

Teach your MONSTER To READ

2 Fun With Words

How Children Learn From the Game

How children learn from the game

This game is designed for children who've completed Teach Your Monster to Read: First Steps and want to continue their reading journey.

It continues from where 'First Steps' left off, covering all of the content until the end of Phase 4 of Letters and Sounds.



Even if children are advanced enough to start 'Fun With Words', we still recommend they play through 'First Steps' before starting this game as it'll help to consolidate their letters and sounds before moving on.

Quick overview of content

Introduction and practice of new **graphemes / phonemes**:
ch, sh, th, ng, ai, ee, igh, oa, oo, ar, or, ur, ow, oi, ear, air, ure, er

Lots of **blending and segmenting** practise with **CVC, CVCC, CCV and CCVC** words, plus words with **adjacent consonants** and some **polysyllabic words**.

Introduction and practice of **tricky words**: **he, she, the, to, we, me, be, was, no, go, my, you, they, her, all, are, said, so, have, like, some, come, were, there, little, one, do when, out, what.**

Reading and comprehension of **sentences and captions** such as '**Get the jam', 'Can you get her red hat?', 'He said "Can you get me some chips?"**



Activities

The game is set in a world with 7 villages and can be played over days or weeks. Each village requires children to practise a number of skills:

Matching letters to sounds

Just like 'First Steps', there's lots of letter and sound practice.

As well as the Run, Build and Factory games from 'First Steps' we have a few new games to play, including Ducks and Underwater Build.

Ducks



Listen to the letter-sound, then put ducks in the right pen.

Underwater Build

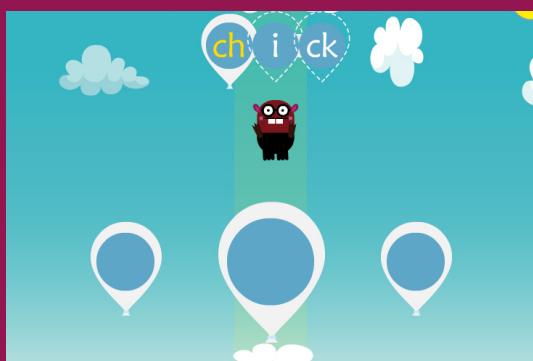


Listen to the letter-sound, then pick the right blocks to build the spaceship.

Practising blending and segmenting

We have two brand new games to practice these important skills.

Parachute



Find the right balloons to make the word.

Space Race



Shoot the right asteroids to make a word

Activities (continued)

Tricky Words

‘Fun with Words’ both introduces and practises a whole set of important **tricky words**.

Trickies



Each tricky word has its own character. These are introduced to the monster throughout the game.

Hungry Beast



Practice the tricky words by feeding them to the beast.

Sentences and captions

At the end of each village, children go on a journey to the next village. On the way they have to read sentences and captions which give them clues as to what to do next. This exciting new feature takes your monsters closer to real reading than ever before.

Journeys



Children have to read whole sentences and captions in order to progress up the mountain.

Game Layout

1. Hilly Village



Graphemes:

ch sh

Blending and segmenting:

**cat jam sun chick chip
fish ship get**

Tricky Words:

to the no go I

Sentence / Caption examples

**Get the red cat
Get the blue cat**

2. Mushroom Village



Graphemes:

th th (voiced) ng

Blending and segmenting:

**thin moth thud thin
than that them this
king ring wing bang**

Tricky Words:

he she we me be

Sentence / Caption examples

**Get that king.
Get the red wing.**

3. Crystal Village



Graphemes:

ai ee igh

Blending and segmenting:

**mail chain tail sail feet
bee sheep queen night
light right high**

Tricky Words:

was my you they her

Sentence / Caption examples

**Can you get her red
hat?
Get the red sail**

Game Layout (continued)

4. Cloud Village



Graphemes:

oa oo oo

Blending and segmenting:

**boat coat goat toad
book wood look, took,
too tooth foodzoom**

Tricky Words:

all are said so have

Sentence / Caption examples

**Can you pick up my
red book?
"Can I have that coat?"
she said.**

5. Snowy Village



Graphemes:

ar or ur

Blending and segmenting:

**car, dark, jar, arm for,
north, or, short turn,
fur, curl, burp**

Tricky Words:

**some like come were
there said**

Sentence / Caption examples

**"I need the big black
book" she said.
He said "Can you get
me some chips?"**

Game Layout (continued)

6. Spooky Village



Graphemes:

ow oi ear

Blending and segmenting:

**down, now, cow, owl
oil, soil, join, coin ear,
dear, hear, near**

Tricky Words:

little one do when out

Sentence / Caption examples

**"This is not my owl,"
he said. "Can you get
me my big green owl?"**

7. Lava Village



Graphemes:

air ure er

Blending and segmenting:

**air, pair, hair, fair pure,
cure, sure, lure rocker,
boxer, corner, rocker**

Tricky Words:

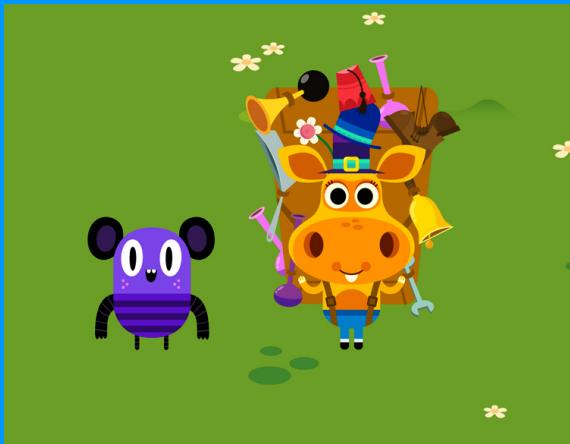
what



Other new features

And finally, two new fun features in 'Fun With Words':

The Shop



Children can collect stars and buy clothes and accessories for their monster.

Word Universe



Once children finish the main game, they can continue playing in "Space mode" in which they choose what to play. They can play in this mode for as long as they like.



Additional information

How to play

To play the game, visit www.teachyourmonster.org and set up an account. It takes two minutes and is totally free. **IMPORTANT:** If you are an existing Teach Your Monster To Read player, you **do not** need to create a new account to play 'Fun With Words'.

About us

This game is brought to you by the Usborne Foundation.

The Foundation is a charitable fund set up by Peter Usborne and his children, Nicola and Martin, to support initiatives to develop early literacy.

Peter Usborne is the founder and Managing Director of Usborne Publishing, one of the world's leading children's book publishing companies. He was previously one of the founders of the magazine Private Eye, and was recently awarded an MBE for services to publishing.

For more information, visit www.teachyourmonster.org/about

Getting in touch

If you have any feedback, or need help please visit www.teachyourmonster.org/contact and get in touch with us.

