions.

Below are some websites and activities that can be used. It is not an exhaustive list and does not reflect all activities found within EY provision as these activities rotate weekly.

- Phonics Play
 - Hickory Dickory Clock = Used for exploring rhyme
 - Sound Starters = Used for developing talk, listening & distinguishing between sounds
 - Super Smoothie = Used for exploring alliteration
 - Cake Bake = Used for segmenting & blending and understanding rhyme & completing rhyming strings
 - Welcome to the Zoo = Used for listening, copying & distinguishing sounds
 - Picnic on Pluto, Dragon's Den & Buried treasure = Used for segmenting & blending as well as reading alien words
 - Sentences = Used for decoding and reading sentences as well as tricky word recognition
 - Flashcard Challenge/Speed Trial = Used for reading graphemes with speed.
 - Tricky Word Trucks = Used for recognising & reading tricky words.
 - Train Your Brain = Used to help children learn tricky words.
 - Pick a Picture = Used for segmenting & blending
 - Rocket Rescue/Space Race = Used for segmenting & blending
 - Make a Match = Used for developing segmenting & blending

- *Grab a Giggling Grapheme* = Used for matching phonemes and graphemes
 - *Sentence Substitution* = Used for applying Phonics & segmenting/blending
 - *Reading Robot* = Used for fluency & segmenting/blending
- *Cheeky Chimps/Acorn Adventures* = Used for teaching alternative spellings
- *Planetary Plurals/Pond Life Plurals* = Used for teaching the rules of plurals
- *Interactive Storybook* = Used for applying Phonics & reading words and sentences.
- *Alternative Spellings* = Used for identifying which phoneme to use and when
 - *Crater Creature Countdown* = Used for applying Phonic skills
 - *Compound Word Splat* = Used for exploring compound words
- *Days of the Week* = Used for exploring spellings of the days of the week
 - *Magical Matching* = Used for learning prefixes.
 - *Past Tense Penguins* = Used for conventions
 - *Epic Phonics*
 - *What's Behind the Door* = Used for listening skills
 - *Rhyming Words* = Used for exploring rhymes
- *Initial Sound Matching* = Used for matching initial sounds to pictures
 - *Match & Learn* = Used for learning new sounds
- *Read & Match* = Used for matching words to pictures. Good for segmenting & blending
 - *CVC Words* = Used for segmenting & blending
- *Real or Nonsense* = Used for alien word & segmenting/blending
 - *Tricky Words* = Used for word recognition
- *CVC Word Balloons* = Used for segmenting & blending
 - *Phonic Stories* = Used for word/sentence reading
 - *Match the Words* = Used for segmenting & blending
 - *Balloon Flashcards* = Used for sound recognition
- *Who Said What?* = Used for matching phonemes & graphemes

- Yes/No Questions = Used for word/sentence reading & comprehension
 - Sentence Substitution = Used for word/sentence reading
- Tricky Word Penalty Shootout = Used for tricky word recognition & spelling
 - Suffixes = Used for teaching rules of suffixes
 - Monster Plurals = Used for teaching plural rules
 - Practice Phonic Screen
 - Oxford Owl
- Online resource to access books linked to Floppy's Phonics Scheme. Great for spotting sounds, shared reading, comprehension, tricky words and segmenting/blending to read words.
 - Outdoors
- Lots of activities can be completed outdoors to help with Phonics. Simple activities like writing sounds & words on the floor with chalk to games incorporating Physical Development such as Corners and splat games. These are most found in EYFS provision.
 - Snakes & Ladders
- There are numerous Phonic inspired versions of Snakes & Ladders online. These are great for children recognising sounds as well as word reading. They can be used during wet break or for an intervention.
 - Cumulative Texts
- At Endeavour Academy, it is expected that children use and access cumulative texts on a regular basis. These should be incorporated into Phonics sessions but can also be used in intervention, Reading and wet break time to aid reading. Games can be played with them as well as sound spotting and sentence substitution games.
 - Alien Words = See separate document
 - Key Words = See separate document