

Skill Boosters PHONICS EDITION

Phonics Activities



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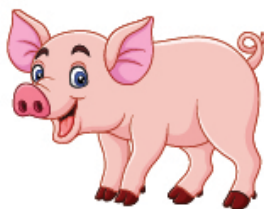


'a' as in ant (Short Vowel).

Identify the objects. Fill in 'a' if you hear the short vowel sound /a/ as in ant to complete the word.



____ nt



p ____ g



c ____ t



f ____ sh



____ pple



b ____ g



ACROSS

2.



5.



6.



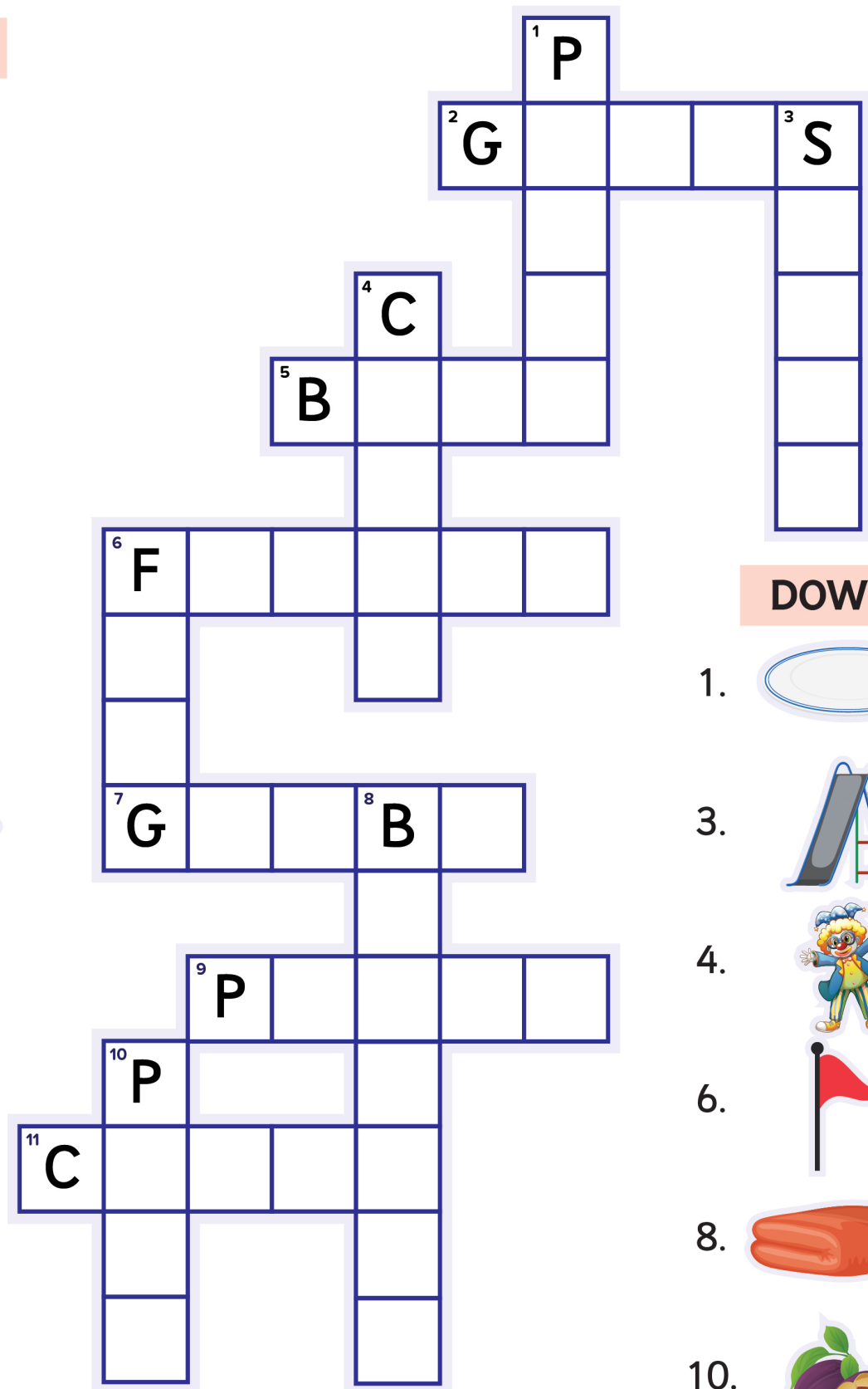
7.



9.



11.



DOWN

1.



3.



4.



6.



8.



10.



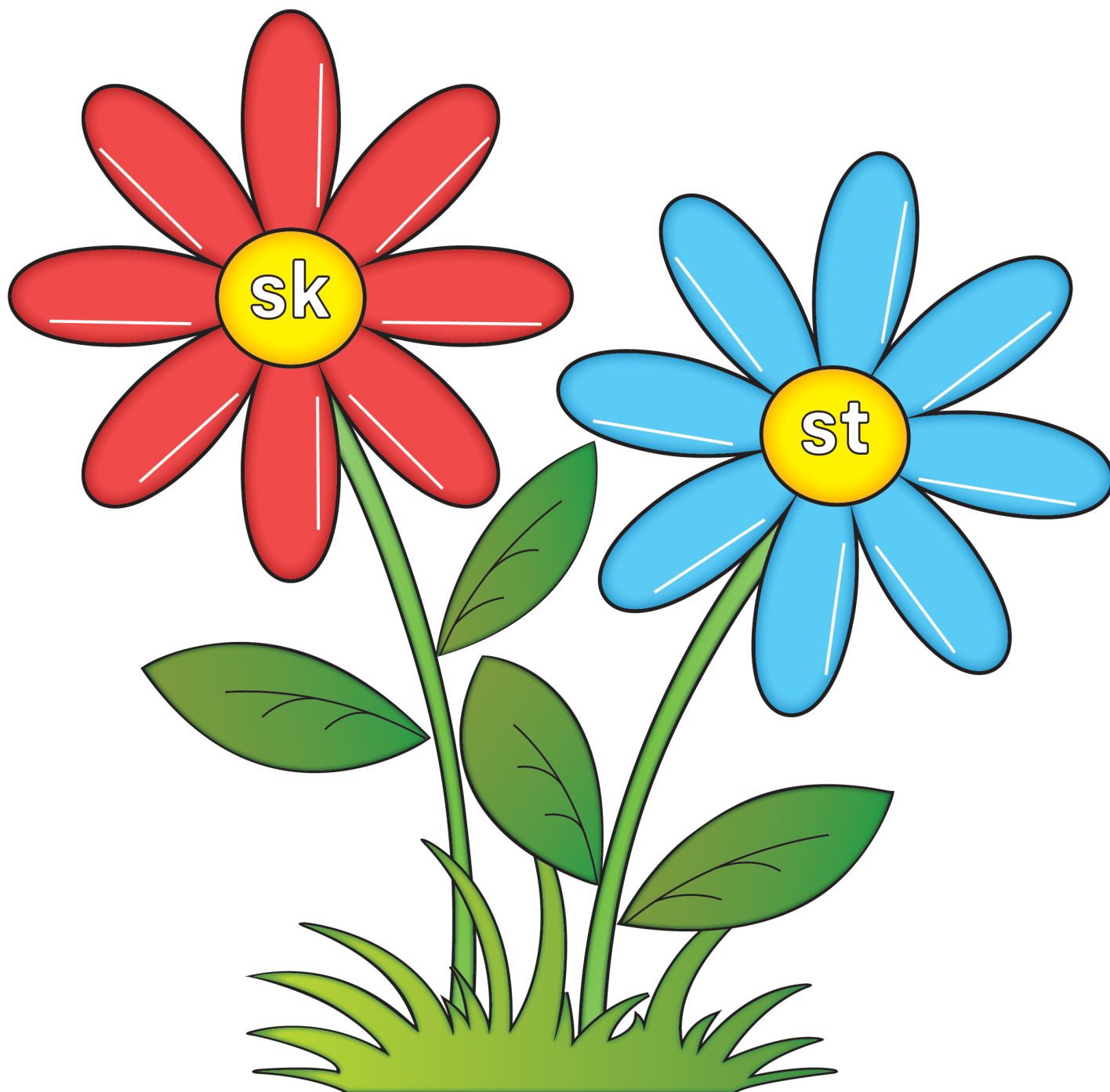
flower, plum, clock, blanket, glass, flag, globe,
slide, clown, plate, blue, plant



This chimp likes bananas with words that end in 'mp'.
Circle all the words ending in 'mp' and draw lines to link them to the chimp.



Choose the words from the word bank & write them on the correct flower.



Word Bank

desk	list	whisk	post	dusk	dust	tusk	ghost
toast	mask	fast	ask	rest	risk	vest	task



SLIDES & LADDERS DIGRAPHS

FINISH	40	39	38	37	36
	Lunch	South	Both	Those	That
31		32	33	34	35
Sheep		Shut	Chop	Cheek	Cheer
30		29	28	27	26
Shape		Photo	Dolphin	Elephant	Trunk
21		22	23	24	25
Thrive		Throne	Jungle	Ring	Bank
20		19	18	17	16
Stretch		Strainer	Splendid	Screech	Script
11		12	13	14	15
Such		Dish	Smash	Whale	Wheel
10		9	8	7	6
Mouth		Bath	Brother	Clothes	Watch
START	1	2	3	4	5
	Shake	Shower	Chin	Chocolate	Catch



HOW TO PLAY THE 'SLIDES AND LADDERS' BOARD GAME

Step 1

This game can be played with 2-3 players.
Play this game with your child.

Step 2

Each player puts their counter on the space that says 'start' and take turns to roll a die.

Step 3

First player rolls the die and moves his/her counter that many spaces as shown on the dice.

Step 4

The player has to spell and read the three letter blend word emphasizing the blend the counter lands on.
If the player reads correctly, he/she stays.

Step 5

If the player cannot read the word or reads it incorrectly, he/she moves back to the spot the he/she came from.
If the player stumbles on a word, help him/her to read the word.
If he/she still can't get it, provide the word so that the player does not get discouraged.

Step 6

If a player gets a six on the die, he/she gets an additional turn.

Step 7

If the counter lands on the ladder, the player has to move up the ladder and spell and read the word. Similarly, if the counter lands on a slide, he/she has to move down at the bottom of the slide, spell and read the word.

Step 8

The first person to reach the end is the winner.