

Teach your **MONSTER** **To READ 3** **Champion Reader**

What Children Learn From the Game

Who is the game for?

Champion Reader is the third game in the Teach Your Monster to Read series.

To play, children must have:

1. A secure knowledge of the following grapheme–phoneme correspondences (as covered in Games 1 and 2):

s a t p i n m d
g o c k ck e u r
h b f ff l ll ss
j qu v w x y z zz
ch sh th ng
ai ee igh oa oo
ar or ur ow oi
ear air ure er

2. The ability to read and understand short sentences, such as:

‘I do not need a red hat,’ she said. ‘Get me a black one please.’

‘I have run out of hats. Can you pick me a little red hat?’ she said.

‘Go and get me a black bee for my jar,’ she said.



What does the game cover?

Introduction and practice of new graphemes:

ay (ai) **ou** (ow) **ie** (igh) **ea** (ee)
oy (oi) **ir** (ur) **ue** (oo) **aw** (or)
wh (w) **ph** (f) **ew** (oo) **oe** (oa),
plus split digraphs **a_e**, **e_e**, **i_e**, **o_e**, **u_e**

Alternative ways of pronouncing known graphemes:

i (pronounced igh) **ow** (pronounced oa) **y** (pronounced ee)
o (pronounced oa) **ie** (pronounced ee) **ch** (pronounced k)
c (pronounced s) **ea** (pronounced e) **ou** (pronounced oa)
g (pronounced j) **u** (pronounced oo) **a** (pronounced o)

Introduction and practice of further new graphemes including multiple graphemes for the same phoneme family:

tch (ch) **wr** (r) **mb** (m) **ve** (v)
nk (ng-k) **le** (l) **y** (i) **dge** (j)
o (u) **gn** (n) **a** **al** (ar) **are** **ear** (air) **eer** **ere** (ear)
or **ear** (ur) **ou** **ui** (oo) **sc** **st** **se** (s) **a** **ei** **eigh** (ai)
ore **oor** **ough** (or)

Lots of blending and segmenting practice

Introduction and practice of **tricky words**: oh, their, people, Mr, Mrs, looked, called, asked, your, give, water, where, who, again, thought, through, work, mouse, any, many, laughed, because, different, eyes, friends, once, please, could, would, should

Reading and comprehension of sentences, rhymes, and very short stories.

Activities

Letter and sound games

Champion reader introduces two important new concepts:

1. Alternative ways of **representing the same sound**
2. Alternative ways of **sounding out the same letters**

Players then get lots of fun practice with these new combinations.

The Knowledge Tree



Introduces new grapheme – phoneme correspondences.

Ms Jumble and Ms Jangle



Recognise and sort different ways of sounding the same letters.

Meteor



Find the target graphemes, (including different graphemes for the same phoneme), while avoiding non-target ones.

Dragon



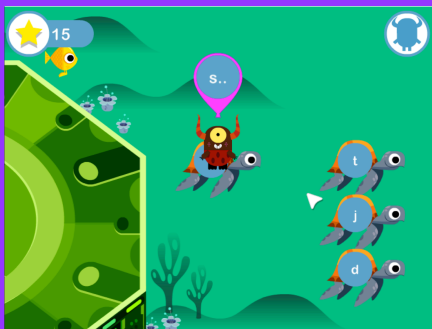
Identify the target graphemes within segmented words.

Activities (continued)

Blending and segmenting using target graphemes

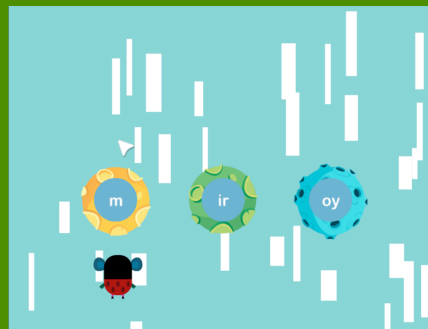
Champion reader introduces some brand new blending and segmenting games.

Stepping Stones



Choose the correct graphemes or phonemes on the turtles to build words.

Super Jumper



Bounce on the trampoline and select the right graphemes to build words.

Learn new tricky words

There are lots more tricky words to learn in the new game.

Trickies



Collect the Trickies as you learn new high frequency words.

Tricky words in sentences



Read the sentence and find the tricky word in it.

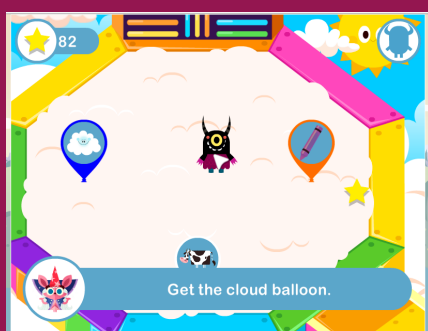
Activities (continued)

Reading for purpose (and for fun!)

Champion Reader introduces lots of fun reading comprehension activities.

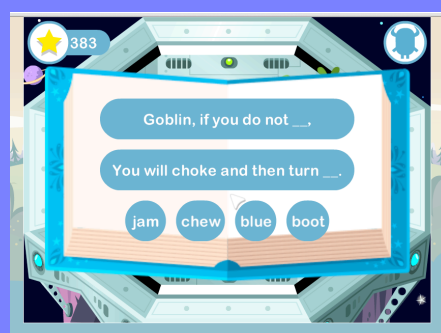
Children have to read and follow instructions to navigate through the game or to pick up extra rewards – these get more challenging as the game continues!

Magic Gates



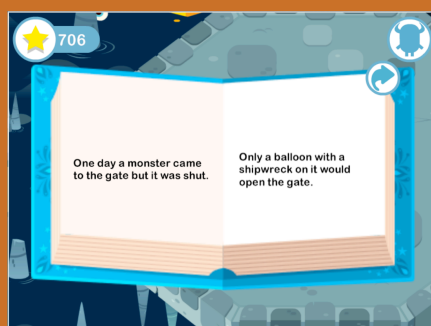
Read the instructions to unlock the gates.

Spell Books



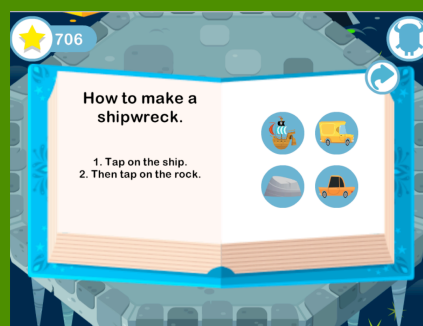
Choose the right words to complete the rhyming spells.

Story Books



Read longer story books which give them clues about what to do next.

Recipe Books



Read the recipe and make sure you mix the right ingredients!

How big is the game?

The game contains **47 planets (levels)**. Each planet covers a new GPC or GPC family.

Planets are grouped into **galaxies**. Each galaxy takes 20–40 minutes to play so this can be used as a rough guide to the length of a class or home play session.

The game contains around **8 hours of play** in total.

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 this game.

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.

