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trugs Home: teach reading using games

Stages 1 – 15

How to print the cards

1. On your computer, open the PDF file for the card deck stage you would like to print.
2. Each PDF file has the stage number and game name within the title bar of each card
3. Print the PDF file using a high quality printer, onto card or thick paper of your choice.
4. Carefully cut the cards out from the page, using the crop marks as a cutting guide. Ideally all cards to be the same size.
5. Separate the cut out cards into the three games according to the colour of the borders, there will be – Get it (green), Match it (pink) and Take it (yellow). There will also be an Explanation Card for each game and stage cards.
6. Carefully put rubber bands round each game if you wish and place them into a box for storage with the clue card
7. Repeat this with the other card deck PDF files.

How to play these traditional card games

Note: The person practising their reading skills is referred to as the 'reader'. The person helping the 'reader' with their reading is referred to as the 'helper'. NB – The 'reader' can also practise some spelling skills in **Match it** and **Take it***. QR code for videos

Get it (for 2 players)

- Find the two Master Cards and put one in front of the 'helper' and one in front of the 'reader'
- Shuffle the rest of the pack and place it face down
- Lift the first card from the pack, cover the word with your fingers, show all the coloured shape on in the corner of the card
- Refer to the Master Card and look at the coloured words corresponding to the coloured shape on the top card of the pack
- 'Reader' reads each of these words by saying the sounds and blending them from left to right if needed
- Both 'reader' and 'helper' select which word it could be by reading it, but allow the 'reader' to select first.
- Reveal the word on the card – The person who selected correctly keeps the card, placing it face up in front of them
- If no-one selected correctly the card goes to the bottom of the pack. Next person then takes their turn.



The winner is the player with the most cards at the end

Match it (for 2 to 4 players)

- Shuffle the cards and deal 5 cards to each player
- Place the remaining cards face down between the players and take the top card off and turn it over placing it beside the pack
- Players now pick up their cards and hold them in their hand so that they can see them but that no one else can see them
- The first player to start selects a card from their hand that is the same colour OR the same number as the card beside the pack and places it on top of the card on the table. **Read the word out loud.** The player reads the word by saying the sounds and blending them from left to right all through the word (unless they can read the word automatically). **For spelling*** – read the word and **ask a player to spell the word**, before placing the card down. The player then repeats the word and identifies the separate sounds in the word (segmenting the spoken word to identify the phonemes) and then, if appropriate, writes the letters that represent the sounds
- If the first player cannot go, but they have a "trugs" card, they can use it as a 'joker card' to choose a colour of their choice. They place the trugs card down and tell the next player what colour they must put down
- If the first player does not have a trugs card, then they must pick up a card from the pack
- The next player then plays and so on

The first player to use up all their cards is the winner

Take it (for 2 to 4 players)

- Shuffle the pack and place it face down between the players
- The first player takes the top card and holds it in their hand so that no-one else can see it. They then **read the word out loud** by saying the sounds and blending them from left to right all through the word (unless they can read the word automatically).
For spelling* – the player reads the word out loud and **asks another player to spell the word**. The player then repeats the word and identifies the separate sounds in the word (segmenting the spoken word to identify the phonemes) and then, if appropriate, writes the letters that represent the sounds
- The first player then places the card down on the table in front of them
- The second player then does the same thing
- When a player picks up a card with a word that is the same colour (the same set) as a fellow player's, then he/she takes all the cards of the same colour (the same set) and adds them to theirs! **Read all the words in that set out loud**
- This continues with the cards being collected in sets, but continually being taken by the players when they pick up the relevant corresponding cards

The player ending up with the most sets of cards is the winner

Where to start and how often to play

- The games are in Stages – so it is always best to start at the lowest numbered stage in the box
- Play any of the three card games at that Stage, as often as you wish, but as the games are graded in order of difficulty, Get it, then Match it, then Take it, at each stage, then as you progress through the stages you can always choose which game to play
- When the ‘reader’ feels confident and can read the words automatically at one stage, then progress to the next stage and so on

It is always good to revisit earlier Stages to reinforce what has been learned and gain in confidence

- There is a ‘Explanation Card’ at each stage, in place of a manual. This gives a short, succinct explanation about the particular stage.

So play the games and be astonished by the reading progress that can be made.

An Overview of trugs

Since 2000 there has been a move towards the teaching of reading using a systematic synthetic phonics approach. **trugs** is a high quality systematic synthetic phonics reading resource. The simple, phonic progression through **trugs** ensures that each reading Stage is manageable and builds on what has already been covered.

trugs is a system whereby any competent reader can support and help a child or student through the process of learning to read without needing any training.

Every time a child or student plays these traditional card games they are practising, reinforcing and consolidating a reading stage because of the fun element in the games. The card games are structured and progressive and allow a step by step approach to progress with reading. It is also intended that individuals understand the letter sounds for spelling. Also that spelling is a reverse of reading, that blending and segmenting are reversible processes.

Stage 0: Introducing: / s/a/t/p/i/n/m/d/g/o/c/k/ck/e/u/r/h/d/f/ff/l/ll/ss from Letters and Sounds Phase 2

Box 1: Stages 1-5

- Stage 1** cvc – sat yes big fox hug
Stage 2 ccvc – pram trip
Stage 3 cvcc and ccvcc – left best crash drank
Stage 4 two syllable words – magnet instruct
Stage 5 ar’ – ‘or’ – ‘er’ – car port her stir churn

Box 2: Stages 6-10

- Stage 6** split digraph (vowel–consonant–e) make these fine code tuneful
Stage 7 vowel digraphs and trigraphs – snail seen light boat statue
Stage 8 alternative vowel digraphs – boy out paw
Stage 9 two syllable words – limit pilot
Stage 10 three syllable words – consider discontent

Box 3: Stages 11-15

- Stage 11** ‘c’ as in /s/ – mice pencil succeed
Stage 12 ‘g’ as in /j/ – gem page rigid
Stage 13 consonant–le – candle sensible
Stage 14 four syllable words – independent
Stage 15 suffixes with ‘ti’ ‘ci’ ‘si’ – electrician

Tricky Words 1 and Tricky Words 2

Words from Letters and Sounds Appendix 1

trugs has been very carefully thought through with many important extras to ensure that playing the card games is enjoyable and hugely successful, combining the fun, competitive elements associated with all card games whilst generating laughter and enjoyment. The psychology behind the games ensures that the ‘reader’ develops their reading skills almost subconsciously.

The words have been carefully selected to ensure that the **trugs** way of learning to read progresses smoothly. The words in every game are specifically grouped, generally in vowels, but on some occasions the groupings have been sorted according to the rule at that Stage. There is a mix of root words, prefixes and suffixes – but deliberately not too many of any one type, in order to expose the ‘reader’ to as wide a vocabulary as is possible – to ensure a realistic mix of words.

The playing of the games requires pupils to read words by decoding them, sounding out the phonemes and reading from left to right all through the word. This is done over and over again when playing each card game. A huge amount of decoding and reading is achieved in this way. Pupils are so encouraged. They love playing, it gives them a real sense of fun and yet all the time they are reading over and over again.

trugs allows parents and teachers to support the teaching methods of systematic synthetic phonics in a hugely fun and encouraging way. Professionally they feel safe with the material and they know that their children are succeeding in a manner that captures their enthusiasm.

If you have any questions about aspects of the games, order of the phonic progression or would like to buy another box of **trugs** OR find out about assessment material please visit www.readsuccessfully.com or email us at trugs@readsuccessfully.com