



Trugs – Teaching Reading Through GameS

A lively, fun-filled **Trugs** workshop took place recently at the Dyslecsia Cymru Conference in Lampeter. After a short presentation, everyone – LEA advisers, teachers, parents, grandparents and children – was soon having fun playing the **Trugs** card games.

Although its games are fun, **Trugs** has a serious purpose. The games provide a structured approach to helping with reading, where players progress through 15 different phonic stages¹, with each stage building on the previous stages.

The key element to the games is being able to read the words on each card. Yet, as winning a card game comes down to chance, everyone – no matter what their reading age – can win at **Trugs**. But, whether they win or lose, each player has been improving their reading skills during the game without even realising!

Given the lack of Welsh-language resources available to help dyslexics improve their reading, Dyslecsia Cymru particularly welcomes the availability of a Welsh-language version of **Trugs** Box 1. With work underway on rolling out a Welsh-language screening test for dyslexia, it is important to ensure that high-quality resources, such as **Trugs**, are available to help those Welsh speakers who are identified as being dyslexic.

Although **Trugs** can help anyone who wants to improve their reading, Dyslecsia Cymru has noted the following elements of **Trugs** as being of particular benefit to dyslexics:

- **Trugs** uses a **multi-sensory approach**, where visual, auditory and kinaesthetic activities are used simultaneously. Research has demonstrated this to be the most effective teaching approach for tackling dyslexia.
- **Simple, but effective**, games that are fun to play. The simplicity of the **Trugs** games is important for dyslexics, who can often struggle to remember sequences of steps or instructions.
- The fun element of **Trugs engages dyslexics** in learning. Using **Trugs** they learn to recognise sounds and spellings without realising it. Because it's fun, players are also happy to play the games over and over, which is important in helping dyslexics **retain what they have learnt**.
- The competitive element to the **Trugs** games is a **great motivator for learning**, as everyone can win a game regardless of their reading age.
- **Trugs** is an **inclusive resource** that can be played by anyone, so dyslexics are not made to feel different. This also makes **Trugs** a highly flexible resource for use in school or at home with all the family.

Dyslecsia Cymru is, therefore, pleased to recommend **Trugs** as being a flexible and effective resource for helping dyslexics improve their reading.

¹ The English version of Trugs cover 15 different phonic stages in three different boxes. **Trugs** Box 1 covers stages 1-5, **Trugs** Box 2 covers stages 6-10 and **Trugs** Box 3 covers stages 11-15. Currently, only **Trugs** Box 1 is available in Welsh.