## Features of the Synthetic Phonics Teaching Principles

Teach the **alphabetic code knowledge** (the relationship between speech sounds and letters or letter groups) by systematically and comprehensively introducing the **letter/s-sound correspondences** of the English alphabetic code. If possible, introduce between two and four correspondences per week at first, including vowel letters and sounds and consonant letters and sounds. Start with mainly one spelling alternative for each of the 44+ **phonemes** (the smallest identifiable sounds in English speech) before broadening out to focus on further spelling and pronunciation variations.

Model how to put the letter/s-sound correspondences introduced (the **alphabetic code knowledge**) to immediate use with real words teaching the **three core skills** of:

1. **Decoding** (reading) – **Synthesise** (sound out and blend) all through the **printed** word to 'hear', or 'discern', the target word. Modify the pronunciation of the word to sound like the 'real' word where necessary.

2. **Encoding** (spelling) – **Orally segment** (split up) the **spoken** word from beginning to end to identify the **phonemes** (sounds) and know which **graphemes** (letters and letter groups) **are code for** the identified sounds.

3. **Handwriting** – Learn to write the 26 **lower case** letter shapes, then the 26 **upper case** (capital) letter shapes, of **the alphabet** correctly. Hold the writing implement with the tripod grip.

Provide regular dictation exercises from letter level, to letter groups, to words, to sentences (as appropriate).

Provide **cumulative**, **decodable** words, sentences, plain texts and reading books which **match the level** of alphabetic code knowledge and blending/segmenting skills taught to date, when asking the learner to read or write independently.

Emphasise letter **sounds** at first and **not** letter names. Learn *letter names* and *alphabetical order* by chanting the alphabet or singing an alphabet song. Avoid spelling with letter names when learners are in the earliest stages of learning. Teach that conveying a spelling from one person to another by letter names is a *convention* and that the *skill* for spelling is *oral segmenting* and knowing which spelling alternatives to select for each sound. Eventually learn *spelling word banks*.

**Do not** teach an 'initial sight vocabulary' where learners are expected to memorise many words as whole shapes (for example, through whole words on flash cards).

**Do not** teach or encourage guessing or predicting words from their shape, or from picture cues, context cues or initial letter cues (sometimes known as 'multi-cueing strategies' or a 'range of reading strategies').

Introduce useful, common '**tricky words**' slowly and systematically emphasising the blending skill once the tricky letter, or letters, have been pointed out. For example, when teaching the word '**you**', say, "In this word (*pointing at the printed word 'you'*), note that these letters (*pointing at 'ou'*), are code for /oo/." ('Tricky words' are a small number of words, in which there are rare/unusual graphemes, or, common useful words in which not all the graphemes have yet been formally taught, which tend to be used in early reading books.)

Teach **systematically** according to a planned and structured phonics progression – but also teach phonics **incidentally** as the need arises.

Note: This phonics teaching approach is set within a literacy-rich environment and requires a full range of further age-appropriate communication, language and literacy activities and creative opportunities.

Synthetic phonics is generally taught at the level of the 'phoneme' (single sound) and not onset and rime (e.g. tr-ick, fl-ap); and not consonant clusters (e.g. bl, sp, scr, -nd, -mp, -st) and not word families (e.g. cake, make, take, flake).

## The three complexities of the English Alphabetic Code:

One, two, three or four letters can be code for one phoneme (sound):
e.g. /s/ s as in 'sat', /f/ ph as in 'graph', /igh/ igh as in 'night', /ai/ eigh as in 'eight'
Most phonemes (sounds) can be represented by different graphemes (letters and letter groups):
e.g. the /oa/ sound can be represented by: o, oa, ow, oe, o-e, eau, ough.
Some graphemes can be code for more than one phoneme:
e.g. 'ough' can be code for: /oa/ in though, /u/ in borough, /ou/ in plough, /or/ in thought, long /oo/ in through

## One example of an English Alphabetic Code Chart:

units	example words with	units	example words with
of	spelling alternatives (graphemes)	of	spelling alternatives (graphemes)
sound	spetting attentatives (graphentes)	sound	spetting attendatives (graphentes)
s	snake glass palace house scissors	/oa/	oak bow yo-yo oboe rope
131	cents city cycle castle pseudonym	10u/	dough plateau
<b> a</b>	apple	/igh/	night tie behind fly bike
101	whhee	rigiti	eider eye
/t/	teddy letter skipp <b>ed</b> de <b>bt pt</b> erodactyl	ee	eel eat emu concrete key chief sardines
	teady tetter skippen debt prerodately	1001	/i-ee/ sunny monkey movie
1:1	insect sumbols	l e el	fork oars door snore four dawn sauce
/i/	insect cymbals	/or/	chalk wardrobe water caught thought
1-1	non numet	z	zebra jazz fries cheese breeze
/ <mark>p</mark> /	<b>p</b> an pu <b>pp</b> et	121	zebra jazz jries cheese breeze
/n/	net bonnet knot gnome engine	Incl	anna iumala <b>Inabl</b> ink unala
/ <b>n</b> /	net bonnet knot grome engine	/ng/	gong jungle <mark>/ngk/</mark> ink uncle
/k/	kit cat duck	<b>IV</b>	violin dove
	chameleon bouquet plaque		
/e/	egg head said	short	b <b>oo</b> k sh <b>oul</b> d cushion
1 <b>e</b> 1	egg nead said	<b> oo </b>	
/h/	hat who	long	moon blue flute crew fruit soup
		/00/	move through
/r/	rat arrow write rhinoceros	/ks/	fox books ducks cakes
111	rat arrow write minoceros	RS	Jox books ducks cakes
/m/	map hammer thumb welcome column	lezt	pegs eggs exam
/11/	map numere mante welconte column	/gz/	pegs eggs exant
/d/	dig puddle rained	/ch/	chairs patch /chu/ picture
101	alg padale failled		chairs patch <mark>/chu/</mark> picture
/g/	girl juggle guitar ghost catalogue	/sh/	sheep chef station magician admission
'g'	git juggle guildi ghost calalogue	1314	sheep they station magterian admission
<b> 0</b>	orange watch qualify salt	unvoiced	thistle voiced /th/ there
, •,		/th/	thatte volter for the chere
/ <mark>u</mark> /	umbrella son touch thoroughfare	/kw/	queen
, _,		,,	1
/ <b>l</b> /	ladder shell	/ou/	ouch owl plough
		,,	·····
/ul/	kettl <b>e</b> pencil hospit <b>al</b> camel	/oi/	ointment toy
,,		,,	·····
l <b>f</b> l	feathers cliff photograph laugh	/yoo/	unicorn statue tube new pneumatic
·J·	J	, 900,	
/b/	<b>b</b> at ra <b>bb</b> it <b>bu</b> ilding	/er/	mermaid birthday nurse earth world
	5		schwa <mark>[er]</mark> or <b>[u]</b> mixer humour theatre
/j/	jug cabbage gerbil giraffe fridge	/ar/	artist father palm half calves
/y/	yawn	/air/	hair hare bear where
191		//	
/ai/	aid tray table sundae cake prey	/eer/	deer ears adhere cashier
	break eight straight		
<b>/w</b> /	web wheel penguin	/zh/	television treasure azure
	read Fordant	12.01	courgette collage
	1		courgette courge

Sounds are shown within slash marks like this *[s]*. Consonant sounds are in blue and vowel sounds are in red.

This chart is not definitive and regional accents may require a chart such as this to be modified. Additional code (further letter/s-sound correspondences) can be added as required within word examples.

For more information about Alphabetic Code Charts including selecting your preferred FREE charts and hearing the sounds of English whilst seeing the spelling alternatives via video clips, go to <u>www.phonicsinternational.com</u>.