PCM 3

s
m
ch
or
ogh
e
f

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The National Literacy Strategy
Progression in phonics
g
k
The National Literacy Strategy
Progression in phonics
r
y
ee
sh
ng
PCM 36

a b
c d
a-e  ea  ee  ie
i igh
y i-e
ar

er

ir

ur
or

are

air

ou
aw au
sh ch
th  wh
ph  ng
antichthycho
nu
ou
pu
oo
wr
w

Can a cat run?
Can a hen dig?
Is a dog red?
Can a pen hop?
Can a man run?
Has a shop got fish and chips?
Has a duck got tin legs?
Can a hand swim?
Do slugs swing?
Can a ship jump?
Can a crab clap?
Can you bang a drum?
Can a web stand?
Has a man got six hands?
Is the moon green?
Can a boat float?
Can a bird shout?
Do cats bark?
Have you tried to croak?
Can a dog start a car?
Do you live on Mars?
Can you play in a park?
Can you play darts?
Do mice dream?
Is it dark at night?
Did you have cards on your birthday?
Can a goal keeper score a goal?
Do crows fight?
How to make your Flipover

Cut out each number.
Punch a hole in the top.
Link the cards by a treasury tag.
Step 4
Game 1
dogs

Step 4
Game 1
with

cash

chips
thin

at

fish

shut
ash

in

eggs

rich
Well
Crash
Add
Thin
think

thing

thrush

sprint

Step 5

game 1
web

match

scrub

spend
it

crack

Still

ash
scrunch

spring

hiss

up
ground
sprint
wish
thorn
chain

match

stool

throat
day

bright

know

mind
scream

most

space

mind

Step 7
game 2

Step 7
game 2
shame

stretch

twice

shy
shack  sack  sick  sock  shock

swing  sling  sing  sting  stick
fled  Fred  fed  fresh  flesh

wimp  wind  whisk  west  went
hide  ride  ripe  write

smile  strike  side  slime
<table>
<thead>
<tr>
<th>coal</th>
<th>cold</th>
<th>coast</th>
<th>code</th>
<th>coke</th>
</tr>
</thead>
<tbody>
<tr>
<td>goal</td>
<td>gold</td>
<td>goat</td>
<td>ghost</td>
<td>groan</td>
</tr>
</tbody>
</table>
strode  stroll  stole  stroke  stone
mole  moan  moat  most  mode
Step 7

game 3

stew
stool
spoon
school
Sue

rule
roost
root
rude
roof
rake rail reel roll rule

raced roast roost rust wrist